

# Great Battles

## of World War II

Chart v.3

### 1. Weather

C	D	O	F
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Roll at beginning of day: clear, drizzle, overcast & fog.

### Turn Record

1	2	3	4	5	6	7	8	9	10
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### Day Record

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

## Dawn Sequence

1. Players note which artillery templates will be Pre-planned (write on hidden map with turn # of each), Registered (write on hidden map but no turn #) & On-call (keep in lid).
2. Roll for weather (see scenario)
3. Attacker deploys units from reserve (Chart 1)
4. Defender deploys units from reserve (Chart 1)
5. Scenario's 1st player chooses to pass or proceed to Day Turn

1. If 1st player passes, 2nd chooses to pass or proceed. If passing continues thru all 10 turns, proceed to night phase.
6. Once a side chooses to proceed, he activates units (see chart 2) & then the other side activates his.

7. When proceeding the sighting distances are for: Player

Turn	1st	2nd
1	3"	3"
2	6"	6"
3 if odd rolled	6"	12"
3 if even "	12"	12"

## 2. Deployment Chart

Range nearest enemy, if no friendly intervening:

	3"	6"	9"	12"	Over 12"
Dawn Phase	1d/1s/-3"	2s	1s	-	-
During Day	1d/1s/-3"	3s	2s	1s	-

[10.0] 1d=1 stand destroyed, 1s=1 stand suppressed (etc.), -3"=retreat 3", -=no effect. Battalions in reserve may deploy within 12" of FUP (that has a clear road to friendly board edge with enemy no closer than 1" at any point). If FUP has no clear road, may deploy within 12" of road on friendly board edge. If placed within 12" of enemy (even if previously hidden), will take casualties indicated. No action cost if deployed at dawn. If deployed later than dawn, 1st action taken when rolled & received.

## 3. Activation Cost

Choose only 1 column:	1	1	2	3
	Battalion	Battlegroup	Battlegroups	Battlegroups
Activated at Start of Day	1 AP	2 AP	6 AP	10 AP
Activated During Day	2 AP	4 AP	12 AP	20 AP

[9.0] When over 12" from enemy, all units may move freely even if Inactive or Gone to Ground. Activation allows advance within 12" of enemy & lasts all day unless goes to ground or if player deactivates for defensive benefit; unless gone to ground, may reactivate by spending more points). Battlegroup is Brigade for Commonwealth & Regiment for others (Commonwealth regiments are equivalent to Battalions); must be one of the four choices and not a combination. *Activation Points* are scenario-specific and are different than *Action Points*. *Action Points* are awarded & used each turn (lost if unused).

## 4. Barrage Delay

is affected by quality of artillery:

	Raw	Inferior	Average	Exper.	Veteran
Immediate	01-20	01-30	01-40	01-50	01-60
1 turn	21-60	31-65	41-70	51-75	61-80
2 turns	61-84	66-86	71-88	76-90	81-92
3 turns	85-00	87-00	89-00	91-00	93-00

[11.1.5] Roll for arrival time. **HQ with sighting Bn, +10%**. Pre-registered per chart, **On-Call -30%**. Pre-Planned as scheduled & can't be cancelled.

Chart pg. 1

## 5. Barrage Roll

D10 to suppress each stand except HQ/Hvy Wpns:

Activated & in Open	1-8
Non-Act./Soft Cover	1-6
In Hard Cover	1-4
Bunker	1-2

[11.3] No drift: when barrage arrives it hits exactly point desired. All under template (including friendly) are suppressed if score rolled: barrage cannot destroy target. **Stands under template may not fire** but may move, rally as usual. If stand moves onto barrage template, it must immediately roll for suppression above.

## 6. Action Point Rolls 2D10 for Action Points each turn: +10% if HQ attached

	Raw	Inferior	Average	Experienced	Veteran
2 Actions	01-10	01-20	01-25	01-30	01-40
1 Action	11-60	21-70	26-75	31-80	41-90
0 Actions	61-100	71-100	76-100	81-100	91-100

[13] Command Action Points must be used up each turn. If action taken in prior turn, must spent as 1st action. All 1st actions must be completed before those with 2nd actions can act.

## 7. Choose Action

Note when Battalion's stands all must do same action vs. last column where some may participate in 1 action (and other stands may perform different actions).

### ALL must:

Change Formation  
Deploy  
Move

But if 1 does following each may do another...

### or SOME may:

Direct Fire  
Dismantle Hvy Wpns and/or Limbering  
Indirect Fire  
Rally (see chart step 9)

## Movement

	Paved Road	Dirt Road	Good Going			Bad Going*		
			Column	Assault	Defensive	Column	Assault	Defensive
Slow AFV	15"	10"	8"	5"	3"	2"	1"	1"
Medium "	21"	14"	10"	7"	4"	5"	3"	1"
Fast "	27"	18"	12"	9"	4"	6"	4"	2"
Halftrack	27"	18"	10"	7"	4"	6"	3"	2"
Wheeled	36"	24"	6"	4"	2"	2"	1"	1"
Horse-drawn	12"	12"	4"	2"	1"	2"	1"	1"
Foot	9"	9"	6"	3"	2"	5.5"	2.5"	1.5"
AT/Gun	-	-	1"	1"	1"	.5"	.5"	.5"

[14.3] Bns with suppressed stands move as if Bad Going. Bns with set-up Hvy Wpns or unlimbered guns move at rate of AT/Gun line.

\*Bad Going Infantry penalty - choose either 1/2" move rate reduction to move through or roll for suppression (1 in 10 chance per stand in Bn.). Vehicles can move at 150% Bad Going rate if willing to roll for suppression.

How to roll: with 4 stands, one of them will be suppressed on a roll of 4 or less.

**... & Op Fire >**

Chart pg. 2

## Infantry Fire...

### To Hit Modifiers [14.4.8]

Target on Road .....	+2
" in column .....	+1
" not activated .....	-2
Firer using Op. Fire .....	-3
" outside front 180° .....	-2
" Infantry with Hvy Wpns..	+2

**Destroy Modifiers:** Raw/Inf. +1  
Exper./Veteran -1, Cover -1

[14.4] Roll 1st score to hit. If hit, roll 2nd to destroy. If not destroyed, target suppressed automatically. **If in range, an unmodified roll of 1 is always a hit.**

Infantry Fire	1"	2"	3"	8"
Range	1"	2"	3"	8"
To Hit	6	4	2	1
To Destroy				
Dismounted	6	4	2	1
Soft	6	6	6	6
Armor	4	-	-	-

[14.6.2] If using Indirect Fire, must roll at 8" range even if closer.

**Hidden firers are automatically spotted.**

SMG Fire	1"	2"	8"
Range	1"	2"	8"
To Hit	6	4	1
To Destroy			
Dismounted	6	4	1
Soft	6	6	6
Armor	4	-	-

<b>...Gun Fire</b> once hit		<b>To Destroy:</b> Dismounted 2 or Soft Vehicle on 6										
Range	1"	2"	3"	4"	5"	6"	7"	8"	9"	10"	11"	12"
<b>Light Gun Fire</b>			Light gun <i>cannot hit infantry</i> & may only suppress Heavy-Superheavy Armor once hit									
↓ To Destroy/To Hit →	8	8	8	8	7	5	4	3	1	1	1	-
Lt. Armor	4	4	3	3	2	2	1	1	-	-	-	-
Mdm. "	1	1	1	-	-	-	-	-	-	-	-	-
<b>Medium Gun Fire</b>			Medium gun can only suppress Superheavy Armor once hit									
↓ To Destroy/To Hit →	8	8	8	8	7	7	6	5	4	3	2	2
Light Armor	6	6	6	6	5	5	5	4	4	4	3	3
Medium "	3	3	3	3	3	2	2	1	1	-	-	-
Heavy "	1	1	1	-	-	-	-	-	-	-	-	-
<b>Heavy Gun Fire</b>												
↓ To Destroy/To Hit →	8	8	8	8	7	7	6	5	4	3	2	2
Light Armor	6	6	6	6	6	6	5	5	5	5	4	4
Medium "	6	6	6	6	5	5	5	5	4	4	4	3
Heavy "	4	4	3	3	2	2	2	1	1	1	-	-
Superheavy "	1	1	-	-	-	-	-	-	-	-	-	-
<b>Superheavy Gun Fire</b>												
↓ To Destroy/To Hit →	8	8	8	8	8	8	8	7	6	5	4	3
Light Armor	6	6	6	6	6	6	6	6	6	5	5	5
Medium "	6	6	6	6	6	6	6	5	5	5	5	5
Heavy "	6	6	6	6	6	5	5	5	5	5	4	4
Superheavy "	6	6	5	4	3	3	2	2	1	1	-	-

## 8. Opportunity Fire

Enemy may fire at any point during phasing player's move **if moved ≥1" in their sight**

even before carriers unloaded.

Once fired, place an "action taken" marker to indicate that in his turn, enemy unit must spend 1st action he receives on this opportunity fire.

Chart pg. 3

## 9. Close Combat...

unattached AT auto-eliminated; each rolls D10 & compare with modifiers. **Lower score:** retreat 3" & roll rally # (see #9) or less for each stand & if fail is suppressed ...**if already suppressed, eliminated.** **Higher score:** advance 1" (no rally # roll/morale check even if received casualties).

### Inf vs. Inf or Inf.

### Modifiers

### Armor vs. Inf

### Modifiers

### with Armor vs. Inf

Higher morale . . . *per level* +1

Each extra un-sup inf . . . . . +1

Submachinegun Bn. . . . . +2

Has Armor attached. . . . . +1

Def. has Hvy Wpns attchd. . +2

Def 2+ stands in soft cover . -2

" in hard cover. . -3

" in bunker. . . . . -4

Higher morale . . . *per level* +1

Each un-suppressed inf. . . . . +1

Infantry in open. . . . . -4

2+ inf in soft cover . . . . . +2

2+ inf in hard cover . . . . . +3

Inf with AT gun attached. . . +2

Light armored vehicle . . . . . -1

Superheavy arm. vehicle . . +1

[14.8.2] If scores same, close combat continues til next player turn (none may fire out from or into). All losing stands in Bn. including support roll Rally # or less or are suppressed. **This is only case where 2nd suppression = elimination.** Retreating AT/Hvy automatically limber/disassemble weapons. Units can only initiate Close Combat depending on type(s) involved:  
 ■ **Armor** alone may only contact dismantled inf. not in bunkers (may never contact enemy vehicles).  
 ■ **Infantry** (with or without veh.) may only contact infantry (ok if enemy in bunkers).

