KONFLIKT ’47 RULE BOOK

INTRODUCTION

As an avid science fiction and historical wargamer, I am a huge fan of games that combine both elements to give a cinematic and fun game with real world reference and flavour. To that end, I have enjoyed several of the alternate future games at 28mm, but felt the need to play games that went beyond platoon and skirmish sizes to company and battlegroup level battles.

Getting hold of 15mm figures for WW2 games is easy, the quality and number of suppliers continues to increase. But where to get the alternate future/weird war figures to give the added flavour? The solution was to make our own, and then we thought we’d better do our own rules as well. This is largely to provide the cinematic feel we wanted with options for levels of ‘realism’ that can be included as players desire.

An additional aim of these rules is to provide a system that can accommodate multi-player games more readily, whether this is a three opposing player scenario or multiple players per side.

I have stuck to using imperial measurements, partly because I’m old enough for them to make sense, partly for our US players that have yet to embrace the metric system and mostly because it’s become a traditional wargaming convention. Players that feel they must work in centimetres (probably because of an EU directive) can multiply all distances by 2 or by 2.5 as they so wish.

So what is the thinking behind KONFLIKT 47? It certainly doesn’t aim or claim to be the best rules set ever written, but I hope you find them at least as good as many of their rivals. It does aim to give feel for combat in the period without getting bogged down in tables, but some are needed to avoid over simplification. It does aim to be playable — and I mean that all players will enjoy the game, regardless of who wins.

Overall, it aims to fold in all the weirdness and madness we can find in a manner that does not overpower the fundamental nature of the period, and does so without diminishing or belittling the efforts of those who actually fought between 1939 and 1945.

BACKGROUND

Imagine a World in which WW2 didn’t end in 1945, a World that discovered new technologies in the mid-war period that prolonged the war and left the eventual outcome in doubt. A World in which the alliance between the US, Britain and the Soviet Union has broken down and Italy re-emerges as an ally if the Third Reich. Once you’ve imagined all this, you have the essential background to KONFLIKT 47.

In 1944, the US Manhattan Project developed the first atomic weapons and the discussion on their use pushed the leadership of the allied nations close to meltdown. After much soul searching and debate, the President Roosevelt called for a test of the weapons in the Nevada desert. The tests went well and the decision was made to use the second device to force Germany out of the war, and avoid the risky and potentially costly invasion of Europe that otherwise seemed inevitable.

All Allied hopes therefore rested on the delivery of the final atomic bomb, if it worked as intended, the complex D-Day operation planned for June would be unnecessary, saving thousands of allied casualties. In April ’44, the bomb was dropped on Dresden, designed to send the message to Hitler that continued resistance was futile. In the pause that followed, as the Allies waited for a response from Germany, a sequence of events unfolded that were to forever change the World and the future.

In the chamber underneath the Nevada Desert where the first atomic weapon was detonated, strange things were happening. Initially appearing as areas of intensively distorted space, a phenomenon appeared, a purely visual effect that allowed objects and living things to pass through them as if they weren’t there. None of the equipment of the time could detect radiation, radio waves or any other energy releases. After several days, intermittent and patchy radio signals were detected, the quality of which was apparently random and corrupted. Closer inspection revealed fragmentary and distorted, but decipherable, communications. Teams of cryptologists and linguists worked at reconstituting the fragments into cohesive messages, whilst America’s military leaders pondered the opportunities or threats the new phenomena represented. Eventually, enough of the signals were deciphered to allow those studying them to realise they had been presented with new scientific principles, along with guidelines on their application. Even as more signals arrived and were deciphered, the first signals presented the theory and engineering behind advanced, multi limbed walker technologies and a gyroscopic process that enabled the construction of bipedal, and increasingly agile war machines. The US quickly created the most secure research facility in their history, naming it Area 51 to avoid its title raising suspicion outside of the limited circle of knowledge in Washington.

In Germany, the side effect of the Dresden detonation progressed in a similar fashion, but the entities on the far side of the rift were different, more aggressive, less human and seemingly keen to assist the Third Reich in maintaining control of Europe. Again, hints and threads of new technologies were discovered, all perfect for the development of new war machines and weapons.
Without a German surrender, the planned invasion of Europe began on 6 Jun 1944, a largely successful operation that quickly got stalled attempting to breakout of Normandy. It was in August 1944, with the Allies about to succeed in their breakout attempts that Germany unleashed new weapons, born straight from the Rift technology and successful in shattering Allied hopes of a quick breakout and rush to Germany.

Armoured infantry resisted stubbornly and inflicted a toll in Allied troops as they advanced, and soldiers from the front began talking of horrors in the night. Within days, the night belonged to the new German ‘super-soldiers’, safe from airstrikes and able to terrorise Allied position seemingly at will.

The breakout came eventually, but at huge cost in materiel and lives, a cost that forced the allies to reconsider their options to win the war quickly. As the year turned, advances made using RiftTech as it was now known began to filter to the battlefield.

The US matched and exceeded the German armoured suits encountered previously, equipping their GIs with suits of highly resistant armour, self-powered to seem as light and functional as GI battle dress.

Notably, the areas of technological advance began to differ between the Nevada and Dresden Rifts. US scientists focused on the work of Nikolai Tesla. Among other things, this theoretical framework allowed for the effective use of electrical discharges as weapon systems, hybrid electrical/diesel engines for tanks and walkers, and the application of an electrical pulse configured to provide a fleeting gravity repulsion effect that can be harnessed as ‘jump’ propulsion for troops.

Meanwhile, the Dresden team continued to refine a process by which a neural implant could manipulate the host’s genetic material to produce an enhanced super-soldier, stronger, faster and more bestial. Refinements produced increasingly more powerful creations, echoing nightmares from mankind’s myths and legends, but with apparent risks to the hosts sanity and humanity. Lower powered implants could even animate a corpse for limited periods whilst a functional neural network was viable, even allowing basic commands to be given and followed. The failure rate of this technology was high, but the successes made the risks worthwhile, and the creatures’ impact on the battlefield was undisputable.

By mid-1945, prototype war machines enter the battlefield. Using these new devices, a concerted effort by Germany in the south saw the Allies pushed back to Sicily and Italy re-enter the war as a vassal state of the Third Reich. Worse was to come for the Allies, Stalin’s insistence on complete access to RiftTech was not acceptable to the US and after some limited low-level exchanges, the Allied alliance broke down.

Meanwhile, in the Pacific the Japanese were eventually forced to surrender, exhausted in both spirit and resources and threatened by both US and Soviet aggression. However, the Soviet dominance and control of China was an enduring risk to Japan that threatened their very existence. As terms of their surrender, the US agreed to ensure a halt to Sino-Soviet expansion in the region.

It’s now 1947, the US industrial powerbase continues to push technology forward, but the fatigue of the British and the threat of the Soviet Union limit the risks the President is prepared to take. In Central Europe, the Third Reich has held its borders and is fighting an extended stalemate on both its eastern and western fronts.
GETTING STARTED

WHAT YOU NEED

All the basic elements of a wargame are required and I don’t want to insult anyone’s intelligence. However, if by chance you’ve never played a wargame before, you’ll need several six-sided dice, a tape measure and an opponent as a minimum. The game is intended to be played on a traditional 72” by 48” playing surface, but larger or smaller areas can be used with some minor alteration to the scenario descriptions.

The game aims to represent a company-sized, mixed battlegroup, primarily based on a number of infantry platoons supported by a variety of armour, mechs and other strangeness. The basic playing piece is an element that represents either a single vehicle, mech or gun or a fire team/half squad of infantry.

TROOP CHARACTERISTICS

Each element in the game has its own set of characteristics that define its abilities on the tabletop. These are detailed as follows:

<table>
<thead>
<tr>
<th>Name</th>
<th>Type</th>
<th>Size</th>
<th>Mobility</th>
<th>Def</th>
<th>Hits</th>
<th>Main Wpn</th>
<th>2nd Wpns</th>
<th>Spec Rules</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sherman M4A3</td>
<td>AFV</td>
<td>M</td>
<td>Tracked</td>
<td>10</td>
<td>1</td>
<td>2/H/24 (t)</td>
<td>2/S/8 (t)</td>
<td>AA HMG, Smoke, Stablised.</td>
</tr>
<tr>
<td>(76mm)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>or 4/S/24 (t)</td>
<td>2/S/8 (ff)</td>
<td></td>
</tr>
</tbody>
</table>

Name: The name of the element for identification and description purposes.

Type: Indicates the type of element and the associated rules that will therefore apply to that element. An element Type may have special rules that allow it to ignore certain rules that would normally apply.

AFV. A fully or partially armoured fighting vehicle that includes everything from tanks, armoured cars to self-propelled guns and armoured transports.

Soft. Covers vehicles that provide no protection to their crew or passengers, jeeps and trucks being obvious examples.

Gun. The gun type covers all anti-tank, infantry and artillery guns that are towed into place. Self-propelled guns will either be AFVs or Soft vehicles.

