



Old School

**TACTICAL**

**RULEBOOK**

**VER 5.5**

By Shayne Logan



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# Welcome to Old School Tactical

Old School Tactical ( OST ) simulates small unit engagements in World War 2 and beyond. You will fight tactical battles with the men and historical weaponry of the battles represented in the game.

Players contest areas of a map board using counters representing soldiers, weapons and vehicles. On a turn, play goes back and forth between the sides as Impulse Points are used up as actions by each player's forces. When the battle is over, victory conditions determine a winner.

Most of the conventions used in this rulebook will be familiar to most players and we will use a point form style to keep the rules simple and clear.

Version 5.5 of the rules supplants version 5.35, and any changes replace the older rules.

**Red** type is used for examples and **blue** typed headings will denote any new rules and rule changes. Any references will be listed as ( Page-Section-Line ).

## 1/ The Map

The maps are made up of hexes containing different terrain types. Each hex represents 50m of real world terrain.

The edges of a map have numbered sections or 'trackers' which are updated during the game. Players keep track of Turn number, Impulse Points, Victory Points and Enemy Casualty Points using these trackers.

Trackers have boxes representing units of 10, and boxes 0-9 which represent units of 1.

**2/ Turn tracker** is used to count down the number of turns in a scenario. Counters are used on the trackers.

Turns in a scenario are counted down. **For example, in a 14 turn scenario, place a counter on the 10 square and a counter on the 4 square for the initial turn. At the start of the next turn, the counters are moved down to 13.**

The game ends after all Impulse Points have been used when the Turn marker is on 1, the exception is Extended play.

## 3/ Extended play

With Impulse Points expended and the Turn marker on 1, each player rolls 1D6. If the total is 7 or greater, move the Turn marker to zero and play 1 extra turn, otherwise the scenario ends.

**4/ Victory Point Tracker** is used to accumulate points for conditions met during portions of the scenario.

**For example, the German player receives 3 Victory Points for controlling a certain hex from Turn 4 on, and the American player may receive 2 Victory Points for the same hex.**

This tracker is not used in all scenarios. Some scenarios will determine Victory Points at game end.

**5/ Enemy Casualties Tracker** is used to count points for all casualties inflicted on your opponent.

Casualty Point values are:

Full Squad or Crewed Weapon = 2 points

Reduced Squad or Reduced Crewed Weapon = 1 point

Vehicle and crew = 2 points

Vehicle only = 1 point

Crew = 1 point

Truck = 1 point

Armored transport ( ie. SdKfz 251/1, M3A1 HT ) = 1 point

Leader = 1 point

Sniper = 1 point

## 6/ Mounting losses

- As casualties increase during a scenario, a player will take penalties and will be able to do less.
- For every 5 Casualty Points suffered, that side loses 1 Impulse Point on the Impulse roll. The Impulse Point total cannot fall below 1.

**For example, the German has a total of 12 Enemy Casualty Points on the Americans. When rolling for Impulse Points on the following turn, the American player will subtract 2 from his total. Say a roll of 8, now becomes a total of 6 Impulse Points for the turn, and the American side can perform 2 less actions.**

**7/ Impulse Point Tracker** is used to track Impulse Points during a turn. Impulse Points are subtracted from the total when used.



## 8/ Units and Markers

OST uses cardboard counters to represent the combatants and also administrative markers to track various game functions. Impulse, Casualty and Victory Point markers are differentiated by side to assist with solitaire play.

Units are the combatants that fight in OST. A Stuart tank, a Squad, and a Single Person counter are all units.

Markers are used to track game functions, such as the turn, casualties, the status of a unit, etc.

- Counters are used for a variety of purposes in game.
- When a unit moves, place a Moved marker on top to show this action has been performed.
- Place a Fired marker on a unit when it fires.
- After a unit has performed a second action, flip the counter to Used.
- A Melee marker denotes close combat.
- Shaken and Broken markers are placed on units with damaged morale.
- Damage markers are placed on vehicles to denote damage.
- All Fire, Movement and Used markers are removed at the end of the turn.
- Control markers denote ownership of control hexes.



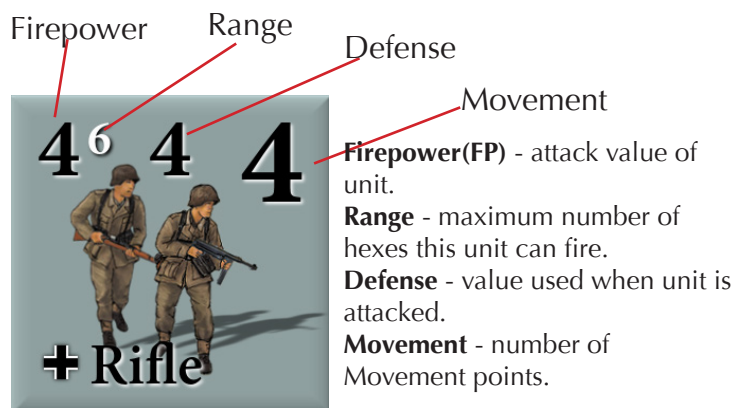
## Unit Counters

### 9/ Squads

All Squads are foot units and soft targets. Squads are depicted by the illustrations of two soldiers on the front side of the counter. The reverse or reduced side of the counter is split into two colors.





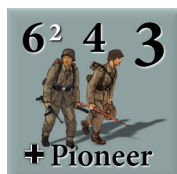


Squad counters are flipped to their reduced squad side when casualties are taken. Firepower is now halved.

**R** Denotes the squad is now reduced.

## 10/ Engineers

1. Pioneers, Sappers and Engineers are Engineer squads.
2. Engineers may place a smoke counter in their own or an adjacent hex. This costs an Impulse Point and counts as a Firing action.
3. Engineers reveal Mines when moved onto ( the unit does not undergo the attack ).
4. Engineers can dismantle Mines, Wire and Roadblocks as a Firing action. The player spends an Impulse Point and declares the obstacle is being cleared. The Engineer must remain in the hex, and remain in Good Order until the turn's end. Obstacles are then removed.
5. Engineers are the only units allowed to use Flamethrowers.
6. Engineers add +1 ( max ) to their attack die roll in Melees.



## 11/ Single Person Counters

All Single Person counters are foot units and soft targets. Single Person counters are represented by an illustration of a single soldier on the front side of the counter. Single Person counters do not have a reduced side.

1. Leader and Sniper counters represent a single person.
2. Single Person counters may not capture or contest control hexes.
3. Snipers and unattached Leaders may attempt to evade Melee. Owing player rolls 1D6 ( 1 six-sided die ); a 5 or 6 succeeds. Owing player moves the counter to an adjacent hex. Fail, and the unit fights in the Melee.
4. A Single Person counter is destroyed with a Casualty or an X result on the Infantry Combat Table ( ICT ). For Attached Leaders, see Leader Casualty Roll ( 16-86 ).

## 12/ Snipers

1. Snipers may not be a part of a Fire Group or Group move.
2. Snipers may not stack with other units.
3. Snipers may not carry or use support weapons.
4. When attacking Squads with attached Leaders, a



Sniper can elect to attack the Leader only.

5. When attacking Leaders, Armor Leaders and other Snipers, Firepower is doubled.
6. In Melee, Snipers have a Firepower and a Defense of 1. Snipers do not get the +2 FP Melee modifier.

## 13/ Leaders

1. Leaders have no inherent Firepower and may not attack other units on their own.
2. In place of the Firepower on the counter is a number in a white circle. This is the Leader's command range.
3. Other units must be within this command range to get the +1 die roll modifiers for Rally and Spotting rolls.
4. Leader bonuses only apply to foot units and not to vehicles. ( Exception: Armor Leaders, 3-15. )
5. Leaders in Melee have a Firepower of 1 and a Defense of 1. Leaders do not get the +2 FP Melee or +1 Leader modifier when alone.
6. A Leader may not carry or use support weapons.
7. SS Leaders may only assist other SS units.
8. Regular German Leaders may only assist regular German army units.
9. Russian Commissars and Guard Leaders may assist any Russian unit.
10. Regular Russian Leaders may only assist regular Russian army units.
11. All American leaders can assist any American unit.
12. Leaders must be good order to use any bonuses.



## 14/ Attaching Leaders

1. Leaders are attached or voluntarily detached in the Attach Leader Phase. It does not cost an Impulse Point.
2. Leaders may be attached to any foot unit or Crewed Weapon.
3. The Leader must be in the same hex with a unit to attach and it must be declared by the player.
4. Leaders can start a scenario as attached.
5. Leaders entering as reinforcements can enter as attached.
6. Place the Leader counter on top of the unit it is attached to.
7. An attached Leader moves with its unit without additional Impulse Point costs. **For example, a Lieutenant attaches to a Rifle Squad. They now activate as one, spending 1 Impulse Point when performing an action.**
8. Leaders use their Movement Points when unattached. When attached, they use the Movement Points of the unit to which they are attached.
9. Attached Leaders add +1 ( max ) to any attack and To Hit dice rolls for its attached unit or Fire Group.
10. Attached Leaders add +1 ( max ) to Melee rolls.
11. The maximum leadership bonus is +1, even if there is more than one Leader in the hex.
12. If a Leader is in a stack and one unit is eliminated in an attack, the Leader is automatically attached to the remaining unit.
13. Only one Leader may attach to a single unit.
14. Leaders may not attach to Snipers, other Leaders or vehicles.
15. Leaders can assist in Rally attempts of other Shaken/Broken Leaders.
16. Combat bonuses are only applied to units to which the Leader is attached. Other units merely in the command range of the Leader only get bonuses for Rally and Spotting



rolls.

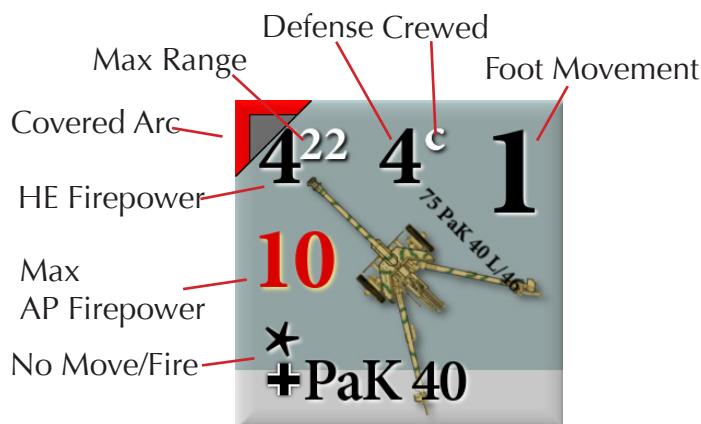
## 15/ Armor Leaders

1. Armor Leaders only have a command range number on the counter.
2. Other vehicles must be within the command range to get the benefits of leadership for Rally and Spotting rolls.
3. Armor Leaders cannot Group move or Group fire vehicles.
4. Armor Leaders only apply combat bonuses to the vehicle they are attached to.
5. Combat bonuses are +1 DRM ( Die Roll Modifier ) on to Hit rolls, and +1 DRM on the attack roll.
6. Armor Leaders must remain with the vehicle they are attached to at scenario's start and cannot move to other vehicles.
7. If the vehicle is destroyed or abandoned, the Armor Leader is removed from the game, even if the crew survives.
8. No Casualty Points are scored when an Armor Leader is removed.
9. Armor Leaders do not take Leader Casualty rolls.
10. Armor Leaders can only be attacked by Snipers. Their Defense in the attack is 5.



## 16/ Crewed Weapons

All Crewed Weapons are foot units and soft targets. Crewed Weapons are represented by an illustration of the weapon, and include at least an attack factor, defense factor and a movement factor. A PaK 40 and HMG are examples of Crewed Weapons.



**Max AP ( Armor Piercing ) Firepower** - maximum attack value on armored vehicles (AP FP at short range ).

**HE ( High Explosive ) Firepower** - attack value on soft targets.

**Max Range** - maximum range of weapon.

**Defense** - value used when attacked.

**c** - crewed designation.

**Foot Movement** - number of hexes unit can move by foot.

A 'T' signifies the unit may only move by transport.

\* - weapon may not fire after Moving/Unloading.

\* - weapon may only occupy ground levels in structures.

**Covered Arc** - points to the front, firing arc of the weapon.

1. Crewed Weapon counters are also flipped to their reduced side when suffering casualties.
2. When a Crewed Weapon unit is eliminated in battle, attacking player rolls 1D6. On a 5 or 6 the gun itself remains on the field. Place an Unmanned marker on the gun.



3. A gun may be reactivated or captured by moving any type of Squad/reduced Squad into the hex. Remove the Unmanned marker and Squad counter and use the gun counter as normal. If it's used by a reduced Squad, use the reduced side of the weapon counter. The gun's covered arc remains as it was when captured or until changed as per the rules by the new owner.
4. Action limits of the unit manning the weapon are still maintained. So a unit that has already used its movement or firing actions for the turn may not then move and fire again after manning the weapon.
5. If captured, place a Captured marker on the gun and remove the Squad counter.
6. A newly manned weapon may be fired in the same turn on a new Impulse but it is Moving Fire.
7. Re-manning or capturing an unmanned weapon is declared when the player moves onto the weapon.
8. Anti-tank ( AT ) guns may occupy bunkers, pillboxes and Level 1 ( ground level ) of structures.
9. FlaK 36 ( 88mm's ) are large and may not occupy structures, pillboxes or bunkers.
10. Unmanned weapons may be destroyed at will when moved onto, at no Impulse Point cost. Such action is executed after any Opportunity Fire on the hex.
11. Crewed Weapons marked with an asterisk \* may not fire after moving/unloading into a new hex.
12. Crewed Weapons marked with an asterisk \* may only occupy the ground level of multi-level structures.
13. Some Crewed Weapons have a covered arc which is marked with a red and gray triangle in the corner. The triangle is placed on a hex side. Lines are traced out from 2 adjacent hexes to show the firing arc of the gun. The weapon may only fire in the area of the covered arc ( see Covered Arc diagram, 5-19 ).
14. Guns can change their covered arc by spinning the AT gun in the same hex. The unit can fire, but it incurs all penalties for Moving Fire. Spinning the weapon and firing after occur as 2 separate actions.

Unmanned



Gun  
Moved  
\*No Fire\*

Pivot  
-1  
Gun

## 17/ Abandoning weapons

1. Inherent crews may not abandon their weapons.
2. Re-manned or captured weapons may be abandoned at any time by replacing the Unmanned marker or destroying the weapon and placing the unit counter in the same hex.
3. Use the same type of Squad that re-manned or captured the weapon.
4. If the unit suffered casualties while manning the weapon, this is reflected in the unit counter placed.

## 18/ Support Weapons

1. These represent portable weapons used by Squads.
2. Place the support weapon counter directly beneath the unit which possesses it.
3. A support weapon's Firepower can be added to the Squad's to increase the FP for an attack. For example, a Rifle Squad uses a Light Machine Gun ( LMG ) for a total of



4 ( Rifle ) + 2 ( LMG ) = 6 FP.

4. A LMG may be fired to its max range on its own even if the unit firing it is out of range.
5. Satchel Charges, Grenade Bundles, Molotovs and Panzerfausts are single use and removed once used.
6. Light Machine Guns, BARs, Anti-Tank Rifles ( ATR ), Ampulomets, Mortars, Panzerschrecks, Bazookas and Flamethrowers are used for the duration of the game.
7. Flamethrowers, Satchel Charges, Grenade Bundles and Molotovs can be used against vehicles in an adjacent hex at half FP (round down fractions). The vehicle is hit automatically but the Squad's FP is not added to the attack. The attack is resolved on the Vehicle Combat Table ( VCT ).
8. When a Squad carrying a support weapon is destroyed, the support weapon remains on the field and can be picked up and used by either side.
9. A unit may only use 1 support weapon at a time and that support weapon may only be used by that Squad in the turn. **For example, in a stack of 2 Rifle Squads and a LMG, the LMG may only be used by the 1 Squad during the turn.**
10. In a stack, if a unit using a support weapon is eliminated, the support weapon is automatically transferred to the remaining unit.
11. A unit may only carry 1 support weapon while moving, but it may be stacked with any number of them in a hex.
12. Support weapons may be picked up or destroyed at no cost by an active unit in the same hex.
13. Support weapons may be transferred between stacked units at the start of a new turn in the Attach Leaders/weapons phase.
14. 1 support weapon per Squad/reduced Squad may be used in Melee.
15. Support weapon's FP is added to the Squad's, and then total is then halved when a unit is Shaken. **For example, a Shaken Rifle Squad with a LMG would have a FP of ( 4 + 2 ) /2, rounded down = 3.**



into the hex. All units undergo an attack separately, using 10 as the FP. Firepower is always an unmodified 10. Defenders use terrain modifiers.

21. Check for structure collapse when using a Satchel Charge with a +1 modifier to the collapse roll ( see Structure Collapse, 21-105 ).
22. Satchel charges may not be used in Melee.



### Mortar support weapons

23. Mortars have a minimum and maximum range.
24. Squad firing mortar does not use its FP with mortar attack.
25. A target chosen must be in LOS of the firing unit. The attack cannot be spotted by other units.
26. A 1D6 roll for accuracy is made with 4 or higher being accurate. +1 modifier to the roll if a Leader is attached to firing unit. -1 modifier if firing unit is Shaken.
27. If inaccurate, roll 1D6 for drift direction using normal artillery Drift rules ( see Drift, 21-104 ). The attack is then moved 1 hex only in that direction and the attack is carried out.
28. Area of effect is 1 hex only.
29. The attack hits all units in the target hex, so separate attacks are carried out against each unit.
30. Fire from the M2 Mortar does not affect armored vehicles. Attacks are carried out on Trucks using the VCT, but ignored for armored vehicles
31. Mortar support weapons do not cause structure collapse or airburst.
32. Can fire Smoke into the target hex.
33. Degrading terrain between the mortar and the target hex does not remove FP from the attack.
34. Mortars may not be used in Melee.



### Anti-tank support weapons

16. Squad Anti-tank support weapons are fired at vehicles using their 'To Hit' rolls. Then an attack roll on the VCT if a hit is achieved. The squad's FP is not added to the attack.
17. Bazookas, Panzerschrecks and Panzerfausts can be fired at units in structures, bunkers and pillboxes, in which case their HE value is added to the squad's FP.
18. Bazookas, Panzerschrecks and Panzerfausts may not be fired from bunkers and Pillboxes. They may be fired from structures but all units in the firer's hex must pass a Gut Check roll or become Shaken.
19. Bazookas, Panzerschrecks and Panzerfausts can only be used in a Melee when an enemy vehicle is involved. Firepower added by the weapon is 2.



### Satchel Charges

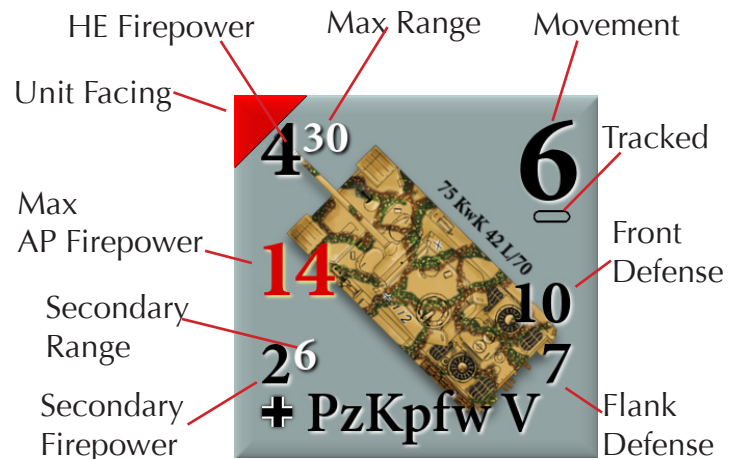
20. Satchel Charges are special in that they attack all units in the target hex equally. The squad's FP is not added into the attack, but throwing the Satchel Charge counts as a Firing action by the unit. **For example, a Squad moves adjacent to a stack of enemy units and tosses the satchel**

### 19/ Vehicles

All vehicles, except Trucks, are armored and hard targets. They are attacked using AP Firepower.

Trucks are soft targets and are attacked with HE Firepower or small arms.

Vehicles are depicted by an illustration of the vehicle on the front side of the counter. The reverse side of the counter is an illustration of the vehicle when destroyed.



**Unit Facing** - the triangle represents the front facing of the vehicle.

**Max AP ( Armor Piercing )** Firepower - maximum attack on armored vehicles ( AP FP at close range ).



**HE ( High Explosive ) Firepower**- value of attack on soft targets.

**Max Range** - maximum number of hexes the main armament may fire.

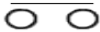

**Secondary Firepower** - attack value of vehicle machine guns.

**Secondary Range** - maximum range of machine guns.

**Front Defense** - used when the vehicle is attacked through its front facing.

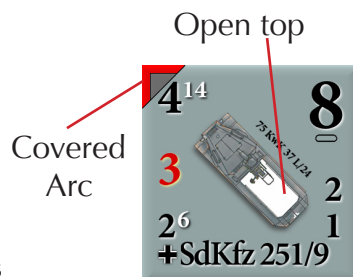
**Flank Defense** - used when the vehicle is attacked through its flank facing.

**Movement**- number of Movement Points ( MPs ).

1. Vehicle counters represent a single vehicle.
2. Under the Movement number is a symbol for movement type, wheeled  or  tracked.
3. The red Unit Facing triangle is pointed to a hex-side ( not vertex ) to designate the vehicle's facing.
4. Vehicles with a covered arc are designated with a red and gray Unit Facing triangle.
5. Vehicles with turrets can fire their main armament in any direction.
6. Vehicles with a covered arc are limited to firing their main armament in a covered arc extending from the front facing of the vehicle.
7. Secondary armament can fire in any direction unless noted.



8. When a vehicle is destroyed, the counter is flipped to become a wreck.
9. A Casualty Point is counted for both the vehicle and the crew, so 2 points total.
10. Trucks and the Armored transports do not roll for crew survival and are only counted for 1 Casualty Point.
11. Vehicles with an open top are distinguished by a colored fill ( white or gray ) on the counters.
12. Open top vehicles have crews which are exposed and can be fired upon by small arms.
13. Trucks can also be attacked by small arms.
14. When attacking trucks and exposed crews with small arms, the attacker halves his



Firepower ( rounding down ).

15. Trucks are automatically hit and then attacked on the Vehicle Combat Table as normal.
16. Exposed crews are attacked on the Infantry Combat Table using 5 as the Defense for the crew.
17. Exposed crews do not take casualties. Any result of X becomes an automatic Broken ( no Gut Check roll ) and any C result becomes an automatic Shaken. Broken/ Shaken results roll the Gut Check as normal. The vehicle can only be Broken or Shaken by small arms fire.
18. An open top vehicle in Melee has a 1 subtracted from its Defense.
19. Open top vehicles have 1 subtracted from their Defense when attacked by aircraft and OBA.
20. Molotovs and Ampulomets have +1 FP when attacking open top vehicles.

## 20/ Fortification and Wreckage Counters

These represent changes to the battlefield as a result of construction or damage. A maximum of 1 fortification counter is allowed per hex, so multiple Covers are not allowed in a single hex for example. Terrain and fortification Defense bonuses are cumulative. **For example, a Cover (+1) in the woods (+2) has a total of +3 Defense.**

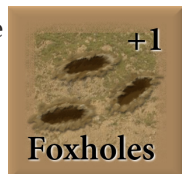
## 21/ Cover

1. All units, including vehicles, may attempt to improve their defensive position, even in a structure.
2. Owning player spends an Impulse Point and rolls 1D6. A 5 or 6 is successful and a Cover counter is placed in hex. May be rolled for multiple times by the same unit in a turn as there is no limit on attempts.
3. +1 Defense to all units in a hex with Cover.
4. A Cover counter is removed once all units leave the hex, or are destroyed. The Cover remains as long as the owning player has any unit in the hex.
5. Cover attempts cannot be made in a Bunker, Pillbox, Foxholes, Wire, Roadblock or stream hex.



## 22/ Foxholes

1. Foxholes cannot be dug in the course of the scenario.
2. +1 Defense to all foot units in hex.
3. Vehicles get no Defense bonus for being in a hex with Foxholes.
4. Foxholes remain in place on the map for the entire scenario and can be occupied by either side.



## 23/ Mines

1. The player with Mines secretly records the position of the mines after the setup of his own forces at the beginning of the game.
2. Mines are revealed when the hex is entered by an enemy unit, triggering the Mines' attack.
3. Engineers reveal hidden Mines when they enter the hex, but they do not trigger an attack.
4. Engineers can dismantle Mines ( see 2-10-4 ).
5. Revealed Mines remain on the battlefield, attacking any enemy unit that enters their hex ( Exception: Engineers)



until they are removed.

6. The owning player may move through his own mines without revealing them or triggering an attack.
7. Mines attack foot units on the ICT with a Firepower of 5.
8. Mines attack vehicles on the VCT. The hit is automatic and a Firepower of 5 is used against the vehicle's flank defense.

#### 24/ Bunkers

1. Normal stacking rules apply for hexes with Bunkers.
2. Vehicles may not enter Bunkers, only the hex terrain itself.
3. Bunkers may not be placed in a structure or stream hex.
4. Units in Bunkers receive +3 Defense.
5. It costs 1 Movement Point ( MP ) for a unit to enter or exit Bunkers.
6. Bunkers may be occupied by either side.
7. Units may fire out of a bunker in a 360° arc.
8. Bunkers may be destroyed by the a unit occupying them. It costs an Impulse Point and counts as a Firing action.
9. AT guns still pay a penalty for changing their arc in a bunker.
10. Place the Bunkers counter on top of the units occupying them.



#### 25/ Pillboxes

1. Normal stacking rules apply for hexes with Pillboxes.
2. Vehicles may not enter a hex with Pillboxes.
3. Pillboxes may not be placed in a structure or stream hex.
4. Units in Pillboxes receive +3 Defense.
5. It costs 1 Movement Point ( MP ) for a unit to enter or exit Pillboxes.
6. Pillboxes may be occupied by either side.
7. Pill boxes have a covered arc and have a red and gray triangle on the counter. This is pointed to a hexside in the same manner as vehicles.
8. Units inside the pillbox can only attack at range through this limited covered arc. The reverse also applies that enemy units can only attack units in the pillbox at range through this arc.
9. The flank of the pillbox only comes into play when enemy units are adjacent. Adjacent enemy units can attack into the pillbox and those units inside can fire back. An exception is Crewed weapons inside the pillbox which may only fire out of the limited covered arc.
10. Pillboxes may not change their facing.
11. Pillboxes may not be destroyed.



#### 26/ Barbed wire

1. Units in a Wire hex receive -1 Defense.
2. It costs 1 MP+Cost of Terrain ( COT ) for foot, 4 MP+COT ( **Bog Roll** ) for wheeled, 3 MP+COT ( **Bog Roll** ) for tracked.
3. COT is short for 'Cost of Terrain'. This is the cost in Movement Points to enter a hex.
4. Wire is removed immediately by vehicles moving into the hex, unless vehicle bogs down.
5. Wire can be destroyed by Engineers ( see 2-10-4 ).
6. When OBA strikes a Wire hex, attacking player rolls 1D6. A 5-6 and the wire is removed, 1-4 and the Wire is unaffected.



#### 27/ Roadblocks

1. Vehicles may not enter hex.
2. It costs 1 MP+COT for foot units to enter.
3. Units in a Roadblock hex receive +1 Defense.
4. Pioneer/Sappers can destroy Roadblocks ( see 2-10-4 ).
5. Roadblocks degrade LOS.



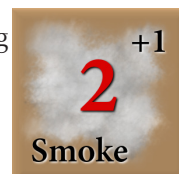
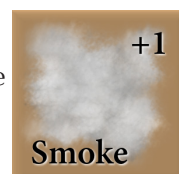
#### 28/ Rubble

1. Rubble counters are placed when a structure collapses on the battlefield.
2. It costs 2 MP for foot, 4 MP ( **Bog Roll** ) for wheeled, 3 MP ( **Bog roll** ) for tracked.
3. Rubble degrades LOS.
4. Units in Rubble receive +3 Defense.



#### 29/ Smoke

1. Smoke is placed by Engineer units, mortars and Off Board Artillery ( OBA ).
2. Smoke lasts for 2 turns. In the Smoke Counter Phase, all Smoke counters are flipped to their Smoke 2 side and all Smoke 2 counters ( counters which began the phase as Smoke 2 ) are removed.
3. When smoke rounds are placed by OBA, place a Smoke counter in the Strike hex, and Smoke 2 counters in the 6 surrounding hexes.
4. A unit in a Smoke hex has +1 Defense and -1 to its Firepower.
5. Smoke degrades Line of Sight ( LOS ).
6. Smoke placed by engineer units and mortars only fills the target hex and is a Firing action.
7. Smoke is multi-level and degrades LOS on all levels.



#### 30/ Wrecks

1. Vehicle wrecks degrade LOS.
2. Units in a hex with a wreck receive +1 Defense.
3. Multiple wrecks is still +1 Defense.
4. Wrecks stay on the map for the duration of the game.
5. Wrecks do not count against stacking limits.



#### 31/ Terrain

1. Terrain encompasses the entire hex, including the hexsides.
2. Hedges, bocage and stone walls cover the hexsides only.
3. Vehicle units must check for bogging down in some types of terrain. If a Bog roll is required, a 'B' is listed with the movement cost. The section on the player aid is red.
4. If terrain cannot be entered by a unit, the movement cost is listed as 'X'. The section on the player aid is gray.
5. LOS can pass through terrain, be blocked by it, or be degraded.
6. LOS can only be degraded twice. A third hex of degrading terrain blocks LOS.
7. LOS that can be traced through a structure or hill hex without hitting the structure or hill itself is degraded.
8. If LOS is traced down a hexside with 2 different terrain types, the LOS of blocking terrain takes priority. **For example, LOS is traced down a hex spline with Brush on**



one side and Woods on the other. Woods terrain is used and therefore LOS is blocked.

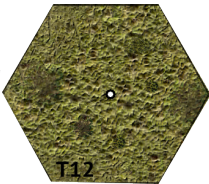
### 32/ Open

1. Open ground with no prominent features.
2. Costs 1 Movement Point (MP) for all unit types.
3. No combat or LOS effects.



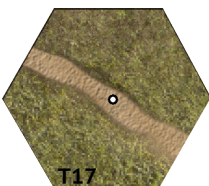
### 33/ Brush

1. Small trees, shrubs and tall grasses.
2. Costs 1 MP for foot, 3 MP ( **Bog Roll** ) for wheeled, 2 MP for tracked.
3. +1 Defense for units in Brush.
4. Degrades LOS.



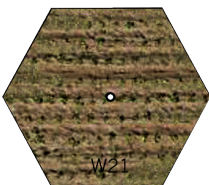
### 34/ Roads

1. Prepared surfaces, whether dirt or paved, which ease the movement of vehicles.
2. Costs 1/2 MP for vehicles, 1 MP for foot.
3. No combat or LOS effects.
4. When a road is in a hex with other terrain such as Woods or Rubble, the road is used for Movement costs if the hex is entered via another contiguous road hex. The other terrain is used for Defense.



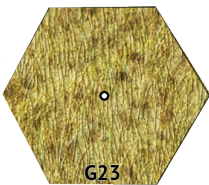
### 35/ Farm

1. Plowed and planted fields.
2. Costs 1MP for foot, 3MP ( **Bog Roll** ) for wheeled, 2 MP for tracked.
3. No combat or LOS effects.



### 36/ Wheatfield

1. Fields with planted grains.
2. Costs 1 MP for foot, 3 MP ( **Bog Roll** ) for wheeled, 2 MP for tracked.
3. Does not degrade or block LOS.
4. +1 Defense for units in hex.



