

Solitaire A

**ADDITIONAL
NATIONALITIES!
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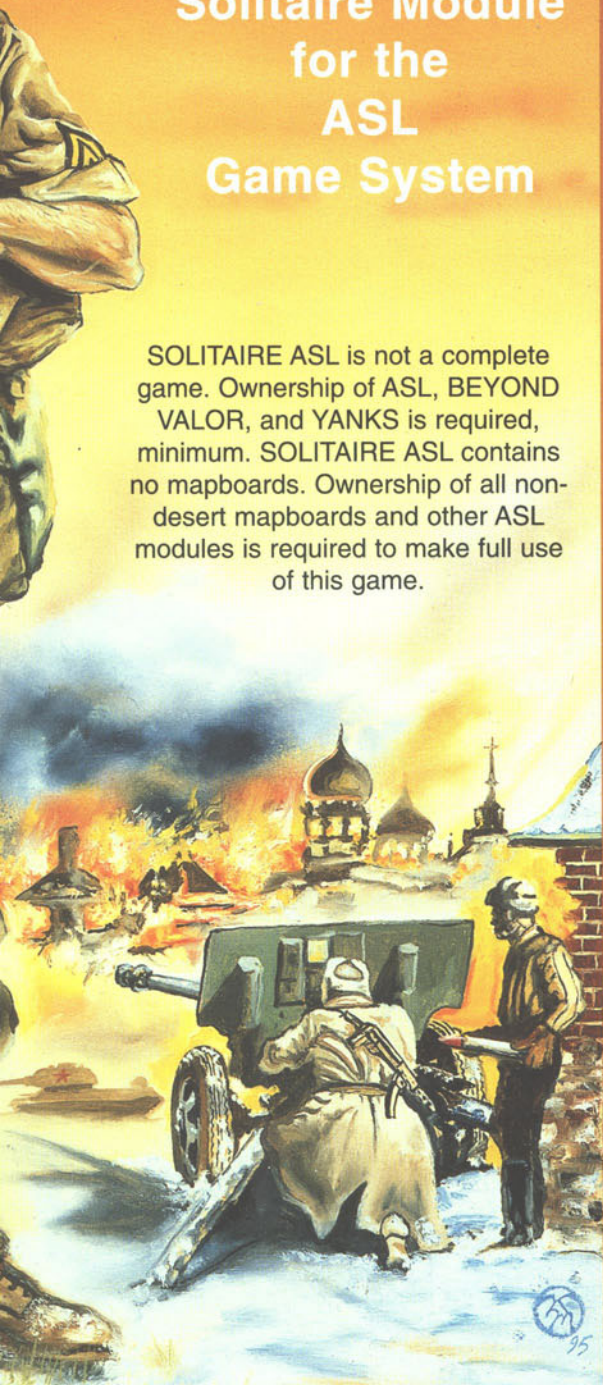
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ASLTM

Second Edition

WWII Tactical Warfare Solitaire Module for the ASL Game System

SOLITAIRE ASL is not a complete game. Ownership of ASL, BEYOND VALOR, and YANKS is required, minimum. SOLITAIRE ASL contains no mapboards. Ownership of all non-desert mapboards and other ASL modules is required to make full use of this game.



A11: ENEMY Random Event Table (2.)

Colored dr drmm (2.3);

± x as per MSR

* This RE may occur only once per Mission.
Reroll for a different RE as necessary (2.31).

DR Random Event

- *01** Wire! A line of wire is spotted by the unbroken FRIENDLY unit that is closest to the EBE. The closest Wire counter to the spotter is a number of hexes away (as per a dr) toward the EBE (or along EBE hexes if the dr is > the range to that edge). The line of wire contains a number of Wire counters (as per a DR+2) and is placed in a (Alternate) Hex Grain paralleling the EBE. The first such Wire counter placed must be in the hex of that (Alternate) Hex Grain closest to the spotting unit and in its LOS (if no hex of that [Alternate] Hex Grain is in its LOS move the [Alternate] Hex Grain closer to the spotter until ≥ one hex of it is in the spotter's LOS). Place additional Wire counters, one at a time, in eligible Locations of that (Alternate) Hex Grain to either side of the original Wire counter placed (beginning with the lowest-lettered hexrow) until all are placed. Each ENEMY unit in a just-placed Wire Location is beneath the wire; each FRIENDLY unit must be on it.
- 02** Armored Cupola! An Armored Cupola (D9.5) has been spotted by the unbroken FRIENDLY unit that is closest to the EBE. Determine the armor type {x6}; use the turret armor of that AFV (if a turreted AFV was not rolled, reroll until one is). Use a turret counter to represent the cupola (it is suggested that the AFV's counter be kept offboard near the cupola as a reminder of its armor). To determine the Cupola's Location make a dr; place the Cupola in the nearest eligible Location (D9.52) in the LOS of the spotting unit that is at least that number of hexes (as per the dr) toward the EBE.
- 03-04** Minefield! The FRIENDLY (non-Melee) Infantry stack(s) in an eligible (non-building) minefield Location (B28.1) [EXC: reroll for another RE if only eligible unit is on a FRIENDLY setup board or all FRIENDLY units are in ineligible Locations] that is nearest to the EBE, has stumbled into an A-P minefield. Conduct a mine attack vs each such unit as the first event of the upcoming ENEMY PFP. Just as if the unit(s) had entered the Location as a stack. Determine the strength of each such A-P minefield by a Random dr (dr ≤ 2: 6FP; dr = 3-4: 8FP; dr ≥ 5: 12FP). Mark each such Location by the appropriate Known Minefield (F.7) [EXC: Dummy Minefields (F.7B) are NA].
- 05** Local Counterattack! Each Hold-Attitude S? within five hexes of a hex (as determined by drawing a Letter Chit for the hexrow and making a dr +2 for the coordinate) on the mapboard with the most S? immediately assumes Advance Attitude. Replace each such S? with a different colored S? (3.2).
- 06** ENEMY infiltration! On the mapboard containing the most FRIENDLY units place one S? in each (non-rooftop, non-sewer) building Location not currently marked with a S? and not occupied by/ADJACENT to a FRIENDLY unit [EXC: use 4.12 as necessary]. Each such Location reverts to ENEMY Control (if previously FRIENDLY-Controlled). Each such S? assumes Hold attitude.
- 11** If ≥ 1 Good Order FRIENDLY Infantry unit is in a building Location make a subsequent dr and consult the following respective paragraph. Determine the unit randomly if > 1 such unit is in a building Location; if no such unit is in a building Location reroll for a different RE.
- (dr 1)** One randomly determined Good Order FRIENDLY Infantry unit in the Location discovers a dead ENEMY officer. Upon inspecting the body, the unit discovers what it suspects to be important documents and tucks them away (as such, they become an "inherent" part of that unit and such possession can be neither Transferred nor dropped). Record the identity of the possessor for later reference. If the possessor is a squad that subsequently suffers Casualty Reduction the papers are permanently lost on a subsequent dr ≥ 4. If the possessor is later Deployed the possessing HS's ID must be recorded. Should a HS subsequently recombine, record the ID of the resulting squad. If the possessing unit survives the Mission determine the FRIENDLY VP value of the papers by making a dr-1 (they might be worthless after all).
- (dr 2)** One randomly determined FRIENDLY unit in the Location discovers a sultry peasant girl. The FRIENDLY unit immediately becomes TI and remains so for a number of Game Turns (or portion thereof) as determined by a dr with a +1 drmm per HS-equivalent (FRD). Remove the TI counter immediately if the unit is no longer Good Order. When the TI counter is removed (whatever the reason) mark the unit CX [EXC: Berserk, captured, or broken units are not CX].
- (dr 3-4)** A FRIENDLY Infantry unit in the Location upsets a lit kerosene lamp. Place a Pinned Flame counter (B25.15) in the Location.
- (dr ≥ 5)** Boobytrap! Follow instructions for RE #12 in the current Location (i.e., random Location generation is NA).
- 12** Boobytrap! A FRIENDLY Infantry unit in a building Location touches off a Boobytrap (if no such unit occupies a building Location reroll until a different RE results). Randomly determine one eligible building Location. All Infantry units in the Location are attacked by the boobytrap as the first event in the upcoming ENEMY PFP. Make a DR to determine the Boobytrap's FP. Round the result down the the nearest IFT FP Column which is not greater than the DR. The TEM of the target Location is reversed (as if struck by a CH; C3.7). Following resolution of this attack the Boobytrap is considered disarmed and has no further effect.
- 13-14** Minefield! (See ENEMY RE #03-04) [EXC: if the Mission occurs in PTO Terrain, the ENEMY is Japanese/Partisan/Commando, and the ENEMY Attitude is Hold, a Panji (G9.) has been crossed (see 5.74, second paragraph, for placement of the Panji counter and G9.4-.48 for entry effects)]