Infantry. All troops on foot that fight dismounted fall into this type. The role of the infantry may vary however, such as recon, heavy, light etc. Cavalry are considered infantry as they fight dismounted but may obviously have additional movement rules.

Mech. Mechs are armoured vehicles that can walk, giving them improved mobility and agility over tanks. Mechs may have other limbs that provide additional benefits.

Size: Only applicable to vehicles, there are 6 size classes, very small, small, medium, large, very large and huge. As a reference, the Allied Sherman is considered medium, so an M3 halftrack would be small and a British Dingo armoured car or Universal Carrier would be very small. The German Panther is large, with the King Tiger being very large and huge refers to anything even larger……...

Mobility: Mobility type denotes how the element moves across the battlefield. The Movement rules explain the different mobility types in detail, and how they are affected by terrain and other battlefield conditions.

Defence: Defence is a measure of the element’s ability to withstand damage and avoid destruction. This is in conjunction with the Hits characteristic. Some elements may be hard to damage but relatively easy to knock out once damaged (such as tanks) whilst others are easier to damage but harder to knock out of action (such as infantry squads). Defence is broadly about armour, but can include factors such as high speed, low profile or superior camouflage. For attacks that originate from the rear and side arcs of the vehicle, Defence is normally halved as described in the shooting rules.

Hits: Indicates the number of damaging hits the element can withstand before being taken out of action. Normally this is one, but may be higher for particularly large or resilient troops and vehicles.

Cmd: Command. Each element has a command value that represents its ability to follow orders, use its initiative and react to the enemy. The command characteristic is also used for all morale based tests. A high command may represent superior training or fanatical resolve, likewise a low command may indicate low morale, reluctance to fight or confused green recruits.

Main Wpn: This characteristic represents the element’s main weapon. The figures given represent: Firepower / Damage Rating (DR) / Range (Location). Where more than one box is present the element can use
either one set of weapons or the other, not both. In the examples above, the Sherman can use either AP or HE ammunition with appropriately different ratings.

The firepower rating of a weapon is a combination of rate of fire, accuracy and ease of targeting, not just rate of fire alone. This explains why HE ammunition has a higher firepower, accuracy is less essential and the explosion has a greater chance of hitting the target, it does however have a lower DR value as it is less destructive to armoured targets.

The location of the weapon determines its arcs of fire as described further in the shooting section.

2nd Wps
This characteristic represents the other weapons available to the element. The figures again represent: Firepower / DR / Range (Location). Where more than one box is present the element can use either one set of weapons or the other, not both. In the examples above, the Sherman can fire all three of its machine guns as secondary weapons.

Spec Rules
This box lists the special rules that are applicable to the element. A full list of the special rules in the game are at page xx.

BASING YOUR FIGURES
It is not reasonable to expect players of other games at this scale to rebase their figures, nor is it necessary. Therefore a broadly similar basing size is recommended. Infantry figures and weapons teams will require basing into their respective teams as follows:

<table>
<thead>
<tr>
<th>Team Type</th>
<th>Figures</th>
<th>Base Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regular Infantry</td>
<td>4-5</td>
<td>2&quot;x1.25&quot; (50mm x 30mm) base</td>
</tr>
<tr>
<td>All AT Infantry</td>
<td>2-3</td>
<td>1.25&quot;x1&quot; (30mm x 25mm) base</td>
</tr>
<tr>
<td>Heavy Infantry</td>
<td>3</td>
<td>2&quot;x1.25&quot; (50mm x 30mm) base</td>
</tr>
<tr>
<td>Heavy Infantry AT</td>
<td>2</td>
<td>1.25&quot;x1&quot; (30mm x 25mm) base</td>
</tr>
</tbody>
</table>

Additionally, most walkers, mechs and guns should be based to ease line of sight and range measurements. There is no mandatory size, but the base should fit the figure comfortably, there is no advantage in under or over-sized bases.

TERRAIN & THE TABLETOP

Obviously if you have chosen to fight your battles over the deserts of North Africa or the steppes of Asia, then your tables will be fairly sparse and devoid of terrain. However, the expectation for this game is that you will be fighting a battle on an interesting tabletop with varied and attractive terrain.

The nature of the terrain will impact the combatant’s abilities to manoeuvre and engage with their enemies. Fundamentally terrain will either restrict movement or deny line of sight to shooting units.

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Tracked</th>
<th>Wheeled</th>
<th>Infantry</th>
<th>Walker</th>
<th>Artillery</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grassland, Fields, Gentle slope</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Difficult</td>
</tr>
<tr>
<td>Woods</td>
<td>Difficult</td>
<td>Very Difficult</td>
<td>-</td>
<td>Difficult</td>
<td>Very Difficult</td>
</tr>
<tr>
<td>Broken Ground</td>
<td>Difficult</td>
<td>Very Difficult</td>
<td>Difficult</td>
<td>Difficult</td>
<td>Very Difficult</td>
</tr>
<tr>
<td>Gentle slope or hill</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Difficult</td>
</tr>
<tr>
<td>Steep slope or hill</td>
<td>Difficult</td>
<td>Difficult</td>
<td>Difficult</td>
<td>Difficult</td>
<td>Very Difficult</td>
</tr>
<tr>
<td>River, Dense Woods</td>
<td>Impassable</td>
<td>Impassable</td>
<td>Difficult</td>
<td>Very Difficult</td>
<td>Impassable</td>
</tr>
<tr>
<td>Marsh or bog.</td>
<td>Very Difficult</td>
<td>Very Difficult</td>
<td>Difficult</td>
<td>Difficult</td>
<td>Impassable</td>
</tr>
<tr>
<td>Stream</td>
<td>-</td>
<td>Difficult</td>
<td>-</td>
<td>-</td>
<td>Very Difficult</td>
</tr>
<tr>
<td>Urban rubble, buildings</td>
<td>Difficult</td>
<td>Very Difficult</td>
<td>Difficult</td>
<td>Difficult</td>
<td>Very Difficult</td>
</tr>
</tbody>
</table>

Before beginning the game, all players should discuss the terrain on the table and be clear on what is represented by the scenery. If you have a wood on the table make sure you all know if it is dense or not, is the water feature a crossable stream or an impassable river, and so on.
PLAYING A GAME

PRE-GAME ACTIVITY

Prior to starting the game proper, the players must carry out at least some pre-game activities to set the scene for their encounter.

Selecting the scenario, forces and scenery. Before the battle, either choose or randomly select the scenario that you are going to play. This may influence the forces and scenery that you require. A full list of scenarios can be found in the Annexes at the end of the rules. In accordance with the scenario guidelines, select opposing forces to an agreed point’s value. Also lay out any mandated scenery and additional scenery in a manner that suite all players. A number of methods can be used for this, the simplest is for one player to lay out the table within the scenario guidelines, and the other to choose sides.

THE GAME TURN

The game turn is broken down into a sequence of phase as follows:

- Initiative Phase
- Command Phase
- Bombardment Phase
- Activation Phase
- End of Turn Phase

THE INITIATIVE PHASE

In the Initiative Phase, both players roll a dice and add the command statistic of their respective company commanders. Reroll ties until one player scores higher than his opponent. The player scoring highest will be Player A for the remainder of the turn, his opponent will be Player B.

In multi-player games, each player rolls, rerolling ties as above. The player who scores highest will be Player A, the next highest scorer will be Player B and so on.

THE COMMAND PHASE

At the start of the Command Phase, each player checks that their force is still combat capable and willing to continue the battle. Each player totals the number of platoons remaining in their force, if this total is equal or less than half the number that started the battle, the company may no longer be fit for combat. You must take a Company Command Test by rolling 2d6 and comparing the result to the Company commander’s leadership rating, if the roll is higher, the company can no longer fight on and retires from the field.

Assuming the battle will continue, every player must then contribute to the construction of the Command Deck. The command deck is the pool of tokens that will determine in which order the players activate their platoons during the Activation Phase.

Each player contributes a token for every platoon or independent element they have in their force at the start of the current turn. Clockwork Goblin Miniatures provide packs of faction specific tokens designed for this task. Alternatively you could use part of a deck of cards with each player having their own suit, or spare dice of the same size with each player using a different colour.

Once the pool of tokens has been collected they are placed in an opaque pot or bag. They will then be drawn during the activation phase to determine who activates a unit. Once drawn, the token is not returned to the deck until the next Command Phase.

Hollywood Option: Variable End of Turn.

In addition to all the player’s tokens, add a single unique token. So a different colour dice, a joker from the deck of cards or our own purpose built tokens.

This token represents the end of the Activation Phase, once drawn the phase ends and players progress to the End of Turn Phase.

This adds an element of drama and tension to each turn and can lead to some entertaining games that have a great ‘movie’ feel.
As an alternative, place two end of turn tokens into the command deck, ignore the first one drawn and end the Activation Phase once the second one is drawn. This can reduce the chances of a very abrupt or short Activation Phase and might be preferable to your gaming group.