## 9. ...Losers of Close Combat (& Rally/step 6)

	<u>Raw</u>	<u>Inferior</u>	<u>Average</u>	<u>Experienced</u>	<u>Veteran</u>
Roll, or less	6	7	8	9	10
<b>Score Modifiers</b>			Bn has	<u>1 stand</u>	<u>2+ stands</u>
Each stand suppressed . . .	-1	" in soft cover/crest	0	+1	+1
Each stand destroyed . . . . .	-2	" in hard cover	+1	+2	+2
Bn. has HQ attached . . . . .	+1	" in bunker	+2	+3	+3

[14.7] Roll per stand after losing Close Combat to avoid suppression (or elimination if already suppressed) and when Action Point spent in Step 6 to relieve suppression.

## 10. Morale

Count for each Bn that received a suppression (counts for 1 each) or elimination (2 ea.), roll 2D10

score below or less:

= Total Count:

	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>
1	17	83	93	96	98	98	98	99
2	-	17	50	83	85	93	95	96
3	-	04	17	33	72	83	88	91
4	-	-	07	17	28	50	76	83
5	-	-	02	09	17	26	37	67
6	-	-	-	04	10	17	24	33
7	-	-	-	01	05	11	17	23
8	-	-	-	-	02	06	11	17
9	-	-	-	-	01	03	08	12
10	-	-	-	-	-	01	05	09

**Score modifiers:**

1 or more Stand(s):	
in soft cover	+10
on crestline	+10
in hard cover	+20
in bunker	+30
not within 12"	
of C Ops	-10
Drizzle	-10
Fog or Rain	-20
<i>Quality: Veteran</i>	<i>+10</i>
<i>Experienced</i>	<i>+5</i>
<i>Inferior -5 or Raw</i>	<i>-10</i>

[15.0] Failing morale roll: stands retreat 3" and go to ground (inactivated). If cannot retreat, destroy 1 unit instead. Winners of Close Combat do NOT test morale despite casualties.

## Hidden Units Spotted

At the start of a scenario, all units are hidden (off tabletop) until they:

\*even if no enemy in Line of Sight

▪ move\*

▪ fire\*

▪ if stationary/non-firing, spotted 12\*\*\* away unless in cover, 1"

\*\*Turn # Spotting Distance

1	3"
2	6"
3	12" if attacker rolls "even" if odd 6" instead (& 12" for defender's 3rd turn). Turn 4 on, spot at 12".

## Night Phase

1. Move FUP up to C Ops (if road clear of enemy).

2. Flip Suppressed stands.

3. Roll for replacements (at right).

4. Withdraw any units (including just a bn's attachments) from table to reserve, attacker first then defender.

5. Units still on table may change formation.

6. Units in reserve may be attached and detached, attacker first. Commonwealth atmnts must stay with home brigade.

7. Both sides replenish artillery supply.

8. Proceed to Dawn Phase.

**Replacements** are affected by quality of supply, roll die for each destroyed stand:

<u>Situation</u>	<u>Supply:</u>	<u>Poor</u>	<u>Inferior</u>	<u>Average</u>	<u>Superior</u>	<u>Superb</u>
<b>Isolated</b> (no route to C Ops <i>or 36+)</i> )		0/-1	0/-1	0/-1	0/-1	0-1
<b>Separated</b> (>12-35" to C Ops)		0	0	1	1	2
<b>OK</b> (≤12" C Ops)		1	2	2	3	3
<b>In Reserve</b> (off table)		3	5	6	7	9

[16.2.3] Scenario advises supply quality. At nightfall, roll for each destroyed stand based on battalion's situation & if roll # indicated or less and are returned to within 12" of FUP. Separated is over 12" of C Ops. Isolated cannot trace any line of communications without coming within 2" of enemy stands; no roll & have an additional stand destroyed. Attached units may not be replaced. *Bruce McFarlane's clarification: If all Bn's stands destroyed, go into automatic reserve & thus available to roll for replacements at reserve rate after full day's wait. Since the replacements have been "rushed" into their companies, they are one morale grade lower than originally.*

Chart pg. 4

# Unit Type Capabilities

**Infantry .5x1.5"** To fire, must be in **front rank**\*

Can move into close combat with all but Armor (even if has attached armor). \*May also indirect fire up to 8" over obstacle with integral mortars.

**Armor 1x1.5"** To fire, must be in **front rank**. ■ ■

May be attached to Infantry battalion or 2+ Armor may be formed into own battalion. May not close combat other Armor.

**Anti Tank 1x1"** To fire, must be in **front rank**. ■ ■

Gives a close combat bonus as well as anti-tank support. If unlimbers to fire then limits movement of battalion to 1" maximum until an action is spent to limber the AT Gun.

**Field Gun .75x1"**To fire, must be in **front rank**. ■ ■

Only available in certain scenarios, (not mentioned in rules, only certain scenarios; treated like anti tank guns **with barrage templates**). If unlimbers to fire then limits movement of bn. to 1" max. until an action is spent to limber the Field Gun.

**Hvy Wpns .75x.75"** No fire. **Rear rank** OK for mod. ■

Adds optional +2 **bonus to all infantry stands' fire** in the battalion (heavy weapons set up instantly). Itself, does not fire. If bonus used then limits movement of battalion to 1" maximum until an action is spent to dismantle the heavy weapons. Not affected by barrage.

**HQ 1x.75"** No fire. **Rear rank** OK for die roll modifiers. ■

Provides die roll bonuses to: **action point roll** for battalion it is attached to (increases chance of multiple *actions* battalion's stands can take) & **rally** (removes 1 or more *suppressions* from stands). Usually 1 HQ per battlegroup (brigade for British; regiment for others). Not affected by barrage.

**Trans-port .75x.5"** ●

Not present if unloaded (remove from table). If loaded, whatever vehicles suffers, passengers/guns towed also suffer. Place in front of stand carried/towed while loaded or moving. May unload for free. Remove from table if unloaded and unavailable til nightfall when they may reload. Exception: AT guns may spend an action and remount vehicles.

**C Ops 1x1"** Cannot fire or be by fire at. If overrun, is destroyed. Can only move by road.

(Center of Operations) Represents the Division's commanding general, his staff, and communications officers. Movement limited to "friendly" roads. **Provides morale and replacement die roll bonuses to nearby units.** Cannot be targeted by fire, but can be overrun. Cannot be fired at. If overrun by enemy, it is destroyed. Division's bn's lose 10 Activation Points & will all be considered isolated in upcoming night phase. Moves 12" only on friendly road or along friendly board edge. If destroyed, will return on friendly road at board edge at dawn.

**FUP 2x2"** Cannot fire or move (except during night phase).

(Forming Up Place) **Location from which reserves deploy.** Must be able to trace line of supply to function. Immobile by day, but moves to C Ops' location during Night Phase. Can be represented on the tabletop by a stand "...containing supply boxes, fuel barrels, transport trucks, security gates, supply tents, etc." Units in reserve may deploy within 12" of FUP at the beginning of any turn at a cost of 1 Action

Point. **Does not move until end of day** when it moves forward or back to be reunited with C Ops.

### Attachment Notes:

■ Each infantry battalion may have a maximum each of 1 HQ and 1 Hvy Wpns (marked ■) plus 2 other stands (those marked ■ ■), for a total of 4 attachments maximum.

### Transport Notes:

● Each stand can have its own transport.

## Miscellaneous

### Turn/Day Record

For re-use, laminate the turn & day records then mark with rub-off markers. Slash one way for 1st player's turn and slash the other for the 2nd player.

### Dice Note

Unless otherwise indicated all die rolls are with a single 10 sided die with a roll of "0" equal to 10. Unusual cases are indicated by abbreviations, for example: 2D10=2 10-sided die, 1D4 1 4-sided die etc.

When rolling percentile dice, the green dice is the ones & the other color the teens.

### Hit Clarification

Heavy armored vehicles that cannot be destroyed by a weapon are still automatically suppressed if hit. These units are not invincible and can be at least slowed down by bazookas etc.

## Weapon/Armor Data

Trailed weapons list only Gun Size;  
Armor stats list Gun-Armor-Speed.

### Gun:

S=Superheavy  
H=Heavy  
M=Medium  
L=Light  
I=fire like infantry at personnel &  
soft vehicles only  
0=no fire capability

### Armor:

S=Superheavy  
H=Heavy  
M=Medium  
L=Light  
0=no armor, soft vehicle

### Speed:

S=Slow  
M=Medium  
F=Fast  
H=Halftrack  
W=Wheeled

### Type/Size Class

### Field Guns

Infantry Guns ≤ 75mm	L
" 80-105mm	M
" 122mm +	H

### AT Guns Class

34-44mm (2 pounder)	L
45-59mm (6 pounder)	M
60-80mm (17 pounder)	H
81mm +	S

### Soft Vehicles\* Stats

All	0-0-W
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### Generic AFV\* Stats

Armored Car	L-L-W
Halftrack	I-L-H

\*Unless noted otherwise in order of battle.