- 15** ENEMY infiltration! As per ENEMY RE #06 except only VPO Location(s) and each Concealment Terrain Location(s) ADJACENT to such a VPO Location(s) is eligible. If no VPO Locations exist in the Mission (or if each such VPO Location already contains a S?) reroll until a different RE results.
- *16** ENEMY convoy! Convoy vehicles enter along a randomly determined EBE road hex that has a contiguous path of connected road hexes exiting along ≥ 1 other randomly determined non-EBE (if no such road network exists on the mapboard's current configuration reroll until another RE results). Each vehicle must use Convoy movement (E11.) and continue along the road changing VCA only as necessary to remain on the road and using as many of its available (non-ESB) MP as possible towards the determined road exit hex until each vehicle of the convoy is exited [EXC: if released (E11.251) all units of the convoy are eligible for normal ENEMY activity; see below]. Each exited convoy unit is worth one ENEMY VP (regardless of vehicle type) [EXC: two VP if the vehicle is towing a Gun].
- RELEASED:** When released (E11.251) a vehicle transporting passenger S? will immediately stop and attempt to unload as soon as possible (each unloaded S? will be in Advance Attitude until Activated or it occupies any Location with a TEM of ≥ +1, at which time it will assume the Prevailing Attitude). Each released vehicle without Passenger S? will attempt to exit along the (previously-determined) road exit hex [EXC: if such movement would move it closer to Known FRIENDLY unit(s) it will instead turn around and attempt to retrace its path to its entry hex]. A vehicle towing a Gun (or one that is non-armored but armed) when released will continue to tow its Gun and individually attempt to exit (as per an unloaded vehicle, above) [EXC: if the Gun is an AT or INF type Gun, the vehicle will attempt to unload the Gun as soon as possible (including unloading any crew it is currently carrying as a Passenger) before the vehicle attempts to exit]. Each AFV released is subject to normal Activations immediately upon its release. To determine the composition of the convoy, make a subsequent dr and consult the following results:
- (dr 1)** Make a dr to determine the number of Transport vehicles. Then make a DR {x7} to determine the Transport vehicle type (all will be the same type). On a subsequent dr ≤ 4 each Transport vehicle contains one Passenger S?.
- (dr 2)** Same as above except the procedure is performed twice [EXC: the dr to determine if the vehicles contain Passenger S? is performed only once for the entire convoy].
- (dr 3)** Make a dr to determine the number of Transport vehicles, each of which is towing a Gun and has an Infantry crew as a Passenger. Next, make a DR {x5} to determine the Gun type (all Guns will be the same type). Finally, make a DR {x7} to determine the Transport vehicle type (all vehicles will be of the same type). If the resulting vehicles are incapable of towing the Gun type (including carrying the Infantry crew as a Passenger), reroll the vehicle type until a suitable Transport vehicle results.
- (dr 4)** Same as for a dr of 1 except the convoy is led by number {A6g} of vehicles {x7a} (each the same).
- (dr 5)** Same as for a dr of 1 except the convoy is led by a number {A6e}, and trailed by a number {A6g} of vehicles. Make two separate DR {x7a} to determine the leading and trailing vehicle type(s).
- (dr 6)** Same as for a dr of 2 except that the convoy is led by a number {A6d} of vehicles {x7a}, each of which has its type determined separately.
- *21** ENEMY recon plane flies overhead during this ENEMY RPh. The recon plane will attempt a STC (E7.3) vs. the FRIENDLY unit(s) in the Location with the lowest total STC DRM. If the recon plane passes the STC, increase ENEMY RE#s by one [EXC: if ENEMY RE is already 6/7 perform ENEMY RE #24 instead]. If the recon plane fails the STC, no further effect takes place (it is assumed to have continued on its way). No AA fire is allowed vs. the recon plane.
- *22** One randomly determined FRIENDLY AFV is immediately immobilized [EXC: Immobilization TC (D5.5) is NA]. If no Mobile FRIENDLY AFV is currently onboard, one randomly determined unarmored FRIENDLY vehicle is immediately immobilized. If no Mobile FRIENDLY vehicle is currently onboard, reroll until a different RE results.
- 23** ENEMY resistance stiffens! The ENEMY AC# (5.1) increases by one. If the ENEMY AC# is already 5, reroll until another RE results.
- 24** ENEMY AFV! Determine the number {A6a}, AFV type {x6} (all will be of the same type) and Armor Leader {x3} (5.71-713; 9.3).
- 25** ENEMY AFV! Determine the number {A6e}, AFV type {x6} (all will be of the same type) and Armor Leader {x3} (5.71-713; 9.3).
- 26** ENEMY leader Battle Hardens! The current best eligible ENEMY leader immediately Battle Hardens (A15.3). Randomly determine which leader is affected if there are ≥ 2 such leaders. Additionally, all broken ENEMY units in the same Location as the selected leader automatically rally. If there is currently no active ENEMY leader on board, reroll until another RE results.
- 31** ENEMY artillery strike! Determine the number of FFEs by a dr {A6a} (8.7-75).
- 32** ENEMY artillery strike! Determine the number of FFEs by a dr {A6e} (8.7-75).
- 33** ENEMY Harassing Fire FFE! Determine the number of FFEs by a dr {A6e} (8.7-75). Each FFE is resolved as Harassing Fire.
- *34** ENEMY reinforcements! A number of S? equal to a DR +2 enter this Turn along the EBE. Each entering S? assumes Advance Attitude until Activated, at which time it assumes the Prevailing Attitude. All S? entering by this RE are in addition to any other S? entering this Turn (4.21-22).
- ADDITIONAL REINFORCEMENTS:** During each subsequent ENEMY RPh make a reinforcement dr. A reinforcement dr ≤ 3 results in additional S?

- equal to a DR entering along the EBE as indicated above. Once a reinforcement **dr** ≥ 4 is rolled, no further reinforcements enter due to this RE (i.e., no further reinforcement **dr** are made on subsequent Turns).
- *35** ENEMY SPG! Determine the number {A6c}, AFV type {x6a} (all will be of the same type, use {x6} if {x6a} is not applicable) and Armor Leader {x3} (5.71-713; 9.3).
- 36** Flank attack! A number of S? equal to a DR +4 enter this Turn along one map edge adjacent to the EBE. Randomly determine the board edge of entry. Each entering S? assumes Advance Attitude until Activated, at which time it assumes the Prevailing Attitude. Until Activated, these S? will move toward the map edge directly opposite the edge on which they entered.
- ADDITIONAL REINFORCEMENTS:** During each subsequent ENEMY RPh make a reinforcement **dr**. A reinforcement **dr** ≤ 3 results in additional S? (equal to a DR) entering along the EBE as indicated above. Once a reinforcement **dr** ≥ 4 is rolled, no further reinforcements enter due to this RE (i.e., no further reinforcement **dr** are made on subsequent Turns).
- 41** Berserk! The closest eligible (A15.1) Activated ENEMY Infantry unit in LOS of the FRIENDLY unit closest (in hexes) to the EBE goes Berserk. Randomly determine which unit(s) are affected if more than one qualify. If no eligible Activated ENEMY unit has LOS to the FRIENDLY unit closest to the EBE, use the second closest, etc. Additionally, each eligible Activated ENEMY infantry unit which is $\leq$ one hex from this original Berserk unit immediately takes a NTC. Each ENEMY unit which passes this NTC immediately becomes Berserk (failure of this Berserk TC has no effect). If no eligible Activated ENEMY unit currently has LOS to a FRIENDLY unit, reroll until a different RE results.
- *42** Storm front moving in. The weather immediately changes to Overcast (E3.5). If already Overcast, rain begins to fall (as if a WC DR of 11 had just been rolled). If heavy rain is already falling, reroll until a different RE results.
- *43** Poor visibility. Mist (E3.32) is in effect for the duration of the Mission. If Mist is already in effect, Fog (E3.31) settles over the mapboard(s). Determine Fog level/density (E3.31; E3.311). If Fog is already in effect, increase its density by one. If Fog density is already +3, reroll until another RE results.
- 44** ENEMY Recon! Determine the number {A6b}, AFV type {x6b} (all are the same type, use {x6} if {x6b} is not applicable) and Armor Leader {x3} (5.71-713; 9.3).
- 45** ENEMY HMG! The S? nearest (in hexes) to the FRIENDLY non-AFV unit which is nearest the EBE is immediately Activated [EXC: 5.752 is NA]. If more than one S? qualifies, select the S? based on the following **Priority**: S? occupying the Highest TEM; S? occupying the highest Elevation; S? with LOS to the largest number of FRIENDLY non-AFV units. If no S? has LOS to the FRIENDLY unit closest to the EBE, use the second closest, etc. Once the S? is selected, Activate one ENEMY leader {x3; a cumulative -1 DRM applies}, one ENEMY Elite squad (use the squad type with the highest range if more than one Elite squad type is available) possessing a HMG (if the ENEMY nationality has a .50 cal HMG available, make a subsequent **dr**; replace the HMG with a .50 cal HMG on a **dr** ≤ 3). If no S? has LOS to a FRIENDLY non-AFV unit (or if there are currently no S? onboard), reroll until another RE occurs.
- 46** Flamethrower! One S? which is in LOS and ≤ 4 hexes from a FRIENDLY unit automatically Activates as one ENEMY Elite squad (use the squad type with the lowest range if more than one Elite squad type is available) possessing a FT. The Elite squad is an Assault Engineer (H1.22). If more than one S? qualifies, select the S? based on the following **Priority**: closest to a FRIENDLY unit; closest to a FRIENDLY AFV; closest to the FRIENDLY AFV with the highest hull AF. If no S? is eligible, perform RE# 45 instead.
- 51** Rumors of an ENEMY offensive! Increase ENEMY RE#s by one (2.5). If ENEMY RE#s are already 6/7, reroll until a different RE results.
- 52** FRIENDLY intelligence reports heavy ENEMY pressure on neighboring battalion. Reduce FRIENDLY RE#s by one (2.5). If FRIENDLY RE#s are already 2/3, reroll until a different RE results.
- 53** ENEMY sniper strikes! Make a **dr** with a -2 drm. The result is resolved as a Sniper Attack (A14.3) [EXC: a final **dr** ≥ 2 is treated as if it were 2].
- 54** Charge! If the ENEMY nationality is Russian/Chinese (or Japanese), a Human Wave (or Banzai) enters along the EBE (4.3-34). Otherwise, conduct RE 36.
- *55** FRIENDLY AFV recalled. One FRIENDLY Mobile AFV (determined at random) is immediately Recalled (D5.431). If the selected AFV is radioless and part of a multi-vehicle platoon, the entire platoon is Recalled. If no eligible FRIENDLY AFV exist, reroll until a different RE results.
- *56** ENEMY dispatch rider! Activate one ENEMY 8-0 SMC mounted on a SMC Cycle. Determine entry/exit hexes per RE 16. The SMC proceeds along the determined road path as a rider until eliminated or forced to Bail Out. The SMC will expend ≤ 14 MP per MPH but will move as far as possible each MPH. Once the SMC has LOS to a known FRIENDLY unit, it will use its full movement allowance (if possible) each MPH. If forced to become Infantry, the SMC will attempt to exit along the nearest non-FBE (taking the shortest route in MF) receiving an automatic Move Command during each ENEMY MPH. If captured (or eliminated and his last-occupied Location is successfully Searched by a Good Order FRIENDLY Infantry unit), valuable papers are discovered on a subsequent **dr** ≤ 4 . See RE 11 (**dr** 1), for possession of such papers. If the Possessing unit survives the Mission, determine the FRIENDLY VP value of the papers by a **dr** {A6a}.
- 61** Infiltrators! Place S? per 4.1e on the mapboard which currently contains the most FRIENDLY Infantry units [EXC: no S? may be placed in a FRIENDLY

occupied Location]. Only one Letter Chit is drawn. All S? placed by this RE assume a Hold Attitude until Activated.

- *62** ENEMY Tank Destroyers! Determine the number {A6d}, AFV type {x6c} (all are the same type, use {x6} if {x6c} is not applicable) and Armor Leader {x3} (5.71-713; 9.3).
- *63** ENEMY reinforcements! See RE 34 [EXC: the initial number of S? is equal to a DR +3].
- *64-65** ENEMY air support arrives (8.9)! Determine type, presence of any bombs, and number of aircraft per E7.1-21. Each aircraft enters play (i.e., may make Sighting TCs) during the next FRIENDLY MPH. If weather conditions preclude use of aircraft, reroll until another RE results.
- 66** Berserk! Conduct RE 41.
- *71** Creeping Barrage! An ENEMY Creeping Barrage (E12.7) moves toward the FBE from the direction of the EBE (East to West). The Creeping Barrage initiates in a hex determined as follows. Place a SR in the hex containing the FRIENDLY unit which is closest in hexes to the EBE. If more than one hex qualifies, select the hex which contains the most FRIENDLY units. Scatter (C1.31) is automatic. Determine the FP of the barrage by consulting the Chapter H DYO OBA chart as appropriate for the nationality, theater, and time period. Reroll OBA results until a non-rocket OBA module results. During each ENEMY PFPH (only) the Barrage is corrected (E12.74) until it can no longer be corrected.
- 72** FRIENDLY ammunition shortages. All FRIENDLY units suffer from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- 73** ENEMY AFV! Determine the number {A6b}, type {x6} (all will be of the same type), and Armor Leader {x3}; 5.71-713, 9.3.
- 74** ENEMY airborne drop! [EXC: Reroll for a different RE if weather conditions prohibit such (E9.1) or if the ENEMY nationality is not listed in the Paradrop Squad Table, below.] Determine the number of Wings {A6b}; each Wing consists of five Sticks of one S? each. S? in Sticks are represented by a $\frac{5}{8}$ " Parachute counter until Activated. Each Wing will have a separate Drop Point (E9.12) determined as follows. Randomly determine the non-river mapboard of entry. Draw one Letter Chit and make a **dr** +2 to determine the hex coordinate [EXC: the E9.12 restriction for minimum distance between Drop Points is NA]. Reroll any Drop Point **dr** which result in a Drop Point ≤ 3 hexes from any board edge. Each Wing now lands on its determined Drop Point [EXC: no **dr** is made for accuracy]. The hexgrain will be that which maximizes the distance from as many board edges as possible.
- Immediately prior to landing, each non-German S? entering via paradrop may move one hex per the following: away from elimination terrain (E9.4), away from injury terrain (E9.42), away from adjacent FRIENDLY units, toward the nearest (in hexes) FRIENDLY-Controlled VPO.
- In the ENEMY APH, Activate each Stick as a "S, L, SW." No **dr** on table A1 is required. Each SW generated normally requiring a separate $\frac{1}{2}$ " Parachute counter is assumed to have already been recovered. Determine the squad type on the respective nationality's Paradrop Squad Table below. Determine leader {x3} [EXC: make a subsequent **dr**; on a **dr** ≥ 5 no leader is received; any 6+1 or 7-0 leader result is treated as none (i.e., "-" instead)]. Determine SW {x4} [EXC: the only SW which may be Activated during the paradrop are LMG/dm-MMG/dm Lt. Mtr/PSK/BAZ/ATR/PIAT (see table notes below); all other results are treated as none (i.e., "-")]. Each SW must be dm if possible. Activated S? from a paradrop assumes the Prevailing Attitude.
- Each S? drifting/landing offmap is considered eliminated. No VP are awarded (to either side) for S? eliminated in this manner.