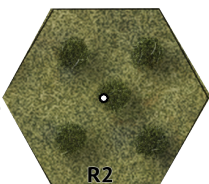
### 37/ Woods

1. Forested areas with large trees.
2. Costs 2 MP for foot, 3 MP ( **Bog Roll** ) for tracked vehicles.
3. Wheeled vehicles cannot enter Woods.
4. +2 Defense for units in hex.
5. Foot units in woods attacked by any artillery suffer the effects of Airburst ( See OBA, 21-102-12,13 ).
6. A Woods hex blocks LOS.



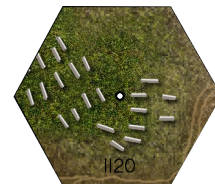
### 38/ Orchard

1. Planted rows of trees with no underbrush.
2. Costs 1 MP for foot, 3 MP for wheeled, and 2 MP for tracked vehicles.
3. +1 Defense for units in hex.
4. Foot units in orchards attacked by any artillery suffer the effects of Airburst ( See OBA, 21-102-12,13 ).
5. A Orchard hex degrades LOS.



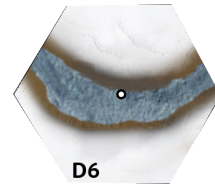
### 39/ Cemetery

1. Prepared grounds with graves and markers.
2. Costs 1 MP for foot, 2 MP for all vehicles.
3. +1 Defense for units in hex.
4. Degrades LOS.



### 40/ Stream

1. Shallow water that can be crossed by units, but deep water rivers are impassable.
2. Costs 2 MP for foot, 4 MP ( **Bog Roll** ) for wheeled, and 3 MP ( **Bog Roll** ) for tracked vehicles.
3. -2 Defense for units in hex.
4. No LOS effects.



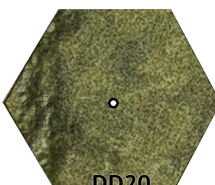
### 41/ Hedge

1. A planted row of thick foliage.
2. Degrades LOS.
3. Hedges trace the hexsides and include the corner points of the hexside.
4. A unit which moves through a hexside with a hedge must pay the cost to cross the hedge and also the COT of the hex it enters.
5. Costs 1 MP+COT for foot, 2 MP+COT ( **Bog Roll** ) for all vehicles. **For example, a tank crosses a Hedge into a Brush hex. It costs 2 MP for the hedge and 2 MP for the Brush, so 4 MPs total. It also must take a Bog Roll.**
6. Only roll once for Bog even if the hex entered also requires a **Bog Roll**.
7. If a vehicle fails the **Bog Roll**, it is bogged down in the hex moved into, after crossing the hedge.
8. +1 Defense for units adjacent to a hedge if the attack is traced through it.
9. No Defense modifier if attacked by Airstrikes, OBA and mortars.
10. The Defense modifier is added to any Defense modifier of the hex itself. **For example, if the defending unit is in a Woods hex with a Hedge, the unit receives a +1 for the Hedge and a +2 for the Woods for a total +3.**
11. If LOS is traced through 2 different hexsides with Hedges of the same hex, it is degraded twice.
12. When units are on both sides of a Hedge, both units will receive the Defense of +1 when attacking each other.
13. When a Hedge is alongside the firing unit, or the target unit, it is not considered degrading LOS but rather a part of the hex itself. So a -1 FP for degrading terrain is not used by firing unit if a Hedge is adjacent to it or the target.
14. Firing through the length of a Hedge hexside, LOS is degraded once.



### 42/ Bocage

1. Earthen mounds with dense vegetation.
2. Bocage traces along the hexsides.
3. Blocks LOS unless a foot unit is in a hex adjacent to the bocage. In this case, the foot unit can fire through the bocage and enemy units can fire at the foot unit in the bocage. Firepower is not affected. The foot unit receives a +2 Def when the attack is traced through



the bocage.

- Units in structures adjacent to bocage can only fire into adjacent bocage hex. Reverse is also true. Units in structure use structures' Defense modifier only.
- Unit in bocage hex receives no Defense modifier if attack is traced into hex but not through the bocage itself.
- No Defense modifier if attacked by Airstrikes, OBA and mortars.
- Vehicles adjacent to bocage are not considered in the bocage itself and therefore cannot attack through it or be attacked through it ( except by enemy foot units adjacent to bocage ). This LOS is blocked.
- Vehicles cannot move through bocage.
- Movement cost for foot units is 2 MP + COT.

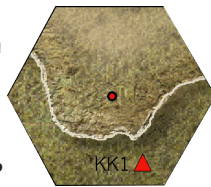
#### 43/ Stone Walls

- Sturdy stone and brick constructions.
- Degrades LOS.
- Trace hexsides just as Hedges do and follow the same guidelines.
- Costs 1 MP+COT for foot, 3 MP+COT ( **Bog Roll** ) for wheeled, 2MP+COT ( **Bog Roll** ) for tracked vehicles.
- +2 Defense for units adjacent to, and attacked across a Stone wall.
- No Defense modifier if attacked by Airstrikes, OBA and mortars.



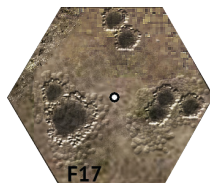
#### 44/ Hills and Gullies

- Hills and depressions such as dry river beds.
- Hills and gullies are marked with colored level triangles.
- Moving up or down a level, costs 1 MP+COT for all units. Exception: when moving into a multi-level building, only the cost of moving into a structure is used.
- A move of 2 levels in one hex costs 2MP + COT.
- Units attacking targets on a lower level add a +1 to all combat and To Hit dice rolls.
- Units attacking targets on a higher level add a -1 to all combat and To Hit dice rolls.
- Units on higher elevations add +1 to their range when attacking targets at lower elevations. For guns, the +1 range is added onto the maximum range and doesn't change any stats at closer ranges.
- Hills blocks LOS for units at the same level or lower
- Higher elevations can see over a hill apart from a 1-hex blind spot directly behind the hill hex ( see 9-55-10 ). See also crestlines.
- Edges of the hills are defined by lines.
- If LOS is traced through a hex with a hill, without hitting the hill itself, LOS is degraded.



#### 45/ Shell Holes

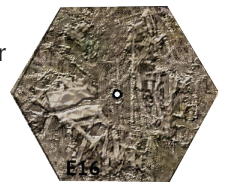
- Craters caused by artillery and air attacks.
- Does not affect LOS.
- Costs 2 MP for foot, 4 MP ( **Bog Roll** ) for wheeled, 3 MP ( **Bog Roll** ) for tracked.
- +1 Defense for units in the hex.



#### 46/ Debris

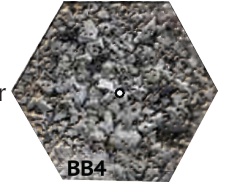
- Junk and battle wreckage littering the hex.

- Degrades LOS.
- Costs 2 MP for foot, 3 MP ( **Bog Roll** ) for wheeled, 2 MP ( **Bog Roll** ) for tracked.
- +1 Defense for units in the hex.



#### 47/ Rubble

- Piles of wood and stone from collapsed structures.
- Degrades LOS.
- Costs 2 MP for foot, 4 MP ( **Bog Roll** ) for wheeled, 3 MP ( **Bog Roll** ) for tracked.
- +3 Defense for units in hex.



#### 48/ Light Structure

- Mostly wooden buildings, depicted in shades of brown on the map.
- Foot units entering a hex with a structure occupy all levels of the building.
- Crewed Weapons are foot units and may also occupy structures.
- LOS is blocked in the hex only by the structure itself, the rest of the hex degrades LOS.
- Costs 2 MP for units to enter a hex with a structure.
- +1 Defense for units in a Light Structure hex.
- Vehicles may not enter hexes with a structure ( Exception: Road and Structure hex, 9-52 ).



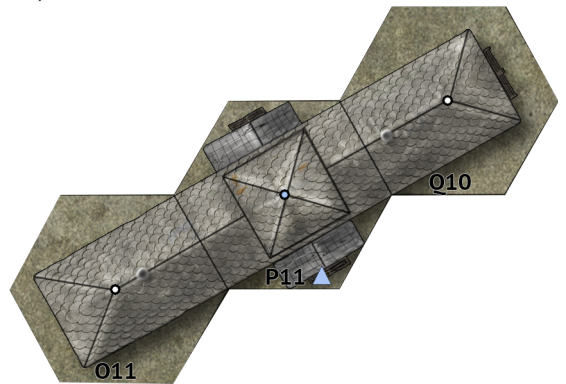
#### 49/ Heavy Structure

- Sturdy structures made of stone and concrete, depicted in shades of gray on the map.
- Follows the same guidelines as Light Structures.
- +2 Defense for units in a Heavy Structure.



#### 50/ Multi-level and Multi-hex Structures

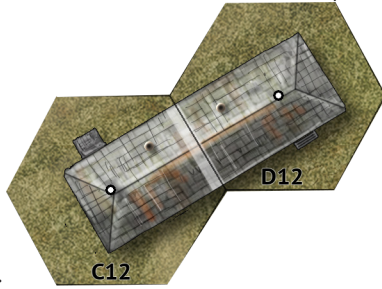
- Multi-level structures are marked with colored triangles and matching color center dots.
- Units in a multi-level structure occupy all levels simultaneously.
- Units entering a multi-level structure hex do not pay movement costs associated with elevation changes.
- LOS is traced into and out of the highest level for all attacks.
- Crewed Weapons with a \* may only occupy the ground level and have LOS from that level only.
- LOS inside structures is limited to adjacent hexes. Normal Defense modifiers apply for structure type ( +1 Light, +2 Heavy ).





## 51/ Row Houses

1. Row houses are multi-hex structures that are divided by thick walls.
2. A white line along the hex-line denotes row houses.
3. LOS and attacks may not be traced through these white lines.
4. Units may not move through these white lines.
5. Normal Defense modifiers apply for structure type.



## 52/ Road and Structure hex

1. Where road and structure terrain are in the same hex, the player must declare to opponent whether the unit is moving on the street or moving in the structure.
2. If on the road, pay road movement cost and use 0 Defense.
3. If in the structure, pay 2 MP for each hex and use +2 Defense.
4. Vehicles may only use the road in these hexes.
5. Normal stacking rules apply to the hex.
6. If unit ends its movement in the road, mark with a On Road marker.



## 53/ Line of Sight ( LOS )

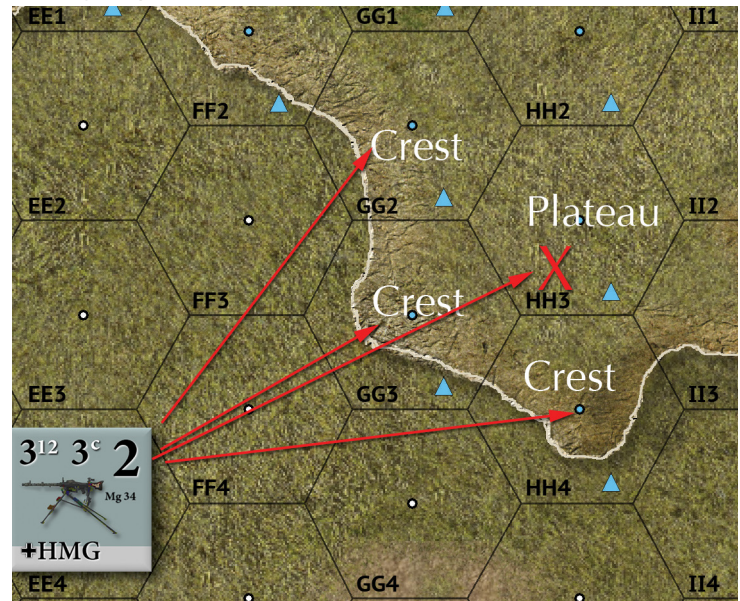
1. LOS is drawn as an imaginary line from center hexdot to center hexdot.
2. In order to attack or spot another unit, your unit must have LOS to the target.
3. Player aids such as string or rubber bands and may be used to check LOS.
4. There is no cost or limit on LOS checks.
5. Most terrain and battlefield objects will block or degrade LOS.
6. No units on the board affect LOS or fire through their hexes except Wrecks, which degrade LOS.
7. Melees do not affect LOS or fire through the hexes.

## 54/ Degraded LOS

1. Some terrain and battlefield counters hinder an attack by degrading LOS.
2. LOS may be traced through 2 hexes of degrading terrain, any more and LOS is considered blocked.
3. A -1 to FP for each degraded hex the attack passes through, up to a maximum of -2.
4. If the target is in degrading terrain, the FP is not reduced by it. Rather the Defense modifier of the terrain is used.
5. In a fire group, if both attacking units trace LOS through the same degrading hex, the -1 FP is only applied once to the group.
6. -1 is added to the To Hit dice roll for each degraded hex the attack passes through, up to a maximum -2.
7. In structure hexes, only the structures themselves block LOS. If LOS can be traced through a structure hex, it is then treated as degraded.
8. In hill hexes, only the hill itself blocks LOS and the rest of the hex degrades.

## 55/ Levels

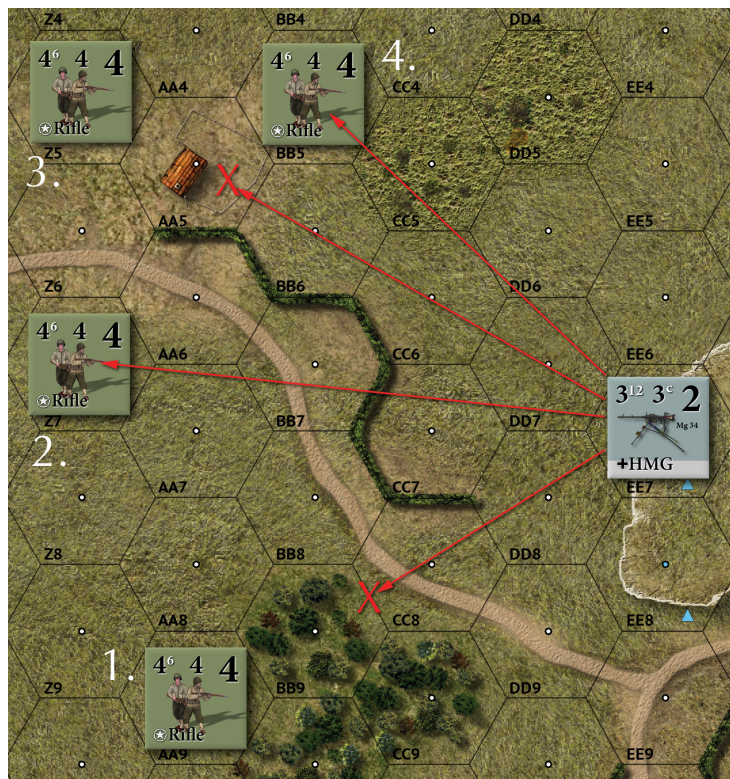
1. There are 4 height levels in the game. Levels 1,2,3 and -1. Each is roughly 3-4 meters in height, or 1 story.
2. Level 1 is ground level.
3. A level 2 hex is higher than level 1 and is marked with a light blue triangle and center dot. ▲
4. A level 3 hex is higher than level 2 and is marked with a red triangle and center dot. ▲
5. A -1 level hex, or depression is lower than level 1 and is marked with a gray, inverted triangle and center dot. ▼
6. 1 story buildings, trees, orchards, bocage, brush, debris, rubble, hills, cemeteries, roadblocks and wrecks are all 1 level in height.
7. Farms, wheatfields, shell holes, roads, open, bunkers, streams and wire have no appreciable height.
8. Hedges and stone walls do not degrade LOS between different levels but the defensive bonus still applies to adjacent units.
9. Firing from levels 2 and 3, increase a unit's range by 1 hex when attacking targets at lower levels.
10. A unit may only fire at lower levels if it is on a crest hex. A crest hex is the higher hex of adjacent hexes of different levels.
11. If a unit is back 1 hex or more from a crest, then it is considered on a plateau and may only fire at units at the same or higher elevations. A unit is also considered to be on a plateau, if there is a LOS blockage directly in front of it on a lower level.
12. The reverse is also true, as an attacker from a lower level may only target units on a crest hex but not those on a higher plateau.



13. LOS is traced over all lower level terrain except for the 1 hex behind blocking and degrading terrain/fortifications/ wrecks or which creates a blind spot. If the terrain blocks LOS, the unit behind it cannot be attacked. If the terrain is degrading, the attack on the unit behind it is degraded by -1 FP.
14. The reverse is also true, where a LOS blocking hex is adjacent to a unit on a crest of higher ground, the space of 1 hex behind the blockage is a blind spot. It creates a plateau effect for the unit behind it.
15. Smoke is considered multi-level and cannot be passed over.



16. Attacking from a higher level adds +1 to all 'to Hit' and attack dice rolls.
17. Attacking from a lower level adds a -1 to all 'to Hit' and attack dice rolls.
18. Units in a -1 level depression will only be able to see units on the crests of level 1 which form its edges, and other units in the same depression. The edges of the depression is marked with lines like hills and will block LOS tracing.



For example, a HMG is on a level 2 hill and wants to attack units on a lower level.  
 The attacker's LOS hits a woods hex and Rifle squad 1 occupies the hex behind it. The HMG cannot see Rifle squad 1 as it is in a blind spot.  
 Rifle squad 2 is attacked with full FP as the hedge does not degrade it.  
 The HMG cannot attack Rifle squad 3 as it is in a blind spot 1 hex directly behind the structure.  
 Rifle squad 4 is 1 hex behind degrading terrain, so 1 FP is subtracted from the HMG's attack.

## 56/ Urban LOS

1. Tracing LOS in the confines of a city requires some specific rules. These rules affect play on Map 3 ( Stalingrad expansion ).
2. Although Level 1 buildings can be traced over from higher levels, multi-level buildings will always block LOS. So a level 3 building cannot see over a level 2 building.
3. Height advantage/disadvantage attack modifiers are still used between Level 2 and Level 3 buildings.
4. When attacking from a multi-level building to another multi-level building, all Level 1 terrain along the path is ignored.
5. All multi-level hexes are marked with colored triangles and matching colored center dots. If the structure carries a little bit outside of the hex, but it has no triangle, then the hex is considered open terrain. These little bits are ignored when tracing LOS.

6. Level 1 structures are used in whole.
7. If the hex contains both a road and structure, the player must declare what terrain the unit is using.
8. When a player's unit ends its move in the road, place an On Road marker on the unit.
9. If a unit is attacked on the road in this dual terrain hex, LOS can be traced to any portion of the road in the hex and does not have to see the center hex dot.
10. The same applies if the unit is attacking from the road hex.
11. If the hex is a normal road only hex, the center dot is still used for LOS.
12. Dual terrain hexes of rubble/road and debris/road, the road is used for movement and the terrain is used for Defense. The center hex dots are used for LOS.



Hexes N20 and O20 have building art but they are not marked with the triangles, so not a part of the building. They are thereby treated as open hexes.

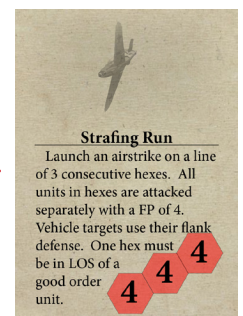
A unit in N21 can fire into N19 and O19.

Fire inside of the building itself is limited to adjacent hexes.

## Cards

### 57/ Luck Cards

1. Unless stated otherwise on the scenario sheet, one Luck card is drawn at random from the deck by each player at the start of the game.
2. Draw the card after units have been setup on board.
3. Card is placed face down and not revealed to the other player until used.
4. They are used during the course of a player's Impulse and do not cost an additional Impulse Point to use.
5. The player continues with his Impulse before or after using a Luck card.
6. For example, the American player uses his Luck card 'Strafing Run' when the German player's units bunch up. After carrying out the attack on the German units, the American player can still act.
7. Luck cards are removed once they are used.
8. Some cards may at times be unusable, in that case your luck is bad.
9. Another option is to remove vehicle Luck cards from the deck when the scenario only involves infantry.



### 58/ Unit Cards

1. Unit cards are used as reference by players.



- Vehicle and gun cards have tables which provide To Hit numbers and AP Firepower numbers for the unit at various ranges.
- Range is the number of hexes from the unit to the target, not counting the attacking unit's hex.
- Other important factors are noted with an asterisk along the bottom of the card.

# M18 Hellcat

76mm M1A2 gun

Movement: 8

Front defense: 3

Flank defense: 3

HE FP: 3

Secondary: 2-6

Maximum range: 22

Range:	0-6	7-11	12-16	17-20	21-22	
To Hit:	6	7	7	8	8	
AP FP:	10	9	8	7	6	

\*Tracked \*Open top

For example, during play the American player takes a shot at a German tank 10 hexes away. Referencing the card, at that range a 7 or higher is needed to hit and the AP FP is 9.

## Game Play

### 59/ Scenarios

- Scenarios are used to setup and play the battles.
- The scenario will list all forces involved and their set up and/or entry parameters.
- Units entering the map, spend the COT of the hex entered.
- It will list any Control hexes used for victory conditions.
- It will note the Gut Check number and the number of Impulse Points for each side.
- It will list map coordinates, the hexes which form the corner boundaries of the map to be used. Place Map Edge markers on the coordinate hexes and trace imaginary lines around the corners to frame the section of the map to be used in the battle. Use similar hex-lines to border the area, so if hex D21 is a coordinate trace vertically using all D hexes, and trace laterally using all hexes with 21 as the number.
- The coordinates and the hexlines traced are in play.
- It will give a description of the battle and list the number of turns.
- It will list any special rules or conditions to be used.
- It will list any off board assets to be used.
- Finally it will list the Victory conditions.
- It is always an automatic victory for a side that destroys all enemy units.



### 60/ Control Hexes

- Control counters are placed in the hexes at scenario start to show ownership.
- Control may be neutral or controlled by either side at setup.
- To change ownership, a unit must move into or through the control hex while maintaining good order status. Ownership is maintained until changed again or contested.
- Single person counters, crews and Trucks may not contest or capture Control hexes.
- Control hexes are contested when an unresolved Melee remains ongoing in the hex at the end of the turn. Contested Control hexes are not scored unless otherwise noted in the scenario setup.



- If after a Melee, only one side remains in the hex with a non good order unit, then the Control hex is owned by that side.

### 61/ Initiative

- At the beginning of each turn, both players roll 2 six-sided dice ( 2D6 ) for the Initiative.
- High roll wins the Initiative and plays first for the turn.
- Player winning Initiative may pass if he has less Impulse Points in total than the other side.
- Ties are re-rolled.

### 62/ The Impulse System

The Impulse system used in Old School Tactical represents the uncertainty of battlefield command.

The fluctuation of Impulse Points portrays poor communication, ammo shortages, fear under fire, courage under fire, getting lost, disregarding orders, and a thousand other things that do not appear in any textbook.

This system can be frustrating at times, but it is also realistic.

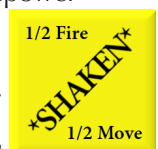
The fluid nature of the battle will also change your use of Impulse Points.

- Play alternates from one player to the other after the use of an Impulse Point ( or two ).
- In general, an Impulse Point is used as any one action performed by a unit such as: Move, Fire, Assault move, Rally , call in an off board artillery ( OBA ) strike, etc.
- The scenario will set the number of dice rolled for Impulse Points. It may also list additional Impulse Points added to the dice roll. For example, 2D6 + 3 means that 2 dice are rolled and 3 additional points are added to the total.
- At the beginning of every turn, both players roll dice to determine an Impulse total. For example, the German player has 3 dice to roll. A 1, 3 and a 6 are rolled. 10 Impulse Points are available to the Germans for that turn.
- Impulse Points are subtracted from your total on the Impulse tracker as they are used.
- During play, a player may pass if his Impulse Point total is less than that of his opponent. For example, the German player has 10 Impulse Points and the American player has 4. As play switches to the American side, the player passes and allows the German to go again.
- If you have no action to perform but you have an equal or greater number of Impulse Points than your opponent, then you just remove an Impulse Point without performing any action.
- The turn is over when both players have used all of their Impulse Points.



### 63/ Unit Morale

- Units in the game can be in 3 states of morale.
- A **Good order unit** is normal and has nothing affecting it.
- A **Shaken** unit has both its Movement and Firepower halved ( fractions rounded down ).
- A Shaken unit may not Spot or Assault move.
- Shaken units must retreat to any adjacent hex, of the owning player's choice, not containing enemy units after a Melee. If it can't retreat, it is destroyed.



6. A **Broken** unit has been severely rattled and may not move or fire.
7. A Broken unit also may not Spot.
8. A Broken unit in Melee does not return fire. If it survives, it must retreat to any adjacent hex, of the owning player's choice, not containing enemy units. If it can't retreat, it is destroyed.
9. Shaken and Broken markers are placed on units suffering morale effects.
10. If an already Shaken unit suffers another Shaken result, it becomes Broken.
11. If a unit is already Broken, further morale results do not affect the unit. It cannot become more Broken.



#### 64/ Gut Check

1. Scenarios provide a Gut Check number for each side. It is a measure of morale of the troops, their spirit and willingness to fight.
2. Any result of Shaken or Broken on the ICT or VCT, requires the defending unit to roll 2D6 for a Gut Check.
3. If Gut Check number or higher is rolled, the unit passes and the Shaken/Broken result is ignored.
4. If the roll is less, the unit fails its Gut Check and the Shaken/Broken marker is placed on it.
5. The Gut Check roll is always unmodified.

#### 65/Rally

1. A player may attempt to rally his Shaken/Broken units during the turn by spending an Impulse Point for each attempt.
2. There is no limit on the number of rally attempts for a single unit, and multiple attempts may be necessary in certain situations.
3. Owning player rolls 2D6 in any rally attempt.
4. If the rally attempt is successful, the marker is removed and the unit continues play as normal.
5. A failed rally attempt on a Shaken unit and the Shaken marker remains.
6. A failed attempt on a Broken unit and the marker is flipped to Shaken.
7. To rally a Shaken unit, a 7 or higher must be rolled.
8. To rally a Broken unit, a 9 or higher must be rolled.
9. The dice roll can be modified by conditions listed on the player aid. Modifiers are cumulative.

#### 66/ Free Rally

1. At the beginning of each turn, in the Free Rally phase, both sides make a free rally attempt on each unit which is Shaken/Broken.
2. The rally attempts are modified and carried out in the normal way.

#### 67/ Stacking Limits

1. A maximum of 2 units, 2 Leaders and any number of support weapons are allowed in a single hex.
2. A vehicle transporting another unit is counted as 1 unit for stacking purposes.
3. When firing at a stack, a single specific target unit must be designated by the attacker.
4. Units may not move through a hex which would cause overstacking.

#### 68/ Hidden Units

1. Some scenarios allow hidden units at game start.
2. Simply record the position on paper and place counters on board when revealed.
3. Hidden units may not improve their positions with Cover, but any Cover or Bunker counters available at game start may also be hidden with the unit.
4. Leaders which are attached to a hidden unit, are also hidden.
5. Support weapons may also be hidden with the unit.
6. Hidden units are revealed when they fire or move.
7. Hidden units are revealed and take fire from any OBA strikes which hit them.
8. Hidden units are revealed when an enemy unit attempts to move into the hex occupied by the unit. The enemy unit is halted and the hidden unit may ambush it as an OppFire.
9. When a hidden unit fires, its initial attack is an **ambush** and all ambush modifiers are applied.

#### 69/ Limited Actions

1. Units are limited to 2 actions per turn.
2. Move, Assault Move and Fire are actions.
3. If moving first and firing on a subsequent Impulse, the Moving Fire modifier is applied
4. If firing first and moving on a subsequent Impulse, the Moving Fire modifier is not used.  
*Design note: the reason for not modifying the Fire in point 4. is that the attack occurs with better firing positions and good targets. As opposed to point 3. where the unit is moving tactically ( looking for cover and targets ), even when it fires.*
5. A unit can Fire twice and forgo Moving.
6. After 2 actions, the unit is marked Used.
7. Rally, Cover attempts and spotting are not limited actions. The number of attempts by a unit on a turn are not limited. A Used unit may still make these attempts with no penalty.
8. Intensive Fire is a special action that can be performed by a Used unit ( see Intensive Fire, 15-85 ).



#### 70/ Movement

1. Each unit has a number of Movement Points to be used, and each hex on the board costs a number of points to enter.
2. A unit may only Move once per turn ( excluding Assault Move ).
3. Place a Moved marker on a unit that has moved.
4. Terrain costs differ depending on whether it is a foot, wheeled or tracked unit moving into the hex.
5. Some hexes have more than one type of terrain. For a road/woods hex, the Road is used for Movement costs and the Woods for Defense. For Urban Road/Structure hex the player must declare which terrain type the unit is using, but vehicles must use the Road.
6. A unit may only move as far as its Movement Points will allow.
7. A unit can always move at least 1 hex, regardless of Movement Points and terrain, but may not move into prohibited terrain.
8. Terrain movement costs and combat effects are listed on



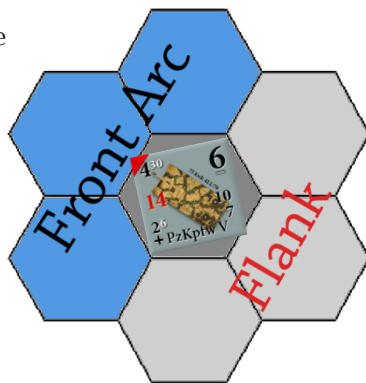


the Player Aid for quick reference.

- Fortifications and battlefield wreckage can also affect movement through a hex.
- Units may not move into or through an enemy occupied hex using normal Movement.
- Moving units that are attacked must stop in that hex if they become Shaken, Broken, Immobilized or take casualties.
- Vehicles do not stop when transporting units that take fire. The transported unit continues riding regardless of the combat result on it.

## 71/ Vehicle Movement and Facing

- When moving vehicles, attention must be paid to the unit's facing.
- Vehicle facing is shown with the red corners on the vehicle counter, it is pointed at a flat hexside. That hex and the hex to the left and right of it are considered the vehicle's front arc. Attacks traced through the front arc attack the vehicle's front Defense.
- The other 3 hexes behind it are the vehicle's flank. The hexlines separating the front and flank arcs are part of the flank arc. Flank Defense is used for attacks traced through these hexes.
- When moving to a new hex, the facing may change freely to an adjacent hexside. Facing may only change 1 hexside per hex moved. This does not cost a Movement Point.
- If the vehicle is fired upon when moving to a new hex, the attack is resolved before the unit changes its facing.
- A vehicle may pivot or spin in a hex to change its facing to any hexside at a cost of 1 MP.
- Spinning is counted as Moving and Moving Fire modifiers will apply.
- Spinning in a hex may be incorporated into the vehicle's movement path at a cost of 1 MP.
- A vehicle may reverse move by spending 1 MP + COT per hex moved in reverse. The facing may also be changed by 1 hexside per hex moved in reverse.



## 72/ Bogged Down

- Vehicles might bog down in terrain with a 'B' in the movement costs of the terrain chart.
- The owning player rolls 1D6 when entering the hex. A wheeled vehicle bogs down on a roll of 1 or 2, and a tracked vehicle bogs down on a roll of 1.
- The vehicle ceases its movement in the hex moved into and places a Bogged marker. It may still fire its weapons.
- Vehicle may continue its movement if the Bog roll is passed.
- The owning player may attempt to free a bogged vehicle by rolling 1D6 during the Free Rally/ Bog Roll phase of the next turn. Only 1 attempt per turn.
- On a roll of 3,4,5,6 the vehicle is freed. The Bogged marker is removed and the vehicle may move as normal.



- On a roll of 2 the vehicle remains bogged down.
- On a roll of 1 the vehicle is Immobilized for the rest of the game. Place an Immobilized marker on the vehicle. The vehicle's crew and armaments remain intact.