## Armor

### Year Stats

### German

#### Tanks

Pz I	35	I-L-M
Pz II	35	L-L-M
Pz 38t	39	L-L-S
Pz IIIE-H	39	L-M-M
Pz IIIF-N	41	M-M-M
Pz IV D-F1	40	M-M-M
Pz IV F2-H	42/43	H-M-M
Pz V Panther	43	H-H-M
Pz VI Tiger I	42	H-H-M
Pz VI Tiger II	44	S-S-S

#### Assault Gun

StG III D/E	41	M-M-M
StG III F-H	42	H-H-M
StPz IV Brmbaer	44	H-H-S
Bison		H-L-M
PzJg I	40	L-L-S
JgPz 38 Hetzer	44	H-H-S
JgPz IV	44	H-H-M
JgPz V	44	S-H-M
Elephant	43	S-S-S
JgPz VI	44	S-S-S

#### Misc.

Ostwind	45	M-L-M
Wirblewind	44	H-L-M
Wespe	43	H-L-S
Hummel	43	S-L-M
Marder II	42	H-L-M
Marder III	42	H-L-S
Nashorn	43	S-L-M

### Italy

#### Tanks

L3	33	I-L-S
M11	39	L-L-S
M13	40	L-L-S
M15	43	L-M-M

### Japan

T97		L-L-F
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## British

Matilda	40	L-H-S
Comet	45	H-M-F
Archer	44	H-L-S
Achilles	44	H-L-M
Lee/Grant	42	M-M-M
Firefly	44	H-M-M
Cromwell	44	M-M-M
Churchill	42	M-H-S
Sexton	43	H-L-M
Tetrarch	39	L-L-F
Valentine II	41	L-M-S
Valentine VIII	42	M-M-S

## U.S.A.

M4 Sherman	42	M-M-M
Sherman 105	44	H-M-M
M4E3E8 Easy 8	45	H-M-M
M10	42	H-M-M
M36	44	H-M-M
M5	42	L-L-F
M24 Chafee	45	M-L-F
M7 Priest	42	H-L-M
M26E1 Pershing	45	H-H-M

## Soviet Union

BT5/7	33/36	L-L-F
T26	31	L-L-M
T70	42	L-M-F
T34	40	M-M-F
T34/85	44	H-M-F
KV-I	40	M-H-S
KV-II	40	H-H-S
KV85	43	H-H-M
JSII	44	H-S-M

#### Assault Gun

SU-76	43	M-M-M
SU-85	43	H-H-F
SU-100	45	H-H-M
SU-122	43	H-H-M
SU-152	43	S-S-M

\*per errata

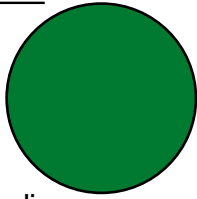
*\*Light Wpns have no effect on infantry targets.*

*Item in blue, italic type is an optional variants to the "stock" GBoWWII rule system.*

# Play Aids

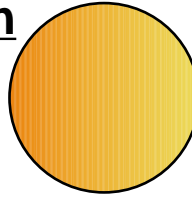
## Suppression

Each stand has a *light green* disk which when turned over to *dark green* side indicates stand is suppressed. Keep until action spent to roll for rally. Suppressed units can't fire & slow the movement of the whole battalion as if bad going. Second & subsequent suppressions are ignored unless 2nd comes from close combat which is converted to elimination.



## Elimination

Add yellow/orange disk if stand eliminated. Keep stand on table until morale phase is over because you must count # of suppressions (count for 1) & eliminations (count for 2) to determine morale.



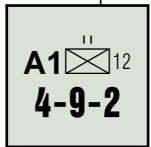
SMG stands



Engineer stands



## Unit Card



Players should note:

- number of stands unit started with for morale determination
  - Quality to determine Rally number (Average etc.) e.g. 8 or less to rally
  - 3rd # is move in inches in defensive formation
  - units that can be attached to Bn's you choose: HQ or Heavy Weapons (& tanks).
- Losing an attached battle-group HQ does not keep the battalion from taking actions.

A1

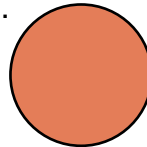
=Battalion #1 of Regiment A.

**Actions** Turn counter to Bn's ↑ letter/# end forward for "1 action" or turn over to side with ID only for "no actions". Keep action counter at left-most or rear stand to delineate unit boundaries. German are tan/Allied dark green. Turn 2-symbol end forward for "2 actions". Flip over once actions completed). ↓

+ +

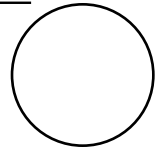
## Set Up Wpns

Unlimbered guns or set up heavy weapons should be marked with a small pink disk to indicate that the battalion can move no more than 1" till unit spends an action limbering or taking down.



## Action Taken

When a stand takes an action "out of turn" via Opportunity Fire or moving out of Reserve, place small white disk on stand. Then when it forgoes its first action in its turn, remove the marker.



## Space between Stands

With normal **Great Battles of WWII** scale (approx. 200 meters/inch) up to 2" between stands prevents infiltration.

In **CD3** micromor scale\* (125m/inch), battalions are allowed up to 3" between stands to prevent infiltration. Oversize ruler is used. Most blast diameters are 2" instead of 1".

## Hidden Map Scale

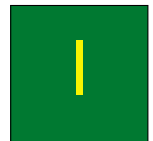
Normal **Great Battles of WWII** scale has each 20 cm hex = 1 mile and is subdivided into 8

"normal inch" small hexes.

**CD3** scale:\* each 20 cm hex (1 km) on table top is subdivided into 5 small hexes each = "giant inch" (special ruler).

## Inactive/Gone to Ground

Keep square "I" on unit until activated (paid pts.) then remove.



G

Then add tan "G" if unit "goes to ground" (cannot be reactivated same day).

So if a unit moves 12" then it can move 12 small hexes.

\*The inches need to be oversize to play on a table designed for CD. In CD 1 cm = 50 meters & GB 1 inch = up to 225 yards (some scenarios less).

# Drop Zone

If airborne troops to land this turn, before Step 5 roll for each stand's:

1. Approach
2. Drift
3. Landing

During Step 6, must move to consolidate bn.

## 6.1 Approach Damage

Each stand rolls:

Drop Height	Drift Factor	Light AA	Medium AA	Heavy AA
High (glider damage)	2X	1 S	1-2 S	1 D/2-3 S
Normal	1X	1-2 S	1 D/2-3 S	1-2 D/3-4 S
Low (glider drift)	1/2X	1 D/2-3 S	1-2 D/3-4 S	1-3 D/4-5 S

[pg 20, AL#1] Each stand 1st rolls to see if it is destroyed (D) or suppressed (S) or if higher than #(s) shown, no effect. Note that Gliders always roll for damage as if high altitude & drift as Low (1/2 roll).

## 6.2 Drift Distance

Each stand rolls 2D10, multiplied by Drift Factor:

	Crete		NW Europe	
	1st	2nd	1st	2nd
1	0"	0"	0"	0"
2	2" S	2" E	2" S	2" W
3	4" S	4" E	4" S	4" W
4	4" S	4" E	4" S	4" W
5	6" S	6" E	6" S	6" W
6	8" S	6" E	1" N	6" W
7	1" N	8" E	2" N	8" W
8	2" N	1" W	4" N	8" W
9	3" N	2" W	4" N	1" E
10	4" N	3" W	6" N	2" E

[pg 20, AL#2 & pg. 21 chart] after Approach Damage, roll 2D10 for each stand, drift: 1st colored die is North/South & 2nd white/black die is East/West. Multiply dice rolls by factor shown by Paradrift Height. Note that all Gliders always roll drift as if low (1/2 distance shown). Stands landing on major rivers, oceans or off the board are destroyed.

*Bill Owen variant for normal drift: roll D8 for compass direction & D6 for distance & 6=0 for all but heavy weapons (which are 6" instead).*

## Airborne Supply

1. In airborne scenarios where there is no COps or FUP on the table, stands cannot withdraw during the night phase.
2. They are also considered Isolated during the Replacement segment of the Night Phase so they cannot roll for replacements. However, airborne troops do not lose the extra stand.
3. Some operations such as Market Garden dropped supplies into designated drop zones. In these cases a unit is deemed to be in supply if their COps can trace a friendly road or combination of friendly roads to within 12" of the drop zone. Quality of supply will be determined by the distance from the Supply Drop Zone and the nearest enemy unit (see scenario details).

## 6.3. Landing Damage

die roll shown for effect indicated; **-1 to die roll if landing within 6" of enemy**

D=Destroyed; S=Suppressed; NE=No Effect

Effect	Day				Night			
	Paradrop		Glider		Paradrop		Glider	
	Clear	Rough*	Clear	Rough*	Clear	Rough*	Clear	Rough*
D	0	0	0-2	0-2	0-2	0-2	0-4	0-4
S	1	1-3	3	3-5	3	3-5	5	5-7
NE	2-10	4-10	4-10	6-10	4-10	6-10	6-10	8-10

\*Rough, Hills, Woods & Building [pg 20, AL#3 & pg. 21 chart] after determining drift, roll D10 for each stand. Note that you can only roll a "zero" by rolling a 1 when landing within 6" of an enemy stand (if die marked "0", that is considered "10").

## 7. Consolidation Move Limits

1. If landing off road, COps must pick a point on a road it will move to. Until there, it cannot give Morale bonus.
2. Battalion's stands will land "out of formation" (although consider them in Defensive formation).
3. Pick 1 stand that will be the rendezvous (RV) point. It must remain stationary while all other stands move straight to that stand. They must continue until within 2" of the RV stand or another stand that is within 2" of the RV stand (hereafter called adjacent). Once all of the battalion's stands are within 2" of RV

or adjacent stands, they may take any other normal action.

4. If the straight line passes through enemy lines (or gaps < 2") the airborne stand may continue but must roll equal to or less than its morale # minus 3. If successful, stand is suppressed; if rolled higher then the stand is destroyed. This infiltration move ability is lost once they move within 2" of the RV or an adjacent stand.

5. If player chooses to move the battalion before all stands are within 2" of RV stand or adjacent stands, then all other stands are destroyed.