**THE BOMBARDMENT PHASE**

During the Bombardment Phase, any artillery or air strikes called in by activated commanders the previous turn arrive on the table. Starting with Player A (of the current turn), bombardments are resolved in player order until all expected barrages have arrived. Bombardments are resolved using the artillery rules at page xx.

**THE ACTIVATION PHASE**

At the start of the Activation Phase, Player A draws a token from the Command Deck. The player whose token is drawn must then activate one of his Platoons or Independent elements. The activated platoon completes its movement and combat actions. Once complete, Player B draws the next token and the process is repeated until all the tokens are drawn.

Each platoon or independent element may only be activated once per game turn.

On its activation, the platoon (or independent element) may move and then make a combat action, or may carry out a combat action and then move. A combat action is normally a shooting or assault action, but may also include specialist activity such as engineering or limbering a field gun. Moving, shooting, assaults and other activities are detailed in their own rules sections.

**Combat Actions**

The following activities may be carried out as a combat action. Those marked with an asterisk also consume the movement phase as well so must be carried out before movement.

- **Shooting.** An activated platoon makes shooting attacks against nominated targets as detailed in the Shooting Rules (p xx)

- **Assault***. Whilst in close proximity to the enemy, an active platoon may close and assault the enemy. This action combines the move and combat action into a single activity. This is fully detailed in the Assault Rules (p xx).

- **Overwatch.** An activated platoon can be placed on overwatch to carry out defensive fire when a target of opportunity presents itself. The details for this can be found in the Shooting Rules. A platoon cannot move whilst on overwatch.

- **Engineering.** The Engineers and pioneers in your force are capable of denying mobility to the enemy whilst enabling your troops freedom to manoeuvre. Engineering actions are described in the Engineering section of the rules.

- **Mount/Dismount.** See the Movement rules for full details on this action. An platoon may not mount and dismount transport in the same activation.

- **Limber/Unlimber.** See the Movement rules for full details on this action. An platoon may not limber and unlimber in the same activation.

- **Call Fire Support.** A Company Commander or Company 2ic element can attempt to call in supporting artillery or mortars to support his troops. This action can also be used by any element with the Observer special ability. Full artillery rules can be found at p xx.

- **Dig In***. Infantry and artillery units may spend the whole turn digging improvised defences. The rules for Dug In troops can be found in the Engineering Section.

- **Double Time!** As its name suggests, this action sacrifices any other activity other than hasty movement. The active Platoon can make an additional movement action and then its activation ends. This second action has some restrictions placed on it as described in the movement rules.

Once every platoon has been activated (or sooner if using the variable end of turn optional rule), the activation phase ends and players progress to the End of Turn phase.

**THE END OF TURN PHASE**

This phase is used to tidy up the turn and carry out any necessary end of turn activity before starting a new turn. It's also a great opportunity to grab a fresh cup of tea before the next turn.
MORALE, COMMAND & LEADERSHIP

All the troops in a player’s force will be rated conscript/raw, regular or veteran/elite as detailed in the Force generation lists and the points paid for the troops. Each type of troop will have an appropriated Command rating as detailed in the table here.

<table>
<thead>
<tr>
<th>Troop Rating</th>
<th>Command</th>
</tr>
</thead>
<tbody>
<tr>
<td>CONSCRIPT/RAW</td>
<td>7</td>
</tr>
<tr>
<td>REGULAR</td>
<td>8</td>
</tr>
<tr>
<td>VETERAN</td>
<td>9</td>
</tr>
</tbody>
</table>

Platoon Commander, Command Radius and Unit coherency. When leading his troops, a commander must be able to communicate and control his men. Therefore all elements in a platoon must stay within a distance of the platoon commander to remain combat effective. This distance is 6” for infantry and guns and 8” for AFVs, Soft vehicles and Mechs. It is essential to ensure the command element of a platoon is clearly identifiable from its fellows.

Loss of Platoon Commander. If the platoon command element is destroyed or killed then one of his subordinates must take on the mantle of command. Nominate another element in the platoon to be the platoon commander and replace the new element with the command element.

Out of Command Radius.
Any elements outside of Command radius when the platoon activates are restricted in their actions. An element outside of command may only take a Double Time action in order to re-join their platoon (this action can be taken within 6” of the enemy). Alternatively an element may stay stationary but may then only carry out a Shoot or Call Fire Support action.

Company Commanders
The senior officer of your force is the Company Commander. The Company Commander may be any type of AFV, Mech or Infantry element as detailed in the Force lists. You also have the option of purchasing a Second in Command or 2ic who performs most of the same functions of the commander and takes over the company if the Commander is killed.

Company Commanders are almost always individual elements and may have further special rules that make them more effective on the battlefield. These will be detailed in the army lists.

Command Tests
When a platoon is required to make a Command (or Morale) Test, roll 2d6 and modify the score as indicated in the table below. Compare the result to the Platoon’s Command value (using the bonus for a Command element if applicable). If the modified roll is higher than the Command value then the test is failed and the platoon is considered Supressed.

<table>
<thead>
<tr>
<th>Command or Morale Test Modifiers</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Company Commander within 6”</td>
<td>-2</td>
</tr>
<tr>
<td>Company 2ic within 6”</td>
<td>-1</td>
</tr>
<tr>
<td>Per Element destroyed this turn</td>
<td>+1</td>
</tr>
<tr>
<td>Under Artillery barrage template</td>
<td>+1</td>
</tr>
<tr>
<td>Suffered an Overrun attack</td>
<td>-1</td>
</tr>
</tbody>
</table>
**Suppressed Platoons.**

A suppressed platoon is not able to take effective military action due to being under heavy fire or momentarily panicked or confused. It may only move if it does not get any closer to the enemy during its movement. It suffers a number of penalties to shooting and assault and may not call in fire support.

A suppressed platoon may sacrifice its combat action when it is activated to pull itself together and get back into the fight. Instead of a combat action it automatically removes its suppression effect, is no longer suppressed and can act normally next activation (assuming it doesn’t get suppressed again before then).

The natural protection provided by armour makes AFVs and Mechs much harder to suppress. AFVs and Mechs may re-roll a failed Command or Morale Test.

Suppressed platoons are in a fragile state, if forced to take another test they may just lose their nerve and fall back from the fight. If a platoon that is already suppressed has to take another Command Test and fails, it is permanently disrupted and withdraws from the fight.

**Leaders of Men**

Officers are chosen for their skills of command, they may or may not be accomplished warriors or grizzled veterans, but they can inspire their men in moments of crisis. Each senior commander may select or roll for an ability before the game that can normally be used once in the battle. If a senior commander is killed or destroyed before it can use its ability the ability is lost and does not transfer to any newly promoted commander.

Before the game, the company commander and the company 2ic may each select a Command Ability from the tables at the end of the rulebook (pages xx). Players can record their selections or can use the card deck produced by Clockwork Goblin Miniatures as a helpful playing aid.

### MOVEMENT

**Moving your platoon.**

Once activated a platoon will have the option of moving. The distance an element can move is determined by its mobility type and whether it is impeded by terrain.

<table>
<thead>
<tr>
<th>Mobility Type</th>
<th>Movement</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tracked</td>
<td>8&quot;</td>
</tr>
<tr>
<td>Wheeled</td>
<td>10&quot;</td>
</tr>
<tr>
<td>Infantry</td>
<td>4&quot;</td>
</tr>
<tr>
<td>Walker</td>
<td>8&quot;</td>
</tr>
<tr>
<td>Artillery</td>
<td>4&quot;</td>
</tr>
</tbody>
</table>

**Difficult Terrain:** When moving through difficult terrain, every inch of movement costs double, so to move through 3" of difficult terrain would cost the element 6" of its movement.

**Very Difficult Terrain:** When moving through very difficult terrain, every inch of movement costs triple, so to move through 3" of very difficult terrain would cost an element 9" of its movement.

**Linear Obstacles:** To cross a low linear obstacle such as a wall or substantial hedge costs 1" of movement. High obstacles, generally those of man height or taller, cost 2" of movement. If an element does not have enough movement allowance remaining when it encounters an obstacle it must halt and cross the obstacle, paying the movement penalty, in its next activation. Players should discuss the impact of linear obstacles before the game, light hedges and fences will obviously not stop tanks for example, whilst dragon’s teeth may be impassable to them.

**Roads:** If moving entirely along a road or similar surface, wheeled, horse-drawn and tracked mobility types may add 2" of movement.

**Moving your figures.** When moving your figures, an element may move in any direction up to their movement allowance and may finish their movement facing in any direction. When measuring movement distance, measure the actual distance travelled by the element rather than the distance between its start and finish locations. Figures can only move through gaps that are large enough to allow their passage.

**Moving through other figures.** Elements may not move through other elements during their movement with the exception of friendly infantry. Infantry may move through other friendly infantry as long as they have enough movement to move past the intervening bases.
Enemy Proximity. Infantry, Gun and Soft elements may not finish their move within 2” of enemy elements unless they are carrying out an assault combat action.