## 73/ Enter and Exit Units

- To exit a unit from the map, move to map edge and remove the counter from the board. It costs 1 Movement Point to exit the map.
- Units may only exit when allowed by the scenario.
- Units entering the map, spend the COT of the hex entered.
- At the end of the turn, all entering units that have not entered remain off board. They are available to bring on board on ensuing turns but the owning player must spend the Impulse Points to enter them.

## 74/ Transport

- Vehicles can transport Squads, Single Person Counters, Crewed Weapons and Support Weapons unless the vehicle's data card specifies No Riders.
- Units being transported are placed on the vehicle counter.
- A vehicle can transport only one unit, an attached Leader and any number of support weapons.
- A vehicle can pick up and drop off support weapons along its path at the cost of 1 MP for each stop.
- Movement Points (MPs) used are separate for the passenger unit and the transporting vehicle.
- The Crewed Weapon/Squad expends its MPs in the process of loading/unloading whereas the vehicle expends its MPs normally while transporting the unit.
- For example, a Rifle Squad uses its Movement Points to move 2 hexes to a vehicle and load. On another Impulse, the vehicle uses its Movement Points to move 6 hexes. Both of the units have used their moves for the turn.
- A vehicle may not move, load/unload, and then continue to move. It may only load/unload at the beginning or end of its move.
- It costs passenger 1 MP to load onto a vehicle.
- It costs passenger 1 MP + COT to unload. Unless the unit only has 1 MP in which case the unit uses all its MP to load or unload.
- A Crewed Weapon with a 'T' for movement, may only move to new hexes by transport. An Impulse Point is spent for both loading and unloading the weapon and it is marked as moved.
- A passenger is loaded/unloaded in the same hex as the transporting vehicle.
- Unloaded AT guns have moved for the turn. They may



set their covered arc as desired when unloading but may not Fire.

14. Vehicles transporting units may not fire their armament. An exception is armored troop transports ( eg. a M3A1 halftrack ) which may fire their mgs.
15. Armored troop transports are marked with a black diamond on their counter. ◆
16. Units being transported may not fire.
17. Units being transported with any vehicle other than an armored troop transport are considered exposed when fired upon and get a - 1 to their Defense.
18. Units transported in trucks are also exposed.
19. Units being transported in an armored troop transport receive +1 to their Defense.
20. A vehicle and its passenger are separate targets.
21. If the vehicle is destroyed, the transported unit is placed in the same hex as the wreck and must check for collateral damage. ( See Collateral damage, 18-95 ).
22. If the vehicle is 'Hit' in any attack, the transported unit must also check for collateral damage.
23. Units riding in Trucks always roll for collateral damage when a truck is attacked by small arms.
24. A vehicle transporting a unit is counted as 1 unit for stacking purposes.

## 75/ Group Move

1. Up to 2 units and 2 support weapons may move as a group.
2. Must have an attached Leader.
3. The controlling player must declare the Group move and spend 2 Impulse Points.
4. The group uses the Movement Points of the slowest unit in the group. *For example, in a group with a Rifle Squad ( 4 MP ) and a Pioneer ( 3 MP ), the group will use 3 MPs.*
5. The units must start and remain in the same hex for the move.
6. A moving group may only be attacked once per hex with Opportunity fire.
7. If a unit in the group must stop because of an attack, the group must stop.
8. Vehicles may not group move with other vehicles.

## 76/ Rolling Cover

1. A single Squad/Reduced Squad may Group move with an armored vehicle, using it for cover.
2. Does not require an attached Leader.
3. Squad and vehicle must start and remain in the same hex for the move, and may only move as far as the unit with the least MPs.
4. Units must be in good order.
5. Controlling player declares Rolling Cover, places a marker on the group and spends 2 Impulse Points.
6. Both units may still Fire normally.
7. The Squad receives +1 Defense plus any terrain while moving with the vehicle.
8. If the vehicle is hit by enemy Fire, the Squad must check for collateral damage.
9. After using Rolling Cover, units may Assault move as a group if there is an attached Leader/Armor Leader ( see Assault Move, 14-77-9 ).



## 77/ Assault Move

1. A unit may Assault move into an adjacent hex occupied by enemy units.
2. An Assault move is 1 hex only.
3. Unit must be able to enter terrain of hex Assault moving into.
4. A unit may only perform 1 Assault move per turn.
5. An Assault move is an action and costs 1 Impulse Point per unit.
6. A Melee marker is placed on the hex and the combat takes place at the end of the turn in the Melee phase. *Design note: Melees are fought at the end of the turn to keep the result in doubt as other units play out the turn.*
7. A unit must be in Good order to make an Assault move.
8. More than 1 unit may use Assault move as part of a Group move, so long as 2 Impulse Points are spent.
9. A vehicle may join a Group Assault move so long as it is adjacent to or in the same hex as the other assaulting unit and there is an attached Leader/Armor Leader.
10. Crewed Weapons, Single Person Counters, trucks, vehicles with no functioning armaments and vehicles transporting units may not Assault move.

## Airborne Operations

### 78/ Aircraft Loadouts

1. Each aircraft can hold up to 3 squads or crewed machine guns plus any attached support weapons and Leaders.
2. Each aircraft could instead carry 1 crewed heavy weapon such as an AT gun.
3. The units are stacked on top of the aircraft counter in the order they will be dropped. Leaders on top of the unit and support weapons below the unit. Top unit drops first.



*In this example, the C-47 is loaded with an MMG, an Airborne squad and an Airborne squad with an attached Sergeant.*

### 79/ Flight Paths

1. Aircraft are setup on board with their loadouts.
2. Area of setup is determined by the scenario.
3. Aircraft must be spaced apart from each other a minimum of 4 hexes, not including the hexes of the aircraft.
4. The red triangle in the corner of the aircraft counter represents the direction of flight and is placed on a flat of a hexside.
5. All aircraft in the operation must be flying in the same direction.
6. After setup, each aircraft will then move 3 hexes in their flight direction.
7. These aircraft cannot be engaged by troops on the ground.

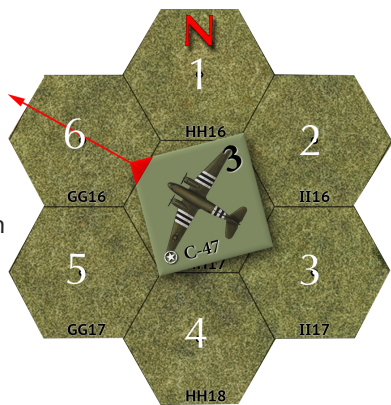
### 80/ Parachutes

1. At each hex moved into by the aircraft on its flightpath, a unit and any attachments will be parachuted.
2. The unit will drift automatically from this hex. Roll 1D6 for direction, with 1 being the hex North of aircraft hex, and roll 1D6 for number of hexes. This will give the hex



that the unit will land in. The drift rules use the same mechanics as Artillery drift ( see Drift, 21-104 ).

3. If the unit drifts off map edge, it instead lands on last playable hex before leaving map.
4. If the unit lands in non-open terrain, it is a hard landing and the unit must undergo an attack on the ICT rolled by the owning player.
5. Terrain along hexsides ( hedges, stone walls, bocage ) and roads do not affect the unit's landing.
6. An attack using the -3 column of ICT for units landing in hexes with structures, woods, orchards and streams.
7. An attack using the -5 or < column of the ICT for units landing in any other non-open terrain.
8. Effects of the combat results are applied immediately.
9. If a unit paratroops onto an enemy occupied hex, owning player lands the unit to any adjacent open hex. If a hex of open terrain is not available, the unit must undergo attack of terrain it is landing in.
10. If a unit paratroops into any hex adjacent to or containing an enemy unit, that enemy unit or group gets a free attack on the unit. The attack is carried out using half Firepower and the results applied before the unit lands in any terrain.
11. Attached Leaders take Leader Casualty rolls if the unit they're attached to suffers results from hard landings or enemy attacks.
12. Dropping supplies use the same methods for drift, but no attacks are resolved on landing.
13. Paratroops may not cause overstacking. Owning player selects adjacent hex to land.
14. Aircraft counters are removed after completing the drops.



column on the ICT. It fails a Gut Check and becomes Shaken. The Sergeant must take a Leader Casualty Roll. The Sergeant passes his Gut Check and stays good order.

2. A '5' is rolled for direction and a '5' for distance. This Airborne squad lands in an orchard hex. It undergoes an attack on the -3 FP column on the ICT but suffers no result.

3. A '6' is rolled for direction and a '3' for distance. The MMG lands in open terrain and doesn't undergo an attack upon landing.

## 81/ Combat Formula

**Attacker FP - Defender Defense = Attack FP**

1. Basic combat formula used in all combat.
2. Defender's Defense is modified by terrain and fortifications.
3. Attacker's FP modifiers are listed on the Player Aid under the combat tables.
4. Attacker's FP may never reduce below 1.
5. All modifiers used in combat are cumulative.
6. The result of this will give a final FP of the attack which is then used as a column on the combat tables.
7. 2D6 are rolled for the attack. The number rolled is cross referenced on the FP column and a combat result is given.

## 82/ Combat Tables

- Tables on the player aids are used to resolve all combat.
- When attacking foot/soft targets, the Infantry Combat Table ( ICT ) is used.
- When attacking vehicles, the Vehicle Combat Table ( VCT ) is used.

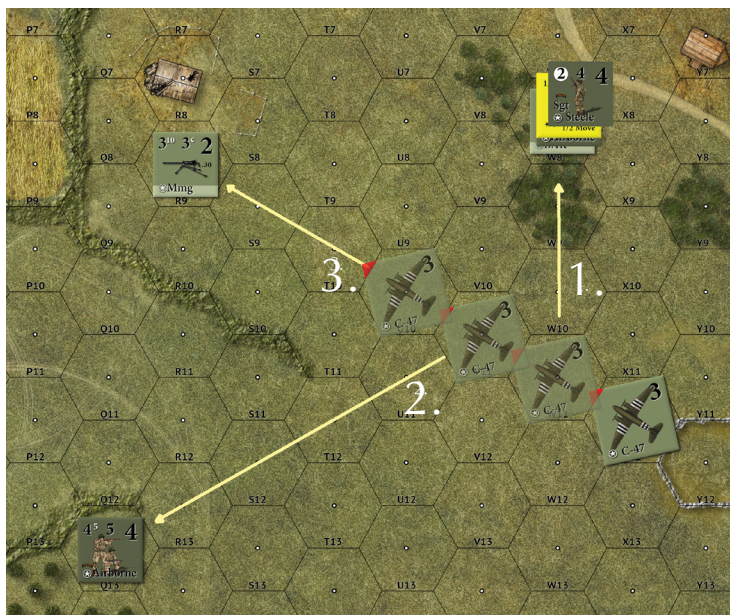
## 83/ Combat

1. When attacking, a player spends an Impulse Point and declares what unit is firing at which target, and if any additional weapons will be used.
2. To attack, the target must be within range of the attacking unit, and the attacking unit must have LOS to the target. Range is the number of hexes from the firer to the target, counted along the most direct path, not counting the firer's hex, but counting the target's.
3. When firing at stacked units, a single specific target must be declared.
4. Attached Leaders must take a Leader Casualty Roll ( see 16-86 ) when its unit suffer the effects of an attack.
5. Only Snipers can target a Leader when he is stacked with other units.
6. If alone in a hex, Leaders may be fired upon by all units as per normal rules.
7. A unit may use normal fire a maximum of twice per turn.
8. Place a Fired marker on a unit when firing once.
9. Flip the marker to Used after firing a second time.



## 84/ Moving Fire

1. A unit firing after it has moved, uses the Moving Fire modifier which is -1 to all attack and To Hit rolls made by the unit.
2. AT guns and vehicles which pivot or spin to change a covered arc use the Moving Fire modifiers.
3. A unit that fires before moving does not use the modifier.



In this example, the aircraft moves to first hex and drops its first unit.

1. American player rolls a '1' for direction and a '3' for distance. The Airborne squad with a BAR and attached Sergeant land in woods. The squad undergoes attack on -3 FP



## 85/ Intensive Fire

1. A Used unit can use Intensive Fire.
2. The unit is automatically Shaken after using this option and an Intensive Fire marker is placed.
3. Intensive Fire modifiers are -1 to Firepower, and a -1 on any To Hit and attack rolls.
4. Unit can perform no further actions for the turn remainder, except self-defense in Melee.



## 86/ Leader Casualty Roll

1. Attached Leaders must roll each time its attached unit suffers casualties or a morale effect in combat.
2. If the unit is destroyed ( by a X result, or a C result on a reduced unit ), a 1D6 roll of 1-3 and the Leader is also killed and removed from map. On a 1D6 roll of 4-6 he's ok.
3. If the unit suffers a C result and is reduced, a 1D6 roll of 1 and the Leader is destroyed. On a 1D6 roll of 2-6 he's ok.
4. If the unit suffers a Shaken/Broken result **and** fails its Gut Check, then the Leader must pass a Gut Check roll as well or suffer the same result. **For example, a Rifle Squad with an attached Captain takes fire. The result is B against the Squad. The Squad fails its Gut Check and is Broken. The Captain now rolls for the Gut Check and fails. The Captain is now Broken as well.**
5. The Leader only takes one roll for the worst of a multiple effect result. **For example, a C-S result and the Leader will only have to make 1 roll against the Casualty result.**
6. For artillery and air strikes affecting multiple units, the Leader still only rolls once for the result on its attached unit.

## 87/ Fire Groups

1. Fire Groups may be formed by up to 2 units and their support weapons.
2. Fire Groups must have an attached Leader.
3. All FP factors of the group are added together and used against the same target.
4. It costs 2 Impulse Points to use a Fire Group.
5. Participating units must be in the same or adjacent hexes and each must have LOS to the target.
6. Crewed Weapons may be used in Fire Groups but vehicles may not.
7. Vehicles may not be attacked by Grouped guns.
8. If any of the units in the Group have moved, the Moving Fire modifier is applied.
9. If both units in a Group fire through the same degrading terrain, it is only counted once.
10. If each of the units in the Group fire through different degrading terrain the results are cumulative.
11. **For example, 2 German Rifle Squads are adjacent and form a Fire Group. If both units trace LOS through the same Brush hex, FP is only reduced by 1. However, if one Rifle traces through the Brush and the other traces through a Hedge, then the Group's FP is reduced by 2. The maximum of 2 hexes of degrading terrain is still followed, any more and the shot cannot be made.**

## 88/ Infantry Combat

1. The Infantry Combat Table ( ICT ) is used in all combat

when the target unit is a Squad/reduced Squad, Single Person Counter or Crewed Weapon.

2. For infantry combat in the game, take the attacking unit's Firepower ( with any modifiers ) and subtract the defender's Defense ( with any modifiers ). The result will give a Firepower column on the ICT to use for the combat.
3. ICT has Firepower numbers listed along the top and dice roll numbers listed down the side.
4. 2D6 is rolled by the attacker.
5. The dice roll is cross referenced with the Firepower column and a result of the combat is given.



**For example, a German Rifle unit with a LMG and an attached Leader attacks an American Rifle unit with Cover in an orchard hex. The American has a Defense of 4 and the Cover and orchard terrain each add +1 to its defense. The German Firepower of 6 is reduced by 1 by crossing the stone wall. The attack is 5 FP - 6 Def = -1. The -1 FP column on the ICT is used to resolve the attack and the German gets a +1 to the attack roll for having an attached Leader.**

## 89/ Infantry Combat Results

**X-unit destroyed.**

The unit counter is removed from play and Casualty Points are scored by the attacker.

**C-casualties.**

The unit suffers casualties.

If the unit is full strength, the counter is flipped over to the Reduced side and 1 Casualty Point is scored by the attacker.

If the unit is a Reduced Squad, Crew or Single Person Counter, the counter is removed from play and 1 Casualty Point is scored by the attacker.

If moving, a unit must cease moving in that hex ( except transported units ).



**B**-the unit is Broken if it fails its Gut Check.

Place a Broken marker on the unit.

If moving, a unit must cease moving in that hex ( except transported units ).

**S**-the unit is Shaken if it fails its Gut Check.

Place a Shaken marker on the unit.

If moving, a unit must cease moving in that hex ( except transported units ).

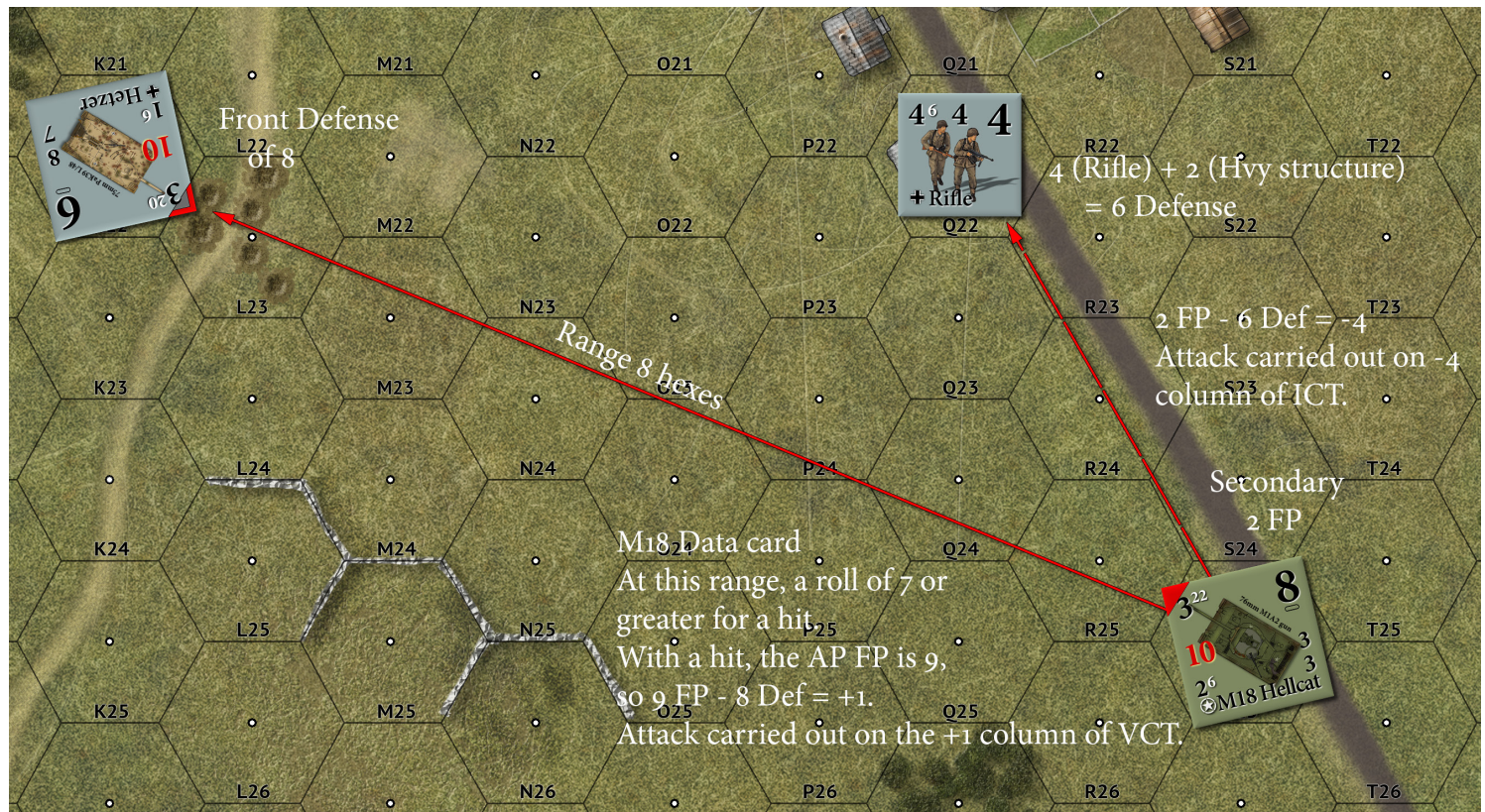
**Blank**-no result

There can be more than 1 result.

For example, a C-S means Casualties are taken and the remaining Reduced squad will be Shaken ( if Gut Check is failed ).

## 90/ Vehicle Combat

1. The Vehicle Combat Table ( **VCT** ) is used in all combat when the target unit is a vehicle.
2. The first thing to do when firing at a vehicle is checking to see if you hit it.
3. All guns capable of shooting vehicles have To Hit numbers listed at various ranges for the weapon on the unit's data card. The Range is listed in hexes to the target, not including the hex the attacker occupies.
4. Guns may only fire up to their maximum range.
5. The maximum range applies to both the AP and HE uses
6. Attacking player rolls 2D6 and the roll must be equal to the To Hit number or higher to score a hit. Less and the shot is considered a miss.
7. Rolling a pair of unmodified 6s on the To Hit roll results in a '**Critical Hit**'. This is an extremely well placed or lucky shot. When carrying out the attack, shift one column to the right on the VCT FP table.
8. Upon scoring a hit, the attacker then compares his guns AP FP at that range and subtracts the defending units Front or Flank defense depending on which side of the vehicle the attack takes place and any defensive terrain.
9. This number is used as the column for FP on the VCT.
10. 2D6 are rolled by the attacker and cross referenced on the FP column with the combat result given.
11. Vehicles and Crewed Weapons firing their HE at soft targets do not roll a To Hit number, they just fire as though carrying out a small arms attack.
12. Vehicles and Crewed AT guns attacking Trucks must roll To Hit and then use their HE FP values in the attack.
13. Vehicles with secondary armament get to carry out a second attack with their mgs on the same Impulse they attack with their main gun. It does not cost an additional Impulse Point.
14. The target for the secondary attack does not have to be the same as the target for the main armament ( except if using Opportunity fire, where it must be the same target ).
15. Vehicles can fire both their main and secondary armament



In this example of vehicle combat, an American M18 Hellcat engages a German Hetzer and Rifle squad. These 2 attacks cost 1 Impulse Point to the American player.

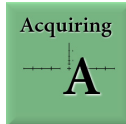
First attack is on the Hetzer with AP of its main armament. The Hellcat has a clear LOS to the target and the range is 8 hexes. Checking the Data card for the M18 Hellcat, a 2D6 roll of 7 or greater is needed for a hit. If a hit is made, the Hellcat's AP FP at a range of 8 hexes is 9. Subtract the Hetzer's Front Defense of 8 and an attack on the +1 column of the VCT is carried out with a 2D6 roll.

A second attack is carried out in the same Impulse with the secondary armament ( machine guns ) on the German Rifle squad in the heavy structure.  $2 \text{ FP} - 6 \text{ Defense} = -4$  column of the ICT.



at the same target, but the firepower cannot be combined into a single attack. It is resolved as 2 separate attacks.

16. Firing again with the same unit at the same vehicle makes it an **Acquired Target**. An Acquired Target modifier is +1 on the To Hit dice roll.



17. Place Acquiring and Acquired counters on the attacker and target. Use the same lettered counters to keep track of acquired targets.
18. The target remains Acquired for the turn as long as LOS to it remains unbroken.
19. Acquired Target status ends when the turn ends.



## 91/ Vehicle Combat Results

**X-unit destroyed.**

The counter is flipped over to the wreck side and Casualty Points scored by the attacker. 2 points scored for the vehicle and crew or 1 point for the vehicle only.

**D-vehicle damaged.**

The vehicle is hit and damage is taken. Attacker rolls 1D6 to determine damage.

1,2 - the damage is minor, no effect.  
3 - the mgs are destroyed if the vehicle has secondary armaments. Place a Mgs Damage marker.



4 - the main gun is destroyed. Place a Main Gun Damage marker on the vehicle.



5 - the vehicle is Immobilized. Place an Immobilized marker on the vehicle.



6 - Abandon Roll. Owning player must pass a Gut Check or the vehicle is abandoned.

**B-Broken**

The vehicle crew is broken if it fails its Gut Check.

Place a Broken marker on the vehicle.

If moving, the vehicle stops immediately in that hex.

**S-Shaken**

The vehicle crew is Shaken if it fails its Gut Check.

Place a Shaken marker on the vehicle.

If moving, the vehicle stops immediately in that hex.

**Blank-no result.**

There can also be more than 1 result on the VCT. For example, a D-S result means the vehicle is damaged and the crew must pass a Gut Check or become Shaken.

## 92/ Vehicle Damage

1. The damage remains in place for the game's duration.
2. If a vehicle only has 1 armament, it is automatically damaged with either a Mgs or Main Gun damage result.
3. Unarmed vehicles such as Trucks are automatically destroyed with any damage result other than minor damage.
4. If damaged while moving, the vehicle may continue to move unless it is abandoned or immobilized.
5. If a vehicle already has a damage marker and takes another damage result other than minor damage, the vehicle is automatically abandoned. In other words, a damage

roll of 3-6. For example, a M4A1 Sherman tank already has a destroyed main gun. The German hits it again with a Damage result, this time the Mgs are damaged. The Sherman is automatically abandoned. The counter is flipped to a Wreck and 1 Casualty Point is scored by the German.

## 93/ Abandon Vehicle

Often in the heat of battle, crews would abandon their vehicles because of damage, injuries or simply losing their nerve.

1. When a vehicle is abandoned, the counter is flipped and becomes a wreck.
2. There is no Crew counter placed as they are considered to have run from the battle.
3. Only 1 Casualty Point is scored by the attacker.

## 94/ Crew Survival

1. When a vehicle is destroyed, there is a chance for the crew to survive.
2. Owning player rolls 1D6.
3. On a roll of 6, the crew survives. Place a Crew counter in the same hex as the wreck.
4. If Crew survives, only 1 Casualty Point is scored for destroying the vehicle.
5. Trucks and armored troop carriers have no crew survival and are only worth 1 Casualty Point.



## 95/ Collateral Damage

1. This occurs to units being transported or using a vehicle for Rolling Cover, when the vehicle they're paired with is **hit**.
2. If the vehicle is destroyed or abandoned, the foot unit remains in the same hex as the wreck. An attack is then carried out on the foot unit using the -4 column of the ICT. The roll is unmodified.
3. Any other result and the foot unit undergoes an unmodified attack on the -5 column of the ICT.
4. After Collateral Damage attack, the unit remains with the vehicle and is considered to be in transport or cover as before.

## 96/ Melee Phase

1. Melee combat takes place.
2. Melee hexes may not be fired into by other units.
3. Units in a Melee are locked in and cannot do anything else (including Rally).
4. Other units may not move into the initial Melee hex once set.
5. Melee hexes cannot be moved through and do not affect the LOS or fire of other units on the battlefield.



## 97/ Melee Combat

1. This is close quarters fighting and casualties are normally high.
2. 1 Melee per hex, per turn.
3. All terrain and fortification modifiers are ignored in a Melee.
4. Moving Fire modifiers are ignored.
5. Shaken units have 1/2 FP and get a -1 to their attack roll.
6. Broken units do not get an attack roll in Melee but their Defense is used.
7. Stacking limits are still followed, so a max of 2 units, 2



Leaders and 1 support weapon per Squad may be used.

8. Attacks for each side are resolved simultaneously, so it's possible that all units may be destroyed.
9. Each side adds up the Defense numbers of all units in the Melee to arrive at their total Defense.
10. Trucks add their Defense to a Melee, but no FP.
11. Each side adds up all HE attack FP of all units in the Melee to arrive at their total FP.
12. The 2 sides are compared, each side's total FP goes against the other side's total Defense. This gives a column for which all units involved will use.
13. Vehicles use their front defense value.
14. Vehicles use all HE FP as well as functioning secondary armament.
15. Separate attack rolls are made against each enemy unit in the Melee using the same column.
16. Attacks against infantry and Crewed Weapons are resolved on the ICT and attacks against vehicles are resolved on the VCT.
17. The +2 Melee FP modifier is only applied once to the total FP, not for each unit involved.
18. A Leader or Sniper in a Melee has a Defense of 1 and a FP of 1.
19. Leaders in Melee are attacked directly.

Attack =4 FP



Defense = 4

Attack 4 (main gun HE)  
+2 (secondary FP) =6 FP



Defense = 5

Total Firepower = 10

Total Defense = 9

Attack =1 FP



Defense =1

Attack =4 FP



Defense =4

Total Firepower = 5

Total Defense = 5

Melee example.

An American M4A1 Sherman and a Rifle squad are in a Melee with a German Rifle Squad and a Sergeant.

The American player's Total attack is 4 (Rifle) + 6 (Sherman) +2 (Melee FP modifier) = 12. Against the German's Total defense of 1 (Sgt.) + 4 (Rifle)=5. 12-5= 7 FP. The American player attacks on the +7 FP column of the ICT against the Rifle Squad and then attacks the Leader using the same column.

The German's Total attack of 4 (Rifle) +1 (Sgt) +2 (Melee FP modifier) = 7. Against the American's Total defense of 4 (Rifle) + 5 (Sherman front armor) = 9. 7-9= -2 FP. The German player carries out 2 attacks on the -2 FP column. The ICT is used for the attack on the Rifle and the VCT is used for the Sherman. The German player also modifies his rolls with a +1 because he has a Leader.

adjacent hexes by the owning player.

23. If all units on both sides are Broken or Shaken, then only the player that initiated the Melee will retreat out of the hex.
24. Surviving trucks must retreat out of the hex at the end of a Melee.
25. Surviving Leaders without an attached unit must retreat out of the hex at the end of a Melee.
26. Units that cannot retreat to a hex free of enemy units are destroyed.
27. Vehicles destroyed in a Melee have no crew survival.
28. Vehicles which are required to retreat but cannot due to immobilization are abandoned ( see Abandon Vehicle, 18-93 ).
29. If a Crewed Weapon unit is destroyed, the weapon is automatically destroyed as well.
30. If the combat is resolved, the Melee marker is removed and all units are in play for the next turn.
31. If both sides have surviving, good order units in the hex after combat, the Melee is unresolved. The Melee marker remains on the hex for the next turn. Another Melee combat will take place in the Melee phase of this turn.
32. An unresolved Melee can be reinforced in the following turn by Assault moving new units into the hex up to the stacking limit. The new units are factored into the next combat.
33. It is possible for a Melee to last for many turns.

## 98/ Concentrated attack



1. In an uneven Melee, the outnumbered player may choose to concentrate his attack on only 1 target to increase his odds.
2. Even though they are attacked on their own in Melee, an attached Leader is counted as a part of its Squad in terms of numbers of units.
3. Squads/reduced Squads, Crewed Weapons and vehicles only are targets for a concentrated attack.
4. If the Melee is 2 units to 1, then this option is available.
5. If the Melee is 2 units against 2, then only the totals are used.
6. In the previous example, the German player could choose to concentrate his attack solely on the Rifle. So his FP of 7 is directed at the Rifle's defense of 4. He makes 1 attack on the +3 column of the IFT with a +1 for his Leader. The Sherman is not attacked.