PARADROP SQUAD TABLE

dr	Russian	German	U.S. Army ^{1,2}	U.S.M.C. ^{2,3}	British ¹	Japanese ²	Italian ⁴
1	4-5-8	8-3-8	6-6-7	5-5-8	4-5-8	4-4-8	4-4-7
2-5	6-2-8	5-4-8	7-4-7	5-5-8	6-4-8	4-4-8	4-4-7
6	4-5-8	4-6-8	7-4-7	5-5-8	6-4-8	4-4-8	4-4-7

Notes:

¹ For Missions in 1944/45, any Lt. Mtrs for U.S. or British will be Airborne-type.

² Paratroops NA for U.S. and Japanese prior to 1942.

³ U.S.M.C. Paratroops are NA after 1943 (use U.S. Army column instead).

⁴ Italian (Folgore) are NA before 1940 and/or after 1943 (use German column instead).

- 75-76** ENEMY reinforcements! See RE 34 [EXC: the initial number of S? is equal to a DR +6].

FRIENDLY CMD# (16.2)

FRIENDLY unit must roll $\leq$ its Command Number.

- A Leader/Crew has a CMD# one $>$ its current Morale Level.
- A squad/HS has a CMD# equal to its current Morale Level.
- A vehicle has a CMD# one $>$ its current Morale Level (D5.1) [EXC: an SMC Rider/Passenger may use his own CMD# if it is greater].

Cumulative DRM:

- 1 Unit has an Acquired Target
- 1 SMC possessing functioning radio/field-phone & OBA is available
- 1 Convoy/Column/Platoon movement
- 1 CE AFV
- 1 Non-Stopped
- 1 U.S. Army/Italian/Axis Minor/Chinese MMC
- 1 Japanese Leader

A1: ENEMY Activation Table (5.6)

Final DR	Item(s) Activated
≤ 1	AFV ¹ , S ²
2	AFV ¹
3	S, S, L, F ³ , SW
4	S, L, F ³ , SW
5	S, L, SW
6	S
7	—
8	HS ¹
9	S
10	S, S, L
11	S, HS ¹
12	HS ¹ , Gun ³
13	SPG ⁴
14	S, F ³ , Gun ³

Cumulative DRM:

-1 If S? was in Advance Attitude
± y as per MSR

Footnotes:

- 1 SPG {x6a} on a subsequent dr ≤ 2 [EXC: ENEMY has no SPG table]. See 5.61 if Activated in Prohibited Location.
- 2 Squad Activated as a Rider (D6.2) if possible.
- 3 Squad if ENEMY nationality may not Deploy.
- 4 Consider this a Gun result {x5} if the respective ENEMY nationality has no SPG Table {x6a}.
- 5 See 5.761 if being Activated in a building Location; see 5.61 if Activated in a Prohibited Location.
- 6 SMOKE if in MPH of Advance Attitude S? (5.74); otherwise NE.

A5: Fortification Table (5.74)

Final dr	Fortification Type	Cumulative dr:
≤ 0	x+5+7 ¹	+x Per RE instructions
1	x+3+5 ¹	+y Per MSR
2-4	Entrenchment ^{1,2,3}	-1 Any MMC is Elite
≥ 5	None	+1 All MMC are Conscript/Green

Notes:

- 1 Capacity is equal to the number of ENEMY MMC just generated in the Location.
- 2 Trench is generated if ADJACENT to a previously generated Pillbox/Trench or if a Gun is also being Activated in the Location. Otherwise, place a Foxhole of the proper capacity.
- 3 If in PTO Terrain see S5.74 for possible Panji replacement.

A2: ENEMY Action Tables (6.2)

A2a: Advance Attitude

DR	Action
Doubles	Panic ¹
2-7	Move ²
8-10	Fire ³
11	Entrench ⁵

A2b: Hold Attitude

DR	Action
Doubles	Panic ¹
2-4	Move ²
5-9	Fire ³
10-11	Entrench ⁶

Footnotes:

- 1 An Elite unit Panics on doubles DR ≥ 10; a 1st Line unit Panics on each doubles DR ≥ 6; a 2nd Line/Partisan unit Panics on each doubles DR ≥ 4; a Conscript/Green unit Panics on all doubles DR (6.21-213).
- 2 An Immobile armed vehicle Fires if it has a Target. Otherwise it does nothing (6.22-222).
- 3 Move if the unit has no Target (6.23).
- 4 If no Target exists, a non-Immobile armed vehicle Moves or an Infantry MMC attempts to Entrench if it is in an eligible Location and is not already Entrenched. Otherwise, the unit does nothing (6.23).
- 5 A non-Immobile armed vehicle Moves; an Infantry MMC with a Target Fires if already entrenched, or Moves if not in an eligible Location in which to Entrench or if no Target exists (6.24).
- 6 A non-Immobile armed vehicle Fires; an Infantry MMC with a Target Fires if already entrenched or if not in an eligible Location in which to Entrench, or Moves if no Target exists (6.24).

A9b: Multi-Hex Bridge Construction (13.6)

dr	Construction
≤ 1	Two-lane stone
2	Two-lane wooden
3	One-lane stone (B6.43)
4	One-lane wooden (B6.43)
5	Vehicular Pontoon (B6.41)
6	Foot bridge (B6.44)

dr: -1 per three hexes of bridge length (FRD)

A9a: Multi-Hex Bridge (13.6)

dr	Hexrow Location
1	I/Y/AA* and Q
2	I/Y/AA*
3	I
4	Q
≥ 5	None

* I on board 40; Y on board 8; AA if board 7

A9d: One-Hex Bridge Type (13.5)

Final dr	Result
≤ 2	Two-lane stone
3	One-lane stone (B6.43)
4	Two-lane wooden (B6.42)
≥ 5	One-lane wooden (B6.42-43)

dr:

- 1 on a Village mapboard (marked as "v" on Table A9)
- 2 on a City mapboard (marked as "c" on Table A9)

A9c: One-Hex Bridge (13.5)

dr	Result
≤ 4	Intact
≥ 5	Destroyed (B6.331)

A6: Random Number Tables

Table a	Table b	Table c	Table d	Table e	Table f	Table g	Table h
dr #	dr #	dr #	dr #	dr #	dr #	dr #	dr #
≤ 1	4	≤ 3	3	≤ 2	3	≤ 1	3
2-3	3	4-5	2	3-4	2	≥ 4	1
≥ 4	2	≥ 6	1	≥ 5	1	≥ 6	1

A4c: All Attitudes

ENEMY Vehicle Movement Table

- ≤ 4 If on road and no Known Target exists, move along road toward FBE. Stop (ESB if necessary) when a Known Target exists; otherwise remain CE and in Motion. If on road and Known Target exists, see Move Command 5-6. If not on road, see Move Command 5-6.
- 5-6 If no Known Target exists, move along road toward FBE; otherwise REH as necessary. Stop when Known Target exists; otherwise remain in Motion. If closest Target is ≥ 7 hexes distant, move toward it, stopping (MP permitting) when it is in LOS at ≤ 6 hexes [EXC: if a different Known Target becomes closer during the process of movement, stop and bear on it instead]. If the closest Target is at 3-6 hex range move to within 2 hexes of it and stop (MP permitting). If closest Target is ≤ 2 hexes away OVR it (in OG; non-Bog terrain; least TEM). If such a Target cannot be OVR, select an OVR-able alternate Target and attempt to OVR; if OVR not possible, do not move the vehicle (fire in AFPh).
- 7 Move toward nearest (in MP) FRIENDLY Controlled VPO Location; stay on road if applicable. Stop when ≤ 3 hexes from the VPO Location if Target is in/adjacent to the VPO Location. If already ≤ 3 hexes away, move toward that Location entering it (conducting OVR if possible) if Bog DR not required; otherwise stop when ADJACENT to it. If already in/ADJACENT to such a Location, see Move Command 5-6.
- 8 If Known Target exists, see Move Command 5-6. If no Known Target exists, move toward the FBE, expending double normal MP cost for each Location entered/hex-side traversed [EXC: if cost is ≥ 3 MP]. Remain on road (if already on such or upon entering a road hex). Stop (ESB if necessary) upon entering Location if Target exists therefrom; otherwise remain in Motion.
- 9 If on road and no Known Target exists, see Move Command 4; if off road and no Known Target exists, see Move Command 5-6. If any Vehicular Target exists, see Move Command 10. If all Targets are non-Vehicular, conduct OVR (MP permitting) using the following Priority List: closest; least TEM vs OVR; non-Bog Location; Location with most (in US#) Infantry Targets. If insufficient MP to OVR, see Move Command 5-6.
- ≥ 10 If no Known Target exists, see Move Command 7; if Known non-AFV Target(s) (only) exist, see Move Command 5-6. If any AFV Target exists, move to obtain a side/rear shot on closest (in hexes) AFV; stop and (if possible) use Bounding First Fire as soon as a side/rear shot is possible; if any AFV Target remains Good Order, start again (MP permitting); attempt to leave LOS of all AFV Targets; otherwise remain in Motion. If no side/rear shot has been attained after expenditure of last MP, remain in Motion. If side/rear shot exists at start of MPH, use Bounding First Fire before spending a Start MP.



