

HQ (headquarters) / sHQ (sub-headquarters) - 1.3.2

- must remain/move with 1+ unit of its formation.
- do not count against stacking.
- no more than 1 HQ/sHQ per hex.
- a sHQ is in command at up to 2x the HQ command range.
- in command (s)HQ gives orders to units of the same formation within command range.
- if all units in the same hex are *eliminated*, the (s)HQ is too.
- if 1+ units in the same hex are *disrupted/reduced* 1D6 (-2 if a unit has been destroyed) : 1=> (s)HQ is *reduced*.
- a sHQ may not be replaced when *eliminated*.
- *eliminated* HQ is replaced *reduced* side up during *Marker Removal Phase* :
 - swap it with an existing sHQ
 - if there is none, stack it with a unit of the same *formation and type*
 - if there is none, it can't be replaced.
- (s)HQ may add their *leadership* rating to the *firepower/Assault* factor of **1 only** unit in their hex.
- (s)HQ may subtract their *leadership* rating from the rally die of **all units** in their hex.

Reconnaissance Units - 1.3.3.2

- are considered in command at 2x the (s)HQ command range.
- *Good Order* recon platoon who are in command may :
 - call artillery fire as if they were (s)HQ.
 - unconceal enemy units in their *Line Of Sight* and within 4 hex.

Support Weapons - 1.3.4

- can only be assigned to an infantry platoon.
- can not be reassigned and are *eliminated* if the owning platoon is.
- add their *firepower* and *range* to the platoon that employs it when firing.
- *Support Weapons* with a + instead of *firepower* and *range* enhancements grant an **augmented firepower**.

Moral Check : 2D6 <= formation's moral

Command Status - 4.2

- each formation hex out of command range does a *Moral Check*.
- if failed, hex is *Out Of Command*, and may only opportunity fire.

Rally - 4.3

- each *disrupted* unit rallies with a successful *Moral Check*.
 - +1 if *Out Of Command*.
 - - (s)HQ *leadership* rating if in the same hex.

Movements - 5.0

- transporting units may.
 - load for the cost of 3 **MF** only if not *disrupted*.
 - unload for the cost of 3 **MF**.

After any **movement** a unit receives an *Ops Complete* marker.

Ranged Combat - 6.1

- a unit may fire at target during formation impulse if it :
 - is in *Good Order* (not *disrupted*).
 - has no *Ops Complete* marker.
 - has a valid *Line Of Sight* to the target.
 - is within range of the target.
- **without** an underlined *range factor*, it can make a :
 - *Extended Range* fire, up to **2x** the normal range :
 - if unmodified *To Hit* number is < 6, add +1 to it.
 - or if unmodified *firepower* is > 1, sub -1 to it.
 - otherwise, no *Extended Range* fire is possible.
 - *Reduced Range* fire, up to **/2** the normal range :
 - sub -1 to *To Hit* number.
- a target is **concealed**, **+1D Defensive Bonus** if :
 - occupies a wood, city, rough, or cultivated (infantry only) terrain, or a wreck, improved position.
 - has no *Ops Complete* marker.
 - is not adjacent to a *Good Order* **friendly** unit.
 - is not within the *Line Of Sight* and within 4 hex of a *Good Order* **friendly** reconnaissance unit.
- (s)HQ may add their *leadership* rating to the *firepower* factor of **1 attacking** unit in their hex.
- *firepower*/Assault followed by a + is an **augmented firepower**, **+1D** ignore the smallest.
- use the *Armor Piercing* vs *Hard Target* or the *High Explosive* vs *Soft Target*.
- each of *firepower* $D6 \geq To Hit$ number hits the target.
- *Soft Target*, each *Defensive Bonus* $D6 \geq 5$ saves a hit.
- *Hard Target*, each (*Armor Factor* + *Defensive Bonus* **max 2**) $D6 \geq Save Number$ saves a hit.
- a hit *disrupts* a unit, if it is already *disrupted* or suffers more than 1 hit, it is also *reduced*, then *eliminated*.

Opportunity Fire - 6.2

- for each new hex (not the assault one) an enemy unit stack moves in, **1** unit which satisfies the **Ranged Combat** conditions may fire at it.
- if the enemy unit is *disturbed* or *reduced*, it must stop its movement.

Assault Combat - 6.3

- units whose *Assault* factor is followed by an * may not initiate assault, but may counter-attack.
- units without an *Assault* factor may not attack or counter-attack during assault combat.
- units assault enemy units by moving into their hex.
 - *disrupted* defending units have their *Assault To Hit* number increased to 6.
 - (s)HQ may add their *leadership* rating to the *Assault* factor of **1** attacking/defending unit in their hex.
 - *Good Order* infantry defending/attacking an *Armored Fighting Vehicles* **only** stack :
 - sub -1 to its *Assault To Hit* number.
 - if the assault takes place in a city, add + 1 to the infantry *Assault* factor.
- each attacking and defending unit counts its hits : *Assault* factor $D6 \geq Assault To Hit$.
- each side fairly distributes his hits between his units, odd hit is assigned randomly.
- if the attacker receives less hits than the defender, he must retreat to the hex from which he entered.
- otherwise the attacker remains in the hex and the defender must retreat 1 hex.
 - the defender must retreat in 1 of the 3 hexes opposite to direction from which the attacker came.
 - he cannot retreat into a hex occupied by or adjacent to an enemy unit other than the attacker stack.
 - if he cannot respect the above rules or the stacking, he is *eliminated*.