## 99/ Tank Duel

1. When Melee occurs between 2 armored vehicles, the action is resolved with AP attacks.
2. Place a Melee marker as the hex is considered closed off for the turn.
3. The combat is resolved in the Melee phase at the end of the turn.
4. Both players roll 2D6 for initiative and the highest roll will attack first. Ties are re-rolled. +1 to roll with an Armor Leader.
5. VCT is used to resolve the attacks and the vehicles' front Defense values are used.
6. If the player shooting first wins the initiative roll above by 4 or more, then the enemy vehicle's flank Defense is used.
7. Attacks are resolved sequentially, so if the first attacker destroys the target, damages its main gun, or Breaks the

20. Casualty Points are scored for any unit eliminated.
21. Surviving, good order units remain in the Melee hex after combat.
22. After combat, all Broken and Shaken units are retreated to

- other tank, then there is not an attack in return against it.
- A Hit is scored automatically.
  - Moving Fire modifier is ignored.
  - Shaken units have 1/2 FP and get a -1 to their attack roll. Broken units do not return fire.
  - The +2 FP modifier for Melee is added.
  - Tank duels only last for 1 turn.
  - The Melee marker is removed at the end of combat and the surviving units are in play for the next turn.
  - If both units are still intact, and good order, the unit which initiated the Melee must move out to an adjacent hex.
  - Broken/Shaken units must retreat to any adjacent hex of the owning player's choice, free of enemy units.
  - If both sides are Broken/Shaken, the unit which initiated the Melee must retreat from the hex.
  - Broken/Shaken units that cannot retreat are destroyed.
  - Vehicles which are required to retreat but cannot due to immobilization are abandoned ( see Abandon Vehicle, 18-93 ).
  - If a tank duel occurs with 3 vehicles in a hex the initiative determines the order of the first 2 attacks only. The third tank gets its shot after the first two tanks resolve their attack.
  - The player with a single tank in a 3 tank Melee gets one attack only and chooses the target when its their time to fire.

 <p>Attack AP FP 11+2=13 13FP-5 Def=+8 on VCT</p>	>	 <p>Attack AP FP 7+2=9 9FP-7Def= +2 on VCT</p>
--	---	--

For example, a German PzKpfw IV H in Melee with an American M4A1 Sherman. Both sides roll 2D6. German rolls a 10 and the American a 7, so the German attacks first.

The PzKpfw IV H AP Firepower at range 0 is 11, the Melee FP modifier of +2 is added for a total attack of 13 FP. The Sherman's front Defense is 5. 13 - 5 = 8 FP, so the attack is resolved on the +8 FP column of the VCT.

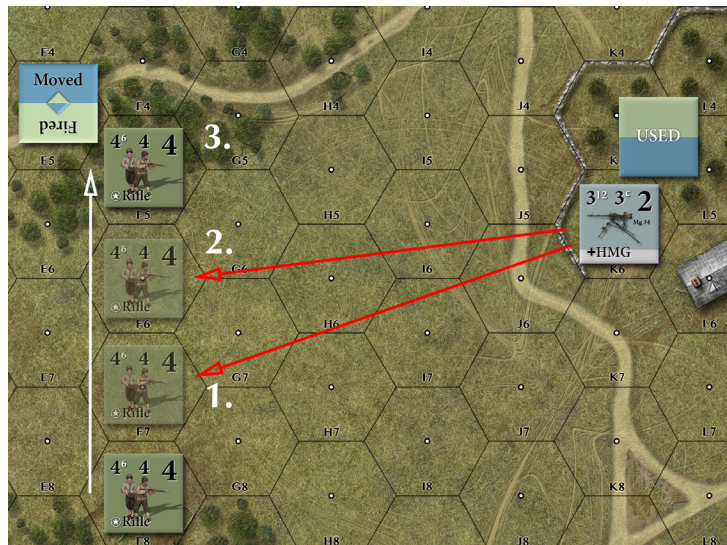
The results of the German attack are enforced. If the Sherman survives with its main gun intact, then it carries out an attack on the German tank.

## 100/ Opportunity Fire ( OppFire )

When your opponent is moving, you can ask for a halt and fire at the unit when it moves into a new hex.

- You spend an Impulse Point and carry out the attack as normal.
- After firing, the unit is marked with a Fired marker.
- If there is no effect, the unit continues its move normally. A unit suffering a result must stop in the hex.
- An exception is units being transported. If the passengers suffer a result, the transporting vehicle may still continue its move.
- Another exception is vehicles taking damage that do not result in immobilization or abandonment.
- If there is no effect, it is still considered your next Impulse after your opponent's move.
- If there is an effect which halts the move of the enemy unit ( Shaken/Broken, casualties or the unit is destroyed ), the next Impulse returns to the moving player.

**20**



### Example 1

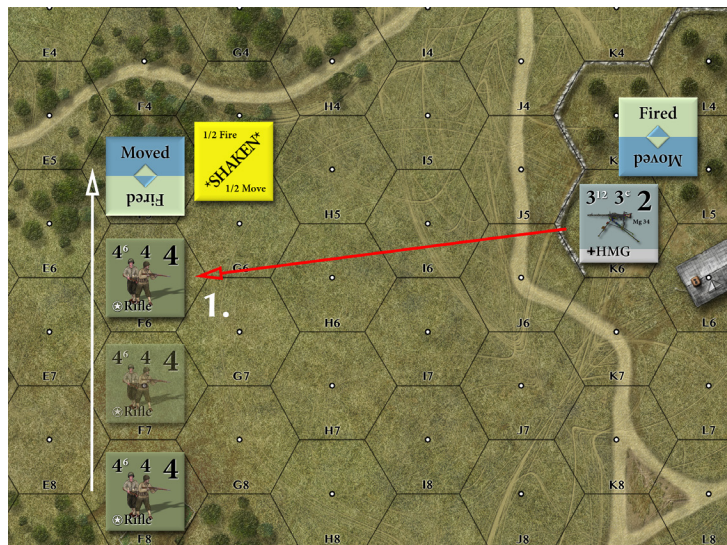
American player's Impulse. American spends 1 Impulse Point and moves a Rifle squad.

1. German uses Opportunity Fire, spends 1 Impulse Point and attacks Rifle squad. Attack result is 'Broken' on ICT. American player passes Gut Check and continues move. German HMG is marked Fired.

2. German uses Opportunity Fire again, spending another Impulse Point. This second attack has no effect. German HMG is marked USED.

3. American player completes the move of the Rifle squad. It is marked Moved.

Since the American player completed his move without being affected, the next Impulse goes to the German player.



### Example 2

American player's Impulse. American spends 1 Impulse Point and moves a Rifle squad.

1. German uses Opportunity Fire, spends 1 Impulse Point and attacks Rifle squad. Attack result is 'Shaken' on ICT. American player fails Gut Check and must stop in the hex. The Rifle squad is marked as Moved and Shaken. German HMG is marked Fired.

Since the American player's unit was affected by the Opportunity Fire and forced to stop, the next Impulse goes back again to the American player.



- A Group can be used for OppFire as long as 2 Impulse Points are spent.
- A moving unit or Group may be attacked once per hex moved into ( including the last hex ) with OppFire.
- Only one unit of a Group may be attacked in a hex with OppFire.
- Luck cards, OBA and Air strikes may not be used as an Opportunity Fire.

## Off Board Assets

### 101/ Air Strikes



- It costs a player 1 Impulse Point to carry out an Air Strike ( unless it is by a Luck card ).
- The strike affects 2 adjacent hexes.
- At least 1 of the hexes must be in LOS of a good order unit.
- Declare which 2 hexes the aircraft will attack.
- Owning player rolls 1D6 to check for pilot quality.
- A roll of 1 or 2 and the pilot is Green, attacking both hexes with a FP of 4.
- A roll of 3, 4 or 5 and the pilot is Veteran, attacking both hexes with a FP of 6.
- A roll of 6 and the pilot is an Ace, attacking both hexes with a FP of 8.
- The FP used in the attack is the same against all target types.
- Separate attack rolls are made against each hex.
- When there are multiple units in a single hex, only one target is chosen by the attacker.
- If the hex contains a vehicle with riders, the vehicle is automatically the target and the transported unit undergoes a collateral damage attack.
- Defending units receive all modifiers for terrain and fortifications. Exception: hedges, stone walls and bocage provide no defensive bonus.
- Vehicles are hit automatically and resolve the attack against their flank Defense.
- Hexes with structures check for structure collapse after the attack on the units in the hex.
- Attached Leaders take Leader Casualty rolls in the attack, while Leaders on their own are attacked normally.

### 102/ Off Board Artillery Strikes ( OBA )

- This includes fire from off board mortars, field guns and rockets.
- All 3 types function the same way.



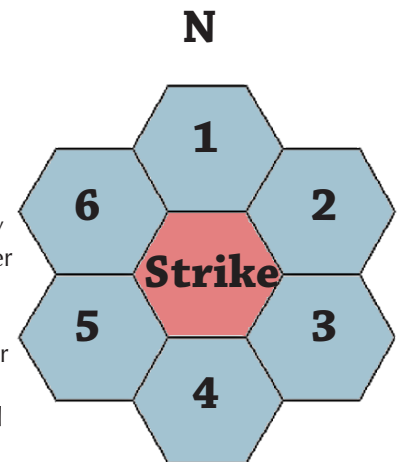
Type	Firepower	Accuracy
Mortars	4 (2)	4 or >
Artillery	6 (3)	5 or >
Rockets	8 (4)	6

- The FP of the attack is the same against all target types.
- It costs 1 Impulse Point to call an OBA strike (unless it is by way of a Luck card ).
- Target hex must be in the LOS of a good order unit.
- Spotting range for all units is 20 hexes up to a maximum of their weapon ranges if greater.
- When the strike lands, it affects the target hex at full FP and the 6 surrounding hexes at half FP.
- OBA is an area effect weapon and all targets in a hex are attacked separately with the same FP.
- Attached Leaders take Leader Casualty rolls in the attack, while Leaders on their own are attacked normally.

- Vehicles are hit automatically and resolve the attack against their flank Defense.
- Defending units receive all terrain and fortification modifiers. Exception: hedges, stone walls and bocage provide no defensive bonus.
- When foot units and Crewed Weapons are attacked by OBA in a Woods hex, **Airburst** applies.
- For Airburst, the Woods +2 Defense is removed and a -1 Defense modifier is applied. Fortification modifiers are still used.
- An OBA strike is considered to be active for the entire turn, so the Strike marker is left in place and any units moving into the 7 hexes must undergo the attacks with the same FP.
- Units caught in the original strike may move out without undergoing another attack, as long as they don't move through another hex in the strike zone.
- Well placed OBA strikes can deny large areas of the battlefield to the enemy.
- A player can fire smoke rounds instead with any OBA strike. A Smoke counter is placed in the Strike hex and Smoke 2 counters are placed in the 6 surrounding hexes.
- The type of strike, artillery or smoke, must be declared by the player before rolling for accuracy.

### 103/ Accuracy

- Place the Strike marker in the target hex and roll 1D6 for accuracy. Each type of artillery has an Accuracy number.
- If player rolls equal to or higher than the Accuracy number, the Strike marker remains in place and the attacks are carried out.
- +1 is added to the roll for accuracy if the spotting unit is in range of a good order Leader.



### 104/ Drift

- If the Strike is not accurate, rolls must be made for drift to see where the artillery lands.
- Roll 1D6 for direction, with 1 being the hex on the North side and counting clockwise.
- Then 1D6 is rolled for distance in hexes the strike will drift ( not counting the Strike hex ).
- Move the Strike marker to the new hex and carry out the attacks.
- Once called, the strike is carried out and cannot be cancelled.
- A strike may drift onto a player's own forces and the attacks are carried out as normal.
- If the Strike marker drifts off the playable map, it affects nothing and is discarded.

### 105/ Structure Collapse

- When a hex with a structure is attacked by OBA, Air Strikes, and some heavy weapons, a 1D6 is rolled by the attacking player to check for collapse.
- Heavy weapons that can collapse structures, have

'collapse' listed on their unit data cards.

3. Check for structure collapse even if there are no units in the hex. Check for collapse after initial attack on any units in the structure are resolved.
4. Light Structures collapse on a roll of 5 or 6.
5. Heavy Structures collapse on a roll of 6.
6. Rockets and Satchel Charges add +1 to the collapse roll.
7. A rubble counter is placed in the hex with a collapse.
8. Any units in a collapsing structure undergo an attack using the structures Defense modifier as FP against the units' unmodified Defense.
9. +1 to FP when collapsed structure is multi-level.
10. For example, a rocket strike collapses a Heavy Structure with a Rifle Squad inside. The Rifle Squad, having survived the initial artillery attack, then undergoes an attack of 2 FP against its unmodified 4 Defense. An attack is carried out on the -2 column of the ICT.
11. All support weapons are destroyed in a structure collapse.
12. Crewed Weapons are also lost in a collapse. A crew counter replaces the weapon counter and 1 Casualty Point is scored by the attacker. The Crew counter must also take the attack.

## 106/ Turn Sequence

The sequence of play is fairly straight forward, but I thought to add an explanation.

### Turn Sequence

Turn marker  
Reinforcements  
Attach Leaders/weapons  
Smoke counters  
Scenario rolls  
Free Rally/Bog rolls  
Initiative roll  
Impulse roll  
Play turn  
Melee phase  
Remove unit markers  
Score Victory points  
End of turn  
Extended play check  
(Last turn)  
End of game  
Victory

**Turn Marker** - Adjust the Turn Marker. Turns count down, so move down 1 number on the Turn tracker at the beginning of a new turn.

**Reinforcements** - Any reinforcements for a scenario become available for the turn.

#### Attach Leaders/weapons

- Leaders can be attached to new units. Weapons can be transferred to new units.

**Smoke Counters** - Smoke lasts for 2 turns, so the counters are changed to a new state at the beginning of a new turn.

Smoke counters are flipped over to Smoke 2.

Smoke 2 counters are removed.

**Scenario Rolls** - Some scenarios require die rolls for certain things such as OBA availability, weather conditions etc.

**Free Rally/Bog rolls** - All Shaken / Broken units get a free Rally attempt using normal Rally rules and modifiers.

Any Bugged vehicles roll in an attempt to free themselves.

**Initiative Roll** - Both players roll 2D6. Highest roll wins initiative ( first action )for the turn. Ties are re-rolled.

**Impulse Roll** - Roll a number of dice, set by the scenario, to get a number of Impulse Points for the turn.

**22 Play Turn** - All actions are carried out using the

Impulse Points available.

**Melee Phase** - All Melee combat takes place in Melee hexes.

**Remove Unit Markers** - Remove all markers from the map that are no longer active. These include Moved, Fired, Intensive Fire, Strike and Acquired Target markers.

**Score Victory points** - Total Victory points if required at this point in a scenario.

**End of Turn** - Turn is over, return to the top for the start of a new turn unless it is the last turn.

**Extended Play check** - If it is the last turn ( the Turn marker is on 1 on the Tracker ), check for extended play. Each player rolls 1D6. A total of 7 or greater and there is 1 turn of extended play, otherwise the scenario is over.

**End of game** - Game over.

**Victory** - Victory conditions are counted and a victor is declared.

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**Game development:** Mark H. Walker

**Game publisher:** Flying Pig Games

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<https://www.flyingpiggames.com>

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# Terrain Chart

## Movement Cost

	Foot	Wheel	Track	Defense	LOS
Open	1	1	1		
Road	1	1/2	1/2		
Brush	1	3B	2	+1	Degrades
Woods	2	X	3B	+2	Blocks
Orchard	1	3	2	+1	Degrades
Farm	1	3B	2		
Wheatfield	1	3B	2	+1	
Light Structure	2	X	X	+1	Blocks
Heavy Structure	2	X	X	+2	Blocks
Bunker / Pillbox	1 + COT	X	X	+3	
Hedge	1 + COT	2 + COTB	2 + COTB	+1	Degrades
Stone Wall	1 + COT	3 + COTB	2 + COTB	+2	Degrades
Bocage	2 + COT	X	X	+2	Blocks
Hill / Depression	1 + COT	1 + COT	1 + COT		Blocks
Stream	2	4 + COTB	3 + COTB	-2	
Cemetery	1	2	2	+1	Degrades
Debris	2	3B	2B	+1	Degrades
Rubble	2	4B	3B	+3	Degrades
Shell Holes	2	3B	2B	+1	
Barbed Wire	1 + COT	4 + COTB	3 + COTB	-1	
Roadblock	1 + COT	X	X	+1	Degrades
Smoke				+1	Degrades
Wrecks				+1	Degrades

## Turn Sequence

- Turn marker
- Reinforcements
- Attach Leaders/weapons
- Smoke counters
- Scenario rolls
- Free Rally/Bog rolls
- Initiative roll
- Impulse roll
- Play turn
- Melee phase
- Remove unit markers
- Score Victory points
- End of turn
- Extended play check (Last turn)
- End of game
- Victory

X-May not enter

COT-Cost of Terrain

B-Bog roll

## Off Board Artillery Strike

Plot OBA by placing Strike marker in LOS of a good order unit.

### Accuracy and Drift

Roll 1D6 for accuracy. If > or = to the accuracy number, leave Strike marker in place and carry out the attack.

If inaccurate, roll 1D6 for drift direction with 1 being the North hex.

Then roll 1D6 for drift distance in hexes from original target hex.

Move the Strike marker to the new hex and carry out the attack.

The full firepower is used on the Strike hex.

The six surrounding hexes are attacked at half firepower.

Once called, artillery strikes cannot be cancelled.

Defending units use terrain and fortification modifiers as normal.

Treeburst: foot units in woods lose +2 Defense modifier and get -1 Def.

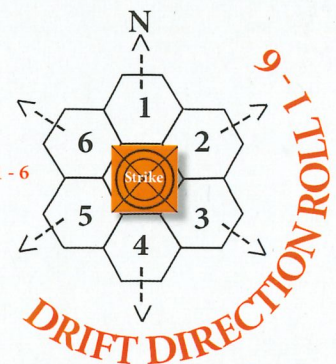
Spotting unit in range of Leader adds +1 to accuracy roll.

Check for structure collapse. +1 to collapse roll with Rockets.

A 1D6 roll of 5-6 destroys wire and roadblocks.

DRIFT DISTANCE ROLL 1 - 6

\* Strike marker remains on map for duration of turn.\*



### Mortar



Accuracy: 4

### Guns



Accuracy: 5

### Rockets



Accuracy: 6

## Air strikes

Attacking player plots 2 adjoining hexes for strike.

At least 1 hex must be in LOS of good order unit.

Both hexes attacked with equal Firepower.

Roll 1D6 for pilot quality.

1,2 = Green pilot, Firepower of 4

3,4,5 = Veteran pilot, Firepower of 6

6 = Ace pilot, Firepower of 8

Check for structure collapse.

Normal defense modifiers apply.

Vehicle targets hit automatically and use flank defense.

## Bogged down

Roll 1D6 when entering some terrain.

Wheeled units bog down on a 1 or 2.

Tracked units bog down on a roll of 1.

## Freeing bogged vehicles

Roll 1D6 in the Free Rally/Bog roll phase.

One attempt per turn.

Roll 3-6, unit is freed and may move.

Roll 2 and the vehicle remains bogged.

Roll 1 and the vehicle is permanently immobilized.

## Rally

Roll 2D6.

Roll 7 or > to rally Shaken unit.

Roll 9 or > to rally Broken unit.

A failed rally attempt on a Broken unit improves the unit to Shaken.

## Modifiers

In range of good order Leader +1

Non-vehicle in open terrain -1

Elite +1

Poor Quality -1

Adjacent enemy -1

Good order squad/vehicle in same hex +1



# Infantry Combat Table

## Firepower

2D6 Roll

	-5 or <	-4	-3	-2	-1	0	+1	+2	+3 +4	+5 +6	+7 or >
12 or >	C	C	C-S	C-B	X	X	X	X	X	X	X
11	B	B	C	C-S	C-B	X	X	X	X	X	X
10	S	B	B	C	C-S	C-S	C-B	C-B	X	X	X
9		S	S	B	C	C	C-S	C-S	C-B	X	X
8			S	S	B	B	C	C	C-S	C-B	X
7				S	S	S	B	B	C	C-S	C-B
6						S	S	B	B	C	C-S
5								S	B	B	C
4										S	B
3											
2 or <											

### Firepower Modifiers

Adjacent target +1  
 Melee +2  
 Degraded LOS -1per (max -2)  
 Shaken 1/2 FP (fractions rounded down)  
 Intensive Fire -1

### Die Roll Modifiers

Moving fire -1  
 Attached Leader +1  
 Height advantage +1  
 Height disadvantage -1  
 Ambush +1  
 Shaken unit in Melee -1 max  
 Elite, Engineer, Assault, Shock unit in Melee +1max  
 Poor quality unit in Melee -1max  
 Intensive Fire -1

### Leader Casualty Roll

Owning player rolls 1D6 when attached unit takes a result.  
 Unit destroyed: a roll of 1-3 and Leader is destroyed  
 Casualty: a roll of 1 and Leader is destroyed  
 Failed Gut Check: Leader must also take a Gut Check roll for same result  
 Passed Gut Check or No Result: no Leader Casualty Roll

RESULTS: X-Destroyed C-Casualties B-Broken S-Shaken

# Vehicle Combat Table

## Firepower

2D6 Roll

	-5 or <	-4	-3	-2	-1	0	+1	+2	+3 +4	+5 +6	+7 or >
12 or >	D	D	D-S	X	X	X	X	X	X	X	X
11	B	B	D	D-S	X	X	X	X	X	X	X
10	S	B	B	D	D-S	X	X	X	X	X	X
9		S	S	B	D	D-S	X	X	X	X	X
8			S	S	B	D	D	D-S	X	X	X
7				S	S	S	B	D	D-S	X	X
6						S	S	B	B	D-B	X
5								S	S	B	D-B
4										S	B
3											
2 or <											

### Firepower Modifiers

Adjacent target +1  
 Melee +2  
 Degraded LOS -1per (max -2)  
 Shaken 1/2 FP (fractions rounded down)  
 Intensive Fire -1

### Die Roll Modifiers

Moving fire -1  
 Attached Leader +1  
 Height advantage +1  
 Height disadvantage -1  
 Ambush +1  
 Intensive Fire -1  
 Used for both rolls (to Hit and Attack)

### To Hit Modifiers

Captured equipment -1  
 Shaken crew -1  
 Reduced crew -1  
 Elite unit +1  
 Poor quality unit -1  
 Target immobile/ bogged +1  
 Acquired target +1  
 Adjacent target +1  
 Degraded LOS -1per (max -2)

### Damage Rolls

Attacker rolls 1D6  
 6- Abandon Roll  
 5- Immobilized  
 4- Main gun damage  
 3- Mgs damage  
 1,2- Minor damage  
 \* Second damage on already damaged vehicle, abandoned automatically \*

RESULTS: X-Destroyed D-Damaged B-Broken S-Shaken

\*Critical Hit on a roll of 12 (unmodified).  
 On a Critical Hit, shift FP column 1 to the right\*



# OST .v2



## SCENARIOS



by Shayne Logan  
& Mark Walker



# The Lost Boys

Scenario 1

July 16th, 1944. Near the Madeleine River, France.

In the battle for Saint-Lô, some troops from the 29th Infantry Division became isolated. The 'Lost Battalion' was surrounded by the enemy, low on ammo, and struggled to survive.

The Germans pushed in on all sides to eliminate the pocket of American GIs.

TURNS: 5

MAP: 4

MAP COORDINATES: G11 Y11 North map edge

CONTROL HEXES: K5 P7 U4

OFF BOARD ASSETS

None.

SPECIAL RULES

American player sets up first.

Control hexes are American at scenario start.

VICTORY

Control hexes are worth 2 Victory points each to the Germans and 3 Victory points each to the Americans at game end.

Player with highest total of Victory and Enemy Casualty points at game end is the victor.

## GERMAN FORCES 352nd Infantry Div



- 4 x Rifle
- 1 x Lieutenant
- 1 x LMG

ENTER TURN 5

Anywhere on East map edge.

- 4 x Rifle
- 1 x Sergeant
- 1 x LMG

ENTER TURN 5

Anywhere on West map edge.

- 1 x Pioneer
- 1 x Sergeant
- 1 x Grenade bundle

ENTER TURN 4

Anywhere on North **or** South map edge.

GUT CHECK: **7** IMPULSE PTS: **2D6**

## AMERICAN FORCES 29th Infantry Div



- 4 x Rifle
- 2 x Reduced Rifle
- 1 x MMG
- 1 x Sniper ( Hidden )
- 1 x Lieutenant, 1 x Sergeant
- 3 x BAR

SETUP TURN 5

Anywhere between L and T hexlines, inclusive.

GUT CHECK: **8** IMPULSE PTS: **1D6 + 3**



# Into the Fog

Scenario 2

June 11th, 1944. Approaching Emelie, France.

Having just landed in Normandy a handful of days prior, men of the 'Sante Fe' Division were about to get their first taste of combat in France.

Patches of heavy fog drifted through the fields, and the green troops were on edge. They pushed on, probing for German defenses.

TURNS: 6

MAP: 4

MAP COORDINATES: W20 East and South map edge.

CONTROL HEXES: AA23 EE23 KK23

OFF BOARD ASSETS

None.

SPECIAL RULES

Control hexes are Neutral at scenario start.

At start of each turn, player who has Initiative rolls 1D6 to determine LOS in fog. LOS for spotting and attacks is 1D6 + 1 hexes.

For example, if a '4' is rolled, then LOS is 5 hexes (4+1). Attacks are only valid for 5 hexes or less for the turn.

No airstrikes are allowed.

VICTORY

Control hexes are worth 1 Victory point each and are scored at end of each turn. Contested hexes are not scored.

The player with the highest total of Victory and Enemy Casualty points at game end is the victor.

GERMAN FORCES  
352nd Infantry Div



- 5 x Rifle
- 1 x Lieutenant, 1 x Sergeant
- 2 x LMG

ENTER TURN 6

Anywhere on West map edge.

GUT CHECK: 7 IMPULSE PTS: 1D6 + 3

AMERICAN FORCES  
35th Infantry Div



- 7 x Rifle
- 1 x Lieutenant, 2 x Sergeant
- 2 x BAR

ENTER TURN 6

Anywhere on East map edge.

GUT CHECK: 8 IMPULSE PTS: 2D6



# FUBAR

## Scenario 3

June 18th, 1944. Cotentin Peninsula, France.

Lost! Again! The platoon was behind enemy lines, Damn!

The Sergeant just felt it, he knew how things worked. The replacement 2nd Louie they were following did not.

He couldn't read a map if his life depended on it. But now all of their lives depended on it.

It would be up to the Sergeant to find their way back to the battalion and save their asses once again.

URNS: 7

MAP: 4

MAP COORDINATES: H18 X18 North map edge

CONTROL HEXES: None

OFF BOARD ASSETS  
None.

SPECIAL RULES  
American player sets up first.

American platoon is veteran and moves with stealth. When targetted with Opportunity Fire, the Firepower of the attack is halved, rounding fractions down.

Behind enemy lines, the Americans are exposed to friendly fire in the form of their own artillery. German player has ability to call in this Artillery strike on Turn 6 or later at a cost of 1 Impulse point. Does not require LOS to the target hex.

The Artillery strike is carried out as normal, but the American player rolls the dice against his own troops.

Accuracy number: 5-6

Firepower: 6 (3 in adjacent hexes)

### VICTORY

American player wins immediately upon exiting any squad/reduced squad off the North map edge.

German player wins by denying American victory.

### GERMAN FORCES

77th Infantry Div



- 2 x 2nd Line Infantry ( H9 to H12 )
- 1 x 2nd Line, 1 x LMG ( X10 to X12 )
- 1 x Rifle, 1 x Sergeant, 1 x LMG ( North map edge )

#### SETUP TURN 7

Listed by unit.

- 1 x 2nd Line, 1 x Sergeant ( South map edge )

#### ENTER TURN 6

- 1 x Rifle, 1 x LMG ( East or West map edge )

#### ENTER TURN 5

- 2 x Rifle ( Any map edge )

#### ENTER TURN 4

GUT CHECK: **8** IMPULSE PTS: **2D6**

### AMERICAN FORCES

9th Infantry Div



- 4 x Rifle
- 1 x Sniper
- 1 x Lieutenant, 1 x Sergeant
- 2 x BAR

#### SETUP TURN 7

Anywhere on South map edge.

GUT CHECK: **7** IMPULSE PTS: **1D6 + 3**



# Hedgerow Clash

Scenario 4

July 16th, 1944. Approaching Saint-Lô, France.

The hedgerow fighting in Normandy was brutal for the Americans. The stout earthen mounds, covered in vegetation, made any progress slow and costly.

The terrain favored the defender, and the 352nd was home here. It was ready for the battle.

Saint-Lô was a vital stepping stone for the allies. And it was up to the men of the 29th Infantry Division, the Blue and Gray, to get the job done.

URNS: 7

MAP: 4

MAP COORDINATES: E16 Y16 South map edge

CONTROL HEXES: J18 K17 U17 V19

## OFF BOARD ASSETS

American has 1 Artillery strike available on Turn 6.

## SPECIAL RULES

German player sets up first.

Control hexes are German at game start.

German Sniper may setup anywhere in the playing area. It doesn't have to reveal if moved onto by American units. It only reveals once it fires or moves. Its first shot gets the Ambush modifier.

At the beginning of each turn, starting on Turn 5, American rolls 1D6 for tank reinforcement. A 5 or 6 is successful and the tank may enter. Only the 1 tank is available to reinforce so no further rolls once successful.

Place rubble in hexes X19 and X20.

## VICTORY

Control hexes are worth 3 Victory points each at game end.

The player with the highest total of Victory and Enemy Casualty points is the victor.

## GERMAN FORCES 352nd Infantry Div



- 4 x Rifle
- 3 x 2nd Line Infantry
- 1 x Lieutenant, 2 x Sergeant
- 3 x LMG, 3 x Panzerfaust
- 1 x Sniper

### SETUP TURN 7

Anywhere North of # 22 hexline.

GUT CHECK: 7 IMPULSE PTS: 2D6

## AMERICAN FORCES 29th Infantry Div



- 8 x Rifle
- 2 x Engineer
- 1 x Lieutenant, 3 x Sergeant
- 1 x M2 Mortar, 3 x BAR, 1 x Satchel

### ENTER TURN 7

Anywhere on South map edge.

## 2nd Armored Div



- 1 x M10 GMC

### ENTER TURN 5 or later

Anywhere on South map edge.

GUT CHECK: 7 IMPULSE PTS: 2D6 + 4



# Patton's Ghosts

Scenario 5

August 6th, 1944. Outside of Le Mans, France.

The Recon units of the 3rd Army were known as Patton's Ghosts because they moved so swiftly and quietly that they were never detected by the enemy until it was too late.

Scouting the approaches to Le Mans, elements of the 106th Cavalry Regiment surprise the reconnaissance battalion of the 9th Panzer Division.

A sudden furball breaks out and the lightly armed scouts from both sides begin trading blows.

TURNS: 7

MAP: 4

MAP COORDINATES: Z10 West edge  
North edge

CONTROL HEXES: P6 P7

OFF BOARD ASSETS

None

SPECIAL RULES

German player sets up first.

Control hexes are German at scenario start.

To simulate surprise, the German player rolls 1D6 only for Impulse points on the initial turn.

There is no Bocage in this scenario. Treat all Bocage as normal Hedges.

VICTORY

Control hexes are scored at the end of every turn by the controlling player. Each hex is worth 2 Victory points. Contested Control hexes are not scored.

At game end, the player with the highest total of Victory and Enemy Casualty points is the victor.

It is an automatic loss for the American player if 6 or more of the American vehicles are destroyed.

## GERMAN FORCES

9th Panzer Div



- 3 x Rifle
- 1 x HMG
- 1 x PaK 40 ( Hidden )
- 1 x Lieutenant
- 1 x LMG, 1 x Panzershreck, 1 x Panzerfaust
- 2 x Cover

SETUP TURN 7

Anywhere East of P hexline.

- 3 x SdKfz 234/2 Puma

ENTER TURN 6

Any road hex on East map edge.

GUT CHECK: 7 IMPULSE PTS: 2D6 + 2

## AMERICAN FORCES

106th Cavalry Reg



- 4 x Rifle
- 1 x Lieutenant, 1 x Sergeant
- 1 x 60mm Mortar, 1 x BAR, 2 x Bazooka
- 2 x M8
- 3 x M5 Stuart
- 4 x M3A1 Halftrack

ENTER TURN 7

Anywhere on West map edge.