A8: Terrain Selection Tables (13.21)

A8a Standard	A8b Urban	A8c Country	A8d Country	A8e Country
DR Column	DR Column	DR Column	DR Column	DR Column
2 City	≤ 5 City	≤ 6 Farmland	≤ 5 Village	≤ 4 Village
3-5 Village	≥ 6 Village	7-9 Rural	6-8 Rural	5-7 Farmland
6-7 Farmland		≥ 10 Hills	≥ 9 Farmland	8-9 Rural
8-9 Rural				≥ 10 Hills
≥ 10 Hills				

A9: Random Mapboard Selection Tables (13.21)

ALIGNMENT: board number towards the north on a dr ≤ 3 (13.23)
Terrain Columns (13.22)

DR	City ¹	Village ^{*1}	Farmland [*]	Rural [*]	Hills [*]
1	c1	v46	19	43	50
2	c22	v24	v48 ¹	37	9
3	c1	v10 [1-4] v46 [5-6]	17	18	w47
4	c45	v12	43	14	50
5	c20	v48	6	13	18
6	c23 [1-3] c49 [4-6]	17	4 [1-3] 44 [4-6]	w32	11
7	c22	v3	16	19	2
8	c21	v42	33	w5	v15 ¹
9	c51	v12	11	w34	w39
10	c20	v41 ²	13	17	9
11	c45	v15	35	38	w36
12	v23	v8 ³	7 ³	40 ³	v8 ^{1,3}

Mapboard Types:

"c" prefix: "City" mapboard (4.12; see also 13.26 for Factory)
"v" prefix: "Village" mapboard (4.12)
"w" prefix: "Woods" mapboard; see 4.13 for S? placement EXC

Footnotes:

- 1 See 4.12
- 2 If Mission in Russia, all buildings are woodland, all roads are unpaved
- 3 See 13.6 and 14.12

* See 13.7-71 for PTO Terrain

A9e: Built-Up Map* S? Placement (4.12)

Final dr	Placement Location(s)
0	Ground + 1st Level
1	Ground Level
2	1st Level
3	none
4	Each level [EXC: rooftop; sewer]
5	2nd Level
6	Ground + 2nd Level

dr:

- 1 If on a "Village" mapboard ("v" prefix on any column of Table A9)

Note:

* Each map with a "c" or "v" prefix on any column of Table A9 is considered a "Built-Up" mapboard (4.12)

A3a: ENEMY IFT Attacks vs Infantry/PRC



DR Fire Command

- ≤ 3** Fire all possible Spray Fire FP at the closest Target; least TEM; most Targets; Target(s) possessing the most SW/Guns; most Target SMC. Fire any non-Spray Fire FP at Target in least TEM; Location with most Target SMC; closest; most Targets; combine with Spray Fire if necessary. If Spray Fire is not possible, fire all FP at closest Target; Location with most Targets; most SW; least TEM.
- 4** Fire all FP at closest PRC Target; PRC with least TEM; with most SW. If no PRC Target exists, fire all FP at any Vehicular Target; otherwise fire Inherent FP at closest Target; least TEM; Location with most Targets; most SW; most Good Order Targets.
SW: Fire any SW at Target in least TEM; Location with most Targets. Combine with Inherent FP if necessary.
- 5** Fire all FP at closest Target in a VPO Location; at closest Known Target; Location with most Known Targets; least TEM; most Known Target SMC. If no Known Target exists, fire at closest concealed Target; least TEM; stack with most Infantry counters.
- 6** Fire all FP at Target in least TEM within (long) range of firer's Inherent FP; closest; Location with most Known Targets; most Target SMC; most Weapons; most Good Order Targets.
- 7** Fire all FP at closest Target in a VPO Location; at unbroken Target in least TEM within normal range of the firer's Inherent FP; closest; most SW. If no unbroken Target exists within firer's normal range, conduct Fire Command 5.
- 8** Fire all FP at Location with most Targets within normal range of firer's Inherent FP; least TEM; most SW. If no such Target exists, extend range to maximum (long) range with the same priorities.
- 9** Fire all Inherent FP at Location with most Known Targets; least TEM; closest; most Target SMC; most SW; most Good Order Targets.
SW: Fire SW at Target in least TEM; most Targets; closest. Combine with Inherent FP if necessary.
- 10** Fire Inherent FP at closest Known Target; most Known Targets; least TEM; most Good Order Targets; most Weapons; most Target SMC. If no Known Target exists, fire at concealed Target with same priorities.
SW: Fire SW at Target in least TEM; closest; Location with most Targets; most Target SMC. Combine with Inherent FP if necessary.
- ≥ 11** Fire all FP at closest Target; most Known Targets; most SW; most Target SMC; least TEM.

A3b: ENEMY Infantry with LATW vs Vehicular Target

Use this table to determine a Vehicular Target when multiple FRIENDLY vehicles exist for an ENEMY Infantry unit possessing any type of functioning LATW (including functioning MG with a Vehicular Target; A9.6-961). In all cases below, if unable to kill the FRIENDLY vehicle, attempt Deliberate Immobilization if possible (8.24); otherwise the LATW does not fire.

DR Fire Command

- ≤ 3** Fire at closest Target vehicle; easiest to kill; easiest to hit.
- 4-5** Fire at easiest to kill Target vehicle; largest; closest.
- 7** Fire at easiest to hit Target vehicle; easiest to kill; closest; largest.
- 8-9** Fire at easiest to kill Target vehicle offering a side/rear target facing; closest; easiest to hit.
- ≥ 10** Fire at easiest to hit Target vehicle offering a side/rear shot; easiest to kill; closest; largest.

A3c: ENEMY Ordnance vs Vehicle

Use this table to determine the Vehicular Target of an ENEMY Ordnance Weapon; make a separate DR for any SA. Unless stated otherwise, use Table A3a to determine the Target of any non-Ordnance Weapon (e.g., MG armament) of the unit.

DR Fire Command

- ≤ 3** Fire at closest Target vehicle; easiest to kill; largest.
- 4-5** Fire at closest Target vehicle; possessing MA with a mm-size > firer's own; largest; easiest to hit; easiest to kill.
- 6** Fire at closest Target vehicle; easiest to hit; easiest to kill; largest.
- 7-8** Fire at easiest to kill Target vehicle; closest; easiest to hit.
- 9-10** Fire at easiest to hit Target vehicle; easiest to kill; closest.
- ≥ 11** Fire at Target vehicle with any Riders; with any Passengers; any vulnerable PRC; easiest to hit; easiest to kill; largest; most Known SMC; most counters (units/weapons only).

A3d: ENEMY Ordnance vs Infantry/PRC

Use this table to determine the Infantry/PRC Target of an ENEMY Ordnance Weapon; make a separate DR for any SA, use Direct Fire if possible. Unless stated otherwise, use Table A3a to determine the Target of any non-Ordnance Weapon (e.g., MG armament) of the unit.

DR Fire Command

- ≤ 4** Area Fire at building Location with most Known Targets; easiest to hit; closest; most Known SMC; most Known possessed ATW. If no such building Location is available Area Fire at closest Target; least TEM; most Known units; most SMC; most Weapons.
- 5-6** Fire at closest Target in VPO Location; at Location with most Known Targets; most Known SMC; most Known Weapons; easiest to hit. If no Known Target, Area Fire at closest concealed Target; easiest to hit; most counters (units/weapons only).
- 7** Fire at closest Target; easiest to hit; least TEM; most Known units; most Weapons.
- 8-9** Fire at closest Target; most Known units; easiest to hit; most Known Weapons; least TEM.
- ≥ 10** Area Fire at hex with most Targets; closest; least TEM; easiest to hit; most Known Targets; most Known SMC; most counters (units/weapons only).

A3e: ENEMY CC Attack Determination Table (11.5)

dr	Target
≤ 2	Combine all ENEMY units into one CC attack vs one FRIENDLY unit (use Random dr to determine FRIENDLY unit if > 1 possible)
3-4	Match each ENEMY unit vs one FRIENDLY unit using the following Priority List; best odds; highest FRIENDLY morale (ignore excess FRIENDLY units)
≥ 5	Combine all ENEMY units into one CC vs all FRIENDLY Personnel units

A3f: Advance into CC/Melee NTC Cumulative DRM (11.4)

Successful TC by unpinned, Good Order Activated ENEMY unit [EXC: possessing a functioning non-Captured HW or in an IP] results in the unit advancing into Accessible CC/Melee Location (11.4)	-2 FRIENDLY unit(s) in a VPO Location
	-2 ENEMY unit is Japanese
	-1 ENEMY unit is in Advance Attitude
	-1 Per pinned/Panicked FRIENDLY unit in the Location
	-1 Per FRIENDLY unit in the Location possessing a HW
	-1 Per ENEMY unit in/entering the Location
	± x DRM of same Location leader that has already passed his NTC
	+2 Any FRIENDLY unit in the Location is concealed

Priority List: Into FRIENDLY Controlled VPO Location; Location with FRIENDLY AFV (if ≥ 1, easiest to kill); Location with smallest (in US#) Known FRIENDLY Infantry unit(s); Location with FRIENDLY MMC easiest to kill; Location where Ambush is possible; Location with highest inherent TEM.

A4a: Hold Attitude

ENEMY Infantry Movement Table



DR Move Command

- 2** Assault Move toward nearest VPO Location; toward nearest Infantry Target; towards nearest Target.
- 3** Assault Move into higher (building) Location (if possible) if Target exists therefrom; Assault Move toward nearest Target in LOS; into Location with TEM > TEM of current Location; toward nearest building Location in LOS; otherwise see Move Command 7.
- 4** Assault move toward nearest FRIENDLY Controlled VPO Location in LOS; toward nearest FRIENDLY Controlled VPO Location; toward nearest VPO Location; toward FBE; into highest TEM.
- 5** Assault Move into Location with TEM > TEM of current Location; into Location with any positive inherent/hexside TEM with Target available therefrom; into any Location with positive TEM; random direction.
- 6** If any Good Order FRIENDLY unit in LOS see Move Command 5; otherwise use move Command 11.
- 7** Move full MF, RAS. Stop upon entering any Location with positive TEM if a Known Good Order Target exists, or stop upon entering any (previously) FRIENDLY Controlled VPO Location.
- 8** If in LOS and range of Known Good Order FRIENDLY unit, Assault Move into Location with highest TEM; any positive TEM; most Targets available. If not within a Known Good Order FRIENDLY unit's range and LOS, move full MF toward closest building Location in LOS; building Location with highest TEM. Stop upon entering any Location with positive TEM if a Known Good Order Target exists, or stop upon entering any (previously) FRIENDLY Controlled VPO Location.
- 9** Move full MF toward nearest FRIENDLY Controlled VPO Location in LOS; not in LOS. Stop upon entering a VPO Location or by expenditure of all MF.
- 10** If ≥ 3 Good Order Targets exists, Assault Move into Location with highest TEM; out of LOS of all FRIENDLY units; out of LOS of most FRIENDLY units.
If ≤ 2 Good Order Targets exist, Assault Move toward closest Target; into highest TEM; out of most FRIENDLY units' LOS.
If no Good Order Target exists, move full MF, RAS. Stop upon entering any Location with positive TEM, or any VPO Location, if a Known Good Order target exists.
- 11** Move toward nearest FRIENDLY Controlled VPO Location in LOS; otherwise one not in LOS but closest (in hexes). Double Time if necessary. Stop upon entering a VPO Location or by expending all MF.
- 12** If Known FRIENDLY unit in LOS, the unit(s) goes Berserk! Immediately invoke all berserk rules; see A15.41 if the unit is a leader. If no Known FRIENDLY unit in LOS see Move Command 10.

A4b: Advance Attitude

ENEMY Infantry Movement Table



DR Move Command

- 2** Assault Move into Location with highest TEM; toward nearest FRIENDLY Controlled VPO Location.
- 3** Assault Move toward nearest (in hexes) FRIENDLY Controlled VPO Location in LOS; if no such Location in LOS, see Move Command 5.
- 4** If ≥ 2 Known Good Order FRIENDLY units are in LOS, see Move Command 2; otherwise move full MF toward nearest FRIENDLY unit in LOS; if no FRIENDLY unit in LOS, move full MF (REH), stop upon entering any Location with inherent TEM of ≥ +1, or any VPO Location.
- 5** If any Known FRIENDLY unit in LOS, Assault Move into Location with highest TEM; with most Targets available therefrom. If no Known FRIENDLY unit in LOS, Double Time (if necessary/possible), RAS; stop upon entering a Location with inherent TEM of ≥ +1 if Known FRIENDLY unit is in LOS.
- 6** Move full MF, RAS.
- 7** Move full MF toward nearest (in hexes) FRIENDLY Controlled VPO Location; stop upon entering VPO Location or any Location with TEM ≥ +1 if Target available.
- 8** Move full MF, REH; stop upon entering a building Location if Target available.
- 9** Double Time (if necessary/possible) toward nearest FRIENDLY Controlled VPO Location. Stop upon entering a VPO Location or any Location with TEM of ≥ +1, if Known FRIENDLY unit is in LOS.
- 10** If Known Target exists, Assault Move into Location with highest TEM; with most Targets available therefrom. If no Known Target exists, move full MF, RAS; stop upon entering building Location if Known Target exists therefrom.
- 11** Double Time (if possible), REH. Stop upon entering Location with TEM of ≥ +2 if Target available.
- 12** If Known FRIENDLY unit in LOS, the unit(s) goes Berserk! Immediately invoke all berserk rules; see A15.41 if the unit is a leader. If no Known FRIENDLY unit in LOS see Move Command 10.