## 7. Choose Action

*Note when Battalion's stands all must versus some may participate in an action (and if later, other stands may perform different actions).*

### Actions for "All":

#### Change Formation (All)

- Center unit stays stationary and rest move up to maximum allowed to new formation type. Facing may also be altered at this time.
  - A battalion's formation must be either:  
**March** (column: ||||),  
**Assault** (two ranks: ==) or  
**Defensive** (line: - - - ) formation.
  - Only front stands may fire direct (if 2nd rank fires indirect then must be at 8" range regardless of actual distance).
  - Road move rate, a battalion is considered in **March** formation but is end to end on the road (- - - -, looks like Defensive but each stand must touch).
  - Max. move of 12" when moving by road to defensive formation, for any stand.
  - May not contact enemy as the result of a formation change.
  - Non-moving stands may not engage in any other action.
- #### Move (All)
- Maintaining formation, move stand that must move furthest.
  - Move at rate of slowest.
  - Stand's movement rate is determined by its type/carrier, formation, and terrain

("good going", "bad going", dirt road or paved road).

- If any suppressed, all must move as if Bad Going.
- Mounted infantry can dismount at any time, but loses its transports for the duration of that day.
- AT can get transport back (see Dismantle/Limber below).
- Non-moving stands may not engage in any other action.

#### Deploy (All)

- A Reserve Battalion's stands may appear within 12" of FUP or road from friendly board edge. (which may require damage roll if visible or hidden enemy within 12" of deploying units).

### Actions for "Some":

#### Dismantle Heavy Weapons and/or Limbering (Some)

- Dismantle heavy weapons, anti-tank, or field guns for movement.
- When they become involved in combat, heavy weapons and gun stands can choose to set up immediately without a cost in actions.
- However, battalion with set-up stands move more slowly until they re-limber/dismantle.
- Until dismantled or limbered, entire battalion is limited to 1"/turn move.

#### Direct Fire (Some)

- Roll 2 dice per fire, one to hit and then 2nd to destroy. If hit but not destroyed, target is suppressed.
- All stands fire independently
- Heavy weapons stands do not fire, they instead offer optional bonuses to all other infantry stands in the battalion). Stands can fire in all directions, but suffer a penalty for firing outside of their forward arc.
- A stand must establish Line of Sight to its target. Visibility rules limit sighting, due to distance, terrain, weather, and time of day.
- Stands under an artillery template cannot be fired upon, not can stands in close combat.

#### Indirect Fire (Some)

- Infantry only can fire over obstacle (integral mortars etc.) Range of up to 8" (heavy weapon stand can contribute bonus).

#### Rally (Some)

- Roll to remove stand's suppression (see Chart 8).

#### ACTION NOTES:

##### ACTIONS TAKEN:

- Units which previously deployed from reserve or conducted opportunity fire, even though those events don't occur during the Action Phase, must pay Action Points for those previous Actions at this time.
- If battalion had 2 actions to spend, the actions taken must be repaid as the 1st action before spending the 2nd action.

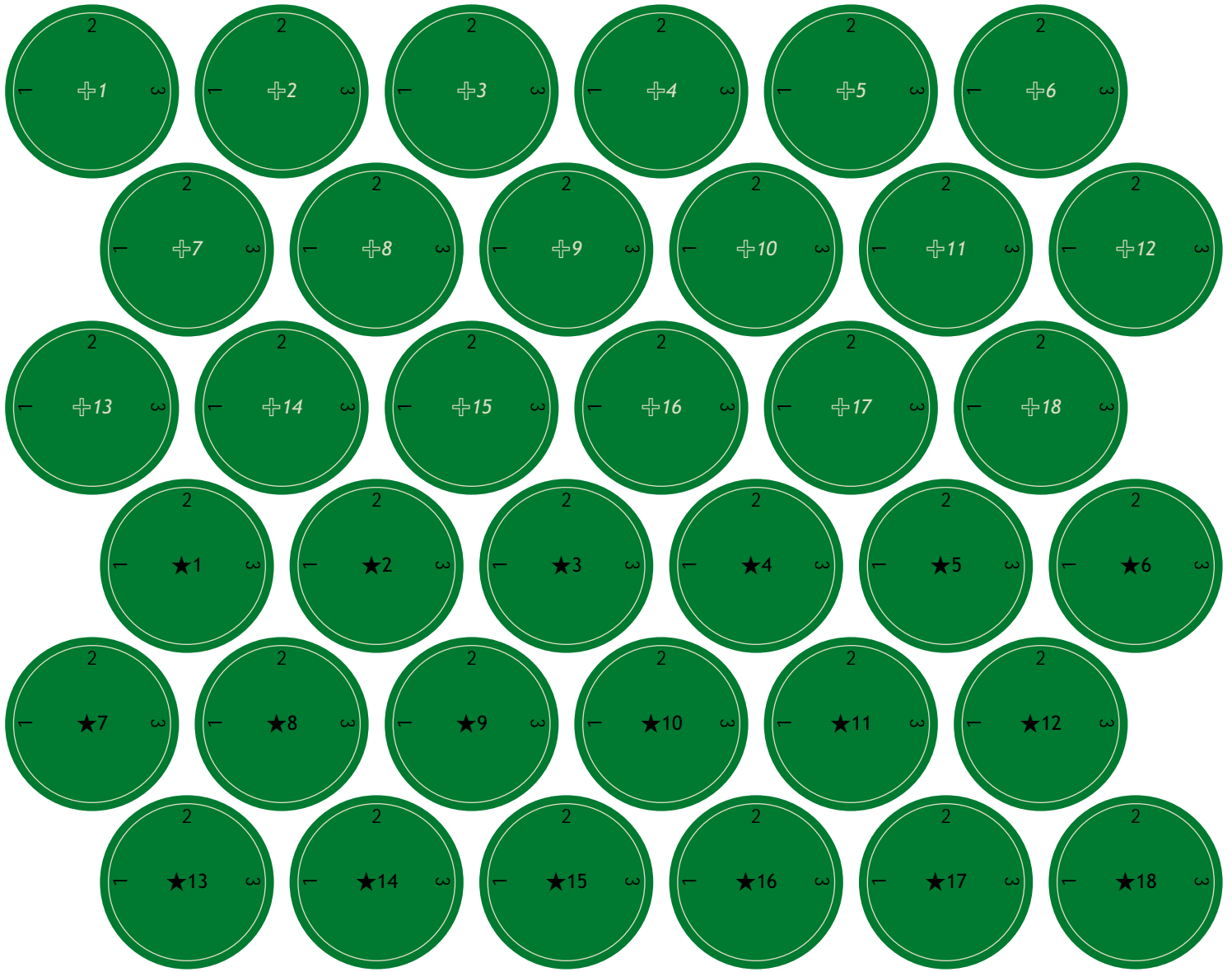
##### 1ST & 2ND ACTIONS:

- If one battalion has only 1 action and another 2, then all 1st actions must be completed before the battalion with 2 actions can spend its 2nd action.



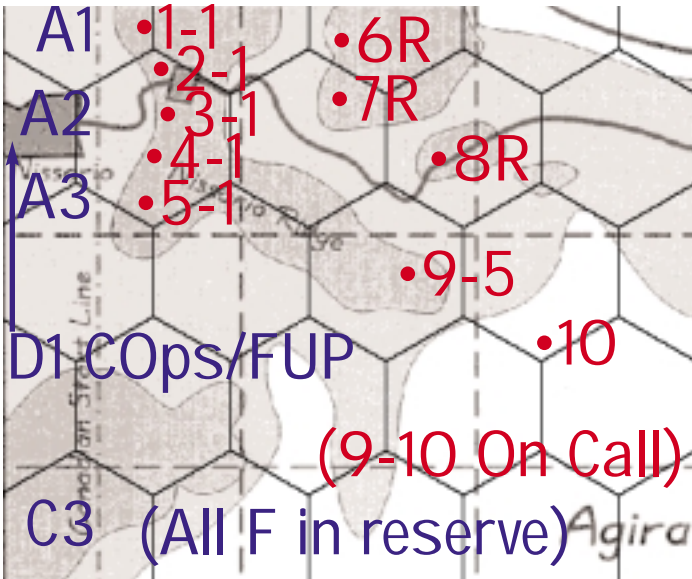
## Blast Templates 2

Instructions: Print on white cardstock, punch out with a 1" hole cutter from craft store. Makes 18 per templates per side=36 total. Turn to turn delay #. Remove template once you stop sending rounds into it. Track # of rounds used via chart on pg.13.



## Map & Barrage Examples

Here is a portion of the Canadian's planning map from Agira scenario.



### Artillery Planning Example (in red):

Canadian player has 10 templates & #1-10 correspond to the numbers on the templates. There are 3 types of missions:

- Preplanned will arrive on exact point & turn specified, no matter what.
- Pre-Registered must arrive at exact point specified and may have a turn delay (must roll when you get a spotter in position).
- On Call are otherwise unassigned templates written on map at point desired when you want them, then rolled for in step 3. They are more likely to be delayed than Pre-Registered because the die roll adds a 30% penalty. If delayed, write in the number of turn of arrival, roll indicates. If mission not desired that turn, you can cancel the mission to avoid spending the round but that template is no longer available for the rest of the day.

He has noted #1-5 as Preplanned (#template#-turn#) missions arriving turn 1, #6-8 Pre-Registered (#R) missions ready to call when a spotter is able to spot sites noted & the last 2 (#9-10) are On Call. He wrote in an On Call, #9, at the beginning of turn 4 and it was delayed until turn 5. On turn 5, he wrote in the last On Call, #10, and got it that turn.

Barrage does not affect HQ or Hvy Wpns. All other stands may be suppressed if under template & even if not suppressed may not fire until they move out from a barrage.

Barrage will continue through enemy's turn and will only continue in the next owning player's turn if another round spent.

Note that I've added a hex grid in addition to the right angle grid on the map in the rulebook. These scale 20 cm wide (7.87") hexes correspond to my terrain of "Klikhexes" which in Great Battles of WWII represent 1 mile each. They also represent 1 km. in games scaled 1 cm = 50 m (like CD3).