GUT CHECK: 7 IMPULSE PTS: 3D6



# Hunting the Hunters

Scenario 6

April 2nd, 1945. The Ruhr pocket, Germany.

The Jagdpanzer 38 was nicknamed Hetzer, or hunter by the German troops. But lately the hunters had become the hunted. The two tank destroyers sat waiting to ambush, concealed in their camouflage.

The war was almost over for the Americans, but they still had a job to do.

The Captain knew there was some enemy tanks and troops ahead that he had to clear out, but the question was whether they would give up or fight.

The ripping saw sound from a German machine gun was the answer.

URNS: 7

MAP: 4

MAP COORDINATES: S4 S14 West map edge

CONTROL HEXES: None

OFF BOARD ASSETS

None.

SPECIAL RULES

German player sets up first.

Treat all Bocage hedgerows as normal hedges.

Treat all wheatfields as normal farmland.

Surrender Rule: If a German Infantry unit is already Shaken/Broken and fails its Gut Check on a subsequent Shaken/Broken attack result, the unit surrenders.

The unit is removed from play and Casualty points are scored by the American player.

Failing to Rally in the Free Rally phase does not result in surrender.

**For example: A German Rifle squad is Shaken. A subsequent attack brings up another Shaken result. The German player rolls its Gut Check but fails. The Rifle squad is removed from the map and 2 Casualty points are scored by the American player.**

All German units still hidden are revealed at the start of Turn 3.

VICTORY

Americans win at the end of any turn if both Hetzers are destroyed and all German squads are Shaken/Broken.

German wins by denying American victory.

## GERMAN FORCES 338th Infantry Div



- 3 x Rifle
- 3 x 2nd Line Infantry ( 2 x Hidden )
- 1 x Sniper ( Hidden )
- 1 x Lieutenant, 1 x Sergeant
- 2 x LMG, 2 x Panzerfaust
- 2 x Hetzer ( Hidden )

SETUP TURN 7

Anywhere East H hexline.

GUT CHECK: 8 IMPULSE PTS: 2D6

## AMERICAN FORCES 2nd Armored Div



- 9 x Rifle
- 1 x Captain, 3 x Sergeant
- 3 x BAR, 2 x Bazooka, 1 x M2 Mortar

SETUP TURN 7

Anywhere on A, B and C hexlines.

- 3 x M4A3(76)W Sherman
- 2 x M18 Hellcat
- Sergeant Carlson ( Armor )

ENTER TURN 5

Anywhere on West map edge.

GUT CHECK: 7 IMPULSE PTS: 4D6



# Night Raid

Scenario 7

September 12th, 1944. Approaching Metz, France.

German defenses came together in the city of Metz to put a stop to Patton's 3rd Army.

The Americans needed intelligence for the upcoming assault. A raid was devised to capture some German officers to get this information.

The US Army Rangers were the right unit for this dangerous mission. They infiltrated the enemy lines at night and began the hunt for their prey.

URNS: 8

MAP: 4

MAP COORDINATES: S16 CC16 South map edge

CONTROL HEXES: None

OFF BOARD ASSETS

None.

## SPECIAL RULES

German player sets up first.

Night, visibility and attack ranges of 4 hexes.

American units are Elite.

No OBA or Airstrike cards can be used.

German player does not take Leader Casualty rolls when units with Leader are attacked.

German Leaders are not attacked when in a Melee, though their Firepower, Defense and Melee modifier is used.

German Leaders retreat from Melees with their units.

A German Leader is captured when alone and a good order Ranger unit or Sergeant moves into its hex. Assault movement is not required to move into the hex.

A German Leader is captured if it is the sole surviving German unit in a Melee hex and the Ranger unit is good order. If Ranger is not good order, Leader moves to adjacent hex.

A captured Leader can free itself if the Ranger units controlling it are destroyed or Broken/Shaken. The Leader cannot move away if it has already moved for the turn.

At the end of a turn, all captured Leader counters are removed from the board and counted towards the victory conditions. Leaders with Broken/Shaken Rangers are not removed and remain in play for the next turn.

## GERMAN FORCES 462nd Volksgrenadier Div

- 3 x Rifle
- 3 x 2nd Line
- 2 x Lieutenant, 3 x Sergeant
- 1 x LMG, 1 x Grenade bundle

### SETUP TURN 8

Anywhere North #24 hexline.

Leaders must setup in structures. Maximum of 1 Leader per structure.

GUT CHECK: 7 IMPULSE PTS: **1D6 + 2**

## AMERICAN FORCES 5th Rangers Batt



- 5 x Rifle
- 2 x Engineer
- 2 x Sergeant
- 4 x BAR, 1 x Satchel

### ENTER TURN 8

Anywhere on South map edge.

GUT CHECK: 6 IMPULSE PTS: **2D6 + 2**

## VICTORY

American wins immediately by capturing 2 German Leaders.

German wins by denying American victory.



# Chaos

## Scenario 8

December 14th, 1944.

The battle for the crossroads was chaos. First one, then the other side would gain control of the key buildings.

The Brass kept sending reinforcements, that was the good news. The bad news was that they would then call back, asking for a platoon to bolster another part of the thinly held line.

This was going to be a tough and bloody fight to the finish.

-Mark H. Walker

URNS: 8

MAP: 4

MAP COORDINATES: O24 North and East map edges

CONTROL HEXES: All hexes of buildings  
AA10 AA14 DD12 CC15

### OFF BOARD ASSETS

None.

### SPECIAL RULES

American player sets up first.

Treat Wheatfields as normal Farmland, and Bocage as normal hedgerows.

No Luck Cards drawn for scenario.

Sporadic reinforcements. At beginning of each turn, starting on turn 7, both players roll 1D6 and consult table below.

German reinforcements enter on AA1 and Americans on OO8.

Units to be removed may be any friendly unit, chosen from anywhere on the map. Remove the unit and any attached support weapons. Removed units do not count as Casualties and are not scored as VPs.

1D6	German	American
1	Remove 1 unit	1xRifle, 1xBAR
2	1xPioneer	1xEngineer
3	PzKpfw IV H	M4A3(76)W
4	PzKpfw IV H, 1xRifle	M4A3(76)W, 1xRifle
5	1xRifle, 1xSgt	1xRifle, 1xBAR, 1xSgt
6	1xRifle	Remove 1 unit

### GERMAN FORCES 275th Infantry Div



- 4 x Rifle
- Sergeant Rohrer
- 1 x LMG
- 1 x PzKpfw IV H

#### SETUP TURN 8

On or adjacent to D11.

\*Impulse points are 2D6 on Turn 4 and after.

GUT CHECK: 7 IMPULSE PTS: 3D6

### AMERICAN FORCES 8th Infantry Div



- 3 x Rifle
- 1 x Engineer
- Lieutenant Harris
- 3 x BAR, 1 x Bazooka
- 1 x M4A1 Sherman

#### SETUP TURN 8

On or adjacent to EE23.

\*Impulse points are 2D6 on Turn 4 and after.

GUT CHECK: 7 IMPULSE PTS: 3D6

### VICTORY

Both sides are awarded one VP for each enemy unit eliminated and two VPs for each owned Control hex at scenario's end.

Contested Control hexes are not scored.

Player with the most Victory Points is the victor.



# The Abbey

Scenario 9

June 18th, 1944. Near Montebourg, France.

One thing was certain when fighting the Germans. If you dislodged them from their positions, you knew damn well that they would be back.

Having wrested control of a small village from the enemy, the Americans prepared their defense. The large Abbey, with its thick stone walls, would be their fortress.

The counterattack came quickly, and with armor support.

URNS: 9

MAP: 4

MAP COORDINATES: W8 East map edge  
South map edge

CONTROL HEXES: DD11 DD12 DD13

OFF BOARD ASSETS

None.

SPECIAL RULES

American player sets up first.

Control hexes are American at game start.

American Sniper may setup anywhere in the playing area. It doesn't have to reveal if moved onto by German units. It only reveals once it fires or moves. Its first shot gets the Ambush modifier if Hidden.

Beginning on Turn 8, American rolls 1D6 at start of every turn for tank reinforcement. If a 5 or 6 is rolled, the M10GMC can enter on that turn or thereafter.

VICTORY

Control hexes are worth 2 Victory points each to the American or 4 Victory points each to the German at game end.

Contested Control hexes are not scored.

Highest total of Victory and Casualty points is the victor.

## GERMAN FORCES

91st Infantry Div



- 6 x Rifle
- 2 x Pioneer
- 1 x Captain, 1 x Lieutenant
- 2 x LMG, 2 x Grenade bundle, 2 x Satchel
- 2 x Brummbar

ENTER TURN 9

Anywhere on South map edge. May enter loaded.

- 3 x Rifle
- 1 x Sergeant
- 1 x LMG

ENTER TURN 7

Anywhere on East map edge.

- 1 x SdKfz 251/22

ENTER TURN 6

Anywhere on East or South map edge. +1 Impulse Die.

GUT CHECK: 7 IMPULSE PTS: 3D6

## AMERICAN FORCES

4th Infantry Div



- 8 x Rifle ( 2 Hidden )
- 1 x Engineer
- 2 x MMG
- 1 x Sniper ( Hidden )
- 1 x Lieutenant, 2 x Sergeant
- 2 x BAR, 3 x Bazooka
- 3 x Wire

SETUP TURN 7

Anywhere within 7 hexes of any Control hex.

- 1 x M10 GMC

ENTER TURN 8 or Later

Anywhere on North map edge.

GUT CHECK: 7 IMPULSE PTS: 2D6 + 3



# A German Sherman

Scenario 10

December 13th, 1944.

After three days of fighting, the 330th Infantry Regiment of the 83rd Infantry Division has captured the town of Strass.

The German defenders, elements of the 353rd Volksgrenadier Division, have retreated to the woods East of the village.

Under the cover of darkness, Company E is sent to clear those woods. They advance to their jump-off point between Strass and the woods, an area with a brick house and a pair of Shermans.

Halfway there, fire erupts from both the Shermans and the brick house. The Germans have them!  
-Mark H. Walker

TURNS: 9

MAP: 4

MAP COORDINATES: R8 R18 West map edge

CONTROL HEXES: German Enclave, see SSR.

## OFF BOARD ASSETS

None.

## SPECIAL RULES

American player sets up first.

Treat Wheatfields as normal Farmland, and Bocage as normal hedgerows.

The scenario begins just before dawn. Visibility on turns 9-7 is three hexes, turns 6-5 is five hexes, and normal after that.

The Shermans cannot move after placement and their HE Firepower is 2.

Hex D11 and the six adjacent hexes comprise the German Enclave.

## VICTORY

To win, the Americans must amass 12 Victory Points (VPs). The Americans receive 2 VPs for each 'German Enclave' woods hex (see SSR) they control at scenario's end and 1 VP for each German unit eliminated, including each Sherman tank. German player wins by denying American victory.

## GERMAN FORCES

### 353rd Volksgrenadier Div



- 3 x Rifle
- 1 x HMG
- Captain Friedrich
- 1 x LMG

## SETUP TURN 9

On or adjacent to D11.

- 1 x Rifle
- 2 x M4A1 Sherman

## SETUP TURN 9

May be placed, one at a time, at the cost of 1 Impulse point. Once placed, unit is in play and available for action.

May be placed anytime during German or American phase of the turn.

Must be placed within 3 hexes of J14.

May not be placed in a hex with American units. Shermans may not be placed in J14.

GUT CHECK: 7 IMPULSE PTS: 2D6

## AMERICAN FORCES

### 83rd Infantry Div



- 6 x Rifle
- 1 x MMG
- Captain Holland, Sergeant Russo
- 3 x BAR, 2 x Bazooka, 1 x M2 Mortar

## SETUP TURN 9

On or adjacent to Q14.

GUT CHECK: 7 IMPULSE PTS: 2D6 + 1



# Heavy Hitters

Scenario 11

March 21st, 1945. The Ruhr, Germany.

The M36 Jackson was an upgunned tank destroyer that gave the Americans a gun that could tangle with the powerful German tanks.

In the Ruhr, armored infantry of the 9th move forward to clear a village and secure the roads. They are supported by tank destroyers from the 656th Tank Destroyer Battalion.

The Germans are fighting a losing battle now, but they are on their home soil now and will not give up this village easily.

TURNS: 9

MAP: 4

MAP COORDINATES: #12 hexline to North map edge

CONTROL HEXES: P4 P7 V4 W7

## OFF BOARD ASSETS

American has 1 Artillery strike available on Turn 7.

## SPECIAL RULES

German player sets up first.

Control hexes are German at game start.

Treat all Bocage hedgerows as normal hedges.

Treat all wheatfields as normal farmland. All farmland is muddy. Bog Rolls must be performed by vehicles for each hex of farmland entered.

All structures are single story.

## VICTORY

Control hexes are worth 3 Victory points each at game end.

The player with the highest total of Victory and Enemy Casualty points is the victor.

## GERMAN FORCES 272nd Volksgrenadier Div



- 3 x Rifle
- 3 x 2nd Line Infantry
- 1 x HMG
- 1 x Captain, 1 x Lieutenant, 1 x Sergeant
- 2 x LMG, 3 x Panzerfaust

### SETUP TURN 9

Anywhere West of Y hexline.

- 1 x Jagpanther

### ENTER TURN 9

Anywhere on West map edge.

- 2 x Panther

### ENTER TURN 7

Anywhere on West map edge.

GUT CHECK: 8 IMPULSE PTS: 2D6 + 3

## AMERICAN FORCES 9th Armored Div



- 8 x Rifle
- 4 x M3A1 Halftrack
- 1 x M16 Halftrack
- 1 x Captain, 2 x Sergeant
- 3 x BAR, 3 x Bazooka
- 2 x M18 Hellcat

### SETUP TURN 7

Anywhere on East map edge. May setup loaded.

- 3 x M36 Jackson

### ENTER TURN 8

Anywhere on East map edge. +1 Impulse Die.

GUT CHECK: 7 IMPULSE PTS: 3D6



# Bourbon for Bravery

Scenario 12

October 8th, 1944. South of Aachen, Germany.

The West Wall fortifications stood between the Allies and the German homeland. They would make the enemy pay dearly for each step into Germany.

Near the old city of Aachen, American soldiers of the 1st Infantry Division, the 'Big Red One', would find this out for themselves.

Captain James 'Skinny' Blake from Chattanooga, Tennessee gathered his squad leaders together to plan the assault on the pillboxes. He had been saving a bottle of his favorite sour-mash bourbon for the day he entered Berlin. With the grim task before them, the Captain cracked the seal and passed the bottle around, Berlin would have to wait.

URNS: 10

MAP: 4

MAP COORDINATES: L8 L22 BB8 BB22

CONTROL HEXES: Pillbox hexes

## OFF BOARD ASSETS

US player has 1 Artillery strike available at game start.

## SPECIAL RULES

German player chooses to setup Pillboxes in any 3 of the hexes O10, Q10, S11, T12, V10, W11. Pillbox covered arcs are set and do not change.

Hidden units may not be setup in pillboxes.  
Foxholes with Hidden units are also Hidden.

If the PaK 40 is deployed in a pillbox, its covered arc is that of the pillbox.

Normal stacking rules apply in a pillbox hex.

## VICTORY

American player wins by having sole possession of all 3 pillboxes at game end. German player wins by avoiding American victory.

## GERMAN FORCES 12th Volksgrenadier Div



- 3 x Pillbox
- 5 x Rifle ( 2 Hidden )
- 1 x HMG
- 1 x PaK 40
- 2 x Sniper ( Hidden )
- 1 x Lieutenant, 2 x Sergeant
- 2 x LMG, 1 x Panzerschreck, 1 x Panzerfaust
- 2 x Foxholes
- 1 x Mines

## SETUP

Anywhere North of #14 hexline.

GUT CHECK: **8** IMPULSE PTS: **2D6 + 2**

## AMERICAN FORCES 1st Infantry Div



- 8 x Rifle
- 5 x Engineer
- 1 x Captain, 1 x Lieutenant, 3 x Sergeant
- 2 x M2 Mortar, 2 x BAR, 3 x Satchel
- 2 x Flamethrower

## ENTER TURN 10

Anywhere on South map edge.

## 3rd Armored Div



- 1 x M4A1 Sherman
- 1 x M4A3 (105) Sherman

## ENTER TURN 8

Anywhere on South map edge.

GUT CHECK: **7** IMPULSE PTS: **4D6**



# Operation Lüttich

Scenario 13

August 7th, 1944. Near Mortain, France.

After the Americans broke free with Operation Cobra, the Germans had to react to slow their advance. A counter attack was launched in the area of Mortain.

Facing the Germans was the US 30th Infantry Division, 'Old Hickory', resting in the area after heavy combat and taking on replacements.

The attack surprised the 30th, but did not break them. They fought on in small units, in confused firefights until backup could arrive.

URNS: 10

MAP: 4

MAP COORDINATES: Entire mapboard West of CC hexline

CONTROL HEXES: K17 J20 U19 Y17

## OFF BOARD ASSETS

German has 2 OBA strikes available at game start. Roll 1D6 for type. 1-2 Mortars, 3-5 Artillery, 6 Rockets. Possible American airstrikes.

## SPECIAL RULES

American player sets up first.

Control hexes are American at game start.

American player rolls 1D6 for airstrikes at the beginning of each turn, starting on turn 9. A roll of 6 is successful. The airstrike must be used on that turn or it is lost. A maximum of 3 airstrikes only for the scenario ( not including Luck cards ).

Spread out American setup. 1 unit max per hex ( plus any attached Leaders ) and must have 2 empty hexes between units.

Place rubble in hexes AA10 and AA11.

## VICTORY

Control hexes are worth 5 Victory points each at game end.

The player with the highest total of Victory and Enemy Casualty points is the victor.

## GERMAN FORCES

### 2nd Panzer Div



- 8 x Rifle
- 2 x Pioneer
- 1 x Captain, 2 x Lieutenant, 2 x Sergeant
- 1 x Armor Leader
- 3 x LMG, 1 x Panzerschreck, 3 x Panzerfaust
- 3 x Panther
- 1 x Wirbelwind

### SETUP TURN 10

Anywhere North of road running from A2 to AA1. May setup loaded.

- 3 x Rifle
- 1 x Sergeant
- 3 x PzKpfw IVH

### ENTER TURN 6

On hexes A5, A6 or hexes BB5, BB6. +1 Impulse Die.

GUT CHECK: 7 IMPULSE PTS: 3D6 + 3

## AMERICAN FORCES

### 30th Infantry Div



- 6 x Rifle
- 3 x Engineer
- 2 x Sniper
- 1 x Lieutenant, 3 x Sergeant
- 1 x HMG, 1 x MMG
- 1 x 60mm Mortar, 1 x BAR, 5 x Bazooka
- 2 x Foxhole, 3 x Wire

### SETUP TURN 10

Anywhere South of #11 hexline.

### 3rd Armored Div



- 4 x M4A1 Sherman
- 4 x M4A3(76) W

### ENTER TURN 7

Anywhere on South map edge. +1 Impulse Die.

GUT CHECK: 8 IMPULSE PTS: 3D6



# Cobra

Scenario 14

July 25th, 1944. Near Hébécrevon, France.

The Allies had to break out from the deadly stalemate being fought in the hedgerows. Their answer was Operation Cobra.

The elite Panzer Lehr Division was caught in the zone that was devastated by American carpet bombing. Those that survived would fight on.

As men of the 30th Infantry Division move forward they run into a hasty defensive line of Grenadiers and Panthers. The fight is on.

URNS: 10

MAP: 4

MAP COORDINATES: X11 West map edge  
South map edge

CONTROL HEXES: None

## OFF BOARD ASSETS

American player has 1 Airstrike available on Turn 7.

## SPECIAL RULES

German player sets up first.

German units are Elite.

American Tanks have Cullins hedgerow cutters and can move through bocage. The cost is 3 + COT and a Bog Roll. If Bog Roll is failed, tank remains in hex previous to bocage.

Roads are heavily bombed. 1 Movement point per road hex for all units.

After German setup, German rolls 2D6 for each Panther. Panther with the lowest roll is Immobilized for the scenario, place Immobilized marker. Ties are re-rolled.

## VICTORY

American player wins immediately upon exiting 4 unit counters ( not including Leaders ) off the West map edge or by destroying all 3 German Panthers.

German player wins by denying American victory.

## GERMAN FORCES Panzer Lehr Div



- 5 x Rifle
- 1 x Lieutenant, 1 x Sergeant
- 1 x Armor Leader
- 2 x LMG, 2 x Panzerfaust, 1 x Panzershreck
- 3 x PzKpfw V

### SETUP TURN 11

Anywhere West of P hexline.

- 2 x Rifle
- 1 x Sergeant
- 1 x Panzerfaust

### ENTER TURN 6

Anywhere on West map edge. +1 Impulse Die.

GUT CHECK: 7 IMPULSE PTS: 2D6

## AMERICAN FORCES 30th Infantry Div



- 6 x Rifle
- 2 x Sergeant
- 1 x 60mm Mortar, 1 x BAR, 2 x Bazooka
- 4 x M4A1 Sherman
- 2 x M8

### ENTER TURN 11

Anywhere on East map edge. May enter loaded.

- 3 x Rifle
- 1 x Lieutenant
- 1 x BAR
- 3 x M10 GMC

### ENTER TURN 9

Anywhere on East map edge. +1 Impulse Die.  
May enter loaded.

GUT CHECK: 7 IMPULSE PTS: 3D6



# Over the Rhine

Scenario 15

March 10th, 1945. Near Remagen, Germany.

The Americans couldn't believe their luck when they came upon the Ludendorff Bridge still intact. They rushed to capture it and pushed as many troops as they could across the Rhine.

The Germans scrambled to mount a counter attack. They had to get to the bridge and destroy it.

URNS: 11

MAP: 4

MAP COORDINATES: BB hexline West map edge.

CONTROL HEXES: U19 V4

## OFF BOARD ASSETS

American rolls 1D6 at game start to determine number of Airstrikes available. 1-3 = 1 strike. 4-5 = 2 strikes. 6 = 3 strikes. Roll 1D6 for pilot quality when used. Max of 1 Airstrike used per turn.

## SPECIAL RULES

Control hexes are American at scenario start.

American player sets up first.

Place Rubble in hexes AA10 AA11.

Treat all Bocage as normal hedges.

Treat all wheatfields as normal farmland.

German 2nd Line are poor quality units.

## VICTORY

Control hexes are worth 4 Victory points each at game end. Contested hexes are not scored.

German player receives 2 Victory points for each squad exiting off the East map edge. 1 Victory point each for reduced squads exiting.

The player with the highest total of Victory and Enemy Casualty points at game end is the victor.

## GERMAN FORCES

11th Panzer Div



- 7 x Rifle
- 2 x Pioneer
- 6 x 2nd Line
- 1 x Captain 1 x Lieutenant, 1 x Sergeant
- 1 x Armor Leader
- 4 x LMG, 4 x Panzerfaust, 1 x Satchel
- 2 x SdKfz 251/22
- 1 x King Tiger

### SETUP TURN 11

Anywhere West of F hexline. May setup loaded.

- 2 x Hetzer
- 2 x Rifle
- 1 x Panzershreck

### ENTER TURN 9

Anywhere on West map edge. Enter loaded.

- 1 x Jagdpanther

### ENTER TURN 8

Anywhere on West map edge. +1 Impulse die.

**GUT CHECK: 8 IMPULSE PTS: 4D6**

## AMERICAN FORCES

9th Armored Div



- 3 x Rifle ( Hidden )
- 1 x Sergeant
- 1 x BAR, 1 x Bazooka

SETUP TURN 11 Anywhere between H and P hexlines.

- 6 x Rifle
- 1 x HMG, 1 x MMG
- 1 x Captain, 2 x Lieutenant, 1 x Sergeant
- 2 x BAR, 2 x Bazooka
- 2 x M4A3(76)W
- 2 x M18 Hellcat

SETUP TURN 11 Anywhere East of P hexline.

- 2 x M36 Jackson
- 1 x Armor Leader

ENTER TURN 9 Any road hex on East map edge.

**GUT CHECK: 7 IMPULSE PTS: 4D6**



# The Beast of Argentan

Scenario 16

August 14, 1944. Approaching Argentan, France.

The noose was tightening on the Falaise pocket with two German armies trying to escape the trap.

The US 5th Armored Division moves towards Argentan to stem the flow of battered German units Eastwards.

The exhausted Wehrmacht troops have their hope renewed when a lone King Tiger of the 9th SS comes from Argentan to aid in their escape.

URNS: 12

MAP: 4

MAP COORDINATES: Y5 West and South map edge

CONTROL HEXES: None.

OFF BOARD ASSETS  
None.

## SPECIAL RULES

The King Tiger is Elite and has a Gut Check of 6.

American tanks are equipped with Cullins hedgerow cutters. They can move through bocage. The cost is 3 + COT and a Bog Roll. If Bog Roll is failed, tank remains in hex previous to bocage.

## VICTORY

German wins immediately upon exiting 3 or more squad/reduced squads from the Eastern map edge. American wins by denying German victory.

### GERMAN FORCES 711th Infantry Div



- 8 x Rifle
- 1 x Captain, 1 x Sergeant
- 2 x LMG, 3 x Panzerfaust

ENTER TURN 12

Anywhere on West map edge, South of A20.

### 9th SS Panzer Div



- 1 x King Tiger
- 1 x Armor Leader

ENTER TURN 10

A24 or Y23.

GUT CHECK: 8 IMPULSE PTS: **2D6 + 2**

### AMERICAN FORCES 5th Armored Div



- 4 x Rifle
- 4 x M3A1 Halftrack
- 2 x Sergeant
- 2 x BAR, 1 x Bazooka
- 3 x M4A1 Sherman
- 2 x M4A3(76)W

ENTER TURN 12

Anywhere on North map edge. Rifle squads enter loaded in M3A1 Halftracks.

- 2 x M10 GMC

ENTER TURN 8

Any road hex on North map edge.

GUT CHECK: 7 IMPULSE PTS: **3D6**



# Attacking Strass

December 10th, 1944. Strass, Germany.

Scenario S1

The 330th Infantry Regiment of the 83rd Infantry Division is sent to capture the town of Strass, near the Hurtgen Forest.

The town was defended by the veterans of the 353rd Infantry Division. It would be a tough fight.

## Special Solitaire Rules:

1. All die rolls consist of 1D6. Success is 1-2, failure is 3-6.
2. All German units automatically rally in the Free Rally Phase.
3. On the German's turn, they will spend an Impulse Pt if required ( they have equal to or more than the Americans ). If they have less, roll the die. They will spend an Impulse Pt if the roll succeeds. -1 to the roll if there is an American unit adjacent to the German unit that is able to fire.
4. When spending an Impulse Pt, the German stack with the most firepower will attack as follows. Roll the die. On a success, the Germans will attack the largest ( measured in number of units ) stack within range. On a failure, the Germans will attack the closest American stack. German units will only conduct Intensive Fire against adjacent American units.
5. German units will not move unless ordered to by the placement table.
6. Placement Table. Whenever an American unit gains LOS to a Control Marker, remove the marker, roll a die and consult the placement table. All forces are placed in the Control Marker's former hex. +1 to this die roll if the American unit with LOS is adjacent to the Control hex.
7. Initial action by revealed troops does not Impulse Pts. Subsequent actions do cost Impulse Pts.

## Designer Notes.

Keep in mind that these scenarios are supposed to be solitaire friendly, nothing more. I don't claim the AI is even close to bullet proof, just something to take some of the choices out of the player's hands.

- Mark Walker

Die Roll	Units Placed	Action
1	Reduced Rifle	None
2	Rifle	Fire on sighting units
3	Rifle	None
4	Rifle, LMG	Fire on sighting units
5	2 x Rifle, Sergeant	Fire on sighting units
6	2 x Rifle, LMG, Sergeant	If American unit is adjacent, Assault Move into hex and initiate Melee. If not, advance towards nearest American unit and Assault Move into its hex if possible with the next Impulse.
7	Pioneer, Satchel	If American unit is adjacent, Assault Move into hex and initiate Melee. If not, advance towards nearest American unit and Assault Move into its hex if possible with the next Impulse.

TURNS: 8

MAP: Pocket map 1, 2  
(as shown)

2

1

CONTROL HEXES: 2-O7 2-E7 2-L5 2-M5  
(Map-hex)

OFF BOARD ASSETS  
None.

## SPECIAL RULES

Do not use Luck Cards.

Use Special Solitaire Rules

## GERMAN FORCES

353rd Infantry Div



Place a Rifle squad in the following hexes : H11, K11, P11, L10.

Place two Rifle squads and one LMG in the following hexes : E10, M10.

Place Sgt Vogel in hex M10.

SETUP TURN 8

On listed hexes on Pocket Map 2.

GUT CHECK: 7 IMPULSE PTS: 3D6

## AMERICAN FORCES

83rd Infantry Div



- 6 x Rifle
- 4 x Engineer
- 1 x MMG
- 6 x BAR, 1 x M2 Mortar
- Cpt Blake, Sgt Russo, Sgt Barnes

SETUP TURN 8

On any hex numbered 5 or greater on Pocket Map 1.

GUT CHECK: 7 IMPULSE PTS: 3D6

## VICTORY

To win, the Americans must have 20 Victory Points (VPs) by scenario end. The American player is awarded 1 VP for each German unit they eliminate or Pocket Map 2 Structure hex they occupy at scenario end.  
German wins by denying American victory.



# Won't They Ever Give Up Scenario S2

Spring, 1945. East side of the Rhine River, Germany.

It had been a long war, but then again, any war is a long war.

We were supposed to be home by Christmas, but Hitler had other ideas, and those other ideas damn near worked. Driving us almost to the Meuse, they captured thousands of GIs, not to mention the slaughter of a hundred more at Malmedy. But that's okay, we got a few of them at Chenogne.

Next the generals told us the Germans would collapse when we crossed the Rhine. I guess someone forgot to tell the Germans.

Now we were in Germany. Everyone hated us. Everyone was an enemy. Especially those guys in the field gray with the machine guns defending that village.

- Mark Walker

## Special Solitaire Rules:

1. All die rolls consist of 1D6. Success is 1-2, failure is 3-6.
2. All German units automatically rally in the Free Rally Phase.
3. On the German's turn, they will spend an Impulse Pt if required ( they have equal to or more than the Americans ). If they have less, roll the die. They will spend an Impulse Pt if the roll succeeds. -1 to the roll if there is an American unit adjacent to the German unit that is able to fire.
4. When spending an Impulse Pt, the German stack with the most firepower will attack as follows. Roll the die. On a success, the Germans will attack the largest ( measured in number of units ) stack within range. On a failure, the Germans will attack the closest American stack. German units will only conduct Intensive Fire against adjacent American units.
5. German units will not move unless ordered to by the placement table.
6. Placement Table. Whenever an American unit gains LOS to a Control Marker, remove the marker, roll a die and consult the placement table. All forces are placed in the Control Marker's former hex. +1 to this die roll if the American unit with LOS is adjacent to the Control hex.
7. Initial action by revealed troops does not Impulse Pts. Subsequent actions do cost Impulse Pts.

Die Roll	Units Placed	Action
1	Reduced 2nd Line	None
2	2nd Line	Fire on sighting units
3	2nd Line	None
4	2nd Line, LMG	Fire on sighting units
5	2 x 2nd Line, Sergeant	Fire on sighting units
6	2 x Rifle, LMG, Sergeant	If American unit is adjacent, Assault Move into hex and initiate Melee. If not, advance towards nearest American unit and Assault Move into its hex if possible with the next Impulse.
7	Pioneer, Satchel	If American unit is adjacent, Assault Move into hex and initiate Melee. If not, advance towards nearest American unit and Assault Move into its hex if possible with the next Impulse.