Solitaire ASL CAMPAIGN GAME ROSTER

DATE:	MISSION:	CG Mission#:
FRIENDLY:	ENEMY:	CGVP (17.51):

MISSION SPECIFIC NOTES		
Prevailing Attitude:	Boobytrap Level: ☐ A ☐ B ☐ C	
Fortification Points/Purchases:	Table A1 DRM: (ENEMY Activation Table)	
	Table A5 drm: (Fortification Table)	
Pre-Mission FRIENDLY Reinforcements:	Table x9 cdrm: (FRIENDLY RE)	
	Table A11 cdrm: (ENEMY RE)	

 **N** Mapboards in Play:

ENEMY Victory

FRIENDLY Victory

MISSION START FRIENDLY COMPANY OB		
#	MMC Type + ID(s)	SW Type + ID(s)
	×	×
	×	×
	×	×
	×	×
	×	×
	×	×
	×	×

VICTORY POINT TALLY		
VP TYPE	FRIENDLY	ENEMY
VPO CONTROL:		
CASUALTY VP:	+	+
EXIT VP:	+	+
OTHER:	+	+
AT MISSION END:	=	=
Post-Mission: (17.41-.44)	+	+
TOTAL	=	=

MISSION END RETAINED FRIENDLY COMPANY OB		
#	MMC Type + ID(s)	SW Type + ID(s)
	×	×
	×	×
	×	×
	×	×
	×	×
	×	×
	×	×

COMPANY IMPROVEMENT		
# MMC:		# SMC:
Specific Replacements Received		
#	MMC Type	SW Type
	×	×
	×	×
	×	×

FRIENDLY/ENEMY RE# Track (2.11)

234567

AC Cumulative drm:

-1 S? is in/ADJACENT-to VPO Location

-1 S? is in stone building Location

-1 Per level the S? is above the hex's base level

-1 If ≥ 1 already-Activated ENEMY unit is within two-hexes/the same building as the S?

+1 S? is on a Village mapboard (boards marked with "v" on Table A9) [EXC: in Advance Attitude]

+2 S? is on a City mapboard (boards marked with "c" on Table A9) [EXC: in Advance Attitude]

Non-repeatable REs (2.31)

AC# (5.1)	Minimum			Maximum
	2	3	4	5

AC RESULT:

A Final AC dr ≤ the current AC# results in successful Activation {A1}

A Final AC dr > the current AC# results in no Activation

An Original AC dr = 1 always results in successful Activation {A1}

An Original AC dr = 6 always results in no Activation

A7: Mission Selection Table (17.22)

FRIENDLY on Offense		FRIENDLY on Defense	
Final DR	Mission (#)	Final DR	Mission (#)
≤ 3	Bunker Busting (4)	≤ 3	Human Wave*(14)
4	Bridgehead ^P (18)	4	Beach Defense (21)
5	Pockets ^P (2)	5	Escape ^P (19)
6	Take the Highway ^P (5) [1-3]	6	The Bridge ^P (13)
	Cautious Advance ^P (1) [4-6]	7	Bridgehead ^P (18) [1-3]
7	Pursuit ^P (15) [1-3]		Patrol ^P (8) [4-6]
	The Fortress (6) [4-6]	8	Enemy Offensive (9)
8	Recon ^P (3) [1-3]	9	Hold the Line (10)
	Patrol ^P (8) [4-6]	10	Tank Attack (11)
9	Block Party (7)	≥ 11	Besieged ^P (12)
10	River Assault ^P (17)	* Reroll if ENEMY is not Russian/Chinese/Japanese ^P Possible Partisan ENEMY (12.21)	
≥ 11	Amphibious Assault (20) [1-3]		
	Airlanding (16) [4-6]		

SQUAD SEASONING TABLE (17.74)

Final dr	Result	Cumulative drm:
≤ 2	2	-1 If FRIENDLY side won the last Mission
3-4	1	-1 Per hero eliminated during this step
≥ 5	0	+1 If CG VP score (17.51) is negative
		+2 If FRIENDLY side withdrew (12.4) during the last Mission [EXC: if dictated by FRIENDLY RE 74]

COMPANY LEADER TYPE (17.81)

Final dr	Japanese	Finnish	Other
≤ 0	10-1	10-0	9-2
1	10-0	9-1	9-1
2-3	9-1	9-0	8-1*
4-5	9-0	8-0	8-0*
6	9-0	8-0	7-0
≥ 7	8+1	8-0	6+1
Russian drm: +2 If 1938-40 +1 If 1941-9/42 -1 If 1945		German drm: -1 If 1939-42 +1 If 8/44-45	
British/French drm: +1 If 1939-41		Chinese drm: -1 If X/Y force +1 If 1937-41	
Axis Minors drm: +1 If 1943-45		Italian drm: +1 If 1943-45	
		Generic drm: -1 If Company's Majority Squad type is Elite +1 If Company's Majority Squad type is Conscript/Green	

* If the FRIENDLY side is Red Chinese or pre 11/42 Russian and if no Commissar is currently Retained, a just-generated 8-1 leader may be exchanged for a 10-0 Commissar (or a just generated 8-0 leader may be exchanged for a 9-0 Commissar) on a Subsequent Final dr ≤ 3. There is a -1 drm per Retained Conscript Squad.

SQUAD REPLACEMENT TABLE (17.82)

Final dr	Result	Cumulative drm:
≤ 0	4	-1 Per full squad (> one) the company OB is short of full strength, for the next Mission's date
1	3	
2-3	2	-1 If CG VP score is negative (17.51)
4-5	1	+1 If CG VP score is positive (17.51)
≥ 6	0	

CAMPAIGN GAME COMPANY REFIT STEPS (17.4-9)

A. At Mission End	C. Company Improvement
1. Resolve Climbing Units	1. Fanatic Promotion
2. Resolve Melees	2. Heroic Leader Promotion
3. Encircled FRIENDLY units take 1TC	3. Random Leader Promotion/Demotion
4. Resolve Minfield attacks	4. Squad Seasoning
5. Determine Victory & Update CG VP total	5. Recombine
B. FRIENDLY Unit Removal/Repair	D. Company Replacements
1. Remove Temporarily Attached units/weapons	1. Leader Replacements
2. Retain Directly Attached units/weapons	2. Squad/HS Replacements
3. Wounded SMC survival check	3. MMC Replacement Class/Type
4. Repair Retained weapons	4. SW Crew Replacement
	5. Weapon Replacement
	E. Rest & Refit Check

Possible Partisan ENEMY (12.21)

Each Mission that is marked with a "P" following the Mission's ID number (e.g., Mission 2) may have a Partisan ENEMY if the FRIENDLY side meets one of the following conditions:

- if German, Italian, or Axis Minor and the Mission takes place during 1942-44 in Russia, the Balkans, or France.
- if Japanese and the Mission takes place during 1937-45 in China, Indo-China, or 1942-45 in the Philippines.
- if (Vichy) French and the Mission takes place in Indo-China.

Make a pre-Mission dr to determine the ENEMY nationality; a Final dr ≤ 1 results in a Partisan ENEMY.

Cumulative drm:

- 1 If in Russia in 1943
- 1 If in China, Indo-China, Albania, Yugoslavia, Czechoslovakia, Bulgaria, Romania, Hungary, and Greece.
- 1 If previous Mission was vs. Partisan

MMC-TYPE REPLACEMENT TABLE (17.821)

Final dr	Type
≤ 0	Elite ^c
1-4	First Line ¹
5	Second Line ²
≥ 6	Conscript/Green
Russian drm: -1 6/44-1945 +1 1939 or 1942 +2 1941	
German drm: -2 1939-41 -1 1942 +1 1945	
US drm: -1 1945 +1 1942-43	
British drm: -1 1945 +1 1940-41	
Japanese drm: +1 1939 or 1944 +2 1945	
Cumulative drm: -1 If ≥ 50% of Personnel (in US#) of current CG Company OB is Elite -2 If Company is "Elite" type (e.g., Paratrooper, SS, Guards) +1 Axis Minor/Finns/Italian +2 Allied Minor/Chinese	
Notes: ^c Must be the type that a listed MMC of that Company OB would become if it were to BH. ¹ Must be the same type as listed in that Company's OB. ² Substitute Conscript or Green MMC (depending on nationality) if Second Line not available.	

RETAINED

Deployed/Dismantled	Exited off FBE (15.6, 17.1311)	Eliminated & Retained (17.31)
		Unit eliminated due to: "Double Break" (A10.3) Casualty MC (A10.31) Fate (A10.64) Unarmed Casualty Reduction (A20.54) Extreme Winter (E3.742)
		Weapon eliminated due to: Failed repair attempt (A9.72)
(Directly Attached units/weapons only)	May not re-enter during current Mission	Available for next CG Mission

ELIMINATED from OB (17.32)

Unit/Weapon eliminated due to: KIA, K/#, CC, Surrender, Failure to Rout, Interdiction, Capture, Falling (B11.41) or Non-survival (D5.6) Failure to Rally (A25.222)
Weapon eliminated due to: Self Destruction (A9.73), or Random SW/Gun Destruction (A9.74)
No longer Retained. Subject to Replacement

FRIENDLY CAMPAIGN COMPANIES (18.1)

GERMAN INFANTRY COMPANY 1939-8/43 [US# 55/38]

Leader x 3; 4-6-7 x 12; 2-4-7 x 2; 1-2-7 x 6; HMG; MMG; LMG x 4; 50mm MTR x 3; ATR x 3

GERMAN INFANTRY COMPANY* 9/43-45 [US# 42/29]

Leader x 3; 4-6-7 x 9; 2-4-7 x 2; 1-2-7 x 2; 2-2-8 x 2; HMG; MMG; LMG x 4; PSK x 2; 81mm MTR x 2

GERMAN FALLSCHIRMJAEGER COMPANY 1940-9/43 [US# 39/27]

Leader x 2; 5-4-8 x 9; 2-3-8; 1-2-7 x 4; MMG; LMG x 3; ATR x 2; 50mm MTR x 2

GERMAN FALLSCHIRMJAEGER COMPANY* 10/43-45 [US# 39/27]

Leader x 2; 5-4-8 x 9; 2-3-8; 1-2-7 x 4; MMG; LMG x 3; PSK x 2; 50mm MTR x 2

GERMAN SS COMPANY 1939-40 [US# 52/36]

Leader x 3; 4-6-8 x 11; 2-4-8 x 2; 1-2-7 x 6; HMG; MMG; LMG x 4; ATR x 3; 50mm MTR x 3

GERMAN SS COMPANY 1941-9/43 [US# 52/36]

Leader x 3; 6-5-8 x 11; 3-4-8 x 2; 2-2-8 x 3; 1-2-7 x 3; HMG; MMG; LMG x 4; ATR x 3; 81mm MTR x 3

GERMAN SS COMPANY* 10/43-45 [US# 42/29]

Leader x 3; 6-5-8 x 9; 3-4-8 x 2; 2-2-8 x 2; 1-2-7 x 2; HMG; MMG; LMG x 4; PSK x 2; 120mm MTR x 2

* Panzerfausts become available in October 1943 (C13.3).