### Unit Placement Example (in blue):

Regiments 1-3 of Brigade A are placed on the start line as shown. D1, COps & FUP are in the town. & C3 to the south. Brigade F is in reserve and thus off the table.

### Artillery Barrage Template Placement

*Example shown is for Canadian player with Inferior artillery. Same procedure for German player.*

1. The Canadian player first removes any templates he does not want to spend another round on. It has affected 2 player turns already, his & the German player's.
2. Then he places all *delayed* barrages due in now, that were rolled for on previous turns.
3. He places Preplanned templates scheduled to arrive this turn.
3. Any *new* On Call/Pre-Registered, he determines arrival delay of template by rolls under the Inferior Artillery column & adds 30% to the die roll if On Call. He rolls 55 & adding 30, the result of 85 corresponds to a 2 turn delay.
4. After rolling for all suppression chances, leave each template on through the next player's turn since he will be affected if he moves through (or stays in it!)

NOTE: mark off a round for each new complete player turn (during yours) the barrage hits!

<b>Barrage Rounds</b>										<b>Activation Choices</b> write turn # next to choice.					
_____ rounds 1st day + _____/day _____										1 Bn 1 Bg 2 Bgs 3 Bgs Total for					
Day	firing per turn from battery templates (above)									Day	(1st # is dawn, rest day turns)				Total for whole turn
1										1	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
2										2	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
3										3	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
4										4	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
5										5	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
6										6	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
7										7	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
Check off round when hits. Can call off delayed barrage & not spend round but Template's done for day. Unused rounds may be carried over to next day										Can choose only 1 from ALL 4 columns per turn; column choices are not combinable. Activation Pt total is for entire campaign: _____					

NOTE: for most, a BG/battlegroup is usually a Regiment. For Commonwealth Regt.=Bn. & BG is Brigade

Chart pg. 13

<b>Barrage Rounds</b>										<b>Activation Choices</b> write turn # next to choice.					
_____ rounds 1st day + _____/day _____										1 Bn 1 Bg 2 Bgs 3 Bgs Total for					
Day	firing per turn from battery templates (above)									Day	(1st # is dawn, rest day turns)				Total for whole turn
1										1	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
2										2	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
3										3	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
4										4	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
5										5	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
6										6	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
7										7	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
Check off round when hits. Can call off delayed barrage & not spend round but Template's done for day. Unused rounds may be carried over to next day										Can choose only 1 from ALL 4 columns per turn; column choices are not combinable. Activation Pt total is for entire campaign: _____					

NOTE: for most, a BG/battlegroup is usually a Regiment. For Commonwealth Regt.=Bn. & BG is Brigade

# Barrage Rounds & Activation Point Charts Examples

Below is an example of how the commander of a side (or division if multi-division game) might fill in these charts during a game.

## Barrage Chart (blue & red)

Each box is an artillery barrage round. The referee marks out rounds that aren't available (red line).

The player puts a blue "X" in a box as rounds are expended (he's shot 3 so far). You do not lose rounds at end of the day; they carry over.

In the example, the player starts the first day able to fire 15 rounds and has 5 replacement rounds each additional day of the campaign game.

Note that he has 10 templates and thus can theoretically fire a maximum of 10 rounds per turn. Once he stops firing rounds into a placed template, that template is picked up and cannot be reused until the next day.

## Activation Choices (green characters)

In the example, the commander of side (or division) has 12 Activation Points for the entire multi-day campaign game.

He can only choose 1 of the 4 choices shown e.g. he can activate 1 Bn or 1 Bg **but not both** 1 Bn & 1 Bg. He pays less activation points in the dawn turn then the later day turns.

Example shows how he activated 1 Bg during the Dawn turn (the D next to the 2 points) then another Bg in 3rd turn (the 3 next to 4 points) and 1 Bn in 6th turn (the 6 next to 2 points). The total points spent this turn was 8.

Then the battalion activated on turn 6 of the 1st day goes to ground before the end of the 1st day. To reactivate it, he spends 1 point during the dawn turn of the 2nd day (can't do it any sooner) and thus the 2nd day point total is 1. The player has spent 9 points total & has 3 left.

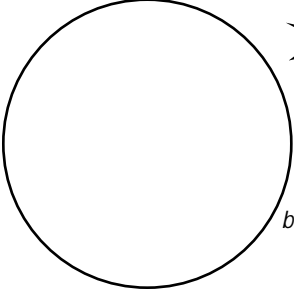
<b>Barrage Rounds</b> <span style="font-size: 1.2em; color: blue;">15</span> rounds 1st day + <span style="font-size: 1.2em; color: blue;">5</span> /day <span style="font-size: 1.2em; color: blue;">10</span> Day firing per turn from battery templates (above)										<b>Activation Choices</b> write turn # next to choice. 1 Bn   1 Bg   2 Bgs   3 Bgs   Total for Day (1st # is dawn, rest day turns)   whole turn					
1	X	X	X							1	1/2	2/4	6/12	10/20	8
											2/2	4/4	12/12	20/20	
2										2	D 1/2	2/4	6/12	10/20	1
											2/2	4/4	12/12	20/20	
3										3	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
4										4	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
5										5	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
6										6	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
7										7	1/2	2/4	6/12	10/20	
											2/2	4/4	12/12	20/20	
Check off round when hits. Can call off delayed barrage & not spend round but Template's done for day. Unused rounds may be carried over to next day										Can choose only 1 from ALL 4 columns per turn; column choices are not combinable. Activation Pt total is for entire campaign: <span style="font-size: 1.5em; color: green;">12</span>					

NOTE: for most, a BG/battlegroup is usually a Regiment. For Commonwealth Regt.=Bn. & BG is Brigade

Suggest that you copy the charts on colored (like green for Allies & grey for Axis) stock & laminate to use with rub off markers.

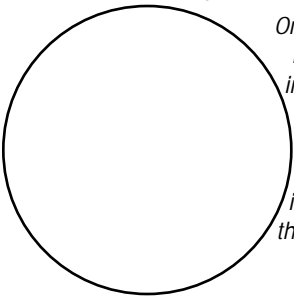
Go to pharmacy & purchase 2 1.25-1.5" pill bottle caps. Glue them into circles shown to hold templates during the game. Glue small bag or envelope on back to hold templates between games.

**Available artillery batteries**  
(Templates) to be placed & rounds fired by (into) them



*At nightfall, move templates from below back up here.*

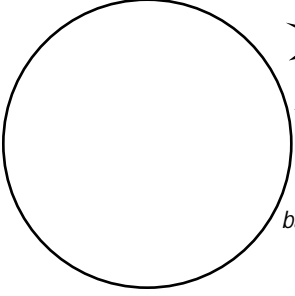
**Used artillery batteries**  
(Templates) & unavailable until the next day



*Once no more rounds fired into template (or delayed barrage cancelled), it is done for the day. Place it at left.*

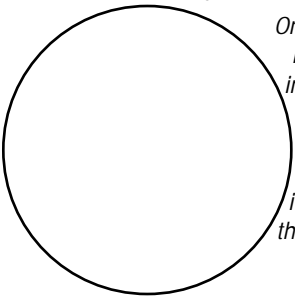
*At end of game place templates in bag on back.*

**Available artillery batteries**  
(Templates) to be placed & rounds fired by (into) them



*At nightfall, move templates from below back up here.*

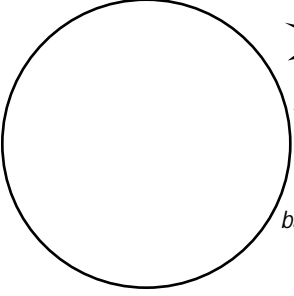
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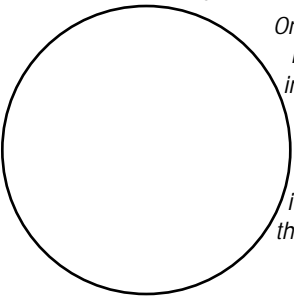
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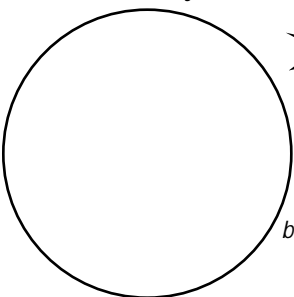
**Used artillery batteries**  
(Templates) & unavailable until the next day



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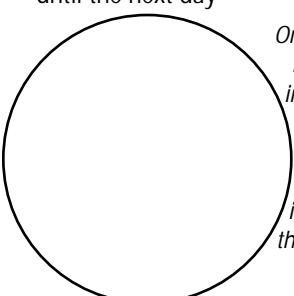
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(Templates) to be placed & rounds fired by (into) them



*At nightfall, move templates from below back up here.*

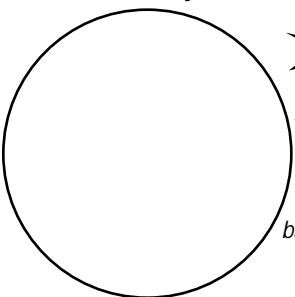
**Used artillery batteries**  
(Templates) & unavailable until the next day



*Once no more rounds fired into template (or delayed barrage cancelled), it is done for the day. Place it at left.*

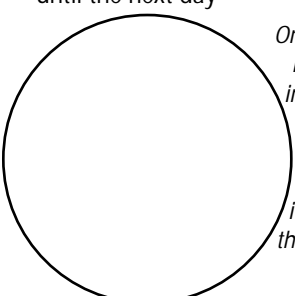
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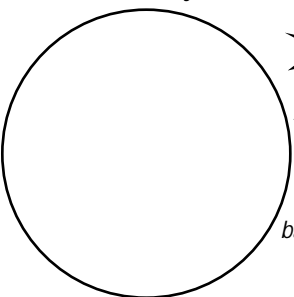
**Used artillery batteries**  
(Templates) & unavailable until the next day



*Once no more rounds fired into template (or delayed barrage cancelled), it is done for the day. Place it at left.*

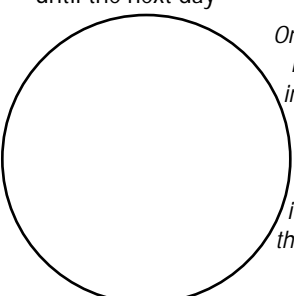
*At end of game place templates in bag on back.*

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(Templates) to be placed & rounds fired by (into) them



*At nightfall, move templates from below back up here.*

**Used artillery batteries**  
(Templates) & unavailable until the next day



*Once no more rounds fired into template (or delayed barrage cancelled), it is done for the day. Place it at left.*

*At end of game place templates in bag on back.*

# Action ID Counter

Each unit that must move together (usually a battalion) gets an "Action ID" counter numbered depending on the number of groups in a lettered battlegroup (usually brigades for British & regiment for the rest).