Overrun Combat - 6.4

- *Armored Fighting Vehicles* may attempt to overrun *Soft Targets* in open or hill terrain, to do so they must :
 - during their movement, enter the enemy hex and pay **1** extra **MF**.
 - retain enough **MF** to exit into an adjacent hex which contains no enemy units.
- each attacking *AFV* unit counts its hits : **3x Assault** factor $D6 \geq \text{Assault To Hit}$.
- *Good Order* defending unit counts its hits : unmodified *Assault* factor $D6 \geq \text{Assault To Hit}$.
- *disrupted* defending units have their *Assault To Hit* number increased to 6.
- each side fairly distributes his hits between his units, odd hit is assigned randomly.
- if *AFV* are *disrupted* or *reduced*, they can't exit through but must retreat in the hex they came from.
- a *Good Order AVF* may conduct as many overruns as its *MF* allows, but on different hexes.

Disrupted Units - 6.1.7

- may not attack.
- may not move closer or adjacent to an enemy unit in their *Line Of Sight*.
- if already adjacent they may retreat if it does not bring them closer to an enemy unit in their *Line Of Sight*.
- may counter attack an assault but have their *Assault To Hit* number increased to 6.
- may return to *Good Order* by passing a *Moral Check* at the beginning of their *Formation Impulse*.

Mortars - 6.1

- they fire at a hex, not a unit, and attack both *Hard* and *Soft Targets* with equal effectiveness.
- each *firepower* $D6 \geq \text{To Hit}$ number is a hit.
- each (*infantry Defensive Bonus* of the terrain **+1** if there is at least 1 *Hard Target*) $D6 \geq 5$ saves a hit.
- mortars may fire (but not opportunity fire) at a hex in their range but not in their *Line Of Sight* as long as a *Good Order* (s)HQ/*Reconnaissance Unit* of the same formation has a *Line Of Sight* to the hex and conduct this fire as an *artillery mission*.

After any type of **combat**, a unit receives an *Ops Complete* marker.

Improved Positions- 8.1 : nullifies the first hit of any attack including an assault.

Mines - 8.2

- can be placed in any previously unoccupied hex, immediately after an enemy unit moves into the hex.
- mines attacks occur before opportunity fire, each $2D6 \geq 5$ is a hit.
- fairly distribute hits between the units in the hex.
- an infantry or *engineer* unit that begins a formation impulse adjacent to a minefield can attempt to clear it :
 - infantry rolls 1D *engineer* rolls 2D, minefield is cleared on an even number.
 - each unit attempting to clear a minefield receives an *Ops Complete* marker.

Artillery - 11.2

- a *Good Order* (s)HQ/*Reconnaissance Unit* may call up to 2 fire missions on any hex in their *Line Of Sight*.
- this must be the first action of the unit, but it is not marked with an *Ops Complete* marker.
- artillery missions strike a hex and the 6 adjacent hexes, $1D6 : 1$ is a mission failure.

High Explosive Mission :

- for each of the 7 targeted hex, mission *firepower* \geq mission *To Hit* is a hit.
- each (*infantry Defensive Bonus* of the terrain **+ 1** if there is at least 1 *Hard Target*) $D6 \geq 5$ saves a hit.
- fairly distribute hits between units in the hex, odd hit is assigned randomly.

Smoke Mission :

- place a *Smoke2* marker in the impact hex which blocks *Line Of Sight* into/out/through/ the 7 impacted hexes.

Anti-Aircraft Units - 11.1

- attacks *aircraft* with the blue *firepower*.
- may also attack *Hard Targets*, with a *To Hit* of 6, no *Extended Range* fire possible.
- attacks *Soft Targets*, as indicated on their counter.

Close Air Support - 11.3

- the aircraft is placed on the target hex.
- *Anti-Aircraft* may *Opportunity fire* at it :
 - *Anti-Aircraft* always have a clear *Line Of Sight* to attacking *aircraft*.
 - each of *Anti-Aircraft firepower* $D6 \geq To Hit$ number hits the *aircraft*.
 - each of *aircraft Armor Factor* $D6 \geq Save Number$ saves a hit.
 - 2 hits *eliminate* the aircraft.
 - 1 hit *disrupt* it => 1D6 : 1-3 leave the game, 4-6 goes back in the cup during *Marker Removal Phase*.
- *aircraft* strike accuracy 1D6 :
 - 1 : failure, the defending chose an adjacent hex for the strike to hit.
 - 2 : *firepower* is reduced -1D.
 - 3-6 : successfull strike, use normal *firepower*.
- *aircraft* strike hits :
 - modified *firepower* $\geq To Hit$ is a hit.
 - (*infantry Defensive Bonus* of the terrain +1 if *concealed*) $D6 \geq 5$ saves a hit.
 - fairly distribute hits between units in the hex, odd hit is assigned randomly.
- after the attack, 1D6 \geq hits before savings counter goes back to the cup, otherwise aircraft strikes are over.

Additional Rules from spartans.org.uk

Assault Combat

- infantry platoons may only close assault armour units in the open if they are adjacent to them.

(s)HQ leadership bonus

- are not added to *firepower* but treated as an **augmented firepower** bonus.

Mortars Artillery

- if more than 1 target in hex add 1 extra attack dice.
- ignore first hit from artillery against *Hard Target*.
- *Soft target* in hex with *Hard Target* get 1 extra defence dice.

Concealed infantry

- may not be reduced by direct fire, it can be disrupted at worst.

Armor Bonus for cover ????

- is 5+ always, for all types. use a separate colour 'cover' dice and roll them as needed.

TODO

- Fate points
- Add rules gathered from the forum