Figure 2. The diagram above illustrates the impact terrain and obstacles have on movement. The walker on the left loses an inch of movement to cross the low wall, whilst the infantry element must pay 2” of movement to cross the high wall. The tank on the right moves an inch forward and then must pay double movement to move through the wood (difficult terrain); meaning it can travel 3.5” with its remaining 7” of movement.

Double Time! There may be occasions when it is necessary to sacrifice careful movement for an all-out rush. Platoons have the option of using Double Time as a combat action, effectively giving them two movement opportunities. When using Double Time, the activated platoon may not pass within 6” of an enemy element.

Buildings and Urban Movement. Entering buildings can be hazardous for any element that isn’t infantry or light guns. When entering a building, AFVs and Mechs must take a hazardous terrain test to avoid sustaining damage from collapsing masonry, protruding girders and the like. Roll a d6, on a 1 or less the vehicle has suffered damage and takes a single damaging hit. Guns and any element with the open-topped special rule must subtract 2 from the roll. Soft vehicles may not enter buildings but may traverse rubble at the appropriate penalty.

Transport vehicles.

Troops being transported by vehicles may dismount or mount their transports as a combat action for either the infantry platoon or the transport platoon. If the infantry and transports are from the same platoon then the combat action counts against both the vehicles and the infantry.

In order to mount their transports, the infantry elements must move to within 1” of the transport vehicles. If a single platoon, transports may not move after loading their infantry unless all the mounting infantry started their activation within 1” of their transports.

Infantry may not mount and dismount transports in the same game turn.

When dismounting from transports, place the infantry elements within 1” of the transport vehicles. If in the same platoon as the transports, the infantry may not move if the transport have already moved. If from separate platoons, the infantry may move away from the transports normally.

Limbering and unlimbering of towed guns follow the same rules as dismounting and mounting infantry. When being towed, artillery uses the terrain rules for the transport vehicle towing it.

A transport vehicle may only tow a single gun. Whilst being towed, place the gun behind the transport (or use separate limbered gun models). The towed gun is assumed to have the same width as its transport vehicle regardless of its actual base. When towing a gun the crew are assumed to be in the towing vehicle. A transport may not transport infantry and tow a gun at the same time.

Destroyed Transports

If the transport is destroyed whilst carrying troops or towing a gun, the troops/guns must make a saving throw to avoid being destroyed. Roll a d6, on a 4+ the troops/gun is ok and is placed within 1” of the wrecked transport.

Normal Command Distance and Morale rules apply so platoons that have transports destroyed must decide whether to dismount to maintain coherency or leave elements behind. Likewise, Command tests must be taken for casualties due to destroyed transports as normal.

Jump Troops

Certain troops will have the Jump Troop special rule that indicates they can use some form of propulsion system to enhance their movement across the battlefield. The US makes extensive use of jump infantry to quickly capture and hold key objectives.
Jump troops are not flyers, they move in a series of bounds and leaps to cover great distances quickly. Jump infantry elements have a base move of 8” rather than 4” and more importantly can ignore penalties for Difficult and Very Difficult terrain. They can also cross impassable terrain as long as they have enough movement to clear the terrain and not land in it. Jump troops may pass over enemy elements provide that they can finish their movement more than 4” from the elements crossed.

Jump mechs are even rarer than their infantry counterparts. Being equipped with jump packs doesn’t make Mechs any quicker, they’re just too heavy, but it does allow them to ignore terrain penalties and jump enemy elements as detailed above.
Who Can Shoot

The active platoon must select a target within their weapon’s arcs of fire. Arcs of fire are described below in the diagrams.

![Diagram of arcs of fire]

Figure 3. The diagram above illustrates the arcs common to most vehicles and elements.

An arc of Front (f) is the 180 degrees to the front of the element, determined from the forward edge of the element’s base or hull.

The Turret arc (t) allows the element to shoot at any target in a 360 degree arc. Multiple weapons in a turret may not fire in different directions, even though the turret gives a 360 degree arc.

The Fixed Front (ff) and Fixed Rear (fr) arcs are most common on AFVs with forward or rear facing hull machine guns. The arcs are 45 degrees from a line drawn across the front (or rear) facing of the vehicle hull or element base.

Target Selection.

The active platoon will be pre-occupied by the closest threat to it, therefore the firing platoon must fire at the closest enemy platoon it can see. Platoons firing with weapons that cannot damage the nearest enemy may select the closest target that they can potentially damage.

Hollywood Option 1: Commanded Fire
Alternatively a platoon can fire at any target in range and LOS provided it passes a Command test. Failure restricts it to targeting the closest enemy as above.

As a more cinematic option, ignore the closest enemy restriction on targeting and allow the firing platoon to target any platoon it can see without restriction.

A platoon may split its fire between different targets on a successful Command Roll. Nominate how the platoon will split its fire and the primary target. On a successful roll, the platoon fires at the selected targets in the manner desired, but a failure denotes that only the primary target is attacked by those elements nominated to fire at it.

Line of Sight (LOS)
The firing elements must be able to draw line of sight to an element in the target platoon(s) in order to fire at it. If a line can be drawn from the centre of the shooting element to any part of any element in the target platoon, it is considered to be in LOS. Common sense is required here, as a rule of thumb, use the turrets and hulls of vehicles and the bases of infantry to draw your LOS, and do not end up in arguments over antennas and AA MGs on vehicle roofs!

Infantry do not block LOS to non-infantry targets behind them.

If the LOS from any active element crosses obstacles or terrain that provides cover, then the target element is considered to be in cover. A target element may claim cover if at least half of the element is behind the obstacle or terrain. Obstacles and cover in base contact with the firer do not grant cover to the target.

Indirect Fire
Certain weapons rely on indirect fire to lob their projectiles over obstacles, mortars are the prime example. If elements with the indirect fire special rule wish to shoot at targets they cannot draw LOS to, then the target must be visible and in LOS of another element in the active platoon, the company Commander, the Company 2ic or a Platoon command element from an unactivated Platoon.
Shooting from buildings. Elements in buildings may shoot from any building edge. One element may fire per 2” of building wall per floor. Alternatively, if all players agree before the game, elements may only fire if the building has the appropriate windows and openings to allow LOS.

Range

All weapons have a given range value that represents their effective range on the tabletop. Whilst many could fire further, accuracy, visibility and the need to conserve ammunition make it impractical to engage at longer distances. Additionally some abstraction has been taken to preserve some game balance.

A bonus is received when shooting at short range. If the target element is within half the weapon’s range characteristic, it is considered to be at short range.

Hitting the Target

Once the target platoon is determined to have elements in range, the target’s controlling player determines the number of dice he can roll as his Defence Roll. The firer’s required number to hit the target is equal to the highest number rolled in the Defence roll.

Defence Roll:

<table>
<thead>
<tr>
<th>Target</th>
<th>Dice</th>
</tr>
</thead>
<tbody>
<tr>
<td>Raw</td>
<td>2</td>
</tr>
<tr>
<td>Regular</td>
<td>3</td>
</tr>
<tr>
<td>Elite</td>
<td>4</td>
</tr>
<tr>
<td>Target in open</td>
<td>-1</td>
</tr>
<tr>
<td>Target in hard cover</td>
<td>+1</td>
</tr>
<tr>
<td>Target large sized or greater</td>
<td>-1</td>
</tr>
</tbody>
</table>

Regardless of modifiers, the target will always roll at least one dice and may never roll more than five.

Mixed Defence Rolls: If the target platoon has elements that are eligible to roll different numbers of dice, the attacking player can choose whether to target the elements that are easier to hit, or focus on the whole platoon. The firer can only damage the elements that generate the final number of dice in the Defense Roll.

Figure 4. Figure 4 shows the choices available to the firing platoon when faced with targets in differing cover or range. The German mech is firing at the US walker platoon which has elements in hard, soft and no cover. Walker A is in hard cover and could roll 4 defence dice, Walker B is in soft cover and Walker C is in the open. The German player can elect to grant 2, 3 or 4 defence dice. If only 2 are rolled, only the walker in the open may be allocated damage. If 3 dice are rolled, two walkers are eligible to be hit and damaged. If the player lets the target roll all four dice, then the entire platoon becomes eligible as targets. It’s the shooter’s call…..

Attack Roll:

Each firing element rolls a number of d6 equal to the firepower of the weapon(s) used. These d6 are added to or removed using the following set of factors:

<table>
<thead>
<tr>
<th>Factor</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Firers are Elite</td>
<td>+1</td>
</tr>
<tr>
<td>Firers are Raw</td>
<td>-1</td>
</tr>
<tr>
<td>Firers moved</td>
<td>-1</td>
</tr>
<tr>
<td>Attackers in an assault (not overrun)</td>
<td>+1</td>
</tr>
<tr>
<td>Firers on Overwatch</td>
<td>-1</td>
</tr>
<tr>
<td>Firers are Suppressed</td>
<td>-1</td>
</tr>
<tr>
<td>Target size Very Large</td>
<td>+1</td>
</tr>
<tr>
<td>Target size Huge</td>
<td>+1</td>
</tr>
<tr>
<td>Target at Short Range</td>
<td>+1</td>
</tr>
</tbody>
</table>
If the number of dice is reduced to zero or less, the firing is considered to be so ineffectual that it can be ignored by the target.