ITALIAN BERSAGLIERI COMPANY 1940-45 [US# 46/32]

Leader x 2; 3-4-7 x 12; 1-3-7 x 2; 1-2-6 x 2; LMG x 3; MMG; HMG; 20mm ATR x 2

ITALIAN GRENADE COMPANY 1940-45 [US# 48/33]

Leader x 2; 4-4-7 x 12; 2-4-7; 1-2-6 x 4; LMG x 3; MMG; 45mm MTR x 3; 20mm ATR

JAPANESE INFANTRY COMPANY 1937-40 [US# 39/27]

Leader x 3; 4-4-7 x 10; 2-2-8; 1-2-7 x 2; LMG x 3; MMG; 50mm MTR x 2

JAPANESE INFANTRY COMPANY 1941-6/43 [US# 41/28]

Leader x 3; 4-4-7 x 10; 2-2-8; 1-2-7 x 3; LMG x 4; MMG; 50mm MTR x 3

JAPANESE INFANTRY COMPANY 7/43-45 [US# 41/28]

Leader x 3; 4-4-7 x 10; 2-2-8; 1-2-7 x 3; LMG x 4; MMG; 50mm MTR x 3; DC x 2

RUSSIAN RIFLE COMPANY 1939-11/41 [US# 50/35]

Leader x 2; 4-4-7 x 12; 2-3-7 x 2; 1-2-7 x 4; HMG; MMG; LMG x 4; 50mm MTR x 2; ATR x 2

RUSSIAN RIFLE COMPANY 12/41-6/42 [US# 35/24]

Leader x 2; 4-4-7 x 9; 2-3-7; 1-2-7 x 2; MMG; LMG x 4; 50mm MTR; ATR

RUSSIAN RIFLE COMPANY 7/42-11/42 [US# 50/35]

Leader x 2; 4-4-7 x 12; 2-3-7; 1-2-7 x 5; MMG; LMG x 4; 50mm MTR x 3; ATR x 2

RUSSIAN RIFLE COMPANY* 12/42-45 [US# 48/33]

Leader x 2; 4-4-7 x 12; 2-3-7; 1-2-7 x 4; HMG; LMG x 4; 50mm MTR x 2; ATR x 2

RUSSIAN SMG COMPANY* 1939-45 [US# 33/23]

Leader x 2; 5-2-7 x 9; 1-2-7 x 2; LMG x 3; ATR x 2; DC

* If ≥ 60% of the US# of all retained MMC of this company are Elite and if the player's CG VP score is currently positive (17.51), the Company is awarded Guards Status for the remainder of the CG. The Rifle Company's OB is considered to have "2-4-8 x 2" and "HMG x 2" (rather than "2-3-7 x 1" and "HMG x 1" respectively). Furthermore, in the Russian's Squad Type Replacement Table (17.821), results of "4-4-7" become "4-5-8", "5-2-7" become "6-2-8", and "4-2-6" become "4-4-7" or "5-2-7" depending on Company type.

U.S. ARMY RIFLE COMPANY 12/41-10/42 [US# 42/29]

Leader x 3; 6-6-6 x 9; 3-4-6 x 3; 1-2-6 x 3; HMG; MMG x 2; M2 60mm MTR x 3

U.S. ARMY RIFLE COMPANY 11/42-45 [US# 48/33]

Leader x 3; 6-6-6 x 9; 3-4-6 x 3; 1-2-6 x 6; .50 cal HMG; MMG x 2; M2 60mm MTR x 3; BAZ x 3

U.S. MARINE RIFLE COMPANY 12/41-11/42 [US# 35/24]

Leader x 3; 4-5-8 x 6; 5-5-8 x 2; 2-4-8 x 2; 1-2-6 x 2; HMG; MMG; M2 60mm MTR x 2

U.S. MARINE RIFLE COMPANY 12/42-10/43 [US# 35/24]

Leader x 3; 6-6-8 x 8; 3-4-8 x 2; 1-2-6 x 2; HMG; MMG; M2 60mm MTR x 2

U.S. MARINE RIFLE COMPANY 11/43-3/44 [US# 39/27]

Leader x 3; 6-6-8 x 8; 3-4-8 x 2; 1-2-6 x 4; HMG; MMG; M2 60mm MTR x 2; BAZ x 2

U.S. MARINE RIFLE COMPANY 4/44-45 [US# 39/27]

Leader x 3; 7-6-8 x 8; 3-4-8 x 2; 1-2-6 x 4; HMG; MMG; M2 60mm MTR x 2; BAZ x 2; FT x 2; DC x 4

BRITISH INFANTRY COMPANY* 1939-11/43 [US# 44/30]

Leader x 3; 4-5-7 x 9; 2-4-7; 1-2-7 x 6; LMG x 4; 51mm MTR x 3; ATR x 3†

BRITISH INFANTRY COMPANY* 12/43-45 [US# 42/29]

Leader x 3; 4-5-7 x 9; 2-4-7 x 3; 1-2-7 x 3; LMG x 4; 51mm MTR x 3; PIAT x 3

LC TABLES

Japanese

DR LC/Boat/Amphibian

≤ 8 Daihatsu

9-11 Shohatsu

12 Rafts

Russian/Chinese

DR LC/Boat/Amphibian

≤ 5 Daihatsu

6-10 Shohatsu

≥ 11 Rafts

German/Italian/Axis Minor/Finn

DR LC/Boat/Amphibian

≤ 4 Daihatsu

5-8 Shohatsu

9-11 Assault Boat*

12 Rafts

* German style Assault Boats.

French/Allied Minor/British 1940

DR LC/Boat/Amphibian

≤ 3 LCM(3)

4-6 LCA

7-10 LCP(L)

≥ 11 Rafts

British 1941-10/42 (ETO)

DR LC/Boat/Amphibian

2 LCT(4)

3-4 LCM(3)

5-7 LCA

8-10 LCP(L)

≥ 11 Rafts

British 11/42-43 (ETO)

DR LC/Boat/Amphibian

≤ 3 LCT(4)

4-5 LCM(3)

6 LCVP

7-8 LCA

9-11 LCP(L)

12 Rafts

British 1944-45 (ETO)

DR LC/Boat/Amphibian

2 Buffalo Mk-IV(a)*

3-4 LCI(S)

5 LCT(4)

6-7 LCM(3)

8 LCVP

9-10 LCA

11 LCP(L)

12 Rafts

* Mk-II on a subsequent dr ≤ 2, LCI(S) if date is pre 10/44.

British 1944-45 (Burma*)

DR LC/Boat/Amphibian

≤ 5 LCVP

6-8 LCA

9-11 LCP(L)

12 Rafts

* ANZACs in Pacific Islands (non-Burma) use U.S. PTO LC Tables for all dates.

U.S. 11/42-5/43 (ETO)

DR LC/Boat/Amphibian

≤ 3 LCM(3)

4-6 LCVP

7-8 LCA

9-11 LCP(L)

12 Rafts

U.S. 6/43-6/44 (ETO)

DR LC/Boat/Amphibian

≤ 3 LCT(4)

4-5 LCM(3)

6-8 LCVP

9 LCA

10-11 LCP(L)*

12 Rafts

* LCA if year is 1944.

U.S. 7/44-45 (ETO)

DR LC/Boat/Amphibian

≤ 3 LCT(4)

4-6 LCM(3)

7-11 LCVP

12 Rafts

U.S. 8-12/42 (PTO)

DR LC/Boat/Amphibian

≤ 4 LCM(3)

5-6 LCVP

7-11 LCP(L)

12 Rafts

U.S. 1943 (PTO)

DR LC/Boat/Amphibian

≤ 4 LCT(4)

5-6 LCM(3)

7-9 LCVP

10-11 LCP(L)

12 Rafts

U.S. 1944-45 (PTO)

DR LC/Boat/Amphibian

≤ 3 LVT4*

4 LCT(4)

5 LVT2

6 LVT(A)2

7 LCM(3)

8-11 LCVP

12 Rafts

* LVT(A)2 if date is pre 6/44.

FRENCH INFANTRY COMPANY 1939-6/40 [US# 45/31]

Leader x 3; 4-5-7 x 12; 2-4-7; 1-2-7 x 2; LMG x 3; MMG; 60mm MTR x 2

FREE FRENCH INFANTRY COMPANY* 9/40-11/43 [US# 44/30]

Leader x 3; 4-5-7 x 9; 2-4-7; 1-2-7 x 6; LMG x 4; 60mm MTR(f) x 3; ATR x 3

FREE FRENCH INFANTRY COMPANY 12/43-45 [US# 48/33]

Leader x 3; 4-5-7 x 9; 2-4-7 x 3; 1-2-7 x 6; HMG(a); MMG(a) x 2; M2 60mm MTR(a) x 3; BAZ 44(a) x 3

* If Mission has FRIENDLY on Offense, add Temporarily Attached 1-2-7, MMG. If Mission has FRIENDLY on Defense, add Temporarily Attached 1-2-7, HMG.

† British companies (not Free-French) may make PIAT availability dr after 6/43 as per British SW Allotment Chart Note 4. Once PIATs are received, upgrade to the later Company type.

CHINESE INFANTRY COMPANY 1937-45 [US# 44/30]

Leader x 2; 4-4-7 x 12; 2-3-7; 1-2-6 x 2; LMG x 2; MMG; LiMTR x 2

CHINESE X/Y FORCE RIFLE COMPANY 11/43-45 [US# 44/30]

Leader x 3; 5-3-7 x 9; 2-2-7 HS; 1-2-6 x 6; LMG x 3; HMG; 60mm MTR x 3; ATR; BAZ '43 x 2

GREEK INFANTRY COMPANY 10/40-5/41 [US# 42/29]

Leader x 2; 4-5-7 x 12; 2-4-7; 1-2-7; LMG x 2; MMG; ATR

THEATER OPPOSITION CHART

- 1) Reinforcements are those of an ally if a subsequent dr = 1 following a Random Event [EXC: if Italy or Axis Minor, dr ≤ 2 indicates German reinforcements].
- 2) If > one ally available, make a Random dr (underlined power is chosen in case of ties).
- 3) An asterisk (*) indicates that power is not eligible to be (or have) an ally.
- 4) An underlined date indicates that Missions may be conducted weekly vs/with the nations underlined instead of monthly.

WESTERN ETO

DATE	AXIS POWERS	ALLIED POWERS
9-10/39	Germany	France
<u>4/40</u>	Germany	Norway, Britain, France
<u>5/40</u>	Germany	Norway, Britain, France, Denmark*, Holland, Belgium

	Norway*, Britain, France
	Greece
Bulgaria	Britain, Greece
	Britain, Greece
	Britain
	Britain, U.S.
	Britain, U.S., Italy*
Fascist	Britain, U.S.

AFRICAN THEATER

DATE	ALLIED POWERS
	Britain
	Britain
	Britain
	Britain
	U.S.
	Britain, U.S., Vichy France

EASTERN ETO

DATE	ALLIED POWERS
	Poland
	Russia
Hungary,	Yugoslavia
	Russia
	Russia
	Russia
	Russia

many only.