1 action



2 actions/no action  
(front) (back)

Each counter is backprinted showing the ID on both sides and 2 national symbols towards the back on one side. Place it at left of the battalion or behind the leftmost stand.

## 1 action:



Axis battalion E4 (of regiment E) has rolled & received 1 action... so E's player turns the battalion ID forward\* to indicate this.

## No action:



Battalion D3 has rolled & received no actions, so the player turns the battalion ID over (where only the ID only shows) to indicate this. Note that *Axis* action/ID counters have tan, italicized print & 2 crosses.

## 2 actions:



In this example, battalion A2 has rolled & received 2 actions, so the player turns the battalion ID to the back\* putting the 2 stars forward to indicate this. Note that *Allied* action/ID counters have dark green print & 2 stars.

## End of turn:



Players who have taken action(s) should turn their counters over to the ID only side to indicate they're done. If it's difficult to track whether you've rolled yet & got no actions, all players could finish the turn changing their Action ID counters, "reading forward"\* like B4.

\*in relationship to the front face of the units

# Formations

## Defensive

1. A line with stands less than 2" apart:



2. When down to 2 stands, do not let them touch: <math>\downarrow < 2''</math>



## Assault

3. 2 lines with front line of 2 stands less than 2" apart. 2nd line less than 1" apart: <math>\downarrow < 2''</math>



4. When down to 2 stands, place them side by side *and* touching:

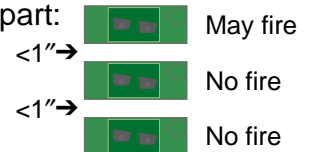


5. When down to 1 stand, automatically\* considered to be in assault:

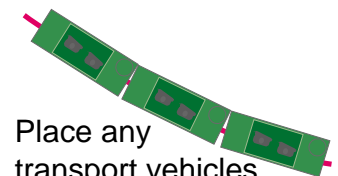


## Column (March)

6. 2+ lines, 1 stand wide with less than 1" apart:



6. To use **road rate**, must be end to end:



Place any transport vehicles behind item carried.

\*Single stands *aligned with road* are in column instead.



# FAQ

QUESTIONS that came up during our first 5 games were answered by the game's designer preceded by "GBoWWII"... & following ■ a conclusion from me, with new rules/variant in yellow. Clarifications are noted with brackets. -Bill Owen 9/2/02

1. The only defensive benefits to cover seem to be vs. barrage, close combat & via morale. There is no real distinction for direct fire in a target being in a town vs. in clear. Did I miss it?

**GBoWWII**- Nope. The real advantage to cover is the ability to recover from suppression.

-1 penalty to hit targets in cover.

OR

introduce To Destroy Modifiers: Raw/Inferior +1 Experienced/Veteran -1, Cover -1

2. If an activated unit took a town and then deactivated itself (something not explicitly allowed in the rules in the 1st place?)... for the defensive benefit, could one reactivate it later? Seems like one could allow it but perhaps a roll.

**GBoWWII**- We do allow units to deactivate [& thus penalize fire from enemy, but it will have to wait until night to receive new orders and re-activate. However, your idea of a die roll sounds like a good variant, especially for Germans which were encouraged to take personal initiative.

■ Here's the variant:

a unit that has voluntarily deactivated can reactivate at no cost of activation points by rolling less than their Rally # on 2D10 (with 0=10)

Die Roll Modifiers:

-1 for each suppression &  
-2 for each stand eliminate  
-2 for all but German units

For example, an experienced (rally # of 9) British unit needs to roll less than 9 - 2 suppressed units = 7, needs a score <7 but rolls a 4 + 3 = 7 and thus does not reactivate this turn (may try again next turn).

3. Barrage spotting was a little unclear.

**GBoWWII**- The target a spotter sets for the Preplanned artillery or air should be a geographic location or map

co-ordinate [on the map put a dot & write two numbers: Template #-Turn # e.g. •3-1 during the dawn phase = Template #3 on Turn 1 on point indicated by the Dot.]

For Preregistered, the location is also noted during Dawn phase but not fired until a friendly unit moves up to spot (1" away if in cover 12" if in open). [Write as follows: dot/Template #/R e.g. •4R = template #4 is pre-Registered... on point indicated by the Dot.]

For On-Call Barrages, a friendly unit must spot (same distances as above). Place the template on the exact spot desired.

NO correction (sliding dot/template) to slightly better position!

As for infantry indirect fire we do not require LOS, anything within 8" is considered to be within sight of a two man team of spotters. The team is just too small to place on the table at this scale. If the target moves out of the 8" radius it is, of course, out of sight.

One can rationalize the 8" zone of control in that there's a variety of recon and patrols that are assumed to be out ahead of the company's "center of gravity" (as represented by the stand itself).

4. The other assumption we made was that if a Rally roll was made for a suppressed unit, we did NOT count its own suppression as a penalty. We figured that the penalty of suppressions per unit (or eliminations) was only counted of OTHER units.

**GBoWWII**- You calculate the Rally number for the whole battalion before rolling any (Rally number -1 for each suppressed in the battalion -2 for every kill in the battalion) then that number is used for every Rally roll that needs to be made in the battalion for that turn.

5. To simplify the Drift Chart I substituted this:

Variant for normal drift: roll D8 for compass direction & D6 for distance & 6=0 for all but heavy weapons (which are 6" instead).

■ This created some spreads that were more reason-

able & a lot simpler to do. When we tested it, the result was quick & historical: we had 1 unit that took several turns to consolidate (6+ hours!) and true to form the heavy weapons were first scattered far afield but 2/3 of them were casualties in Landing Damage anyway.

**GBoWWII-** Fair enough, if that's what feels right to you.

6. We couldn't see where units could be withdrawn to reserve during the day but that seemed like a good idea. Although I could see disallowing it if they were surrounded.

**GBoWWII-** If they were activated they can take their regular moves towards the reserve. If they have "gone to ground" it becomes very hard to get them to get up and move at all. You make your day's plans and then you have to stick with it.

As a variant, allow a battalion to go to reserve immediately unless any stands surrounded by enemy stands or their 2" "zoc".

7. We missed the fact that even companies not in contact count in close combat... that really once even one stand contacts an enemy stand, then it is really a total 1 battalion vs. an enemy battalion.

8. Questions about Agira. I note that the Germans cannot really cover the South end of the board. Is it assumed that the Canadians are welcome to make an end run around through the south if indeed the Germans don't block that... but they are at best "separated" and risk being isolated by German action.

**GBoWWII-** This is quite right. It is also supposed to show how advances are tied to roads. You can try a southern sweep with the Canadians, but the victory conditions are that a C Ops has to get to Agira and C Ops can only move by ROAD ! So, the Canadians can wind off-road, but they have to come back to the single road at some time to open a path for the C Ops.

German set up says Nissario Ridge "or WEST" of that (i.e. into Canadian > start line!)... I assume this was a typo & you meant "or EAST of the ridge".

**GBoWWII-** Correct

9. Are the number of Activations for the whole game, right? (Not each day.)

**GBoWWII-** Correct

Following points are items we caught we weren't doing right!

10. Op Fire is only allowed if the target moves at least 1" in sight of the firer.

11. We first thought that activation does NOT go away at night! A unit stays Activated day after day or until Gone to Ground. No, must reactivate daily.

12. Crestlines DO matter (because of issues like op fire minimum of 1").

There's 2 ways of handling crestlines:

A) as author does with each contour line like the edge of a staircase plateau or the less precise:

B) draw imaginary lines down the middle of each ridge. Units should clearly be in one of 3 zones: near side of contour, crest or far side of contour. Only crest (middle) can see both ways! If unclear, referee will move them arbitrarily or dice for it.

13. Preplanned fire conducted on hidden enemies (or nothing also if area under barrage empty). Still needs to be rolled for and suppression disks dropped where the rolls were successful. This keeps the uncertainty going--rather than saying "there was nothing there anyway".

14. Barrages do NOT affect Command Stands & Heavy Weapons.

15. On Call Barrage templates are placed, then rolled for delay & like Pre-Registered Barrages templates are lost for the rest of the day if they are cancelled before they arrive. The round is not spent but the template/battery is now no longer available til the next day.

16. Pre-registered artillery also has to be rolled for barrage delay, with no die roll penalty. On Call is penalized 30%.

17. Barrages can't be "Op Fire" by non-moving player because they only happen in your turn!

18. You need to leave the barrage templates on the board to show 2 things: barrage is continuing and that the barraged stand that is unable to fire--even if the suppression roll failed! It will stay on the board until beginning of your next turn! You then choose to expend another round to keep the barrage going or remove it (for the day).

A one-round barrage will thus be coming in over both your & enemy's player turns and thus could

affect the barrager's stands moving into it (not a good idea but they can choose to do so) and the upcoming enemy player movement into it (also not a good idea but possible). It is then essentially interdicting that plot of ground.

19. You can place Barrage Template then call it off if the delay is too great BUT the template is then DONE for the day! You can only reposition the template on the next day.