The attacker rolls his dice and each die that scores equal to or higher than the highest roll of the Defence Roll is considered a Hit. A ‘1’ is always a miss, so in effect a target’s defence can never drop below ‘2’.

**Hit Allocation and Mixed Composition Platoons**

Generally, once the number of hits has been determined, they are allocated to eligible elements in the target platoon by the target player. Hits must be allocated equally, with no element receiving a second hit until all eligible elements have received one hit.

However, some platoons will comprise infantry and vehicles or other combinations of men and equipment. If the target platoon contains different sized vehicles or mechs then shooting is resolved as if all elements are of the largest size.

The shooting player can select a priority target type (AFV, Mech etc), the selected type must be allocated hits before other elements in the platoon. Once hits have been allocated to the different elements they are grouped before determining damage.

![Diagram of a US walker platoon shooting at a mixed platoon of infantry and light walkers.](image)

> Figure 5. In the diagram a US walker platoon is shooting at a mixed platoon of infantry and light walkers. In this situation the walkers have scored eight hits and these must be allocated to the target platoon to determine damage. The shooter can prioritise walkers so all elements in the target platoon receive 1 hit and then the additional 3 hits are allocated to walkers before infantry. This results in 4 hits against the walkers and 4 against the infantry. Some damage rolls later and the Germans lose an infantry element and a walker.

Note that once the number of hits against each of the different components of a mixed composition platoon have been determined, the damage resolution is not applied to specific elements.

**Damaging the Target**

For every hit scored, roll a dice using the table below to determine whether the hit has done any significant damage. The Damage Rating (DR) of the weapon is compared to the Defence of the target to determine the roll required on a d6 to damage the target. An ‘A’ on the table indicates the hit automatically damages the target. A ‘-’ symbol means the weapon cannot effectively damage the target. Most targets can only take a single damaging hit, but some can withstand more.

Once the number of damaging hits has been determined, compare that number to the Hits characteristic of the target. If the number of damaging hits equals or exceeds the target’s Hits then it is destroyed. Damaging hits are cumulative during the firer’s activation. On completion of the firing platoon’s activation any damaging hits on targets that weren’t destroyed are removed.

**Rear and Side Armour.** Traditionally, armoured vehicles carried thinner armour on their rear and sides to save weight and maintain manoeuvrability. If the firing element is within the rear or side arc of the target AFV, then the defence of the target is reduced by 3. This is illustrated in Figure 6 on page xx. This rule only applies to AFV and Gun elements, Mechs, Infantry and Soft elements have a single defence value that applies regardless of the firer’s position.

**Elements with Multiple Hits.** When resolving damaging against elements with multiple Hits. Damaging hits are applied until an element is destroyed, not spread amongst elements to avoid a casualty. For example, an infantry platoon suffers 7 damaging hits so it loses 3 elements (total of 6 Hits) and the third element suffers 2 Damaging Hits, meaning it will survive.

**Effects of Fire.** Any Platoon that suffers a destroyed element must take a Command test, failing the test will result in them being Suppressed.
<table>
<thead>
<tr>
<th>Damage</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
</tr>
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<tr>
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<td>3+</td>
<td>4+</td>
<td>5+</td>
<td>6+</td>
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<td>B</td>
<td>2+</td>
<td>3+</td>
<td>4+</td>
<td>5+</td>
<td>6+</td>
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<td>6+</td>
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<td>M</td>
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<td>H</td>
<td>A</td>
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<td>VH</td>
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<td>2+</td>
<td>3+</td>
<td>4+</td>
<td>5+</td>
<td>6+</td>
<td>-</td>
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<tr>
<td>SH</td>
<td>A</td>
<td>A</td>
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<td>A</td>
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<td>A</td>
<td>A</td>
<td>A</td>
<td>2+</td>
<td>2+</td>
<td>2+</td>
<td>3+</td>
<td>4+</td>
<td>5+</td>
<td>6+</td>
</tr>
</tbody>
</table>

Figure 6. This diagram shows how defence values of a target are adjusted for attacks originating from the sides of the target. A firing model must be completely behind a line drawn along the front edge of the target's base or hull to be considered to be shooting from the side. In this example, only Walker C is shooting from completely behind the target's front edge.

**Firing Smoke**

Some elements have the ability to fire smoke rounds in addition to anti-tank and HE ammunition. A platoon must fire the same ammunition, so either the whole platoon fires smoke or none of them do.

When firing smoke choose a target point in range and line of sight of all the firing elements. Place a 2" square smoke template centred on this point and then place additional templates touching edge to edge with the first one placed. The number of additional templates is determined by the number of elements firing:

- 1-2 elements: no additional templates
- 3-4 elements: 1 additional template
- 5-6 elements: 2 additional templates
- 7+ elements: 3 additional templates

All additional templates must also be in range and line of sight of at least one element in the active platoon.

**Effects of Smoke.** Smoke obscures vision and makes targeting harder. Any targeted platoon may claim cover for elements that are obscured by a smoke template. If the line of sight passes through two smoke templates then it is considered blocked and may make the element an ineligible target.
Smoke Dispersal. Smoke is removed in the table at the end of the next Bombardment Phase. Roll a d6 for every smoke template on the table, it is removed on a roll of 1-4.

Overwatch

As a combat action a platoon can be placed on overwatch in order to fire on targets of opportunity later in the turn. When placed on overwatch a platoon may interrupt the activation of an enemy platoon at any point, to shoot at it under the following conditions:

- The enemy active platoon must not have started their activation in sight of the overwatch platoon.
- The Platoon on overwatch may not use indirect fire unless an element in the platoon can draw LOS to the activating platoon.

A platoon on overwatch may only make a single overwatch attack in the current Activation Phase. At the end of the Activation Phase the overwatch ends, regardless of whether an attack was made or not.

Once the firing has been resolved, the activating platoon can continue its activation. If it has been suppressed as a result of the overwatch fire it must obey the Suppression rules for the remainder of its activation.
ASSAULT

If the active platoon is given an Assault order as its combat action it is intending to close with and destroy its target. The main purpose of an assault to close to such a range that the attacker can negate cover and terrain to ensure maximum damage is inflicted. When carrying out an Assault it constitutes both the movement and combat action of the activated platoon. The assault mechanics vary slightly dependant on the nature of the platoons involved.

Only Infantry and Mechs with the Assault special rule may assault, AFVs and Mechs without the Assault special rule may make an Overrun action instead. Soft vehicles and guns may not make assault actions.

The assault procedure is as follows:

1. Nominate target platoon. The active platoon’s player nominates a target enemy platoon within the assaulter’s movement range. This range is considered to be the assaulter’s normal movement x 1.5 to represent the extra effort made to reach the objective. An infantry platoon must pass a Command Test to launch an assault against AFVs or Mechs.

2. Defensive Reaction. If the target platoon in unsuppressed and has not yet activated, it is allowed a defensive reaction. This can to be either fire at the attackers (provided it has weapons in the fire arc the attackers approach from) or retire a normal move directly away from them. Carry out shooting or movement as per the normal rules and remove a chit or token of the defending player’s colour/type from the Command Deck. The reacting platoon is considered to have activated for the current turn.

3. Assaulter’s Move. Assuming the assaulters haven’t been wiped out or Suppressed, they then move into contact. Start with the closest assaulting element and move it towards the closest enemy element by the shortest route. Continue with the other elements seeking to get as many into base contact with enemy elements as possible. Those that can’t should move up behind their comrades to be as close as possible to the enemy. Once the assaulters have moved, remove any suppression effects on the defenders.

4a. Infantry v Infantry, Guns and Soft vehicles.

When infantry assault these target types they close to point blank range and use a combination of grenades, weight of fire and if necessary, hand to hand combat, to destroy the target. An assault is not a chaotic charge into hand to hand combat, a situation most soldiers would seek to avoid, but a controlled, aggressive and decisive military action.

Assaulters Attack. Roll a shooting attack from every assaulting element in base contact and any that are within 1” of an element in contact with an enemy element. Due to the use of grenades, extra ammo and the occasional right hook, the ferocity of the attack is enhanced and is carried out at +1 dice as indicated in the shooting rules. The attacker requires 4+ to hit. Damage is determined as normal.

Defenders Attack. As above, the surviving defenders then make their attacks, requiring a 4+ to hit. Remember, defenders do not receive an extra dice to their firepower.

4b. Infantry v AFVs and Mechs.

When it comes to assaulting armour, your average infantry man is just not equipped to dish out the hurt. A bayonet and a hand grenade aren’t going to dent a heavy or even medium tank. That said, there is always a chance you can get a grenade through a hatch or blow a track off or similar and infantry have the option of launching assaults against armoured targets. The resolution of these assaults is slightly different.