TURNS: 9

MAP: 4

MAP COORDINATES: S24 FF24 North map edge

CONTROL HEXES: DD12 DD13 AA11 AA14

## OFF BOARD ASSETS

American has 3 Artillery strikes available at game start.

## SPECIAL RULES

Do not use Luck Cards.

Use Special Solitaire Rules

## GERMAN FORCES

### Ad hoc Volksgrenadier units

Place a 2nd Line squad in the following hexes : AA16, Y17, W16, U17.

Place a HMG and Lt Berger in hex CC15.

## SETUP TURN 9

On listed hexes.

GUT CHECK: 8 IMPULSE PTS: 2D6

## AMERICAN FORCES

### 87th Infantry Div



- 6 x Rifle
- 1 x MMG
- 2 x BAR, 1 x M2 Mortar
- Cpt Doyle, Sgt Frank Stone, Sgt J. Wishik

## SETUP TURN 9

On or within 2 hexes of D15.

GUT CHECK: 7 IMPULSE PTS: 2D6

## VICTORY

To win, the Americans must control ALL Heavy Structure hexes except EE23 at scenario's end.

German wins by denying American victory.



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## U.S. Forces in Western Europe, 1944/45.

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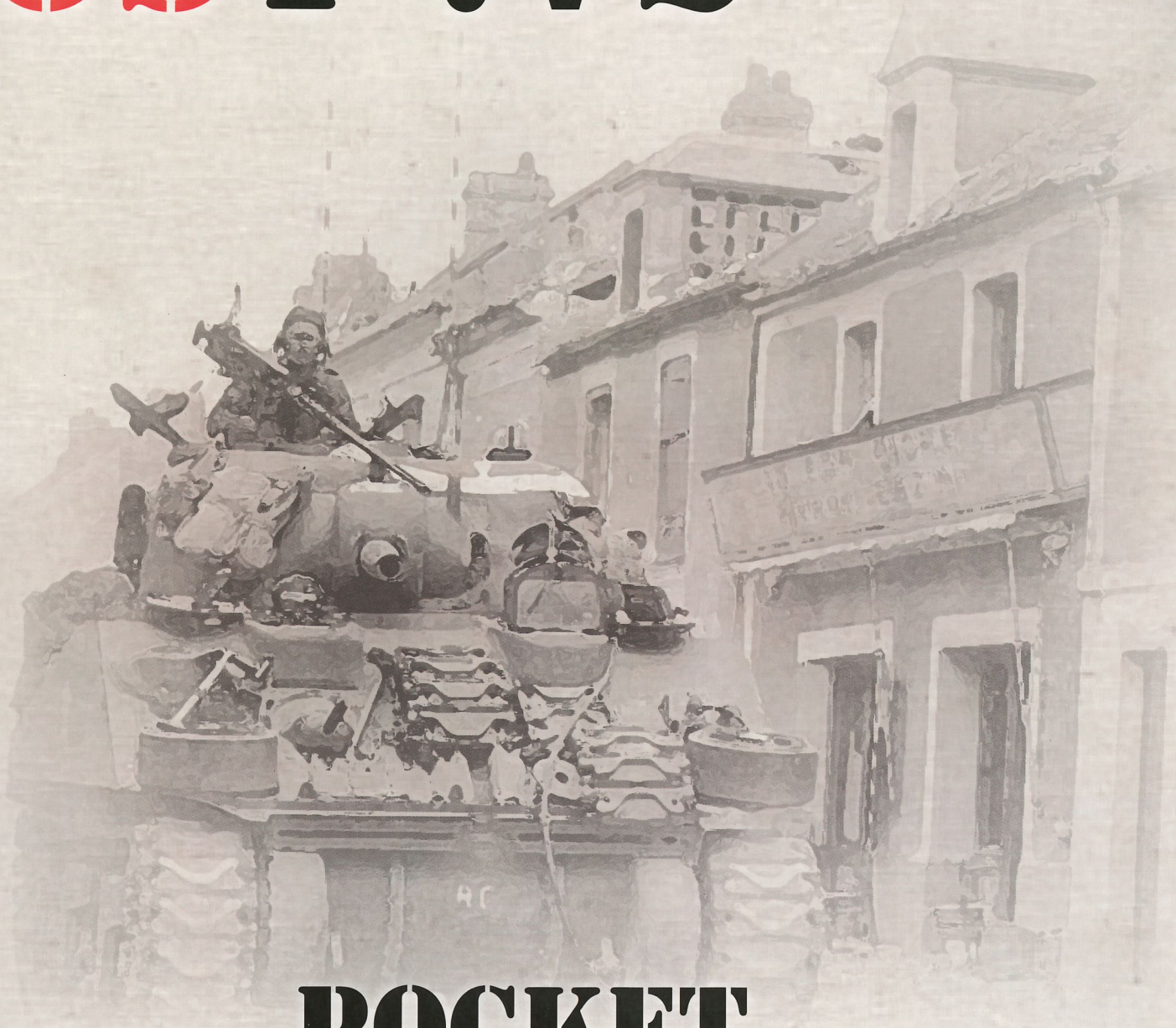
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# OST .v2



## POCKET BATTLES



by Mark Walker



# At Dawn's Early Light

Scenario P1

December 19th, 1944. Noville, Belgium.

On December 19th, the Wehrmacht continued to advance towards the vital crossroads town of Bastogne. Sent to delay them were the men of Team Desobry. The two forces met outside of a town named Noville.

- Mark Walker

TURNS: 6

MAP: Pocket map 1s ( winter )

MAP COORDINATES: Entire map

CONTROL HEXES: None

OFF BOARD ASSETS

None.

SPECIAL RULES

Do not use Luck Cards.

American player sets up first.

American tanks may setup in Woods hexes without taking a Bog check.

VICTORY

To win, the Germans must control ALL Heavy Structure hexes on the map by scenario end, and no American tank with a functioning main gun can have LOS to hex J3 and K9.

American wins by denying a German victory.

## GERMAN FORCES 26th Volksgrenadier Div



- 8 x 2nd Line
- 2 x LMG
- Lt Berger, Lt Muelling
- 4 x PzKpfw IVH

SETUP TURN 6

Anywhere on rows A and B.

GUT CHECK: **8** IMPULSE PTS: **3D6**

## AMERICAN FORCES 10th Armored Div



- 4 x Rifle
- 2 x Engineer
- 1 x MMG
- 2 x BAR
- Cpt Holland, Sgt Wishik
- 2 x M4A1 Sherman
- 1 x M4A3(76)W Sherman

SETUP TURN 6

Anywhere on rows E through S.

GUT CHECK: **7** IMPULSE PTS: **3D6**



# The Bigger They Come

Scenario P2

December 19th, 1944. Noville, Belgium.

The initial attack drove Desobry's men back to Noville proper. There they waited, hoping against hope that the Germans were through with them.

They would have no such luck.

Shortly after resetting the defense, the Americans once again heard engines rumble and drive sprockets squeal. Lucky Strikes were ground into window sills. Gloved hands tapped the Garand's eight-round magazines, checking their seating. Moments later the first barrels poked through the mist.

Tigers!

- Mark Walker

URNS: 9

MAP: Pocket map 2s ( winter )

MAP COORDINATES: Entire map

CONTROL HEXES: None

OFF BOARD ASSETS

None.

## SPECIAL RULES

Due to heavy mist, visibility is limited to 5 hexes, inclusive.

Each player draws two Luck Cards at scenario start. May not play more than one card per turn.

## VICTORY

Victory is determined by American Victory Point (VP) total at scenario's conclusion. The American begins the game with 5 VPs and Victory Points are awarded as follows:

1. Americans receive 1 VP for each German squad or Leader eliminated.
2. Americans receive 3 VPs for each Tiger eliminated.
3. Germans subtract 2 VPs from the American total for each Heavy Structure hex controlled, between row E and row Q, at scenario's end.

- Americans have 5 or more VPs: Big, huge victory.
- Americans have 2 to 4 VPs: Victory.
- Americans have 1 VP: Favorable draw.
- Americans have less than 1 VP: German victory.

## GERMAN FORCES 26th Volksgrenadier Div



- 6 x Rifle
- 3 x 2nd Line
- 2 x LMG
- Lt Kurtz, Sgt Rohrer
- 1 x Hetzer
- 2 x PzKpfw VIE

ENTER TURN 9

On any half-hex adjacent to A row.

GUT CHECK: 7 IMPULSE PTS: 3D6

## AMERICAN FORCES 10th Armored Div



- 3 x Rifle
- 3 x Engineer
- 1 x MMG
- 2 x BAR, 2 x Bazooka, 1 x M2 Mortar
- Cpt Blake, Lt Clayton, Sgt Carlson ( Armor )
- 1 x M4A1 Sherman
- 1 x M4A3(76)W Sherman
- 1 x M10 GMC

SETUP TURN 9

Anywhere on rows E through Q inclusive.

GUT CHECK: 6 IMPULSE PTS: 3D6



# Highway to Hell

Scenario P3

December 19th, 1944. Noville, Belgium.

Of course, the Tigers weren't the only bad news. The mist had finally lifted and Desobry's men realized that they were damn near surrounded.

- Mark Walker

URNS: 8

MAP: Pocket map 1s, 2s ( as shown )

CONTROL HEXES: None

OFF BOARD ASSETS

None.

SPECIAL RULES

Each player draws two Luck Cards at scenario start. May not play more than one card per turn.

American player sets up first.

VICTORY

Victory is determined by American Victory Point (VP) total at scenario's conclusion. The Americans begin the game with 4 VPs and Victory Points are awarded as follows:

1. Americans receive 1 VP for each German squad or Leader eliminated.
2. Americans receive 3 VPs for each Tiger eliminated.
3. Germans subtract 1 VP for each building hex controlled, between row E and row Q on Pocket map 2s, at scenario's end.

- Americans have 5 or more VPs: Big, huge victory.
- Americans have 2 to 4 VPs: Victory.
- Americans have 1 VP: Favorable draw.
- Americans have less than 1 VP: German victory.

## GERMAN FORCES

26th Volksgrenadier Div  
2nd Panzer Div



- 1 x Rifle
- 4 x 2nd Line
- 2 x LMG
- Cpt Sauer, Sgt Vogel
- 2 x PzKpfw V
- 2 x PzKpfw IV H

SETUP TURN 8

On any hex numbered 6 or higher on Pocket Map 1s.

- 5 x Rifle
- 4 x 2nd Line
- 1 x LMG
- Sgt Rohrer
- 1 x Hetzer
- 2 x PzKpfw VIE

ENTER TURN 8

On any half-hex adjacent to A row on Map 2s.

GUT CHECK: 7 IMPULSE PTS: 3D6

## AMERICAN FORCES

10th Armored Div



- 6 x Rifle
- 4 x Engineer
- 2 x MMG
- 3 x BAR, 3 x Bazooka, 1 x M2 Mortar
- Cpt Blake, Lt Clayton, Lt Chan, Sgt Carlson ( Armor )
- 1 x M4A1 Sherman
- 1 x M4A3(76)W Sherman
- 1 x M10 GMC

SETUP TURN 8

Anywhere between rows E and Q on Pocket map 2s, inclusive.

609th Tank Destroyer Batt

- 3 x M18 Hellcat



ENTER TURN 6

On a half-hex adjacent to 2S7.

GUT CHECK: 6 IMPULSE PTS: 3D6



# Breaking Out

Scenario **P4**

December 20th, 1944. Noville, Belgium.

Morning dawned and it became obvious that there was no defeating and no more delaying the German advance.

Team Desobry's only chance was to break out and link up with the forces in Bastogne.

- Mark Walker

**URNS: 7**

**MAP:** Pocket map 1s, 2s ( as shown )

**CONTROL HEXES:** None

**OFF BOARD ASSETS**

None.

**SPECIAL RULES**

No Luck cards are used in this scenario.

German player sets up first.

German forces that begin the scenario on Map 2s may not leave the map.

## VICTORY

Victory is determined by American Victory Point (VP) total at scenario's conclusion. Victory Points are awarded as follows:

1. Americans receive 1 VP for each German squad or Leader eliminated.
  2. Americans receive 3 VPs for each German tank eliminated.
  3. Americans receive 2 VPs for each structure hex controlled on Map 1s at scenario's end.
  4. Germans subtract 2 VPs from American total for each unit they eliminate.
  5. Germans subtract 2 VPs from American total for each structure hex controlled on Map 1s at scenario's end.
- Americans have 5 or more VPs: Big, huge victory.
  - Americans have 2 to 4 VPs: Victory.
  - Americans have 1 VP: Favorable draw.
  - Americans have less than 1 VP: German victory.

## GERMAN FORCES

26th Volksgrenadier Div  
2nd Panzer Div



- 1 x Rifle
- 3 x 2nd Line
- 1 x LMG
- Sgt Rohrer, Sgt Bohn
- 2 x PzKpfw IV H

### SETUP TURN 7

Between rows A and E on Pocket Map 2s, inclusive.

- 1 x Rifle
- 3 x 2nd Line
- 2 x LMG
- Cpt Sauer, Sgt Vogel
- 1 x PzKpfw V
- 2 x PzKpfw IV H

### ENTER TURN 7

On any half-hex adjacent to A row on Map 2s.

**GUT CHECK: 7 IMPULSE PTS: 2D6**

## AMERICAN FORCES

10th Armored Div



- 3 x Rifle
- 3 x Engineer
- 1 x MMG
- 2 x BAR, 2 x Bazooka
- Lt Harris, Sgt J. Wishik, Sgt Frank Stone
- 1 x M4A1 Sherman
- 1 x M4A3(76)W Sherman
- 1 x M10 GMC
- 1 x M18 Hellcat
- 2 x M3A1 HT

### SETUP TURN 7

Anywhere between rows G and S on Pocket map 2s, inclusive.

**GUT CHECK: 6 IMPULSE PTS: 3D6**



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# OST .V2

## STRATEGY GUIDE



by Shayne Logan



# Welcome wargamers

Old School Tactical is a new system which aims to provide a tight and streamlined recreation of tactical combat. This game recreates some of the chaos of this warfare while rewarding solid tactics.

Fighting on the tactical level will put dirt in your teeth as you maneuver squads of soldiers and vehicles against the enemy. Each unit lost is a heartbreak and every enemy unit destroyed is a victory. It is a test of wills and daring when taking or losing objectives.

Some of the tips that follow may be obvious to many of you playing the game. If you're a seasoned wargamer, you can just say 'duh' and move on. But there is also going to be novices to a hex and counters wargame who will benefit from the advice.

Besides the tactical warfare tips, there are also many pictures that will clarify different aspects of the OST system. These will benefit all players of the game.

And remember, as in any wargame, there is always going to be an element of luck, good or bad. So even when your plan is flawless, and your tactics are solid, you still may be fighting an uphill battle.

But after the battle, win or lose, you will have fought the good fight. So enjoy it.

-Shayne Logan

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Vehicle facing and covered arc

Keep covered arcs on the enemy

Defend with front armor

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LOS on the battlefield

Abbreviations



## The Battlefield

As a battle unfolds, how you maneuver your forces on the battlefield will have an impact on your chances for victory. The goal in moving successfully, is to move and survive. When your units reach their destination unharmed and in good order then you've accomplished this goal.

### Use terrain to your advantage

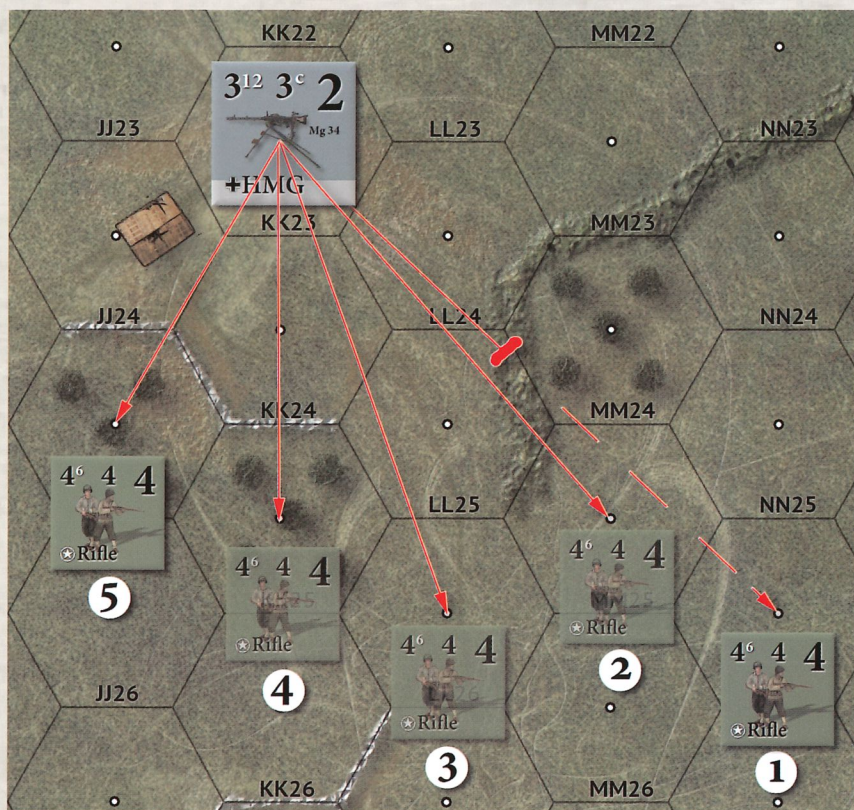
Try to keep terrain between your unit and enemy units to block his LOS. If the enemy can't see your unit, he can't fire at it. An enemy unit cannot trace LOS through structures, hills, woods and bocage, so move behind these terrain types to avoid being attacked.

Though not as effective, terrain which degrades an enemy's LOS to your unit is also advantageous. Keep these hexes between you and an enemy unit when you move.

Terrain such as brush, hedge, stone wall, cemetery, debris, rubble degrades LOS. Roadblocks, smoke and vehicle wrecks also degrade LOS. Each hex fired through of this type subtracts 1 FP from the enemy's attack on your unit.

An attack can only fire through 2 hexes of this type. A third and the LOS is blocked.

Whenever possible, use the terrain on the map to shield your units from the enemy. And if you cannot at least try to diminish the firepower of his attack.



The American Rifle squad is moving to flank the German HMG.

1. The HMG cannot fire at the squad in its starting hex because its LOS is blocked by the bocage.

2. If attacked here, Rifle squad's Defense is aided by the bocage.

**Attack: 3 FP - 6 Def (4+2) = -3 FP column ICT**

3. The HMG has a clear shot here.

**Attack: 3 FP - 4 Def = -1 FP column ICT**

4. In this hex, the Rifle squad's Defense is aided by the orchard and the stone wall.

**Attack: 3 FP - 7 Def (4+1+2) = -4 FP column ICT**

5. In this final hex of movement, the Rifle squad benefits from the orchard and stone wall again. Also, the HMG loses 1 FP by firing through the degrading terrain of the light structure hex.

**Attack: 2 FP (3-1) - 7 Def (4+1+2) = -5 FP column**

### Good defensive terrain

Units gain a Defense modifier in many terrain types which is added to the units Defense number when it is attacked. If you know that your unit will be attacked, it is wise to move into the best defensive terrain.

Some hexes have good defensive modifiers which can be combined. For example, consider a hex with a heavy structure and a stone wall along the hex side. If an attack came through the hex side with the stone wall, your unit in the heavy structure would get a +2 Def for the heavy structure and a +2 for the stone wall which would give a total of +4 to your Defense.

If your unit has to move into an open hex or a hex with a negative modifier (stream -2), make sure that the enemy does not have LOS to it. Your unit is apt to take losses when attacked in the open.

At the end of your unit's move, try to leave it in good defensive terrain. Although at the time it may be hidden from enemy fire, during the course of play an enemy unit may move into a position to attack it.



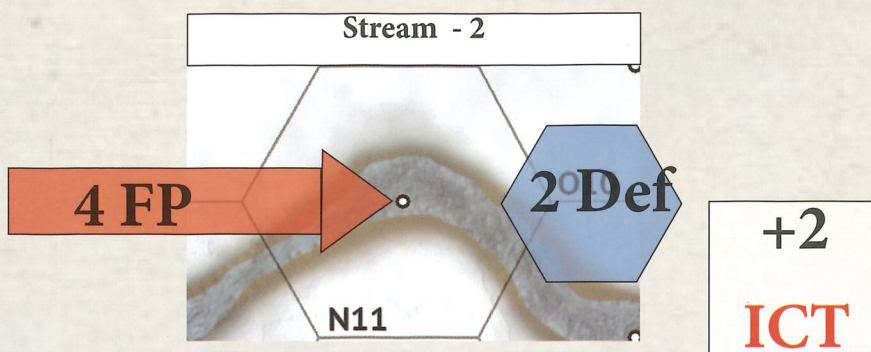
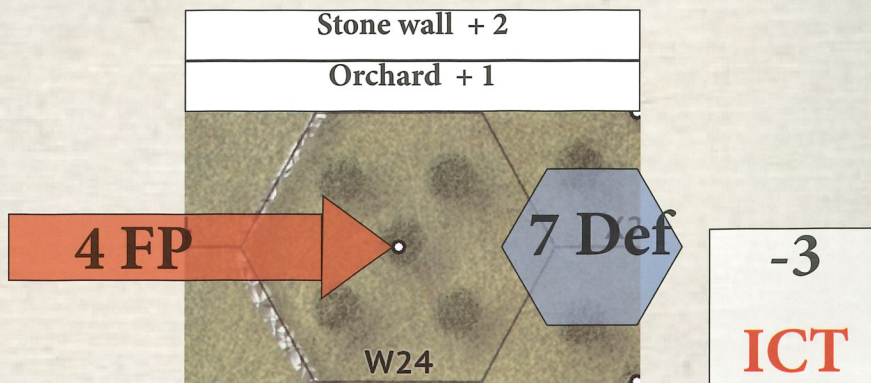
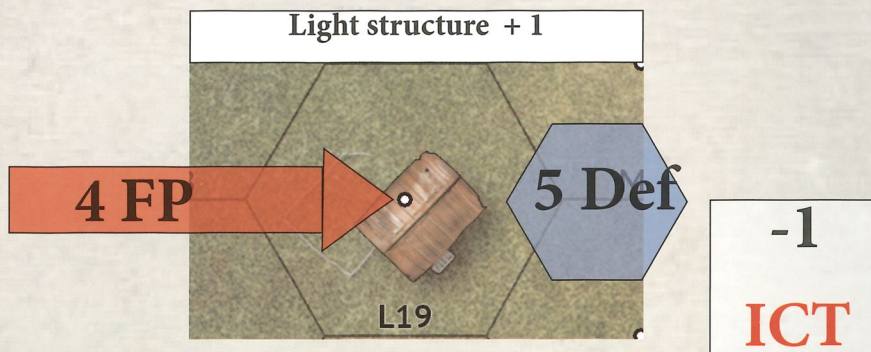
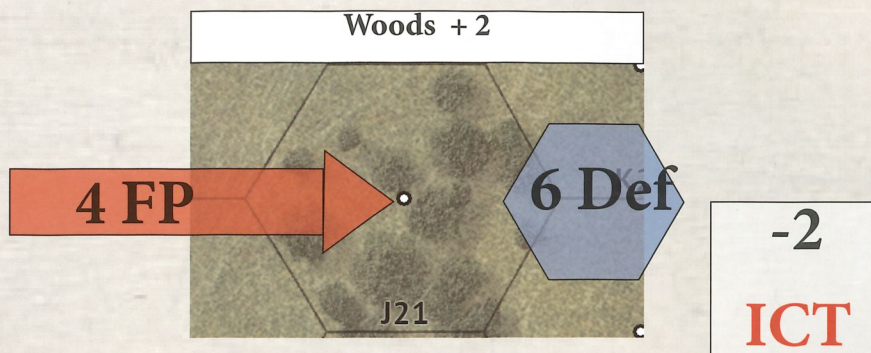
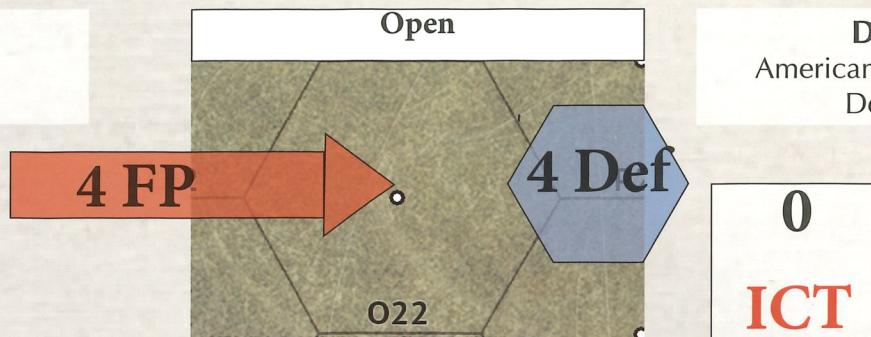
### Attacker

German Rifle squad  
Firepower: 4



### Defender

American Engineer squad  
Defense: 4



ICT = Infantry Combat Table

This illustration shows the effects of various terrain types on the value of the attack.

The better the terrain, the better the defending unit's Defense.

This leads to lower Firepower columns on the Combat Tables and better odds for the defending unit.





### Using cover

A Cover counter represents a unit improving its defensive position within the hex. This could include digging in, a tank moving into a hull down position or soldiers going to ground in rubble.

Getting cover adds a +1 to your unit's Defense on top of any terrain modifiers. You roll 1D6 at the cost of 1 Impulse point for cover. On a 5 or 6 you have established cover. The number of attempts per unit per turn is unlimited, but it costs an Impulse point for each attempt.

If you're the attacker in a scenario and moving a lot of units, you will probably not go for cover very often. But if you're defending, you should roll for cover in important hexes. Hang tough and make the enemy pay for attacking your strong position.

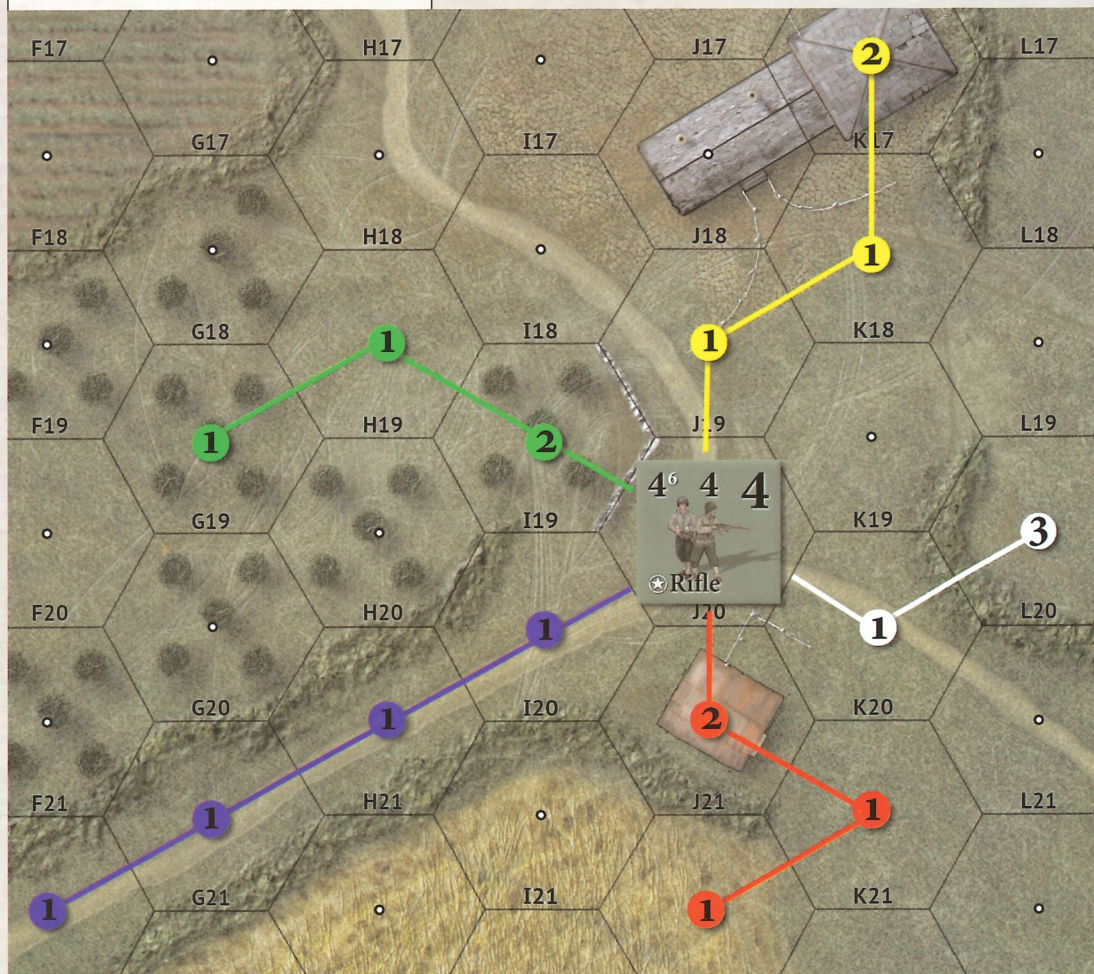
This PaK 40 ATG is guarding an important part of the map. The German player rolls for cover and gets it.

The gun now has a Defense of 4 +2 (woods) +1 (cover) for a total of 7 Defense.



### Game play: Movement

A Rifle squad has 4 Movement points. The cost in points for each hex is listed.



Open 1  
Open 1  
Heavy structure 2

Stone wall, Orchard 2  
Open 1  
Orchard 1

Road 1  
Road 1  
Road 1  
Road 1

Light structure 2  
Open 1  
Wheatfield 1

Open 1  
Bocage, Open 3



## The Game

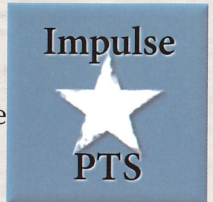
Although the mechanics of the Old School Tactical system are easy to learn, they require your full attention if you want to win.

### Use your Impulse points wisely

Sometimes you will have all the Impulse points you need, but this is rarely the case. You will have to ration them amongst your forces. As a commander you will have to choose what is most important on any given turn.

Do you spend them near a control hex, rallying your troops as the enemy prepares to assault them? Do you spend them moving your reinforcements up to the front line? Do you opportunity fire on that enemy unit that just exposed itself on your flank?

I cannot answer this for you. You will have to decide once the bullets start flying.



### Passing

If your opponent has more Impulse points than you, it is usually a good idea to pass play at times. This way you can take note of your opponents tactics and still have Impulse points available for opportunity fire.

This is especially important if there is a wide margin in Impulse points between players. You do not want to use up all of your Impulse points at the start and leave your opponent free to do as he wishes at the end of the turn.



## The Forces

All units in the game have their own strengths and weaknesses. Learn how to maximize your units strengths to deal knock out blows to the enemy and do not expose their weaknesses needlessly.

A good commander will know where and when to maneuver and strike the enemy when his troops are most vulnerable.

### Maximize your firepower

The best way to beat the enemy is to destroy his troops with overwhelming firepower.

Ramping up the firepower will move your attacks to higher columns on the ICT and VCT. The higher columns give better odds for causing casualties and morale losses on the enemy unit.

The higher the FP column used, the more likely you'll damage the enemy. Let's now look at the many ways you can bring the heat.

### The high ground

Attacking from a higher level also confers a bonus to your attack. A height advantage on top of a hill or in a multi-level building adds a +1 to your attack rolls.

If the enemy unit fires back, its attack roll is modified by a -1 because it is on lower ground.

Being on a level 2 or 3 hex also increase your unit's range by 1 hex when attacking units on lower levels.

### Attached Leaders

Leaders modify all attack rolls by attached units in its hex. A +1 is added to attack rolls which is a great advantage. A higher number in the attack yields better results.