20. If all stands in a battalion wiped out, it is...

**GBoWWII-**

in automatic reserve & thus available to roll for replacements at reserve rate; the replacements have been "rushed" into their companies and so are one morale grade lower than originally.

21. Can you fire over a friendly stand if you are at a higher contour level than the friendly?

**GBoWWII-** I leave that to the umpire's discretion - I don't like it: many insist on it.

You cannot fire over a friendly stand with direct fire weapons (AT/Tanks) but can with indirect fire (infantry & barrage).

22. Can you close combat a 2nd time, if the 1" advance roll puts you in contact with a new enemy stand?

**GBoWWII-** You know its never come up. I'll leave it to you. My intuition is "yes" that's why tactical doctrines dictated that the supporting line be a-ways back so as not to get caught up in a "Banzai" wave attack.

If you choose to advance after Close Combat advance & contact another enemy stand, you have another Close Combat.

23. Is there a limit to Separation Replacement state? It would seem that a battalion over 36" from the C-Ops or must supply line must pass within 8 or 12" of an enemy stand would make it Isolated.

**GBoWWII-** No limit. If its outside 12" from the COps but on the table its "separated".

Any battalion is isolated if over 36" from C Ops or cannot trace a line at most 36" without running into enemy units or their 2 "zoc".

24. Do Heavy Weapons have to have been set up prior to contact to get Defender Close Combat DRM?

**GBoWWII-** Since the time of a turn is sometimes up to hours, I'd say no. Machine guns only need minutes a a bit of space to set up so it is done virtually immediately

25. Would it be more explanatory if Activation Points were called Attack Points? Most of the new players get the impression that to move at all or at full rate, then need to Activate.

**GBoWWII-** Maybe, but there is a danger that they will get the impression that only the attacker gets the APs.

26. Is there anything in the rules that keeps an Inactivated or Gone to Ground unit from marching deeper into enemy lines just so long as they proceed around an open flank (i.e. not advancing to within 12" of a known enemy)?

Wouldn't it seem that either or both Inactivate and Gone to Ground unit would be slower or less likely to advance into enemy territory?

**GBoWWII-** Good Advanced Rules Option. We wanted to keep the rules simple and short. As you point out the game can still take a long time. Remember that a single "jeep" can halt a whole battalion that has "gone to ground" without much danger to itself.

27. I assume that you can fire through an enemy stand to hit one that's unsuppressed or a better target, n'est ce pas?

**GBoWWII-** You can, but remember the target player can shift around his casualties.

Again, if I had advanced rules I'd make armor shoot at the closest armor and infantry shoot at the closest infantry. Only if there were an absence of the appropriate target could the stand shoot at something "least dangerous"

28. The Artillery Calender has multiple days shown but you have to plot one day at a time, right? The only advantage over having the Pre-Registered & Preplanned templates written right onto the map is that the Calender gives you an historical record, right? I found it easier to use the map & write in how many templates that were left on call.

**GBoWWII-** Whatever you find easiest.

Calender shows "Battery" 1-10 and below # of "tem-

plates" ... isn't a battery the same thing as a template?

**GBoWWII-** yes

29. Doesn't it seem that a heavy AT gun would have less effect than a tank? The former with less protection & the latter with more weapons & mobility. It seemed weird to have AT guns eliminating whole infantry companies!

**GBoWWII-** At the ranges we are talking about both tanks and AT are firing High Explosive rounds - so the same attack factor. The tank's armor is off-set by the fact the a company of AT guns can be more easily concealed and dispersed.

30. Do Inactivated or Gone to Ground units get credit for Soft Cover (Rally or Morale) when sitting in the open?

**GBoWWII-** We had this in the original rules, but found that it really slowed the game down into trench warfare. So, no Inactivated units do not get Soft cover in the open. Even when Activated and moving the troops are considered to be taking best advantage of the cover offered on there little piece of turf

31. Do you feel that the scenario may be imbalanced against the Canadians? They may have a few more infantry companies but the Germans have many more AT guns and are on the defensive... and the morale advantage of the Germans further lowers the attacker's nominal odds advantage down closer to 1-1. We are a bit puzzled about how the Canadians will have much of a chance in the final assault even with the ability to turn the Germans' left flank... we can't see how flanking or rear attacks really hurt the defender.

**GBoWWII-** Tactically, No not at the scale that this game is in. Strategically, yes, by restricting the enemies use of the road-network. This, of course is not the case in Agira - where there is no road net - just a single road. The Canadians have to use there great superiority in Artillery supplies to blast there way onto advantageous ground. Flanking can spread the Germans out and make the line thin. But the Canadian will still have to concentrate artillery fire to open a hole.

32. We wondered about why quality/experience (i.e. Raw vs Veteran etc.) of troops doesn't affect end-of-turn morale? Like this variant:

Raw	+10%
Inferior	+5%
Average	+0%
Experienced	-5%
Veteran	-10%

Only Rally (which unless op fire by definition is too late to "call off" Morale test) and Actions Roll take into account quality. Seems ripe for some sort of Variant die roll adjustment. But I can see the point of avoiding adding on minor adjustments... especially to fire since there are so many rolls.

**GBoWWII-** In play testing, we found that with quality already affects: actions which in turn affects fire, movement, rally and close combat. "Going to Ground" was just too much. Some scenarios were un-balancable.

33. Another thing that would impact day-long battles is the issue of ammo supply. I would definitely not want to literally track shells/increment! However, there is a way to literally cut down on long range minimal odds Fire rolls: have ammo levels.

Everytime you roll an unmodified "1", you get an "ammo low" marker (one more little magnetic 1/8" punchout disk... the impact is as follows: -1 to hit per marker. On average there'd be some troops with none, most with 1 and a few with 2. Notice that you do not literally run out of ammo but the troops start getting less effective as they are start rationing ammo to a "self-preservation" standard. The reason that 1st turn a few troops may get an ammo low marker is that they may be undisciplined or firing off their ammo purposefully to avoid further combat! At night, troops remove ammo low markers on the following basis:  
Isolated: -0  
Separated: -1  
OK or in reserve: remove all markers

If you feel this is too much, then it could be further modified with troop quality on the 2nd "to destroy" roll only in reverse: Raw will get an ammo low marker on 6-10, Veteran only a 10 (with others per their Rally #). This after rolling an initial "1" on the "to hit".

**GBoWWII-** In every set of rules the designer has to decide what to leave out. I decided to leave ammo out. In fact, ammo expenditure is part of the "Going to Ground" roll. What better reason to stop advancing then being out of ammo. I tinkered with a system

where the "Go to Ground" roll was modified by the number of turns in contact with the enemy. It was too much work for too little return. So we abstracted ammo, fatigue, hunger, fear and casualties into the "Go to Ground" rule. This involves a lot of abstraction, but that is what the Go to Ground rule is for and that is why I decided not to include quality.

34. I think we could speed time doing firing if we got in the habit of rolling 2 dice for chance to hit and then if hit is registered, read the 2nd dice for to destroy. This is not really a new rule per se but a way of speeding play.

**GBoWWII-** Sure, we often roll "to Hit" without checking the charts and then only check them when we are sure its a "Hit" or at least close.

Here's the question, is there a strict or reactive fire assignment? That is:

A) must you assign all targets first then roll and any additional shots at now-eliminated target are wasted (and must be rolled only for ammo low if that variant is used).

B) may you fire 1 at a time, assigning a target anew based on what you've seen as you go

**GBoWWII-** I left that very much to what the gamer feels. We had lots of arguments over this. I, personally, like players to announce what every stand is doing for this action and then they are committed to that action - Yes extra shots are lost. In fact, I have all the stands firing at the same target roll all at once.

35. You addressed your preference that stands not be able to fire through intervening friendly stands. At that time I took that to mean direct fire flat trajectory guns/tanks. However it came up in the game, why couldn't infantry companies' do indirect fire over the front rank. My answer was oops! I hadn't thought of that. Was it your intention that intervening obstacles to not include friendly troops?

**GBoWWII-** Oh, I thought you were talking about Direct fire, as well. Yes, of course indirect fire can shot OVER front ranks.

If so, then the "no fire through friendly" rule is without exception. The point is that allowing indirect infantry fire undercuts the Assault & Column formation's drawbacks of less fire towards enemy.

**GBoWWII-** No you can fire indirect fire OVER front ranks, but you have to use the 8" range no matter how close the second rank bases are to the target

(rule 14.6.2)

36. During a first action, could one battalion fire at an enemy stand and another battalion move to close combat it? I said no because fire comes at "end of first action" not prior to it, right? And by then the first action movers would be in contact.

**GBoWWII-** You are correct

37. Why can't tanks carry troops which was done with Russians particularly? A fire bonus comparable to catching the infantry in Road/Column might be in order +3 bonus for fire. This would discourage them carrying them "too close" but would allow what seemed to be done routinely.

**GBoWWII-** It was not done on the Western Front, except in desperate circumstances. Obviously, when Great Battles gets to the Eastern Front we'll have to introduce this rule

38. What happens with an activated battalion adds unactivated attachments at night? Do they get:

A) activated at no extra cost

B) or must the Bn pay for activation anew?

**GBoWWII-** As per my last e-mail - all battalions become IN-active at night so this is not an issue.

39. The presence of hidden defenders begged for some recon stands to go buzzing about. I realize that this may seem below the level of the game but

it seemed unlikely that whole battalions and regiments would be caught so surprised routinely.

**GBoWWII-** This is why sighting is 12" out in front. Real sighting on the western front was more like 6", often 1' to 3". Your recon units are out there 6" to 9" in front of you - well beyond the effective tank-gun range of 6" to 10" or small arms range of 2". The 3" and 6" ranges in the morning have more to do with the recon units communicating with the parent units than with actual sight of the enemy.

40. GOOFS: I missed the rule about lone AT guns (i.e. unattached to infantry bn) being automatically eliminated if close combatted! They will have to weigh the greater movement flexibility vs. the protection implied. Further I allowed all attachments to be counted (if unsuppressed) as stands in the close combat match-ups. The rule is clear I just forgot it.