Assaulters Attack. Each infantry element only generates one attack regardless of its firepower rating. Every assaulting element in base contact and any that are within 1” of an element in contact with an enemy element generates one automatic hit. An assaulting player can also choose to gang up his elements against armoured targets, each eligible element that does not attack can add +1 DR to a single attacking element within 1” of it. Infantry cannot achieve higher than Medium damage rating by this method.

Defenders Attack. The target vehicles and mechs can respond with a normal shooting action but with secondary weapons only, no main weapons at this range! Mechs with the Assault special ability may alternatively respond using the rules in paragraph 4c below.

4c. Mechs v Infantry.

Mechs with the Assault special rule are primarily designed to damage other vehicles but can inflict some hurt on infantry if they can hit them. An assaulting mech is using its limbs to scatter and kill the infantry but may have some additional firepower to bring to bear.

Assaulters Attack. Each Mech element within 1” of a target element rolls a d3 to determine how many attacks it makes. Each attack needs a 4+ to hit and causes a damaging hit on a 2+. If the mech has the Fist special rule it adds +1 to its number of attacks for each Fist. Alternatively the Mech can make a normal shooting attack with its secondary weapons instead.
Defenders Attack. Each surviving infantry element only generates one attack regardless of its firepower rating. Every assaulting element in base contact and any that are within 1” of an element in contact with an enemy element generates one automatic hit. A player can also choose to gang up his elements against armoured targets, each eligible element that does not attack can add +1 DR to a single attacking element within 1” of it. Infantry cannot achieve higher than Medium damage rating by this method.

4d. Mechs v AFVs, Guns, Soft Vehicles and Mechs.

Certain Mech designs include the capability to damage other vehicles at close range with claws, hammers and even fists. Resolve assaults between Mechs and other armour as follows.

Assaulters Attack. Each Mech element within 1” of a target can make a special attack due to its Assault special skill. The attack options are:

Smash: Each Mech element within 1” of a target element rolls a d3 to determine how many attacks it makes. If the mech has the Fist special rule it adds +1 to its number of attacks for each Fist. A 4+ is required to hit the target and the DR of the attack is equal to the value of the Assault skill.

Throw: Only mechs with the Fist special rule can make throw attacks, they can throw any AFV or mech smaller than they are a d3 “ in any direction. The target suffers a number of hits equal to the distance thrown and is damaged on a 4+. If the thrown vehicles hits another element it stops and the struck element takes a damaging hit on a roll of 4+.

Bash: Using just its bulk and speed the Mech effectively rams the target, Roll a 4+ to hit on 1d6 to hit and use the following DRs:

<table>
<thead>
<tr>
<th>Mech Size</th>
<th>DR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Small Mech</td>
<td>L</td>
</tr>
<tr>
<td>Small Mech</td>
<td>M</td>
</tr>
<tr>
<td>Medium Mech</td>
<td>H</td>
</tr>
<tr>
<td>Large Mech</td>
<td>VH</td>
</tr>
<tr>
<td>Very Large Mech</td>
<td>SH</td>
</tr>
<tr>
<td>Huge Mech</td>
<td>SH</td>
</tr>
</tbody>
</table>

Platoons with any targets that are hit are automatically Suppressed if they survived.

Defenders Attack. If unsuppressed the target vehicles and mechs can respond with a normal shooting action from secondary weapons only. If the target Mechs also have the Assault and/or Fist special ability they can alternatively make a single special attack as detailed above. Elements that are thrown may not attack back, they are too shaken to react.

5. Assault Resolution. After the rush of adrenalin and frantic activity of the assault, both sides must take a Command Test to determine their combat effectiveness and ability to continue the fight. Failure results in Suppression. Remember AFVs and Mechs get a re-roll. The side that took most casualties must also retire 4” away from the other platoon, if this would take it closer to the enemy, the platoon retires towards its own table base edge instead. If unable to retire due to enemy proximity, impassable terrain or other circumstances, the retiring platoon is destroyed. If both sides suffer the same number of casualties, then the attacker withdraws.
Assault Example

In this example we will run through an assault between an assaulting platoon of US Coyote light mechs and a German Heavy Infantry platoon. The mechs are activated and declare an assault. The Germans have already activated and must receive the assault as they cannot retire or defensive fire.

Figure 7. The mechs move into contact, closest first (Mech 1) and then in any order (Mechs, 2, 3 and 4) until all that can reach unengaged enemy have done so and the remainder move as far forward as they’re able. The aim of this movement is to place as many elements in contact (or assault range) with the enemy as possible.

Figure 8. The mechs generate their attack dice, a d3 for mech with a +1 for each Fist. The mech at the top of Figure 8 is outside of 1” from the enemy so cannot attack. The mech platoon therefore generates 9 attack dice in this example.

Figure 9. The assaulting mechs roll their 9 dice and score 4 hits, as all the elements in the target platoon are the same there is no need to allocate hits, so the 4 hits are rolled again and 3 damaging hits result. This is enough to kill one infantry element, with the remaining damaging hit being ignored.
Figure 10. The defending infantry now get to attack back, and as infantry v AFVs or Mechs, have the option of ganging up to increase their damage potential. In this example, all 5 elements are eligible to attack so could generate 5 attacks at DR (S), or any of the other combinations shown above. The defending player chooses to combine 2 elements to make a DR (B) attack, and 3 elements to make a DR (VL) attack.

Figure 11. The defenders roll their damage as they are automatic hits. A good roll results in two damaging hits that consequently destroy a Coyote mech.

Figure 12. After the assault, both sides must take a Command Test to determine if they remain combat effective. The US Mech platoon passes, using its re-roll (as it's a mech). The Infantry platoon fails its test and becomes suppressed. As both sides suffered a single casualty the assault is drawn which forces the attacker to recoil 4".
AFV Overruns

AFVs and Mechs without the Assault special rule may not make assaults but can carry out Overrun attacks instead. The Overrunning platoon moves through an enemy position with all guns blazing before coming to a halt past the enemy position. This is most effective if following forces can then target the bewildered (and hopefully suppressed) defenders.

The Overrun procedure is as follows:

1. Nominate the target Infantry or Gun platoon. You cannot overrun AFVs, soft vehicles or Mechs. The active platoon's player nominates a target enemy platoon within the Overrunning platoon’s movement range. This range is considered to be the platoon’s normal movement x 1.5 to represent the speed and ferocity of the manoeuvre.

2. Defensive Reaction. If the target platoon is unsuppressed and has not yet activated, it is allowed a defensive reaction. This can be either fire at the attackers (provided it has weapons in the fire arc the attackers approach from) or retire a normal move directly away from them. Carry out shooting or movement as per the normal rules and remove a chit or token of the corresponding colour/type from the Command Deck. All fire from the defending platoon is resolved before the overrun moves. Weapons with a shorter range than the overrun start position can be fired and are assumed to be fired as the assaulters approach. Once the defensive fire is resolved, the platoon is considered to have been activated this turn.

3. Overrun Movement. Assuming the overrunning platoon hasn’t been wiped out or suppressed, they then move the maximum distance (1.5x normal move) through the target platoon. Start with the closest overrunning element and move it towards and through the closest enemy element. Continue with the other overrunning elements ensuring they stay in unit coherency and move through an enemy element. If the overrunning platoon does not have enough movement to clear an enemy element, move the enemy element the minimum distance needed to make space for the attacker. Remember terrain affects movement normally.

4. Attackers fire. The overrunning platoon conducts a normal shooting action on the target platoon as it moves through their positions. Unlike assaults, main weapons can be used as they are assumed to be used in the approach.

5. Defenders fire. If the defenders are unsuppressed they may return fire with a normal shooting action but needing a 4+ to hit. The attackers defence value is based on their final positions so may expose their flank or rear armour (halving defence for AFVs), but may also be outside of the defender’s arcs of fire.

6. Overrun Resolution. The target platoon must take a Command Tests once it’s been overrun. The overrunning platoon must test if it suffers casualties as normal. The AFVs or Mechs have launched themselves into and through the infantry or gun positions and must now rely on follow-on forces to prevent the defenders from taking advantage of their potentially exposed position.
Artillery

Artillery is provided to company commanders to support their operations. It may be heavy mortars from Battalion HQ, or Brigade commanded artillery batteries. At critical parts of the battlefield it may even be the heaviest guns of the Divisional Artillery Brigade. Regardless of the origin of the artillery, it has one thing in common – it is fired from well behind the front line using fire control planners and staff teams, but is co-ordinated by observers and controllers on the battlefield.

Note. This does not mean that you will not see artillery on the tabletop, they may be there as part of a scenario or for a variety of other reasons. However, the close battle nature of the tabletop encounter means that artillery on the table will fire over open sights as direct fire or direct support weapons. It’s always handy to drop a 105mm shell on a pesky machine gun nest that’s bothering you!

It is also assumed that the artillery on call to a Company commander is provided to support his quick battle orders, this is not the time for intense pre-programmed barrages prior to set-piece battles. These barrages represent quick, close support fires that aim to free the company commander up to manoeuvre and defeat the enemy. As such, these rules aim to represent artillery batteries delivering a short sharp shock to the target area and then be responsive to further tasking.