PACIFIC ISLANDS THEATER

DATE	AXIS POWERS	ALLIED POWERS
12/41	Japan	Britain, U.S. Army, U.S.M.C.
1-3/42	Japan	Britain, Holland, U.S. Army, U.S.M.C.
4-7/42	Japan	Britain, U.S. Army, U.S.M.C.
8/42-45	Japan	Britain, U.S. Army, U.S.M.C.

CHINA-BURMA-INDIA THEATER

DATE	AXIS POWERS	ALLIED POWERS
1937-6/38	Japan	China
7-8/38	Japan	China, Russia*
9/38-4/39	Japan	China
5-9/39	Japan	China, Russia*
10/39-11/41	Japan	China
9/40	Japan	Vichy French

1/41	Japan	Vichy French
12/41-3/42	Japan	Britain, China*
4/42-45	Japan	Britain, China, U.S. Army
3/45	Japan	Vichy French
8/45	Japan	Russia

6/40	Germany, Italy*
10/40-3/41	Italy
4/41	Germany, Italy,
<u>5/41</u>	Germany
8/42	Germany
6-8/43	Germany, Italy
9/43	Germany
10/43-45	Germany, Italian

NORTH

DATE	AXIS POWERS
6/40-1/41	Italy
9/40	Vichy France
2/41-10/42	Germany, Italy
6-7/41	Vichy France
11/42	Vichy France
12/42-5/43	Germany, Italy

DATE	AXIS POWERS
9/39	Germany, Slova
12/39-3/40	Finland
4/41	Germany, Italy, Bulgaria
6-7/41	Germany, Hunga
8/41-3/43	Germany, Italy, Rumania, Finlan
4/43-8/44	Germany, Hunga Rumania, Finlan
9/44-45	Germany, Hunga

† Finland may be allied with Ger

A10b: VPO Value Table (14.4)

Final dr	Value	Cumulative drm:
≤ 0	6	-1 If Multi-Story stone building
1	5	-1 If mapboard's only VPO
2-3	4	+1 Mapboard has ≥ 3 VPO
4-5	3	
6	2	
7	1	

ation Table (14.2)

4	5	6	7*	8*	9	10	11	12	13	14	15	16	17	18	19
I5	H3	J8	F2/D7	B1/C9	H4-I6	G8-H6	G4	E9	E6	C1	G9	C7	C3	D5	C3
O6	O5	K2	J1/K9	F3/H9	M4	L3	I6	P3	I8-K6	I9	H5	L6	I8	K3	I8
P1	R1	N4	L2/P10	J2/O8	O5	Q7-R6	O7	R6	R1	L5-L7	N5	O3	P2-P4	R5	K7
S2-T3	S5	P9-R9	P2/V9	N2/R9	S6	W8	Q3-S4	S5	Q7-T7	S9	R8	T9	S4-S6	R9	O9
X1	Y8-Z9	Y6	R1/V9	T1/W6	Y6	Z6	Z1-AA2	U5	Y8-AA9	W6	S5	Y2	W4	X5-Y7	X6
X8-Y9	EE2	CC5	DD3/Z8	CC2/AA6	EE4	AA5	DD8	AA7-CC7	BB5-CC5	Y3	Y6	EE2	Z7-DD6	BB7-DD7	CC4
23	24	32	33	34	35	36	37	38	39	40*	41	42	43	44	45
F3	F6	C1	B5	G10-H9	E6	F5	E6	D7	B7	C2/C6	G8	F3	B3	D3	D5
G6-H4	M4	C3-C4	I10	P5	K2	K6	K5	E6	H1	H1/N6	J2	H5	M5	L5	I5
N9-P7	M6	F4	P8	Q6	P6	Q6	O7	J8	P5	N0/O8	O8	I3	N9	M3	O4
Y7	R4	N8	R6	V5	Z2	V5	R3	N2	P9	R1/Q8	S5	U8	O7	S7	T6
X3-BB5	T6	S6	R8-S8	Y1	AA4	Z5	X5	Y5	R3	U1/W4	V6	V2	P1	Y3	W2
CC8	U4	W5	Y1	AA5	CC5	CC4	FF4	BB2	Y1	EE1/CC8	FF3	DD4	EE5	BB8	EE4
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
E8	C5	B2													
H3	I8	H4													
P6	M5	P6													
W9	T5	T2													
Y3	X6	Z8													
DD8	EE5	EE2													

* Use only the VPO closest to the EBE (14.13).

A10a: VPO Determin

dr	1	2	3
1	G6	J4	E3
2	K5	O5	I7
3	L6	T1	M2
4	U3	V8-W7	R6
5	X4	U7	S3
6	BB4	BB5	W6
dr	20	21	22
1	C7	B2	F4
2	H3	G7	P8
3	O3	J4	R7
4	P8	R4	V2
5	U3	Z2	W8
6	Z3	EE4	DD7
dr	46	47	48
1	D3	E3	B4
2	J6	I5	I2
3	M4	K8	P4
4	Z5	R2	R5
5	EE8	CC4	X2
6	FF3	EE2	Z9



Japanese Generation Tables

J1: ACTIVATION CHECK (AC) (5.1)

Japanese-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 4 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 3 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

J2: SQUAD (5.72)

Final DR	Type
≤ 4	4-4-8
5-8	4-4-7
9-10	3-4-7
≥ 11	3-3-6

Note: All units chosen are Full Strength squads

J3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 2	10-2	10-2
3	10-1	9-2
4	10-0	9-1
5-6	9-1	8-1
7-8	9-0	—
9	8-0	—
10-11	—	—
≥ 12	8+1	Inexp. Crew

Cumulative DRM:

- 1 If year is 1942
- +1 If year is 1945
- +1 If all accompanying MMC are Conscript*
- 1 If any accompanying MMC is Elite*
- * NA to Armor Leader generation DR

J5: STANDARD GUN (5.76)

DR	1937-42	1943-45
2	37L AT	120* ART
3	20L ATR ¹	81* MTR ¹
4	37L AT	12.7 AA [1-3]
5	37* INF	75* ART
6	75* INF	37L AT
7	37L AT	70* INF
8	75* INF	37* INF
9	20L ATR ¹	20L ATR ¹
10	70* INF	75 ART
11	70* INF	75 AA
12	37* INF	105 ART

¹ 37* INF if year is 1937

² 70* MTR if year is 1937-39

J4: SW* (5.75)

DR	1937-40	1941-6/43	7/43-45
2	.50cal	.50cal	LMG
3	HMG	HMG	.50cal
4	MMG	MMG	HMG
5	Lt Mtr	—	MMG
6	Lt Mtr	Lt Mtr	DC
7	—	Lt Mtr	Lt Mtr
8	LMG	LMG	LMG
9	LMG	LMG	—
10	—	—	LMG
11	—	MMG	LMG
12	MMG	ATR	DC

* Each .50cal/HMG/MMG/ATR is manned by a 2-2-8 Infantry crew (in addition to other Activated units)

J7: TRANSPORT

DR	1937-43	1944-45
≤ 3	Type 97 tr	Type 97 tr
4	Type 98 SHI-KE	Type 98 SHI-KE
5	Type 94 tr	Type 1 HO-KE
6-7	Type 94 tr	Type 94 tr
8-10	Wagon	Wagon
≥ 11	Animal Packed*	Animal Packed*

* The following Guns which can be rolled on Tables J5 and J5a cannot be Animal Packed; if chosen and they require transport, reroll any transport result of Animal Packed until a different mode of transport is chosen: 47L AT, 75 ART, 75* ART, 105 ART, 120* ART, and 75 AA.

J5a: AT GUN (5.76)

DR	1937-42	1943-45
≤ 5	20L ATR ¹	75 ART
6-7	37L AT	37L AT
8-10	37L AT	47L AT
≥ 11	75 ART	20L ATR

¹ 37L AT if year is 1937

J6: STANDARD AFV (5.71)

DR	1937-38	1939-43	1944-45
2	Type 95 HA-GO	Type 92A Tt[1-3] ²	Type 97B CHI-HA ⁵
3	Type 97A TE-KE ¹	Type 97B CHI-HA ³	Type 89B CHI-RO ⁵
4	Type 94 Tt	Type 94 Tt	Type 97A TE-KE
5	Type 92A Tt	Type 97A TE-KE	Type 2 KA-MI
6	Type 89B CHI-RO	Type 95 HA-GO	Type 95 HA-GO
7	Type 89A CHI-RO	Type 97A CHI-HA	Type 97B CHI-HA
8	Type 94 Tt	Type 89B CHI-RO	Type 97A CHI-HA
9	Type 92B Tt	Type 97B TE-KE	Type 97A CHI-HA
10	Type 95 SO-KI	Type 95 SO-KI ⁴	Type 97B TE-KE
11	Type 97B TE-KE ¹	Type 89A CHI-RO	Type 95 SO-KI ⁴
12	Type 91 AC	Type 95 HA-GO	Type 1 HO-NI I

¹ Type 94 Tt if year is 1937

² Type 97A Chi-Ha if year is 1941-43

³ Type 94 Tt if date is pre 5/42

⁴ Stuart I(a) (use British counter) on subsequent dr ≤ 4 if date is 6/42-45 (Captured Use penalties are NA)

⁵ Type 1 Chi-He if date is 11/44-45

J6b: RECON VEHICLE (5.71)

DR	1937-38	1939-45
≤ 3	Type 92A Tt	Type 97B TE-KE
4	Type 92B Tt	Type 97A TE-KE
5-6	Type 91 AC	Type 95 HA-GO
7	Type 91 AC	Type 91 AC
8	Type 92 AC	Type 92 AC
≥ 9	Type 94 Tt	Type 94 Tt

J7a: ESCORT VEHICLE

DR	Type
≤ 4	Type 95 SO-KI
5	Type 92 AC
6-7	Type 91 AC
≥ 8	Type 94 Tt

J8: OBA AVAILABILITY

Final dr	Result	drm:
1	Plentiful	+1 If year is 1944-45
2-4	Normal	
≥ 5	Scarce	

J10: HUMAN WAVE UNITS/SW (4.34)

J10a: Human Wave Units

Final dr	Units	*Special J3 DRM:
0	4-4-8, 4-4-7, LMG ¹	+1 Per leader already in this Human Wave
1	4-4-8, 3-4-7, L {J3}* ¹	-1 No leader yet received for this Human Wave
2	4-4-7 x 2, L {J3}* ¹	
3	4-4-7, 3-4-7	
4	4-4-7 x 2, LMG ¹	
5	4-4-7, 3-3-6, LMG ¹	
≥ 6	3-4-7, 3-3-6	

¹ LMG only received on subsequent dr ≤ 4

Note: All units chosen are Full Strength squads

J9: JAPANESE RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
 Reroll for a different RE as necessary (2.31).