Attaching Leaders will also allow you to perform group actions.

Group fire can put a lot of firepower on enemy units.

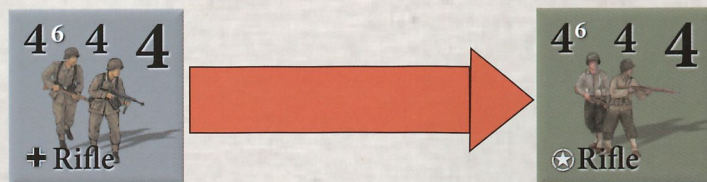
Group moving allows you to move two units on your turn.



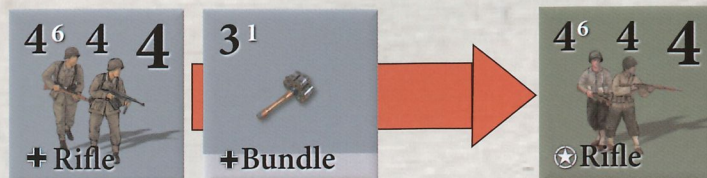


## Use support weapons

When using a support weapon, its FP is added to the attack of the unit. This simple tactic increases your odds against the target.



German Rifle attacks at 4 FP - 4Def  
**0 column on ICT**



Use grenade bundle ( +3 FP )  
German Rifle attacks at 7 FP - 4Def  
**+ 3 column on ICT**

## Powerful support weapons

Some weapons can have devastating effects. Flamethrowers and satchel charges are deadly.



An Engineer unit with a flamethrower has a total FP of 12

Satchel charges have a straight up FP of 10 that is used in attacks.

Satchels are best used against stacks of enemy units, as all units in the target hex are attacked equally with the 10 FP.

Satchel charges also have a good chance to collapse structures. Collapsing buildings can inflict more casualties on the enemy.



Some support weapons such as the Panzerfaust, Panzerschreck, Bazooka and AT Rifle give troops a good chance to destroy and damage enemy tanks.

Move in as close as possible to take the shot to improve your chances to hit the vehicle.

## Know your modifiers

There are a lot of modifiers available in the game. You must learn them and also learn to take advantage of them.

When using your units, take advantage of modifiers which improve your FP and add positive modifiers to your dice rolls. This will greatly improve your odds of getting results on enemy units.

Try to avoid modifiers that affect your troops in a negative way.

All of the modifiers are listed on the Player Aids below the ICT and VCT.

The use of modifiers is cumulative.

Some modifiers have a maximum value. For example, you have an Engineer and an Elite unit in a Melee, the modifier is +1 to your attack roll.

Adjacent target +1  
Melee +2  
Degraded LOS -1 per (max -2)  
Shaken 1/2 FP (fractions rounded down)  
Intensive Fire -1

Firepower modifiers

Moving fire -1  
Attached Leader +1  
Height advantage +1  
Height disadvantage -1  
Ambush +1  
Shaken unit in Melee -1 max  
Elite, Engineer, Assault, Shock unit in Melee +1 max  
Poor quality unit in Melee -1 max  
Intensive Fire -1

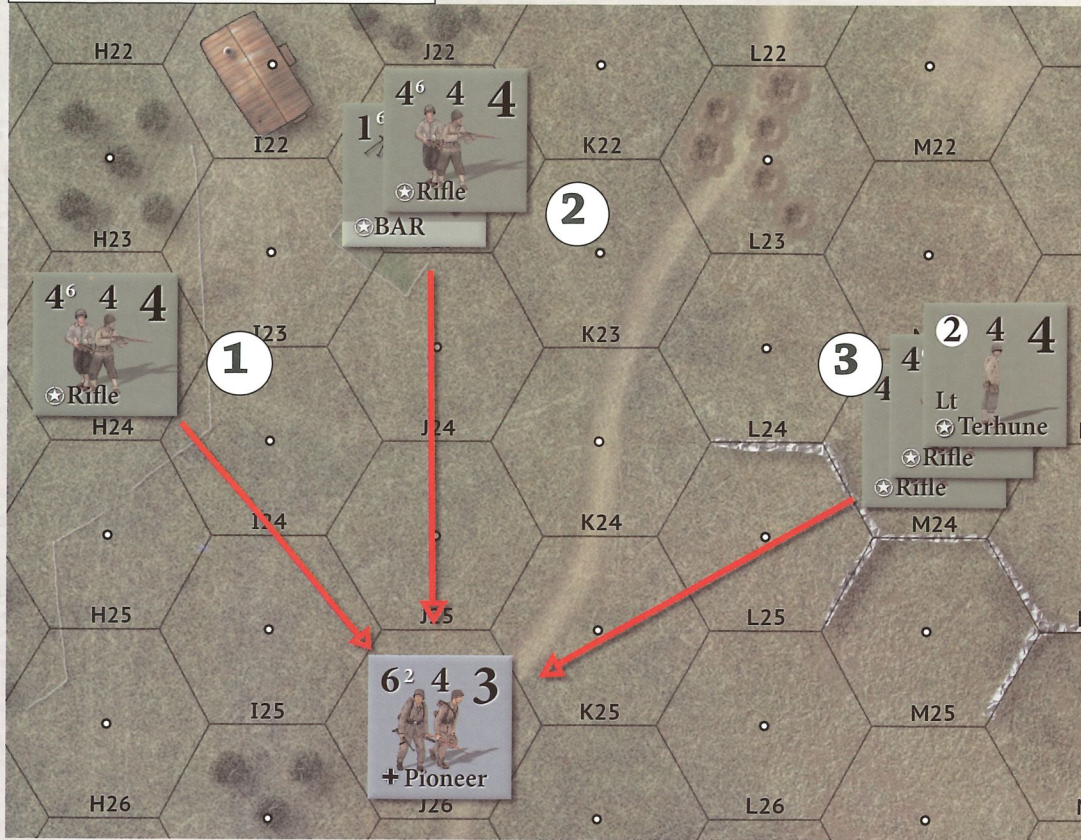
Modifies both Attack and To Hit rolls

Captured equipment -1  
Shaken crew -1  
Reduced crew -1  
Elite unit +1  
Poor quality unit -1  
Target immobile/ bogged +1  
Acquired target +1  
Adjacent target +1  
Degraded LOS -1 per (max -2)

To Hit modifiers on VCT



## Game play: Attacking



The target is a German Pioneer with a Defense of 4. It is in open terrain with no defensive bonus.

1. An American Rifle squad attacks with a FP of 4 - 4 Def  
**0 on ICT**

2. An American Rifle squad with a BAR attacks with a FP of 5 (4 + 1) - 4 Def  
**+1 on ICT**

3. An American Leader forms a fire group and attacks with a FP of 8 (4 + 4) - 4 Def  
**+4 on ICT**  
American adds +1 to the attack roll because of the attached Leader.

## Out range your opponent

Units have different ranges. If you can, move into a position where you can attack the enemy but he cannot return fire.

The game play picture above illustrates this. The German Pioneer squad only has a range of 2 hexes whereas the American Rifle squads have a range of 6 hexes.

In this case, the Americans can attack with impunity as they are outside of the pioneer's attack



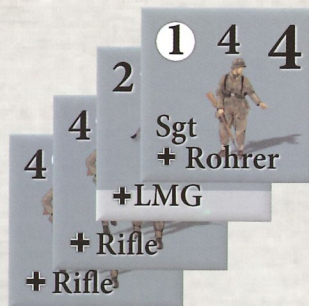
Machine guns, mortars and heavy weapons are great tools for wearing down enemy units at range.

## Form fire groups

Combine two units into a fire group. By adding both FPs together, you're able to launch a high FP attack on the enemy.

It costs 2 Impulse points to form a fire group, but the results are normally worth it.

When attacking targets with a high defensive value, it is often the only way to get good odds in the attack.



An example of a good fire group. 2 Rifle squads, a LMG and an attached Leader.

The total FP is 4 (Rifle) + 4 (Rifle) + 2 (LMG) = 10.

The attack by this group will also get a +1 to its roll because of the attached Leader.



## Game play: Tackling tough defenders



The defenders in this example have set up well.

A. Rifle squad with Cover behind a stone wall gets +1 Def for Cover and +2 Def for the stone wall for a total Defense of 7.

B. Rifle squad with Cover in a heavy structure gets +1 Def for Cover and +2 Def for the heavy structure for a total Defense of 7. As the structure is level 2, all attacks on these American units will suffer a -1 to the attack roll.

**1.** This Pioneer unit wants to get closer to the enemy units. It can then toss its satchel charge into the enemy hex.

To cover its approach, an OBA strike of smoke is called in. Even though some Americans are in a 2 story building, the smoke is multi-level and will degrade any American attack.

**2.** These Germans form a fire group to attack the Americans with a high FP.

Two Rifle squads and a LMG have a combined FP of 10 and the attached Leader adds a +1 to the attack rolls.

The higher FP will give better odds on the ICT and help the Germans wear down the enemy.

**3.** A Brummbar fires at the American squad. It has a high HE attack of 7 which gives better odds against the defenders.

Its large gun also has the chance to collapse structures. After each attack, a 1D6 roll is made to check for collapse. It might bring the whole building crashing down on the defenders.



## Shake and Break

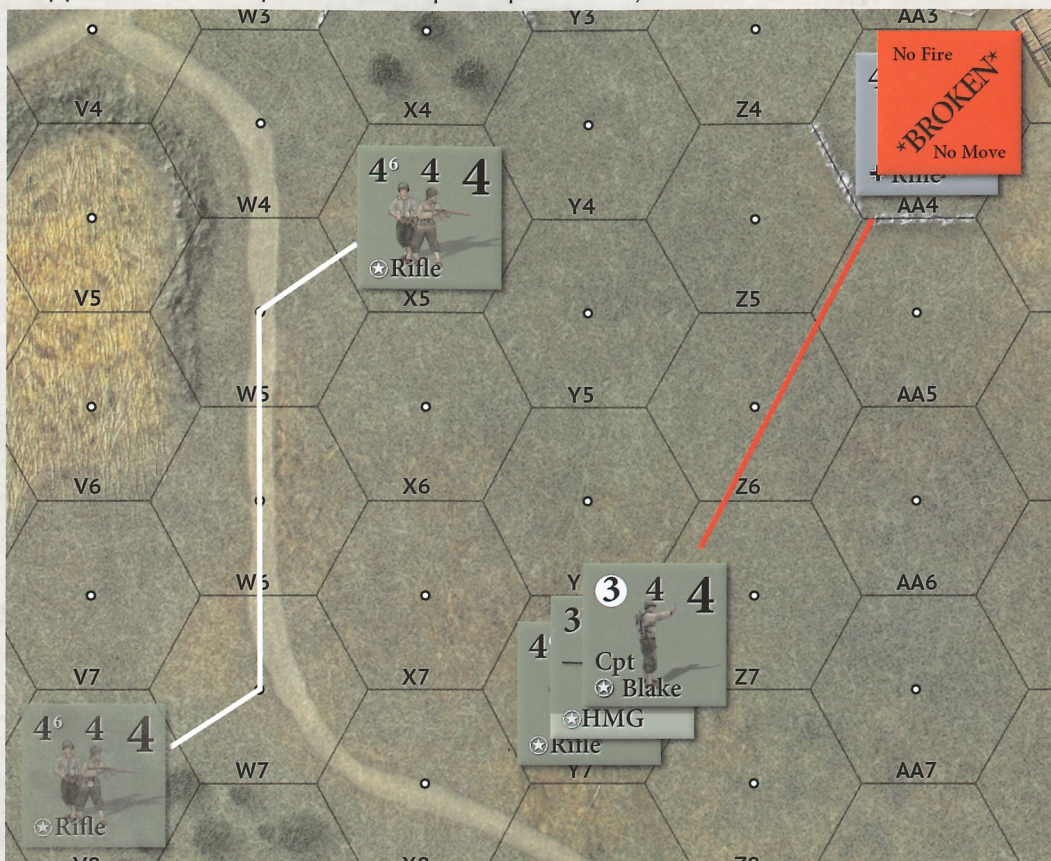
You do not have to kill enemy units to get the results you want.

If you can suppress the enemy by Shaking or Breaking units, his troops become less effective.

It will slow enemy movements and disrupt the co-ordination of his units. It decreases or eliminates the firepower of his attacks. It will also force your opponent to use up valuable Impulse pts to Rally units.

Suppressing the enemy will also free up your units movements. They will be able to move without being attacked, or attacked by reduced firepower.

Suppressing an enemy unit before Assault moving into its hex is a good tactic.



An American fire group attacks a German Rifle squad and achieves a Broken result.

The German player does not spend an Impulse point for a Rally attempt on the unit.

Now an American Rifle squad is able to move in the open without being attacked. It reaches the orchards intact.

## Urban warfare

Fighting in the confines of a city bring new challenges to the player.

In a lot of sections of the urban map, LOS is very tight. Your units will have to do a lot of fighting at close quarters.

## City streets

Some hexes on city maps have both road and structure terrain.

Vehicle units must use the road terrain, but other units must make a choice whether they are in the road or building.

The road is easier for movement, but the structure will give your unit the +2 for a Defense modifier. This means you must decide whether to move your unit quickly or safely.

Do not forget, if the unit is on the road, LOS only has to touch any part of the road itself. If the unit is in the structure, LOS is still traced to the center dot.

## Melee is king

Close combat will often be the deciding factor in city battles.

As mentioned earlier, prepare in advance for a Melee. Move forces into position. Suppress or reduce the target with fire from one group and then assault move into the hex with other units.





## Off board artillery strikes

Artillery strikes can often turn the tide in a battle if they're well executed.

Place the Strike marker where it will have the greatest impact. An OBA strike affects the strike hex and the six hexes surrounding it, so look for a target which encompasses multiple enemy units. Artillery is an area effect weapon, so it will attack all units in a hex with the same firepower.

Look for targets that are vulnerable. Enemy units in the open with no Defense modifiers are good targets.

Enemy foot units in a woods hex suffer the effects of airburst. They lose the normal +2 Def modifier and instead have a -1 Def.

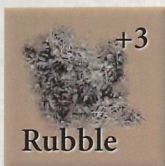
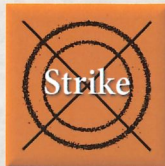
Artillery strikes can collapse structures and turn them into rubble. After initial attack on target, a 1D6 is rolled by the attacker to check for collapse. A heavy structure collapse on a roll of 6, and a light structure collapses on a 5 or 6.

If the building comes crashing down on the units inside, the units must undergo another attack. The attack is resolved using the units basic Defense value and a FP equal to the Def value of the structure. So a heavy structure uses a FP of 2, and a light uses a FP of 1. A +1 is added to FP if the structure is multi-level.

If a strike is not accurate it can drift up to 6 hexes. Take this into account when calling in a strike, you don't want to have your forces too close and suffer friendly fire.

Try to use a unit in range of a Leader to spot the strike. This adds a +1 to your roll for accuracy.

Artillery strikes remain in effect for the entire turn, so try to use them near the start of the turn. The shells dropping in may deny a large area of the map to your opponent. If his units moves into an affected hex, they undergo the attack.



This cluster of enemy units is an example of a good target for an artillery strike a. For this example we'll use a Rocket strike. It is accurate and lands on hex V20.

**1.** This Rifle squad is in woods. Its Defense is 4 -1 ( airburst ) = 3. The Rockets FP in this hex is 4. So the attack is 4 - 3 = **+ 1 column on ICT.**

**2.** This Rifle squad is in the open. Its Defense is 4 with no terrain modifiers. Rockets FP in this main strike hex is 8. The attack is 8 - 4 = **+4 column on ICT.**

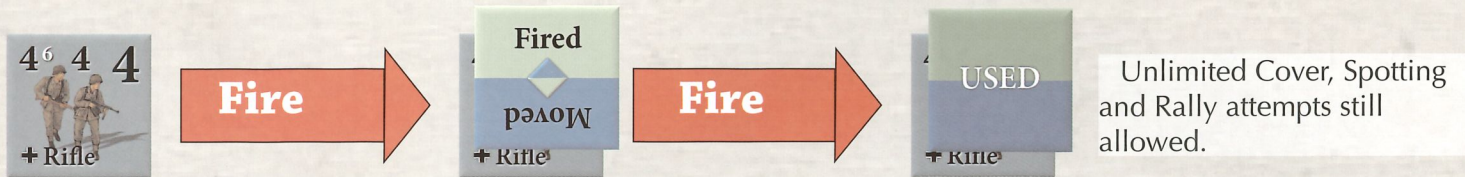
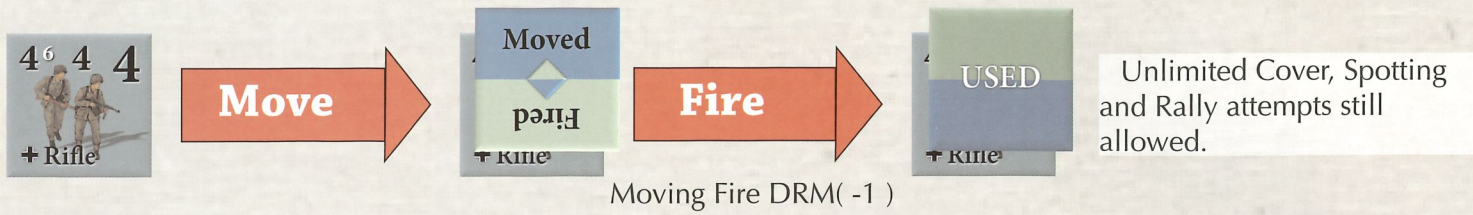
**3.** This Rifle squad is in a light structure. Its Defense is 4 + 1 ( light structure ) = 5, and the Rockets FP is 4. The attack is 4 FP - 5 Def = **-1 column on ICT.**

After the initial attack, a 1D6 roll is made by the attacker to check for structure collapse. A +1 is added to the roll because the strike is Rockets. If the building collapses, the squad undergoes another attack with 1 FP - 4 Def = **- 3 column on ICT.**

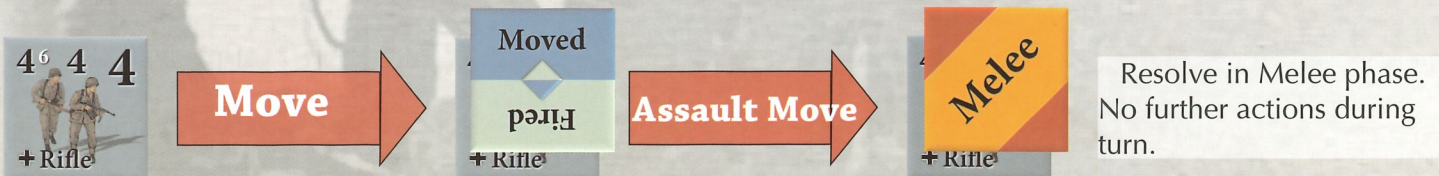
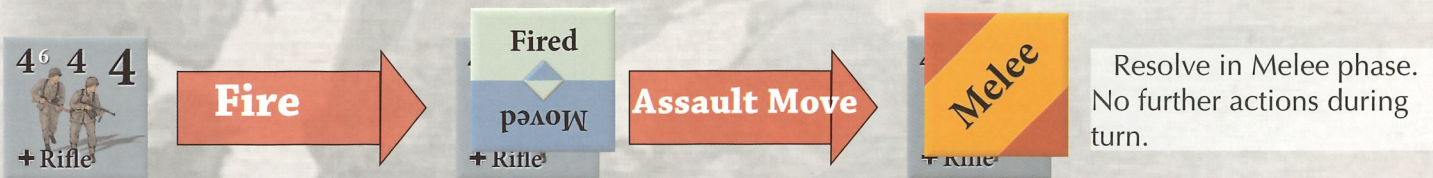
Even though there is no target in the light structure hex V21, a collapse roll is still made. A Rubble counter is placed when a structure collapses.



## Game play: Actions



Used units can fire one last time in desperate circumstances.





## Close combat

There are times in a game you just have to get up close and personal with the enemy. Desperate, close quarter struggles are what makes Melees an intense part of the battle.

Assault moving into an enemy hex and initiating a Melee will close off the hex until the Melee phase at the end of the turn, so it may be a useful tactic for tying up enemy units. You could assault move into an important enemy hex and take those units out of play until the next turn.

If you have the Impulse points, try to soften up the enemy first by attacking with other units.

When your units move adjacent to the enemy, you have to decide whether it is better to fire at the enemy or assault move into his hex. Melee is deadly, often for both sides. But sometimes its the only way to capture an important hex or take a bite out of a strong enemy position.

### Game play: Melee

In this example, the American player wants to capture the hex controlled by the German Rifle squad.

The American player wants to soften up the target so the HMG (3FP) fires. The German Defense is 4 + 1 (light structure) = 5.

The American attack is 3 FP - 5 Def = **-2 column on ICT.**

The American rolls 2D6 for a 8.

On the -2 column of the ICT, a roll of 5 gives an 'S', or Shaken result.

The German Rifle squad fails its Gut Check roll, so the unit becomes Shaken.

As play goes to the German player, he uses an Impulse point and tries to Rally the Shaken unit, but fails.

On his next Impulse, the American Engineer moves adjacent to the German squad.

On another Impulse, the American Engineer assault moves into the hex with the German Rifle.

A Melee marker is placed on the hex and the combat is resolved in the Melee phase.

The Engineer's attack is 5 + 2 (Melee) = 7 FP. The German Defense is 4 (the terrain modifier is ignored in Melee). 7 FP - 4 Def = **+ 3 column on ICT.** The American also has a + 1 added to his roll for having an engineer in Melee.

The German Rifle's attack is 2 (halved FP) + 2 (Melee) = 4 FP. The American Defense is 4. 4 FP - 4 Def = **0 column on ICT.** The German also has - 1 to his attack roll for having a Shaken unit in Melee.

In the Melee phase, the Engineer goes on to destroy the German squad and scores 2 Casualty points.

The Shaken German Rifle squad's attack is ineffective.

The Melee marker is removed and the Engineer is in play for the next turn.



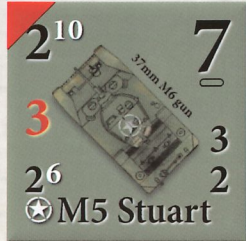


Know your vehicles

Learn how to use your vehicles in roles that suit them best.  
Some vehicles have good HE and are best used against soft targets, while others are better at destroying other armored vehicles.  
Some are fast with thin armor, while others are slow and massive sledgehammers.

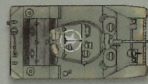
Unit Data cards list all important info.

A M5 Stuart is a good example of a light tank. It has thin armor and a good range of movement.  
Its armament is quite weak.



M 5 Stuart

37mm M6 gun



Movement: 7 HE FP: 2  
Front defense: 3 Secondary: 2-6  
Flank defense: 2 Maximum range: 10

Range:	0-5	6-10				
To Hit:	7	8				
AP FP:	3	2				

\*Tracked

Brummbar

15cm StuH 43 L/12



Movement: 5 HE FP: 7  
Front defense: 6 Secondary: 1-6  
Flank defense: 4 Maximum range: 16

Range:	0-3	4-10	11-15	16		
To Hit:	7	8	9	9		
AP FP:	4	4	3	3		

\*Tracked \*Covered arc \*Collapse



A German Brummbar is an assault gun. It has no turret and a limited covered arc.  
It has a good HE attack and its armament is best used against soft targets.

A M10 GMC is a tank destroyer. It has a good gun for engaging enemy tanks.  
This TD has good mobility but its armor is thin and it is open topped.



M 10 GMC

3 in. M7 gun



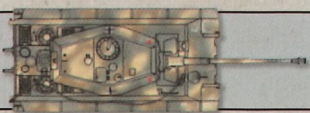
Movement: 6 HE FP: 3  
Front defense: 4 Secondary: 2-6  
Flank defense: 3 Maximum range: 20

Range:	0-5	6-10	11-15	16-20		
To Hit:	6	7	8	8		
AP FP:	9	9	8	7		

\*Tracked \*Open top

King Tiger

88 KwK 43 L/71



Movement: 4 HE FP: 5  
Front defense: 12 Secondary: 2-6  
Flank defense: 10 Maximum range: 30

Range:	0-7	8-12	13-17	18-21	22-25	26+
To Hit:	6	6	7	7	8	8
AP FP:	16	15	15	14	12	10

\*Tracked



A King Tiger is a heavy tank. It has thick armor and a powerful main gun, good against any target.  
It has a poor range of movement.



Here is a German Jagdpanser. The vehicle facing triangle is pointed at a flat hex side.

The Jagdpanser has a covered arc, so it traces lines outward from its three frontal hexes. This defines the vehicles covered arc or area it can fire at without having to spin.



## Vehicle facing and covered arcs

The vehicle facing triangle is set to a flat hex-side. That hex and the hex on each side constitute the vehicle's front facing.

Tracing lines out from these hexes will show the vehicle's covered arc if it has one.

## Keep covered arcs on the enemy

If your vehicle or gun has a covered arc, keep it facing the enemy. Then your attacks are not modified by moving fire.

## Defend with front armor

Keep your front, thicker armor facing the enemy. This way if your vehicle does get hit, your front Defense is used in the attack and you'll have better odds of surviving.

## Your tanks are not invincible

No matter how tough you think your tank is, it is still vulnerable when infantry jump on it.

In Melee, good infantry squads can damage and destroy tanks. With support weapons, the squad's odds are even better.

A German Pioneer squad seizes the opportunity and assault moves onto the M4A1 Sherman. Its attack is  $6 + 2$  (Melee) = 8 FP. The M4A1 front Defense is 5. Attack is  $8 \text{ FP} - 5 \text{ Def} = +3$  column on VCT. The Pioneer also gets a +1 to its attack roll.

The M4A1 would attack with HE FP  $4 + 2$  (secondary) + 2 (Melee) = 8 FP.  $8 \text{ FP} - 4 \text{ Def} = +4$  column on ICT.

The German Rifle squad would also have a good chance to destroy the Sherman at close range with its Panzerfaust.

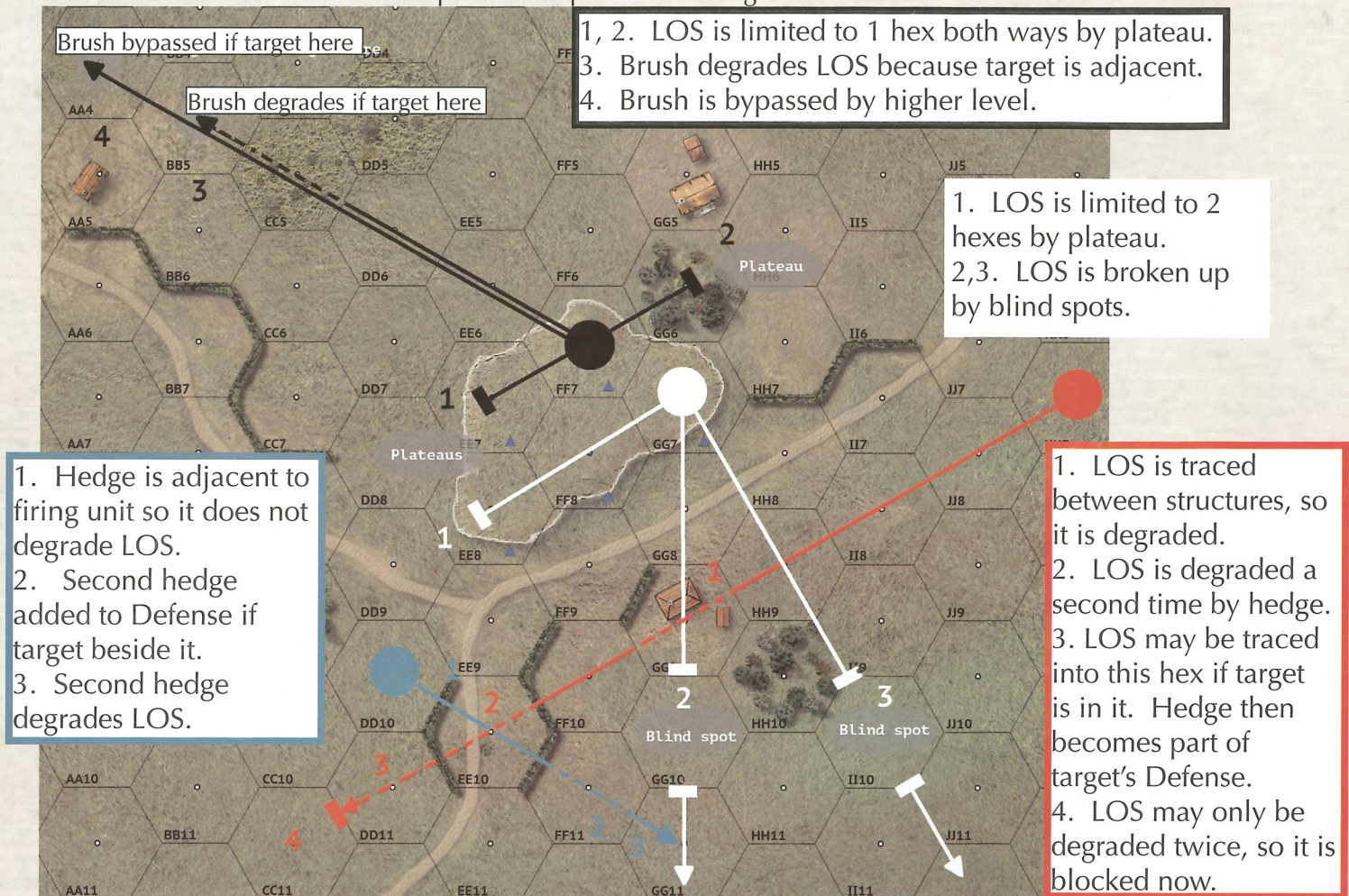
Here an American Sherman gets too close to some German infantry.





## LOS on the battlefield

Always keep LOS in mind as you play. A simple mistake can cost you. The circles in the illustration below represent the position of firing units.



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### Abbreviations

LOS - Line of Sight  
 ICT - Infantry Combat Table  
 VCT - Vehicle Combat Table  
 FP - Firepower  
 Def - Defense  
 HMG - Heavy Machine Gun  
 MMG - Medium Machine Gun  
 LMG - Light Machine Gun  
 OBA - Off Board Artillery  
 HT - Halftrack  
 AT - Anti-Tank  
 ATR - Anti-Tank Rifle  
 HE - High Explosive  
 ATG - Anti-Tank Gun  
 D6 - six-sided die

And last but not least, enjoy the game. Have a blast, and keep coming back to try new strategies and tactics.

Design and layout by Shayne Logan

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612520360283



# OST .v2



## AIRBORNE SCENARIOS



by Shayne Logan



# Drop Zone Charlie

Scenario **A1**

June 6th, 1944. Le Chemin, France.

The 101st Airborne troops were scattered badly by poor weather, heavy Flak and poor pathfinding.

The 2nd Battalion of the 506th PIR fared better than most of the other units in hitting their Drop Zones. Once on the ground, they did their best to group up and complete their objectives.

In the early morning hours, elements of the 506th hit the Germans at Le Chemin. The paratroopers needed to secure exit routes for the divisions landing on the beaches.

**URNS:** 5

**MAP:** 5

**MAP COORDINATES:** N9 DD9 North map edge

**CONTROL HEXES:** S6 V8 W6 Y4

**OFF BOARD ASSETS**

None.

**SPECIAL RULES**

German player sets up first.

Control hexes mark the structures which must be solely occupied by a player's forces. All hexes of the structure must be free of enemy units to be scored by a side at game end.

Control hexes are German at scenario start.

Airborne units are Elite.

**VICTORY**

Control hex buildings are worth 3 Victory points each at game end.

Contested Control hexes are not scored.