Calling in a Barrage.

In order to use a barrage, an element with the Observer or Commander special rule must make a Call Fire Support action the turn before the barrage arrives. The element must pass a Command Test to call in the barrage, failure means the orders are not carried out and the barrage is not used up.

Resolving the Barrage.

In the Barrage phase of the turn, all the barrages successfully called in the previous turn arrive. Barrages are resolved in player order starting with Player A of the current game turn. If a player has multiple barrages arriving he resolves all of them before the next player resolves his.

Determining Point of Impact (POI).

The element that called in the barrage must nominate a point of impact for the barrage to centre upon. The active player marks the chosen spot on the table and rolls a dice comparing the result to the POI table. Elite elements may alter the dice roll by either +1 or -1, player’s choice. Raw elements must re-roll the dice if the first roll is a 6.

To resolve a barrage, take the 5” diameter template and place it over the POI marker.

Every element within the template is a potential target. Roll 1d6 for every gun or tube in the firing battery for each target element, a hit is scored on a 6. For example a barrage of 4 mortars would roll 4d6 against each target in the template needing 6s to hit.

Each hit’s damage is resolved as normal shooting to determine if it damages the target element. As such, hits against similar elements can be grouped before determining damage.

As the attacks target weaker top and side armour, half the defence value of any AFV, soft and mech elements. Vehicles with the open-topped special rule subtract an additional one from their defence value after halving. The DR of the artillery is detailed in the army lists.

Suppression.

Any platoon hit by artillery must take a Command Test or be suppressed.

<table>
<thead>
<tr>
<th>D6 Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Move the POI d6” towards the left table edge (from the active player’s point of view)</td>
</tr>
<tr>
<td>2</td>
<td>Move the POI d6” towards the right table edge (from the active player’s point of view)</td>
</tr>
<tr>
<td>3</td>
<td>Move the POI d6” towards the far table edge (from the active player’s point of view)</td>
</tr>
<tr>
<td>4</td>
<td>Move the POI d6” towards the near table edge (from the active player’s point of view)</td>
</tr>
<tr>
<td>5-6</td>
<td>On target, don’t move the POI marker.</td>
</tr>
</tbody>
</table>
Certain specialist troops are trained to carry out battlefield engineering tasks to support the frontline troops. Elements with the Engineer special rule may carry out Engineering Actions as their combat action. Vehicles with the Engineer special rule may count as an engineer element as their crews are all trained engineers themselves. In the time scale covered by a typical game of Konflikt 47, it is not realistic to build and demolish tank traps and dragons teeth or similar. For the scope of this game, engineering is focussed on quick and easy effects such as wire, mines and demolitions.

Digging In
All infantry and gun elements are trained to make use of the ground for protection and have the tools and skills to dig hasty defensive positions.

A platoon can make a Dig In action when it is activated and is considered to have built themselves a number of trenches and foxholes to fight from. When dug in, Infantry gain the Tough Special ability when shot at but do not gain the bonus when being assaulted by other infantry.

Combat Engineering
In general, every 2 elements of an active Engineer platoon can produce either a 2"x2" area of fortification, or can remove the same sized area of enemy fortifications. This rule can vary as detailed in the following paragraphs. A number of 2"x2" templates should be available to represent engineering effects.

When placing or removing a fortification template, one engineer element must be in base to base contact with the template. Supporting elements must be within unit coherency to assist.

Note: Only Engineer platoons can perform the majority of these actions as they require substantial tools and stores held by dedicated engineer units. However, any elements with the Pioneer special ability (often mechs) can remove Barbed Wire and remove/build Improvised Obstacles.

Barbed Wire
Barbed wire is a cheap and easy obstruction that can hamper infantry movement but has little to no effect on vehicles. Two infantry elements can place or remove a 2"x2" area of wire in an Engineering action. Areas of barbed wire make the terrain one level harder to cross for infantry elements. So for example, barbed wire placed in an area of urban rubble would make that area very difficult terrain for infantry, but placed in the open would be considered only difficult.

Heavy artillery can sometimes destroy the effectiveness of barbed wire, although it is by no means an efficient way of dealing with the stuff. A barbed wire template that falls under an artillery template is removed on a roll of 5 or 6 on a d6.

Anti-Tank (AT) Mines
AT mines can be deployed and removed in the same manner as barbed wire above, taking two engineer infantry elements to tackle a 2"x2" area. Any AFV, Soft, Mech or Gun element contacting an AT mine template during its move must take a d6 hits at Damage Rating M. This damage is resolved against the side armour of the target.

AT Mines can also be removed by artillery and engineer vehicles. A vehicle equipped with anti-mine ploughs, flails or rollers that crosses an AT mine template, removes that template. Likewise, an AT mine template that falls under an artillery template is removed on a 4+ on a d6.

Anti-Personnel (AP) Mines
AP mines can be deployed and removed in the same manner as barbed wire above, taking two engineer infantry elements to tackle a 2"x2" area. Any element contacting an AP mine template during its move must take a d6 hits at Damage Rating S.

AP Mines can also be removed by artillery and engineer vehicles. A vehicle equipped with anti-mine ploughs, flails or rollers that crosses an AP mine template, removes that template. Likewise, an AP mine template that falls under an artillery template is removed on a 4+ on a d6.

Anti-Tank Trench
It is not feasible to properly construct an anti-tank ditch in the time scale of the battle but if present as part of the scenario rules, then engineers can certainly attempt to fill them. This is normally carried out by use of fascines, bundles of steel tubes that fill the gap and allow vehicles to cross the trench.

The hard way to deploy fascines is from engineer stores by hand, it takes 4 engineer infantry elements to fill a trench as an engineering action. Alternatively, a single engineering vehicle may remove a trench template using its carried fascine. Note vehicles only carried one such fascine and once used it may not remove another trench during the battle.

Anti-Tank trenches are impassable to all but infantry and mechs.
**Dragon’s Teeth**

Heavy constructions of crenelated concrete are impassable to all but infantry and mechs. Engineer infantry can use demolitions to remove each 2”x2” area template at the normal ratio of two elements to remove one Dragon’s Teeth area template.

**Improvised Obstacles**

Hasty field works can be created by engineers in a very short while. Two elements of engineers can create a 2”x2” obstacle template; this may be felled trees, cratered roads, shifted boulders or any other combination that they can think of. An obstacle template, unsurprisingly, counts as an improvised obstacle on the terrain chart in the movement rules. Any element that contacts the obstacle template must treat it as the appropriate type movement restriction.

Improvised obstacles can be removed by two engineer elements in the normal way. Engineer vehicles with cranes and ploughs can remove an obstacle template individually.
SPECIAL RULES

AP/Armour Piercing(n).
Elements with this special ability can penetrate armour easier due to advanced ammunition, razor sharp claws or super strength. The number (n) in brackets indicates the score needed on a damage roll to inflict a damaging hit, regardless of respective DR and Defence. So a weapon with AP(5) will inflict a damaging hit on a 5+ damage roll.

Armoured.
An element with this trait gains the Tough special ability when suffering a damaging hit from its front arc.

Assault(x).
Mechs with this special rule are equipped or expected to close with the enemy and destroy them at point blank range. The letter (x) is the DR of any close combat attacks. They will often be equipped with specialised weaponry to accomplish this. Mechs with this rule may make Assault combat actions.

Automaton.
Lacking a mind of its own, an element with this ability may only take one action per activation, either a movement or combat action. It may not Assault (or Overrun), Dig In or Double Time!

Cavalry.
Elements with the Cavalry rule move at twice the speed of ordinary infantry until they dismount. When dismounted they become normal infantry and lose the Cavalry special rule. Elements cannot shoot whilst mounted but can Assault (assume weapon ranges are 4").

Commander.
This is the skill possessed by the Company Commander and the 2ic. It is required to be considered as the Company Commander throughout the rules. It also grants the Observer special ability.

Controller.
An element with the Controller ability is always an element within a platoon containing elements with the Automaton ability. Whilst in unit coherency, elements can ignore the Automaton ability whilst the Controller is in play.

Determined.
Elements with the Determined special ability never take a backward step when on combat, they are immune to suppression.

Engineer (Engr).
Elements require this special rule in order to carry out any engineering actions during their activation.

Fast.
Fast elements make an additional movement action at half their normal speed at the end of their activation. They may not make this move if they carried out an Assault action.

Fearless.
Elements that are Fearless do not suffer the effects caused by the Horror special ability.

Fist.
Mechs with the Fist special rule have workable digits and can make Throw special attacks and also count as having the Engineer special Rule.

Flamer.
Weapons with the Flamer special ability create intense heat and flame to destroy the target. Flamers ignore soft cover and negate the Tough special ability of the target.

Horror.
Elements that have the Horror special rule have a dramatic effect on nearby infantry. Infantry assaulting or being assaulted by elements that cause Horror must take a Command check. Failure causes the assault to fail or the assaulted troops to flee a normal move away from the Horror causing troops.

