

SEQUENCE OF PLAY	
<b>1) Spotting Phase (4.1, 6.1)</b>	
<b>2) Command Phase</b> a) Determine Available Commands Step (6.2.1) b) Place Commands Step (4.2.1, 6.2.1.1.3)	
<b>3) Initiative Phase (4.3, 6.3, 7.42)</b> a) Winner determines First or Second Player for the turn Force Grade Modifiers (AG): Elite: +40, Veteran: +20, Seasoned: 0, Regulars: -20, Green: -40	
<b>4) 1st Air Phase (6.4)</b>	
<b>5) Combat Phase (4.4, 6.5)</b> a) Indirect Fire Combat Step (6.5.1) i) First Player ii) Second Player b) Direct Fire Combat Step (4.4.1, 6.5.2, 6.5.4) i) First Player ii) Second Player iii) Overwatch (4.4.2, 6.5.3)	
<b>6) Movement Phase (4.5, 6.6)</b> a) Close Assault/Hand-to-Hand Combat Step (6.6.1) i) First Player ii) Second Player b) Movement and Overrun Combat (6.6.10) Step i) Second Player ii) First Player	
<b>7) 2nd Air Phase (6.7)</b>	
<b>8) Adjustment Phase</b> a) Pivot Step (6.8.1) b) Adjust Turret Step (7.8) c) Adjust Full Cover Step (6.8.2) d) Adjust/Remove Suppressions Step (6.8.3) e) Adjust/Remove Morale Counters Step (7.1) f) Adjust/Remove Counters Step (4.6.1, 6.8.6) g) End Turn Step (4.6.2)	
Advanced Game or Optional Rules Sequence of Play Phases and Steps	

AVAILABLE COMMANDS (6.2.1)											
GRADE	1	2	3	4	5	6	7	8	9	10	CMD RNG
ELITE	1	1	2	3	4	5	5	6	7	8	2 hexes
VETERAN	1	1	2	3	3	4	5	5	6	7	1 hex
SEASONED	0	1	2	2	3	3	4	5	5	6	1 hex
REGULARS	0	1	1	2	2	3	3	4	4	5	0 hexes
GREEN	0	1	1	1	2	2	3	3	3	4	0 hexes

NUMERIC COHESION POINT (7.1.1)											
MORALE	FACTOR	1	2	3	4	5	6	7	8	9	10
SUPERB	91+	1	2	2	3	4	5	6	6	7	8
EXCEPTIONAL	86-90	1	1.5	2	3	4	4.5	5	6	7	7.5
OUTSTANDING	76-85	1	1	2	3	4	4	5	6	6	7
SUPERIOR	66-75	1	1	2	2.5	3	4	4.5	5	6	6.5
EXCELLENT	56-65	1	1	2	2	3	4	4	5	5	6
GOOD	46-55	0.5	1	2	2	3	3	4	4.5	5	5.5
ADEQUATE	36-45	1	1	2	2	3	3	4	4	5	5
FAIR	26-35	0.5	1	1	2	2	3	3	3.5	4	4.5
POOR	25 OR LESS	0	1	1	2	2	2	3	3	4	4

COHESION POINT (7.1.1)						
NATION	YEAR					
	'40	'41	'42	'43	'44	'45
SOVIET	---	-30	-20	-10	0	0
GERMANY	+30	+25	+20	+15	+10	0
USA*	---	---	-20	-10	0	+10
UK	-20	-10	0	0	0	+10
FRANCE	-20	0	0	0	0	0
ITALY	-30	-20	-20	-30	---	---

COHESION MODIFIERS (7.1.1)	
GRADE	MODIFIER
ELITE	+20
VETERAN	+10
SEASONED	---
REGULARS	-10
GREEN	-20

\* USA -20 also in early-43.  
For Germany, USA, UK or France '44+, no more than ± 2 levels. For Soviet, France '40 or Italy, no more than +1 level; may decrease to any level.

BREAK POINT MODIFIERS (7.1.4) RECOVERY MODIFIERS (7.1)	
GRADE OR SITUATION	MODIFIER
ELITE	+20
VETERAN	+10
SEASONED	---
REGULARS	-10
GREEN	-20
IN MEDIUM COVER	+10
IN HEAVY COVER	+20
UNBROKEN COMMAND UNIT IN CMD RNG	+20
SUPPRESSED, DAMAGED	-20
FORCED MORALE CHECK	+20
BROKEN UNIT FROM FORMATION IN CMD RNG	-10
SPOTTED UNIT WITHIN 2 HEXES	-20
SPOTTED UNIT WITHIN 5 HEXES	-10
Command other than N/C	-20
ALL UNITS HAVE A BASE RECOVERY OF 51-00	

BREAK POINT (7.1.4)		
NATION	BREAK	HESITATE
SOVIET	01-40	41-60
GERMANY	01-50	51-70
USA	01-60	61-80
UK	01-60	61-80
FRANCE '40	01-70	71-90
FRANCE '41+	01-60	61-80
ITALY	01-70	71-90

AA/AIRCRAFT MODIFIERS (6.7.3.5)	
AA VS. FAST SPEED, HIGH ALT.	-10
AA VS. LOW ALTITUDE	+10
AIRCRAFT ATTACK AT LOW ALT.	+20
AIRCRAFT ATTACK AT MEDIUM ALT.	+10
AIRCRAFT ATTACK AT FAST SPEED	-20

AA/AIRCRAFT SPOTTING (6.7.3.1)		
SPEED/ALTITUDE	Acquire	Track
SLOW/LOW	5	2
SLOW/MEDIUM, FAST/LOW	10	4
SLOW/HIGH, FAST/MEDIUM	15	6
FAST/HIGH	20	8

AA/AIRCRAFT LINE-OF-SIGHT (6.7.3.1.3)	
ALTITUDE	DISTANCE
LOW	1 hex/H2, 2 hexes/H3, 3 hexes/H4 ...
MEDIUM	1 hex/H4, 2 hexes/H5, 3 hexes/H6 ...
HIGH	1 hex/H6, 2 hexes/H7, 3 hexes/H8 ...