The player with the highest total of Victory and Enemy Casualty points is the victor.

## GERMAN FORCES

91st Infantry Div



- 3 x Rifle
- 1 x HMG
- 1 x Sergeant
- 2 x Wire

### SETUP TURN 5

Anywhere South of #5 hexline.

- 4 x Rifle
- 1 x Lieutenant
- 1 x LMG, 1 x Grenade bundle

### ENTER TURN 3

Anywhere on South map edge. +1 Impulse Die.

**GUT CHECK: 7 IMPULSE PTS: 1D6 + 2**

## AMERICAN FORCES

101st Airborne Div



- 7 x Airborne
- 2 x Sniper
- 1 x Lieutenant, 1 x Sergeant
- 1 x M2 Mortar, 2 x BAR, 1 x Satchel

### ENTER TURN 5

Anywhere on East and/or West map edges.

**GUT CHECK: 6 IMPULSE PTS: 3D6**



# Fox in the Henhouse

Scenario **A2**

June 7th, 1944. near Saint-Marcouf, France.

The scattered paratroopers of the 101st formed many small pockets of resistance behind enemy lines after the D-Day drops.

These isolated groups did what they could to disrupt the German defenses.

This is one such group. It has set up a roadblock and waits in ambush.

The sound of approaching engines alerts the hidden paratroopers. But the enemy column has a Wirbelwind, a FlaK tank that can put out a lot of fire.

This is what they signed up for.

The trap is sprung.

URNS: 6

MAP: 5

MAP COORDINATES: Y17 East map edge  
South map edge

CONTROL HEXES: None

OFF BOARD ASSETS

None.

SPECIAL RULES

American player sets up first ( secretly ).

American units are Elite.

Place Roadblocks on GG25 HH26

VICTORY

German player wins immediately upon exiting 5 or more points from the map using only hex Z28 or JJ28.

Rifle squad = 2 points

Reduced Rifle squad = 1 point

Wirbelwind = 2 points

SdKfz 251/1, Truck = 1 point

Lieutenant = 1 point

American player wins by denying German victory.

## GERMAN FORCES 243rd Static Infantry Div



- 5 x Rifle
- 1 x Lieutenant
- 1 x LMG
- 2 x SdKfz 251/1
- 3 x Truck
- 1 x Wirbelwind

ENTER TURN 6

On OO17 and/or OO18.

Rifle squads enter loaded on SdKfz 251/1 and Trucks.

GUT CHECK: **8** IMPULSE PTS: **3D6**

## AMERICAN FORCES 101st Airborne Div



- 4 x Airborne
- 1 x MMG
- 1 x Sergeant
- 1 x BAR, 2 x Bazooka

SETUP TURN 6

Anywhere South of #22 hexline.

All American units setup Hidden.

GUT CHECK: **6** IMPULSE PTS: **1D6 + 6**



# The Big Drop

Scenario **A3**

June 6th, 1944. Saint-Mère-Église, France.

Hours before the beach landings on D-Day, thousands of paratroopers were dropped into occupied France in the dead of the night.

One of the primary objectives of the 82nd Airborne Division was the capture of Saint-Mère-Église.

The German garrison was initially caught by off guard, but the surprise didn't last.

URNS: 7

MAP: 5

MAP COORDINATES: Entire map

CONTROL HEXES: G7 H5 K11 K14 O17 P11

OFF BOARD ASSETS

None.

## SPECIAL RULES

Night rules used. A maximum spotting and attack range of 4 hexes.

Control hexes are German at scenario start.

American units are Elite.

German 2nd Line are Poor quality.

Airborne units deploy using Paradrop rules.

German player sets up first and secretly records location of 2 patrols.

American then sets up aircraft.

German then reveals patrols and places those units on board.

American then conducts the paradrops.

This scenario is linked with scenario A4.

All surviving units are left in place for the start of scenario A4. Broken/Shaken units are restored to good order.

Cover markers remain, but any support weapons without an owner are removed from the map.

## VICTORY

Control hexes are worth 1 Victory point each to the Americans and 2 Victory points each to the Germans at scenario's end.

Contested Control hexes are not scored.

Victory points are saved and added to players totals at the end of Scenario A4.

## GERMAN FORCES

Garrison troops



- 4 x Rifle
- 2 x 2nd Line
- 1 x HMG
- 1 x Lieutenant
- 1 x LMG, 2 x Grenade bundles

### SETUP TURN 7

Anywhere West of W hexline.

### PATROL 1

- 2 x 2nd Line
- 1 x Sergeant

### PATROL 2

- 2 x 2nd Line
- 1 x LMG

### SETUP TURN 7

Choose 2 hexes from: D17 K23 O2 S24 X18 CC4 GG22

**GUT CHECK: 8 IMPULSE PTS: 3D6**

## AMERICAN FORCES

82nd Airborne Div



- 8 x C47
- 22 x Airborne
- 2 x MMG
- 2 x Captain, 2 x Lieutenant, 3 x Sergeant
- 3 x BAR, 5 x Bazooka, 1 x Satchel, 1 x 60mm Mortar

### PARADROP TURN 7

A minimum of 4 aircraft must set up East of BB hexline. Remaining aircraft can setup anywhere on map.

**GUT CHECK: 6 IMPULSE PTS: 5D6**



# D-Day Dawn

Scenario **A4**

June 6th, 1944. Saint-Mère-Église, France.

The sun has risen on June 6 and the great invasion has begun.

The paratroopers in Saint-Mère-Église hold on to what they have gained. Stragglers continue to link up with them.

But more German units are entering the fight as well. Soldiers of the 1058th Grenadier Regiment move forward to take the town back.

**TURNS:** 11

**MAP:** 5

**MAP COORDINATES:** Entire map

**CONTROL HEXES:** G7 H5 K11 K14 O17 P11

**OFF BOARD ASSETS**

German has 1 OBA strike. Roll 1D6 at start of scenario for type. 1-2 Mortars, 3-5 Artillery, 6 Rockets.

## SPECIAL RULES

Control hex ownership carries over from scenario A3.

American units are Elite.

German 2nd Line are Poor quality.

This scenario is linked with scenario A3.

All surviving units from A3 are left in place for the start of scenario A4. Broken/Shaken units are restored to good order.

At start of Turn 8, winner of Initiative roll receives a bonus. German bonus is an Artillery strike. American bonus is an Airstrike. May be used anytime afterward.

At start of every turn, beginning on Turn 10, American player rolls 1D6 for reinforcements. A 5 or 6 allows 1 unit to enter that turn.

Squads entering may bring an attached Leader and support weapons at no cost.

## VICTORY

Control hexes are worth 2 Victory points each at scenario's end.

Contested Control hexes are not scored.

Total Victory points from both scenario A3 and A4.

Highest total is the victor.

In case of a draw, Casualty points from scenario A4 determine the victor.

## GERMAN FORCES

91st Infantry Div



- 6 x Rifle
- 1 x Lieutenant
- 1 x LMG

**ENTER TURN 11**

Anywhere on North map edge.

- 3 x Rifle
- 1 x Sergeant
- 1 x LMG
- 1 x Wirbelwind

**ENTER TURN 10**

Anywhere on South map edge. +1 Impulse die.

May enter loaded.

- 3 x Pioneer
- 2 x Satchel

**ENTER TURN 8**

Anywhere on North, South or West map edge.

- 2 x Rifle
- 1 x Sergeant
- 1 x PzKpfw V

**ENTER TURN 7**

Anywhere on North or South map edge. +1 Impulse die.  
May enter loaded.

**GUT CHECK: 7 IMPULSE PTS: 3D6**

## AMERICAN FORCES

82nd Airborne Div

Stragglers



- 4 x Airborne
- 1 x Sniper
- 1 x Lieutenant, 1 x Sergeant
- 1 x BAR, 1 x Bazooka, 1 x M2 Mortar

**ENTER** as reinforcements using special rule.

On any Western or Southern map edge. May not enter adjacent to or into enemy hexes.

**GUT CHECK: 6 IMPULSE PTS: 4D6**



# Taking the Town Square

Scenario **A5**

June 6th, 1944. Saint-Mère-Église, France.

The fight moves to the town square. The paratroopers must clear out the enemy from every building.

The Germans that have remained in town are not giving up easily. They must hold out until reinforcements arrive.

URNS: 8

MAP: 5

MAP COORDINATES: Y5 Y18 West map edge.

CONTROL HEXES: I12 K14 L11 M10 P11

OFF BOARD ASSETS

None.

SPECIAL RULES

Control hexes are German at scenario start.

German player sets up first.

American units are Elite.

Some paratroopers have smoke grenades. American player rolls 1D6 at game start for number of Smoke counters given.

Any Airborne unit may place Smoke in its own or adjacent hex at a cost of 1 Impulse pt. It counts as a Firing action.

American Groups must enter on 3 different map edges. Place the units on the map edge, just outside of the playing area, to signify which units are entering on that edge.

VICTORY

American player must own 4 Control hexes at game end to win.

German player wins by denying American victory.

## GERMAN FORCES

Garrison troops



- 5 x Rifle
- 1 x Pioneer
- 1 x HMG
- 1 x Sniper
- 1 x Lieutenant, 1 x Sergeant
- 1 x LMG, 2 x Grenade bundle

### SETUP TURN 8

Anywhere within 4 hexes of any Control hex.

2 units of German players choice may setup Hidden.

An attached Leader with Hidden unit is also Hidden.

- 1 x PzKpfw IV H

### ENTER TURN 5

Any road hex on any map edge.

GUT CHECK: **8** IMPULSE PTS: **2D6**

## AMERICAN FORCES

82nd Airborne Div



### Group 1

- 3 x Airborne
- 1 x Sergeant
- 1 x BAR, 1 x Bazooka

### Group 2

- 3 x Airborne
- 1 x Lieutenant
- 1 x BAR, 1 x Satchel

### ENTER TURN 8

Anywhere on selected map edge.

### Group 3

- 4 x Airborne
- 1 x Sergeant
- 2 x BAR, 1 x Bazooka

### ENTER TURN 7

Anywhere on selected map edge.

GUT CHECK: **6** IMPULSE PTS: **3D6 + 2**



# Linking Up

Scenario **A6**

June 7th, 1944. Saint-Mère-Église, France.

The fight moves to the town square. The paratroopers must clear out the enemy from every building.

The Germans that have remained in town are not giving up easily. They must hold out until reinforcements arrive.

**TURNS:** 10

**MAP:** 5

**MAP COORDINATES:** DD20 West map edge  
North map edge.

**CONTROL HEXES:** I10 K12 M16 P11 R9

## OFF BOARD ASSETS

German gets 1 Artillery strike on Turn 8.

## SPECIAL RULES

Control hexes are American at scenario start.

All American units are Elite, except for Shermans which are regular quality.

American player sets up first.

Starting on Turn 7, American player rolls 1D6 at beginning of every turn. A 5 or 6 and 1 M4A1 Sherman is placed on the map at no cost and is in play. May not setup adjacent to any enemy unit.

+1 Impulse die if and when a second Sherman tank arrives as reinforcements.

## VICTORY

Control hexes are worth 3 Victory points each to the German player or 2 Victory points each to the American player at game end. Contested hexes are not scored.

The player with the highest total of Victory and Enemy Casualty points at game end is the victor.

## GERMAN FORCES 91st Infantry Div



- 8 x Rifle
- 4 x Pioneer
- 1 x Captain, 1 x Lieutenant, 1 x Sergeant
- 2 x LMG, 2 x Grenade bundle, 2 x Satchel

### SETUP TURN 10

Anywhere on East map edge..

- 4 x Rifle
- 1 x Lieutenant
- 1 x LMG

### ENTER TURN 8

Anywhere on North or South map edge. +1 Impulse die.

- 2 x Rifle
- 2 x Grenade bundle
- 2 x PzKpfw IV H
- 1 x Panther

### ENTER TURN 7

Anywhere on North, South or East map edge. May enter loaded. +1 Impulse die.

**GUT CHECK: 7 IMPULSE PTS: 3D6**

## AMERICAN FORCES 82nd Airborne Div



- 10 x Airborne ( 2 Hidden )
- 2 x MMG
- 1 x Sniper ( Hidden )
- 1 x Lieutenant, 3 x Sergeant
- 2 x BAR, 4 x Bazooka, 1 x 60mm Mortar

### SETUP TURN 10

Anywhere within 5 hexes of any Control hex.

- 1 x M4A1 Sherman

## REINFORCEMENTS

Special Rule.

Setup on West map edge, South of # 10 hexline.

**GUT CHECK: 7 IMPULSE PTS: 2D6 + 3**



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## U.S. Airborne Forces in Western Europe, 1944.

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- A4/ D-Day Dawn . . . .11 Turns ( Linked )
- A5/ Taking the Town Square . . . . 8 Turns
- A6/ Linking Up . . . . 10 Turns



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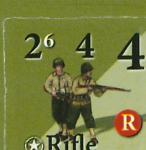



























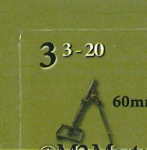











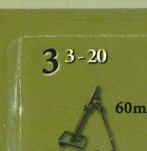


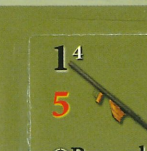
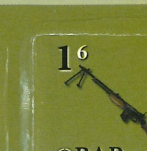



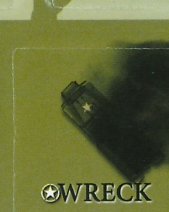
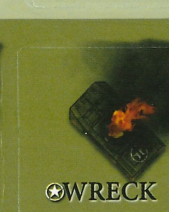
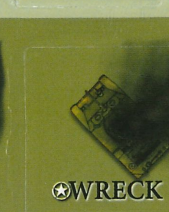


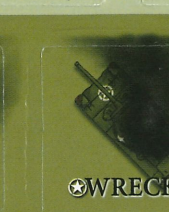




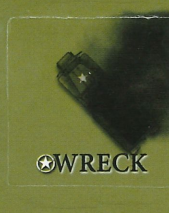
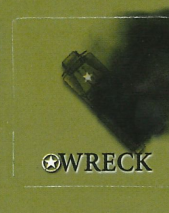
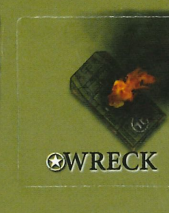
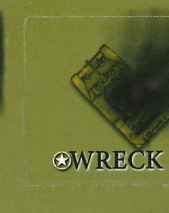
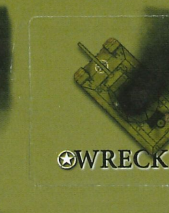
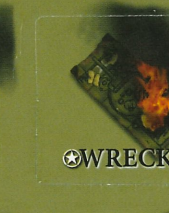






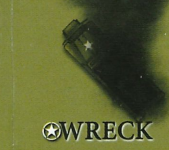











<b>3</b> Sgt ★ Carlson	<b>3</b> 4 4 Cpt ★ Holland	<b>3</b> 4 4 Cpt ★ Blake	<b>2</b> 4 4 Lt ★ Tim Chan	<b>2</b> 4 4 Lt ★ Terhune	<b>2</b> 4 4 Lt ★ Clayton	<b>2</b> 4 4 Lt ★ Harris	<b>1</b> 4 4 Sgt ★ Frank Stone	<b>1</b> 4 4 Sgt ★ J. Wishik	<b>1</b> 4 4 Sgt ★ Russo	<b>1</b> 4 4 Sgt ★ Mathis	<b>1</b> 4 4 Sgt ★ Barnes
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1 <sup>6</sup> ★ BAR	1 <sup>6</sup> ★ BAR	1 <sup>6</sup> ★ BAR	1 <sup>4</sup> 5 ★ Bazooka	1 <sup>4</sup> 5 ★ Bazooka	1 <sup>4</sup> 5 ★ Bazooka	3 <sup>3-20</sup> 60mm ★ M2 Mortar	6 <sup>1</sup> ★ Flamethrower	10 <sup>1</sup> ★ Satchel	3 <sup>10</sup> 3 <sup>c</sup> 2 ★ MMG	3 <sup>10</sup> 3 <sup>c</sup> 2 ★ MMG	3 <sup>12</sup> 3 <sup>c</sup> 1 ★ HMG

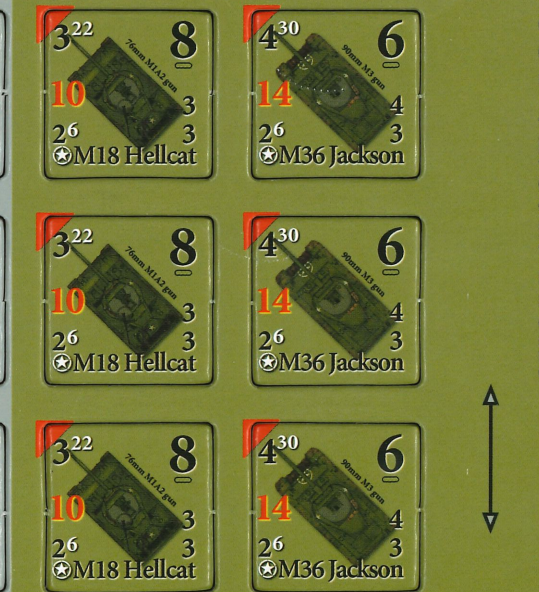
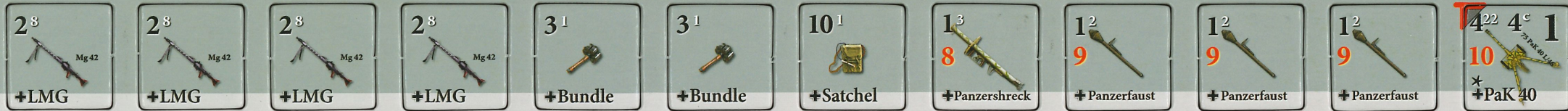
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OST Europe USA.-Back

 1 4 4 Sgt ★ Barnes	 1 4 4 Sgt ★ Mathis	 1 4 4 Sgt ★ Russo	 1 4 4 Sgt ★ J. Wishik	 1 4 4 Sgt ★ Frank Stone	 2 4 4 Lt ★ Harris	 2 4 4 Lt ★ Clayton	 2 4 4 Lt ★ Terhune	 2 4 4 Lt ★ Tim Chan	 3 4 4 Cpt ★ Blake	 3 4 4 Cpt ★ Holland	 3 Sgt ★ Carlson
 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R	 2 <sup>6</sup> 4 4 ★ Rifle R
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 1 <sup>4</sup> 5 ★ Bazooka	 1 <sup>4</sup> 5 ★ Bazooka	 1 <sup>2</sup> 3 3 ★ Crew R	 1 <sup>2</sup> 3 3 ★ Crew R	 3 <sup>3</sup> 4 3 ★ Engineer R	 3 <sup>3</sup> 4 3 ★ Engineer R	 3 <sup>3</sup> 4 3 ★ Engineer R	 3 <sup>3</sup> 4 3 ★ Engineer R	 3 <sup>3</sup> 4 3 ★ Engineer R	 3 <sup>3</sup> 4 3 ★ Engineer R	 3 <sup>3</sup> 4 3 ★ Engineer R	 3 <sup>3</sup> 4 3 ★ Engineer R
 2 <sup>12</sup> 3 <sup>c</sup> 1 ★ HMG R	 2 <sup>10</sup> 3 <sup>c</sup> 1 ★ MMG R	 10 <sup>1</sup> ★ Satchel	 10 <sup>1</sup> ★ Satchel	 6 <sup>1</sup> ★ Flamethrower	 3 3-20 60mm ★ M2 Mortar	 1 <sup>4</sup> 5 ★ Bazooka	 1 <sup>4</sup> 5 ★ Bazooka	 1 <sup>6</sup> ★ BAR	 1 <sup>6</sup> ★ BAR	 1 <sup>6</sup> ★ BAR	 1 <sup>6</sup> ★ BAR
 2 <sup>12</sup> 3 <sup>c</sup> 1 ★ HMG R	 2 <sup>10</sup> 3 <sup>c</sup> 1 ★ MMG R	 2 <sup>10</sup> 3 <sup>c</sup> 1 ★ MMG R	 10 <sup>1</sup> ★ Satchel	 6 <sup>1</sup> ★ Flamethrower	 3 3-20 60mm ★ M2 Mortar	 1 <sup>4</sup> 5 ★ Bazooka	 1 <sup>4</sup> 5 ★ Bazooka	 1 <sup>4</sup> 5 ★ Bazooka	 1 <sup>6</sup> ★ BAR	 1 <sup>6</sup> ★ BAR	 1 <sup>6</sup> ★ BAR
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OST V2.CS2.-Front





① 4 4 Sgt + Cwikowski	① 4 4 Sgt + Schmitt	① 4 4 Sgt + Vogel	① 4 4 Sgt + Bonn	① 4 4 Sgt + Rohrer	② 4 4 Lt + Kurtz	② 4 4 Lt + Berger	② 4 4 Lt + Kraus	② 4 4 Lt + Muelling	③ 4 4 Cpt + Sauer	③ 4 4 Cpt + Friedrich	③ Lt + Mayer
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2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R
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2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	3 <sup>2</sup> 4 3 + Pioneer R	3 <sup>2</sup> 4 3 + Pioneer R	3 <sup>2</sup> 4 3 + Pioneer R	3 <sup>2</sup> 4 3 + Pioneer R	1 <sup>2</sup> 3 3 + Crew R	1 <sup>2</sup> 3 3 + Crew R	2 <sup>8</sup> 5 3 + Sniper	2 <sup>8</sup> 5 3 + Sniper
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2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R	2 <sup>4</sup> 3 4 + 2nd Line R
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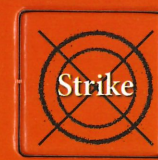





















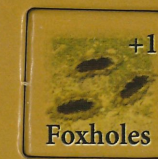

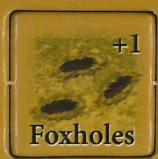
3 <sup>22</sup> 4 <sup>c</sup> 1 9 * + PaK 40 R	2 <sup>12</sup> 3 <sup>c</sup> 1 Mg 34 + HMG R	1 <sup>2</sup> 9 + Panzerfaust	1 <sup>2</sup> 9 + Panzerfaust	1 <sup>3</sup> 8 + Panzershreck	10 <sup>1</sup> + Satchel	6 <sup>1</sup> + Flamethrower	3 <sup>1</sup> + Bundle	2 <sup>8</sup> Mg 42 + LMG	2 <sup>8</sup> Mg 42 + LMG	2 <sup>8</sup> Mg 42 + LMG	2 <sup>8</sup> Mg 42 + LMG
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3 <sup>22</sup> 4 <sup>c</sup> 1 9 * + PaK 40 R	1 <sup>2</sup> 9 + Panzerfaust	1 <sup>2</sup> 9 + Panzerfaust	1 <sup>2</sup> 9 + Panzerfaust	1 <sup>3</sup> 8 + Panzershreck	10 <sup>1</sup> + Satchel	3 <sup>1</sup> + Bundle	3 <sup>1</sup> + Bundle	2 <sup>8</sup> Mg 42 + LMG	2 <sup>8</sup> Mg 42 + LMG	2 <sup>8</sup> Mg 42 + LMG	2 <sup>8</sup> Mg 42 + LMG
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OST V2.CS2.-Back

WRECK	WRECK	+ WRECK	+ WRECK	+ WRECK	+ WRECK	+ Wreck	+ Wreck	+ Wreck	+ Wreck	+ WRECK	+ WRECK
WRECK	WRECK	+ WRECK	+ WRECK	+ WRECK	+ WRECK	+ Wreck	+ Wreck	+ Wreck	+ Wreck	+ WRECK	+ WRECK
WRECK	WRECK	+ WRECK	+ WRECK	+ WRECK	+ WRECK	+ Wreck	+ Wreck	+ Wreck	+ Wreck	+ WRECK	+ WRECK



USED	USED	USED	USED	USED	USED	USED	USED	USED	USED	USED	 +3 Pillbox
No Fire <b>*BROKEN*</b> No Move	No Fire <b>*BROKEN*</b> No Move	No Fire <b>*BROKEN*</b> No Move	No Fire <b>*BROKEN*</b> No Move	No Fire <b>*BROKEN*</b> No Move	No Fire <b>*BROKEN*</b> No Move	No Fire <b>*BROKEN*</b> No Move	No Fire <b>*BROKEN*</b> No Move	Gun Moved <b>*No Fire*</b>	Gun Moved <b>*No Fire*</b>	Gun Moved <b>*No Fire*</b>	 +3 Pillbox
 Main Gun	 Main Gun	 Main Gun	 Main Gun	Acquiring E	Acquiring F	Acquiring G	 Immobilized	 Immobilized	 Immobilized	 Immobilized	 +3 Pillbox
 Strike	 Strike	 Strike	 Strike	 Strike	Acquiring H	Control	Control	Control	Control	Control	Control
2 <sup>+1</sup> Smoke	2 <sup>+1</sup> Smoke	2 <sup>+1</sup> Smoke	2 <sup>+1</sup> Smoke	2 <sup>+1</sup> Smoke	2 <sup>+1</sup> Smoke	Reinforce	Reinforce	Air Strike	OBA	OBA	TURN
 +1 Cover	 +1 Cover	 +1 Cover	 +1 Cover	 +1 Cover	 +1 Cover	 INTENSIVE FIRE	 INTENSIVE FIRE	 INTENSIVE FIRE	 Captured	 Captured	TURN
Acquired E	Acquired F	 +1 Cover	 +1 Cover	 +1 Cover	 +1 Cover	 INTENSIVE FIRE	 INTENSIVE FIRE	Unmanned	Unmanned	Unmanned	Unmanned
Acquired G	Acquired H	 +1 Cover	 +1 Cover	 +1 Cover	 +1 Foxholes	 +1 Foxholes	 +1 Foxholes	Map Edge	Map Edge	Map Edge	Map Edge
Casualty ★ PTS	Casualty ★ PTS	Casualty + PTS	Casualty + PTS	Impulse ★ PTS	Impulse ★ PTS	Impulse + PTS	Impulse + PTS	Victory ★ PTS	Victory ★ PTS	Victory + PTS	Victory + PTS



+3  
Pillbox

+3  
Pillbox

+3  
Pillbox

Control

TURN

TURN

Control

Map  
Edge

Victory  
PTS

Victory  
PTS

Fired  
Moved

Pivot  
-1 Gun  
Moved

Bugged

Control

OBA

Captured

Control

Map  
Edge

Victory  
PTS

Victory  
PTS

Fired  
Moved

Pivot  
-1 Gun  
Moved

Bugged

Control

OBA

Captured

Control

Map  
Edge

Victory  
PTS

Victory  
PTS

Fired  
Moved

Pivot  
-1 Gun  
Moved

Bugged

Control

Air Strike

+1  
Rolling  
COVER

Control

Map  
Edge

Victory  
PTS

Victory  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

Bugged

Control

Reinforce

+1  
Rolling  
COVER

+1  
Rolling  
COVER

+3  
Rubble

Impulse  
PTS

Impulse  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

G

Control

Reinforce

+1  
Rolling  
COVER

+1  
Rolling  
COVER

+3  
Rubble

Impulse  
PTS

Impulse  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

F

H

+1  
Smoke

-1  
Wire

+3  
Bunkers

On  
Road

Impulse  
PTS

Impulse  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

E

Melee

+1  
Smoke

-1  
Wire

+3  
Bunkers

On  
Road

Impulse  
PTS

Impulse  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

MG's

Melee

+1  
Smoke

-1  
Wire

+1  
Roadblock

+3  
Rubble

Casualty  
PTS

Casualty  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

MG's

Melee

+1  
Smoke

-1  
Wire

+1  
Roadblock

+3  
Rubble

Casualty  
PTS

Casualty  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

MG's

Melee

+1  
Smoke

-1  
Wire

+1  
Roadblock

+3  
Rubble

Casualty  
PTS

Casualty  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

MG's

Melee

+1  
Smoke

5 FP  
Mines

F

H

Casualty  
PTS

Casualty  
PTS

Fired  
Moved

1/2 Fire  
\*SHAKEN\*  
1/2 Move

MG's

Melee

+1  
Smoke

5 FP  
Mines

E

G

Casualty  
PTS

Casualty  
PTS



4 4 4 Cpt Owens	4 4 4 Cpt Winters	3 4 4 Lt Corbett	3 4 4 Lt Forte	3 4 4 Lt Murphy	2 4 4 Sgt Van Dyke	2 4 4 Sgt Garcia	2 4 4 Sgt Hicks	2 4 4 Sgt Phillips	2 4 4 Sgt Steele	2 <sup>9</sup> 5 3 Sniper	2 <sup>9</sup> 5 3 Sniper
4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne
4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne
4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne	4 <sup>5</sup> 5 4 Airborne

Supply	Supply	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle	4 <sup>6</sup> 4 4 + Rifle
Supply	Supply	Fired Moved	Fired Moved	Fired Moved	Fired Moved	+1 Smoke	+1 Smoke	+1 Smoke	+1 Smoke	+1 Foxholes	+1 Foxholes

3 C-47	3 C-47	3 C-47	3 C-47	4 <sup>30</sup> 6 14 4 3 26 M36 Jackson	8 1 1 Truck	8 1 1 Truck	5 <sup>30</sup> 5 16 10 8 26 +PzKpfw VI E	8 1 1 +Truck	8 2 1 26 +SdKfz 251/1
3 C-47	3 C-47	3 C-47	3 <sup>22</sup> 8 10 3 3 26 M18 Hellcat	4 <sup>30</sup> 6 14 4 3 26 M36 Jackson	8 1 1 Truck	8 1 1 Truck	5 <sup>30</sup> 5 16 10 8 26 +PzKpfw VI E	8 1 1 +Truck	8 2 1 26 +SdKfz 251/1
3 C-47	3 C-47	3 C-47	4 <sup>18</sup> 6 7 5 4 26 M4A1	4 <sup>18</sup> 6 7 5 4 26 M4A1	5 <sup>12</sup> 6 3 4 3 26 +Wirbelwind	5 <sup>30</sup> 4 16 12 10 26 +King Tiger	5 <sup>30</sup> 6 16 10 8 26 +Jagdpanther	8 2 1 26 +SdKfz 251/1	8 2 1 26 +SdKfz 251/1

OST V2. CS 4-Front





2 <sup>9</sup> 5 3 ★ Sniper	2 <sup>9</sup> 5 3 ★ Sniper	2 4 4 Sgt ★ Steele	2 4 4 Sgt ★ Phillips	2 4 4 Sgt ★ Hicks	2 4 4 Sgt ★ Garcia	2 4 4 Sgt ★ Van Dyke	3 4 4 Lt ★ Murphy	3 4 4 Lt ★ Forte	3 4 4 Lt ★ Corbett	4 4 4 Cpt ★ Winters	4 4 4 Cpt ★ Owens
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2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R
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2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R
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2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R	2 <sup>5</sup> 5 4 ★ Airborne R
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2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R	2 <sup>6</sup> 4 4 + Rifle R
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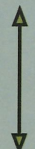
Supply	Supply
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On Road	On Road	2 <sup>+1</sup> Smoke	2 <sup>+1</sup> Smoke	2 <sup>+1</sup> Smoke	2 <sup>+1</sup> Smoke
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USED	USED	USED	USED
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Supply	Supply
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OST V2. CS 4-Back



+WRECK	+WRECK	+WRECK	★ WRECK	★ WRECK	★ WRECK	★ C-47	★ C-47	★ C-47	★ C-47
+WRECK	+WRECK	+WRECK	★ WRECK	★ WRECK	★ WRECK	★ WRECK	★ C-47	★ C-47	★ C-47
+WRECK	+WRECK	+WRECK	+WRECK	+WRECK	★ WRECK	★ WRECK	★ C-47	★ C-47	★ C-47