Indirect Fire.
This rule means the element can fire without LOS to the target but will likely require another element to direct their fire.

Jump.
Elements with a Jump capability have the jump packs or special engines that allow rapid movement across the battlefield. Elements with the Jump special ability use the Jump Troop movement rules.

Observer.
An element with the Observer ability is able to call in artillery and guide indirect fire onto the enemy. It allows an element to make an Observe action to target indirect fire onto a visible enemy platoon.
Open-topped. Open-topped vehicles are more vulnerable to artillery, assault and when moving through buildings. Open-topped vehicles suffer a -1 Defence when under artillery fire. Must half their defence during assaults (not during defensive fire) and may suffer more damage when attempting to move through buildings.

Pioneer
Pioneers are capable of limited engineering activity as detailed in the Engineering rules.

Protected.
This special ability is possessed by AFV elements designed to withstand damage from any direction, or built with evenly placed armour. AFVs with the Protected rule only suffer a -1 penalty to their Defense when shot at from the flank or rear.

Recce.
Elements with the Recce special ability specialise in scouting and screening for their Company. As such, any element with the Recce ability can make a single move action at the end of the Command Phase of the first game turn. Players should alternate starting with Player A.

Shurzen.
The Germans made extensive use of side mounted armoured screens to provide protection from handheld anti-tank weapons. Elements with the Shurzen special ability gain the Tough special ability when fired at by infantry elements using Medium or higher Damage Ratings.

Slow.
Slow elements reduce their base movement by 25% before making any modifications for terrain or other conditions.

Stabilised.
The elements main weapon does not suffer penalties when shooting on the move.

Tough.
Any element with the Tough special ability can withstand considerable damage before being knocked out of action. Having the Tough ability gives the element a saving throw of 5+ on a d6 to avoid suffering the effects of each damaging hit.

Transport(n).
A vehicle with this special rule can carry infantry fire teams. It can carry a number of infantry elements equal to the value (n).
MISSION OBJECTIVES

In many scenarios the players will be required to either capture or defend some form of objective. The use of objectives is essential to ensure that both players have opportunities to win the game without the game's outcome being determined by the biggest guns (although they're going to help of course).

Modelling Objectives

Objectives should be based on a clearly defined base that makes the objective's position on the tabletop clear and concise. A 2"x2" base is ideal, but any size can be used as long as both players are using the same size. Objectives should fit the scenery and terrain in use, some good examples may be an HQ bunker, a stranded or wrecked command vehicle, a logistics base or similar.

Capturing, Contesting and Controlling Objectives

To capture or control an objective a player must have an AFV, Mech or Infantry element within 2" of it, and the element must be within unit cohesion. If both players have an eligible element within 2" of an objective it is contested and neither player can claim possession or control. A platoon that takes a Double Time! action cannot capture or control an objective in that same turn.

Placing Objectives

Objectives will be placed in accordance with the scenario description but must not be placed in impassable terrain.

DEPLOYMENT

Players will deploy their forces in accordance with any special rules outlined in the Scenario description. However, any special rules will be a variation of the core system which is as follows.

For each platoon in their force, a player places a chit in a pot or bag in the same way as when generating the Command Deck. Do not place anything in the Deck for the Company Commander or 2IC. The chits are then drawn one at a time, a player places a platoon when his chit or marker is drawn. This will produce a random deployment order until all platoons are placed on the table.

Platoons that start the scenario in Reserve do not generate chits for this process. The scenario description will also indicate the deployment area that a platoon may be deployed in.

After all platoons are placed, each player rolls a d6 and the highest rolling player places his Company Commander and 2IC elements. The next highest rolling player then places his and so on until all command elements are placed.

Unless forbidden in the scenario rules, troops with transport vehicles in their platoon may deploy inside their vehicles.

Deployment Area

Each specific scenario will detail the deployment area for each combatant. If not specified it is the area from a player’s table edge to a line 10" forward onto the table.

RESERVES

Some scenario descriptions will dictate whether or not either player will start the game with any the Company’s platoons in reserve. The scenario rules will specify exactly how many platoons of either side will be in reserve.

Availability of Reserves.

At the start of the Command Phase of Turn 2 and each Turn thereafter, before generating the Command Deck, roll a number of d6 equal to the number of platoons still held in reserve. For each roll that is equal or higher than the target indicated in the table below, a platoon is available from the Reserve. Place a chit for each available platoon into the Command Deck.

<table>
<thead>
<tr>
<th>Reserves</th>
<th>Turn</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2</td>
<td>6+</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>5+</td>
</tr>
<tr>
<td></td>
<td>4+</td>
<td>4+</td>
</tr>
</tbody>
</table>

During the Activation Phase, at any time a player may activate platoon, he may choose to bring on a reserve platoon instead. The arriving platoon is brought on the player’s table edge unless the scenario states otherwise, and the platoon may take a normal activation (except it may be given an assault order).

ENDING THE BATTLE

A game will come to an end once one side retires as a result of failed Company Command Test. The other player is therefore the victor. If both players fail Company Command Tests in the same Command Phase the game is draw.

The Scenario Rules for each scenario may detail additional victory or defeat conditions, these take precedence over the Company Command Test unless otherwise stated in the Scenario description.
### Command Abilities

<table>
<thead>
<tr>
<th>German</th>
<th>American</th>
<th>Soviet</th>
<th>British</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Command (1-2)</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>May re-roll one failed Company Command Test during the game.</td>
<td>Can ignore requirement to take one Morale Test due to shooting or assault during the game.</td>
<td>Can ignore requirement to take one Command Test due to shooting or assault during the game.</td>
</tr>
<tr>
<td>2</td>
<td>Once per game, place an extra command token in the pot during the Command phase. This extra token can be used by any platoon.</td>
<td>The command element can influence Command Tests out to 8” radius.</td>
<td>A company led by this commander ignores the first platoon destroyed when calculating the Company Command Test.</td>
</tr>
<tr>
<td>3</td>
<td>The command element can influence Command Tests out to 8” radius.</td>
<td>Once during the game, remove Suppression from any platoon in your force. This is done in the Command Phase.</td>
<td>Once per game, place an extra command token in the pot during the Command phase. This extra token can be used by any platoon.</td>
</tr>
</tbody>
</table>

**Manoeuvre (3-4)**

| | | Pathfinders. One platoon may treat a specified terrain as one category easier once per battle. | Pathfinders. One platoon may treat a specified terrain as one category easier once per battle. | Tally Ho! A single platoon may move at an extra 50% speed for an activation once per battle. |
| 4 | Pathfinders. One platoon may treat a specified terrain as one category easier once per battle. | Once per battle a platoon can carry out a double time action and still perform a shooting combat action. | Once per battle a platoon can carry out a double time action and still perform a shooting combat action. | |
| 5 | Stormtroopers. Once per battle a single platoon can move, carry out a fire action and then make an additional move action. | Retire. Once per game, a single platoon may make a move action before the Activation phase begins. This move must be away from the enemy. | No backward step. On one turn of the battle, all platoons in the company can ignore suppression restrictions on movement. | Retire. Once per game, a single platoon may make a move action before the Activation phase begins. This move must be away from the enemy. |
| 6 | Once per battle a platoon can carry out a double time action and still perform a shooting combat action. | Pathfinders. One platoon may treat a specified terrain as one category easier once per battle. | Once per battle a platoon can carry out a double time action and still perform a shooting combat action. | Once per battle a platoon can carry out a double time action and still perform a shooting combat action. |

**Combat (5-6)**

| | | Open Fire! Once per game a platoon may re-roll its to-hit dice, the result of the re-roll must be taken. | Queen of battles. Once per game the player may call in a free Bombardment from a 6 gun, 120mm artillery battery. | Take Cover! Once per game a platoon may re-roll its to-hit dice, the result of the re-roll must be taken. |
| 7 | Take Cover! Once per game a platoon may re-roll its defence dice, the result of the re-roll must be taken. | Open Fire! Once per game a platoon may re-roll its to-hit dice, the result of the re-roll must be taken. | Open Fire! Once per game a platoon may re-roll its to-hit dice, the result of the re-roll must be taken. | Take Cover! Once per game a platoon may re-roll its to-hit dice, the result of the re-roll must be taken. |
| 8 | Open Fire! Once per game a platoon may re-roll its to-hit dice, the result of the re-roll must be taken. | Take Cover! Once per game a platoon may re-roll its to-hit dice, the result of the re-roll must be taken. | Open Fire! Once per game a platoon may re-roll its to-hit dice, the result of the re-roll must be taken. | Once per game a platoon may ignore suppression during an enemy assault, including the post-assault test. |
| 9 | Tactical Agility. Once per game a platoon may make a withdraw option from an assault even if it has already activated this turn. | Incoming. Once per game the player may call in a free Bombardment from a 4 gun, 155mm artillery battery. | Take Cover! Once per game a platoon may re-roll its defence dice, the result of the re-roll must be taken. | Medical Miracle. Once per game a platoon may use the Tough(5) special ability for a complete game turn. |

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27