Aircraft units may not acquire targets located inside Building hexes or Improved Positions, or in Light Woods, Woods, or Heavy Woods hexes. AA Units inside Buildings may not track aircraft.

## COMBAT EFFECTS SUMMARY

### AP DF vs. A, P, or S-Type Vehicle

#### AP combat with hit determination, number of hits, hit location, armor comparison, damage determination and bail out.

- S-Type: -2 Damage Modifier. Not applicable with Basic Game Damage.
- Optional (7.11) Special +2 BU modifier with KO/BU damage determination.

#### Basic Game Damage

- If the Penetration Factor is equal to or greater than the Armor Factor by 1-3, the target suffers a Damage Hit.
- If greater by 4-9, it suffers a KO.
- If greater by 10 or more, it suffers a BU.

### GP (any) DF/IF vs. Leg or Towed

#### GP combat with the listed results determination.

### Non-Small Arms GP DF/IF vs. A or P-Type Vehicle

#### GP combat with special results determination and bail out.

- If a Suppressed result, the vehicle is suppressed.
- Effective Result only if shooter's maximum GP Effectiveness factor is greater than or equal to the target vehicle's GP Defense Factor. Otherwise, the target vehicle is suppressed by an Effective Result.
- If an Effective Result and the final modified result ends in 5, the vehicle suffers a Damage hit.
- If an Effective Result and the final modified result ends in 10, the vehicle suffers a TK hit.
- If an Effective Result and not a Damage or TK hit, roll (10) to determine KO or BU. BU if equal to or less than shooter's maximum GP Effectiveness factor, otherwise KO. Optional (7.11) Special -2 BU modifier with damage determination.
- Optional (7.8) Effective Result vs. open A-Type vehicle: the target vehicle is damaged if shooter's maximum GP Effectiveness factor is less than the target vehicle's GP Defense Factor. Also applies to Aircraft Combat.

### Non-Small Arms GP DF/IF vs. S-Type Vehicle

#### GP combat with results determination and bail out.

- If a Suppressed result, the vehicle is suppressed.
- If an Effective Result and the final modified result ends in "5", the vehicle suffers a Damage hit.
- If an Effective Result and the final modified result ends in "10", the vehicle suffers a TK hit.
- If an Effective Result and not a Damage or TK hit, roll (10) to determine KO or BU. BU if equal to or less than shooter's maximum GP Effectiveness factor, otherwise KO. Optional (7.11) Special -2 BU modifier with damage determination.

### Small Arms GP DF vs. A-Type Vehicle

#### GP combat with results determination.

- If an Effective or Suppressed Result at pointblank range, the target vehicle is Suppressed.
- If an Effective Result at short range, the target vehicle is Suppressed.
- Otherwise no effect.
- Optional (7.8) Effective Result at pointblank range vs. open vehicle: the target vehicle is damaged. Also applies to Aircraft Combat.

### Small Arms GP DF vs. P-Type Vehicle

#### GP combat with results determination and bail out.

- If a Suppressed Result at pointblank or short range, the target vehicle is Suppressed.
- If an Effective Result at pointblank range, the target vehicle is Damaged.
- If an Effective Result at short range, the target vehicle is Suppressed.
- Otherwise no effect.

### Small Arms GP DF vs. S-Type Vehicle

#### GP combat with results determination and bail out.

- If a Suppressed result, the vehicle is suppressed.
- If an Effective Result and the final modified result ends in 5, the vehicle suffers a Damage hit.
- If an Effective Result and the final modified result ends in 10, the vehicle suffers a TK hit.
- If an Effective Result and not a Damage or TK hit, roll (10) to determine KO or BU. BU if equal to or less than 1/2 of shooter's GP factor (round down), otherwise KO. Optional (7.11) Special -2 BU modifier with damage determination.

### Close Assault vs. Type A, P, S-Type Vehicle

#### GP combat with results determination and bail out.

- If a Suppressed result, the vehicle is suppressed.
- If an Effective Result and the final modified result ends in 5, the vehicle suffers a Damage hit.
- If an Effective Result and the final modified result ends in 10, the vehicle suffers a TK hit.
- If an Effective Result and not a Damage or TK hit, roll (10) to determine KO or BU. BU if equal to or less than 1/2 of the primary attacker's Close Assault GP factor, otherwise KO. Automatic BU if attacker has a flamethrower. Optional (7.11) Special -2 BU modifier with damage determination.

### Non-Small Arms GP DF/IF vs. Terrain

#### GP combat (Close Assault with engineers) with results determination.

- With two Effective Results the terrain type is destroyed; otherwise no effect.

### Leg Hand-to-Hand vs. Leg or Towed

Both sides roll (100) and compare results with immediate step loss or elimination.

### Aircraft Combat

#### GP combat with Aircraft Speed and Altitude modifiers.

- Strafe: Low Altitude only at Slow or Fast Speed. Slow Speed impacts 2 hexes; Fast Speed impacts 3 hexes.
- Rockets: Low Altitude only at Slow or Fast Speed. Range 2-10 hexes. Impacts 1 hex.
- Dive Bomb: Enters at High Altitude bombs from Low Altitude at Slow Speed only. Impacts 1 hex.
- Bomb: Medium or High Altitude at Slow or Fast Speed. Medium Altitude impacts 2 hexes; High Altitude impacts 4 hexes.