41. Air attacks may destroy targets (not just suppressing them as in normal artillery barrages):

1-2 destroy if normal fighter bomber  
3 also destroys if rocket equipped  
4 also destroys if rocket equipped attacking vehicle and/or bunker

May only be used during turns of full daylight (when spotting is up to 12") and on 1 stand (not a template/area). You must assign them to one of the 3 "call" modes (Preplanned, Pre-registered or On Call).

42. Other nuances we hadn't been playing:

A) barrages do NOT affect Hvy Wpns or HQ/Command Stands. These stands can get suppressed or eliminated by non-barrage fire.

B) a front line unit hit by suppression or elimination can "displace" that to a rearward stand... this is to represent bringing fresh reserves up to take their place.

C) HQ & Hvy Wpns do NOT count for the melee comparison of # of unsurpressed stands.

D) Enemy units, barrages & smoke (if allowed by scenario block line of sight (& friendly units).

### 43. Bases

You can play Great Battles with "undersize" bases but the space between stands may look excessive (3"+). To convert existing bases from other games like Command Decision or Spearhead *temporarily*, here's **2 options** to make bases. When desired, the magnetic material allows you to easily remove your stands & use them for the other game.

The other advantage of the magnetic topped stands is that you can readily attach informational chits to them (must order adhesive backed steel paper). See <http://members.aol.com/GreatBattles/playaids.htm> for suggestions. Various small colored chits can be punched out quickly with a paper punch.

*Option 1*– These chits can be readily made from Steel Paper (adhesive backed unless you print self-adhesive "full sheet" label). Buy "steel paper" and magnetic material from Magnetic Displays, Hiltop, Great Ryton, Dorrington Shrewsbury SY5 7LW, United Kingdom Phone: 01743 7186332, e-mail: MagDisplay@aol.com:

*Magnetic Sheets*

(2) Pack of 5 sheets, 200mm x 150mm, adhesive backed £7.00 each (pounds; approx. \$11)

*Steel Paper*

(2) Pack of 5 sheets, 200mm x 150mm, plain £4.50 each (pounds; approx \$7)

Procedure: sandwich the two items together and cut apart in the various sizes.

### Pro's & Con's

Pro: inexpensive, can buy magnetic material in Green (£8.50 instead; fairly dark);

Con: lots of precise cutting required; too flexible for some people & if you sandwich the 2 layers with rigid cardboard or plastic (will need the Steel Paper to be Adhesive Backed also, for £5.50) the base will look too thick for many people's tastes (I did this for my first set of stands); the dark Green of the magnetic material probably won't match your table.

*Option 2*– Buy metal bases from Wargame Accessories, 7566 20th St No, St Petersburg FL 33702-4812, Telephone: 727-522-6203 or from [Warweb.com](http://Warweb.com) (Grandiosity) plus Self Adhesive Magnetic Sheet from craft store (like MSI 1x2' approx \$12) or from Magnetic Displays. The following are enough bases for Malta (actually you'll have a lot more than you need of everything but infantry):  
*Wargame Accessories* (x1 pack except where noted)  
WG-02 1/2 X 1 1/2 (50) \$4.50 (x4 packs) Infantry  
WG-10 3/4 X 1 (36) \$4.50 HQ or Field Gun\*  
WG-14 1 X 1 (36) \$4.50 AT or C Ops  
WG-17 1 x 1 1/2 (36) \$4.50 Tank  
WG-21 2 x 2 (24) \$4.50 FUP  
WG-A9 13/16 x 13/16 (20mm \* 20mm) (36) \$4.50  
Hvy Wpns

Procedure: From the Magnetic Sheet cut a strip the width of the bases you are about mount, place each base to barely allow a knife blade between them. Cut the bases apart with xacto knife. Paint them green.

### Pro's & Con's

Pro: you can make hundreds in a few hours; they are strong but thin;

Con: requires more steps to paint them green.

### Important Notes:

1. I use \*different base sizes for HQ, Field Gun and Hvy Wpns because of my CD3 collection base sizes. The actual suggested Great Battles base sizes for those items are:  
1/2 x 1" Hvy Wpns & HQ WG-05 1/2 X 1 (50) \$4.50  
1x1" Field Guns (same as AT/C Ops above, WG-17)

2. To match bases to your table color spray on a primer on the magnetic material, then roll on (smooth surface roller) a green color that matches your table (I took my 20 cm. wide hexes to the hardware store to have them scan match the same green

that I painted my tables). Test this combination first! The surfaces may interact and not be smooth enough for magnetic attraction.

3. This is just my suggestion, not the designer's. Experiment! - Bill Owen

44. I've developed a few variations on Robert Tesfro's clever idea of when having the:  
■ C Ops roll for actions which can instead equal activation points and then  
■ regts/bns must still be activated by rolling on the barrage table to actually move within 12" of enemy

To summarize, I'd add the following:

Unused action points can be saved up as future activation points.

A portion (see score # in scenario for chance to carry over) of which are lost overnight.

Situational imbalance can be engineered in by saying that each day that passes will either add to the score or deduct from it.

I'm dropping the Activation by Initiative suggestion that I made last spring since Robert's approach builds in more possibility of activation.

Here's are the details of the proposed variant (incorporating or expanding upon Robert's suggestions):

## Action Points

COps can use its diced-for 1 or 2 Action Points for normal actions(i.e. move) or may instead spend them to convert them to future turn Activation Points (use 20 sided die to keep score for each division).

Note that per normal Action Point chart, quality of COps will affect chance of action point(s) received. Ignore +10% if HQ attached. Add new modifier for COps only: -10% if isolated from source of supply (i.e. cannot trace supply line of any length without coming within 1" of enemy stands).

At night turn, consult scenario # & dice to see how many saved-up activation points carry over to next turn; cannot accumulate more than 20 Activation Points).

If units are voluntarily deactivated to take advantage of defensive benefit, they may be reactivated. Units gone to ground may not be reactivated in same day.

Each call for an Air Support template (with 1 round) requires expenditure of an Activation Point; scenario advises chance of receipt of 1 template/ round rolled for as On Call on Barrage Delay chart.

## Activation Delay

Roll on Barrage Delay chart with following die roll modifiers:

Bn with Regt HQ -10%

Bn over 4" from Regt HQ +10%

Bn's Regt HQ over 12" from COps,

## Malta Scenario

Day 1, Turn 1 starting Activation Points: Axis 8, Allied 3. Usable by all units per side; from then on each division with a COps on the board must track accumulated Activation Points with 20 sided die. Allied Western & Eastern Commands are considered separate divisions.

Subsequent days: whatever carried over from previous day.

May start accumulating activation points from Day 1, Turn 2 onward.

At start of Day 2-6's Turn 1, will have activation points only if had some carried over from night turn.

Score (or less) needed to carry over points to next day: Axis 8-, Allied 3+ ...take # of day just ending and add (+) or subtract (-) from score needed to carry over points. Example: at end of Day 2, Axis score to carry over each Activation Point would be  $8 - 2 = 6$  or less; Allied  $3 + 2 = 5$  or less

Activation received immediately for taking terrain objectives: 2 per port.

Air support: if activation point spent (max. per turn), a roll of 3 or less.

Axis source of supply is beachhead or captured port. Allied is either port.

## House Rules/Clarifications for Malta:

1. Last to pass thru airfield & enemy not adjacent, takes it. If enemy within 6" of field, may fire at landing troops using normal fire rules.
2. Because scale of game is larger than normal (approx. 300m/inch), turns represent more time. So at the end of Allied turns 7-10, a roll equal to greater than or equal to turn number means day is over.
3. Support stands can be reassigned before game & each night but you need to exchange the old I.D. chit for a new one to match up with new battalion letter/number.
4. Paratroops can move within 12" of enemy even if not activated IF moving to the Rendevous point (then must activate to move closer).
5. Axis may plan to withhold available units but must specify when they come or if in unspecified reserve may only bring them on after rolling 2D6 "average" dice (1=3 & 6=4; so a roll of 1 & 1 actually totals 4); so range will be 4-10 turns. Likewise, a planned arrival may be again postponed 4-10 turns later at a new point of choice.

Following are new from website pdf uploaded previous to 8/10/02:

<http://members.aol.com/greatbattles/playaids.htm>

6. Activation cards in rules are ignored. OB is per rules.
7. Allied may start artillery in any of 3 modes, pre-registered, pre-planned or on-call. Axis may only have on-call artillery the first day, plus other 2 modes Day 2 on.
8. Allied units outside of towns may start entrenched (hard cover; place plain green side of counter) which are lost if stand moves from them. Entrenchments in open may be built by a stationary infantry unit that spends 5 action points; unfinished entrenchments abandoned if stand moves or enemy moves into close combat. Use reverse side of entrenchment counter with #s 1-4 and flip when entrenched.

## Using these charts

MODIFIERS NOTE: in this 3rd version of GBoWWII charts, I've made the modifiers on the various charts consistent: Score Modifiers. Since the rulebooks are not, this could cause confusion. In my opinion, the modifiers should either be all DIE ROLL modifiers or SCORE modifiers. What's the difference? With DRM, you modify the die roll and compare to the score. With Score Modifiers, you modify the score needed then roll the dice & compare. I like the latter approach better & for the minuses to be penalties & pluses to bonuses!

I have added some optional/variant modifiers & rules here and there and you can tell the difference because they are italic & blue! If you want to play "stock" GBoWWII, ignore these.

The 1st 4 charts can be arranged as a 11x17 page folder for the most commonly referenced items.

Other charts are mainly usable for training new players in some of the unique concepts & record keeping.

Finally, there are a variety of clarifications and suggestions.

The most commonly referenced materials can be enlarged and printed on 11x17" or 13x19" paper for wall charts. If your printer will handle paper of this size, the PDF page set-up features will handle this enlargement. Otherwise you can accomplish this via an enlarging copy machine.