DR Random Event

- *01-02 Engineers arrive! Three Assault Engineer (H1.22) 4-4-8 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-.83), arrive. On a subsequent **dr** ≤ 4 each may enter as a Passenger (roll on Transport Table J7); otherwise the units enter as Infantry.
- *03 Engineer flank attack! As per Japanese RE 01-02 except the units must enter on either the North or South (as per Random dr) edge of any mapboard (player's choice), provided that mapboard has ≥ one Japanese unit on it.
- *04 Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
- 05 Sappers arrive! A number {A6a} of 4-4-8 Sapper (H1.23) squads are received. Make a DR {J3} for leader possibility. Each Sapper squad automatically receives one DC and one LMG.
- *06 Ground Support! Japanese Fighter Bombers arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-.21). Reroll for another RE if conditions prohibit this RE.
- *11 Recon section arrives! Determine the number {A6b}, type {J6b}, and Armor Leader {J3}. All vehicles are the same type.
- 12-13 Motorized Infantry reinforcements! As per Japanese RE 35-36 except that each such reinforcement unit enters as a Passenger (roll on Transport Table J7). A cumulative -2 DRM {J2} applies due to this RE.
- 14 A peasant is found cowering in a shack. Upon questioning, he reveals useful information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken Japanese Infantry unit. No "free" LOS check(s) allowed before removal.
- 15 ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
- 16 Tank section arrives! Determine the number {A6f}, type {J6}, and Armor Leader {J3}. All are the same type.
- *21 Recon patrol arrives! Determine the number {A6f}, type {J6b}, and Armor Leader {J3}. All are the same type.
- *22 Recon patrol arrives! Determine the number {A6f}, type {J6b} (make a separate DR for each), and Armor Leader {J3}. On a subsequent **dr** ≤ 2 each such vehicle of the RE may enter on the North or South edge (as per Random dr) of any mapboard (player's choice), provided that mapboard has ≥ 1 Japanese unit on it.
- 23 Tanks! Determine the number {A6f}, type {J6}, and Armor Leader {J3}. All are the same type.
- *24 ENEMY ammunition dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- *25 Gun section arrives! Determine the number {A6f}, type {J5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {J7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- 26 Tank section arrives! As per Japanese RE 16 [EXC: on a subsequent **dr** ≤ 4 each unit must enter anywhere along the North or South edge (as per random dr) of the current mapboard configuration (all enter on same edge).]
- *31-34 Request for artillery support has been granted! Determine OBA type received by DR on the Chapter H "Japanese OBA Availability Chart" (H1.5). Next make a dr {J8} to determine the ammunition supply. The player may immediately give a Japanese radio to any Japanese leader of his choice [EXC: if ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE on a horse, motorcycle or in a Type 95 car; player's option.
- 35-36 Infantry reinforcements! Make two dr {A6b} to determine the number of squads received. Determine the squad type (all are the same) by a DR {J2}. Determine all SMC/SW using H1.8-.83.
- *41 ENEMY AFV is Recalled! Determine the AFV affected by Random dr (for purposes of this RE, an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- *42 ENEMY AFV is Immobilized! Determine the AFV affected by Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- 43 ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct Japanese RE 15 instead].
- 44 Make a subsequent dr and perform the indicated RE:
dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead].
dr ≥ 4: Rumors of Japanese reinforcements on the way. Japanese RE Numbers increase by one [EXC: if Japanese RE Numbers are currently 6/7 reroll for another RE].

DR Random Event

- 45 Japanese leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic, onboard non-Armor Japanese leaders. If no Japanese leader is eligible, reroll for a different RE.
- 46 Japanese sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:
dr ≤ 3: conduct a "1" sniper attack (A14.3)
dr ≥ 4: conduct a "2" sniper attack (A14.3)
- *51 Infantry stage a flank attack! Determine number of squads by a DR. Determine the squad type (all are the same) by a DR {J2}. Determine all SMC/SW using H1.8-.83. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *52 Tanks stage a flank attack! Determine the number {A6c}, type {J6}, and Armor Leader {J3}. All are the same type. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *53 Combined Arms flank attack! Conduct Japanese REs 51 and 52 [EXC: use Table A6e to determine the number of AFV received]. All units must enter along the same edge.
- *54 Medium mortar section arrives! Make a dr {A6d} to determine number of dm 81mm MTRs received, each of which has one 2-2-8 crew. On a subsequent **dr** ≤ 2, the section is equipped with transport. If so, make a DR {J7} with a +2 DRM. All vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if desired.
- *55 FRIENDLY Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPh. Reroll for another RE if conditions prohibit air support.
- *56 AT Gun section arrives! Determine the number {A6e} and type {J5a} (all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {J7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *61-62 Artillery support granted! Conduct Japanese RE 31-34 (even if it has previously occurred).
- 63 Banzai! One Japanese leader (determine by Random dr from among eligible SMC) immediately turns Fanatic (A10.8). Additionally, each eligible Japanese Infantry unit in his Location that passes a NTC also turns Fanatic (leadership DRM applies as per A15.41). If no Japanese leader is eligible reroll for a different RE.
- 64-65 Tanks! Determine the number {A6d}, types {J6}, and Armor Leader {J3}. Perform a separate DR {J6} for each AFV received.
- 66 Hero! A hero is immediately created from the Japanese MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit is onboard reroll for a different RE.
- *71 AT Gun section arrives! Conduct Japanese RE 56 [EXC: use Table A6f to determine the number of guns received].
- 72 Tanks! Determine the number {A6b}, types {J6}, and Armor Leader {J3}. All are the same type.
- *73 Gun section arrives! Determine the number {A6d} and type {J5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {J7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *74 ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if Japanese RE 75-76 has already occurred conduct Japanese RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease the ENEMY RE# by one.
- *75-76 Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back to the FRIENDLY lines. [EXC: if Japanese RE 74 has already occurred reroll for a different RE]. Decrease each Japanese RE# by one. The Japanese side receives Exit VP (A26.23) for each Japanese unit exited off the FBE by Mission End. The ENEMY receives Casualty VP (A26.22) for each Encircled Japanese unit remaining onboard at Mission end; double Casualty VP if Japanese unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile Japanese unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.



(Vichy) French Generation Tables

F1: ACTIVATION CHECK (AC) (5.1)

French-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 10 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 5 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 3 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

F2: SQUAD (5.72)

Final DR	Type
≤ 4	4-5-8
5-8	4-5-7
≥ 9	4-3-7

+1 If Vichy French

F5: STANDARD GUN (5.76)

DR	Inside	Outside	Inside	Outside
2	65* INF	75* ART	25LL AT	37* INF
3	47L AT	47L AT	47L AT ¹	47L AT ¹
4	37* INF	20L AA	65* INF	25LL AT
5	75 AT	37* INF	37* INF	20L AA
6	37* INF	75 ART	37* INF	37* INF
7	37* INF	25LL AT	37* INF	75 ART
8	25LL AT	81* MTR	65* INF	81* MTR
9	25LL AT	12.7 AA	25LL AT	65* INF
10	25LL AT	105 ART 35B [1-3] 105 ART 13S [4-6]	25LL AT	75* ART
11	25LL AT	25LL AT	25LL AT	105* ART
12	25LL AT	75L AA	25LL AT	12.7 AA

¹ Reroll if Mission takes place in Indo-China

F5a: AT GUN (5.76)

DR	1939-6/40	7/40-45
≤ 5	47L AT	47L AT ¹
6-9	25LL AT	25LL AT
≥ 10	75 AT	25LL AT

¹ 75 ART if Mission takes place in Indo-China

F4: SW (5.75)

DR	Type
2	ATR
3	—
4	Lt Mtr
5	MMG
6	LMG
7	—
8	MMG
9	Lt Mtr*
10	HMG
11	—
12	—

* ATR if Mission is in Indo-China

F3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	—
7	8-0	—
8	7-0	—
9-10	—	—
≥ 11	6+1	Inexp. Crew

Cumulative DRM:

-1 If any accompanying MMC is Elite*

+1 If all accompanying MMC are Green*

* NA to Armor Leader generation DR

F6: STANDARD AFV (5.71)

DR	1939-6/40	7/40-10/42	11/42-3/43	4/43-45	Indo-China
2	FT-17C	Ac de 75 mle 13/34 ¹	Ac de 75 mle 13/34 ¹	Ac de 75 mle 13/34 ¹	Ac de 75 mle 13/34 ¹
3	FT-17M	FT-17C	FT-17C	AMC 29	FT-17C
4	FCM 36	FT-17M	FT-17M	S35	FT-17C
5	B1-bis	FT-17M	FT-17M	S35	FT-17C
6	S35	AM Dodge(a)	D1	S35	FT-17C
7	R35	R35	D1	Valentine V(b)	FT-17M
8	H-39 ²	R35	R35	Valentine V(b)	FT-17M
9	H-35 ³	R35	R35	Valentine V(b)	FT-17M
10	R40	R35	AMC 29	Valentine V(b)	FT-17M
11	D2	FT-17 75BS	FT-17 75BS	Ac de 75 mle 97	FT-17M
12	FT-17 75BS	FT-17C	Ac de 75 mle 97	Ac de 75 mle 97	FT-17M

¹ Each AFV accompanied by one Renault AGR2 Ammo Vehicle; see French Vehicle Note 23

² H-39(L) on subsequent dr ≤ 3

³ H-35(L) on subsequent dr ≤ 3

F6b: RECON VEHICLE (5.71)

DR	1939-6/40	7/40-10/42	11/42-45	Indo-China
2	AMR 35(L)	Peugeot (-/-/2)	Peugeot (-/-/2)	Peugeot (-/-/2)
3	AMR 35	Cam de 20 CA	Cam de 20 CA	Cam de 20 CA
4	AMR 35	AMD 20	Cam de 13.2 CAJ	Cam de 20 CA
5	Cam de Mitr CA	AMD 20	AMD 80	Renault UE (2/-)
6	AMR 35(L)	AMD 20	AMD 80	Renault UE (2/-)
7	AMD 35	AMD 50	AMD 50	AMD 50
8	AMD 35	AMD 50	AMD 50	AMD 50
9	AMR 33	Cam de Mitr CA	AMD 20	AMD 50
10	AMR 33	Cam de Mitr CA	AMD 20	Cam de Mitr CA
11	AMC 29	Cam de Mitr CA	Cam de Mitr CA	Cam de Mitr CA
12	AMC 29	Ac de 25 CA	Cam de Mitr CA	Cam de Mitr CA

F8: OBA AVAILABILITY

Final dr	Result
1	Plentiful
2-4	Normal
≥ 5	Scarce

F7: TRANSPORT

DR	1939-6/40	7/40-45
2	Unic P107	Unic P107*
3	C-K P19	Renault AGR2
4	Renault AGR2	Renault AGR2
5	Renault AGR2	Citroen 23
6	Laffly S20TL	Citroen 23
7	Citroen 23	Citroen 23
8	Citroen 23	Wagon
9	Laffly V15T	Wagon
≥ 10	Wagon	Wagon

* Laffly S15T if Mission takes place in Indo-China

F7a: ESCORT VEHICLE

DR	1939-6/40	7/40-45	Indo-China
≤ 3	Renault UE (2/-)	AMD 20 cv TOE	Renault UE (2/-)
4-6	AMR 35	AMD 20 cv TOE	AMD 50 AM
7-8	AMD 35	AMD 50 AM	Cam de Mitr CA
9-10	Cam de Mitr CA	Cam de Mitr CA	Camion de 20
≥ 11	AMR 33	Cam de 13.2 CAJ	Peugeot (-/-/2)

FREE FRENCH SUBSTITUTIONS*

Unit	Date	Replaces British or U.S. Unit
Mortier de 81	9/40-11/43	3-in MTR [≤ 5]
CA de 47 APX	42-5/43	any AT [≤ 3]
Canon de 75 1897	41-5/43	any non-MTR/non-AT [≤ 4]
CAJ mle 30	6-7/41	any AA
H-39(f)	6-7/41	any AFV [B6] [≤ 5]
AC de 75 Conus(b)	42-5/43	any SPG [B6a] [≤ 4]
AM Dodge(a)	1942	any Recon [B6b] [≤ 4]
Carrier AC(b)	3/42-5/43	any AFV [B6] or TD [B6c] [≤ 2]
AC de 25 CA(f)	42-5/43	any Escort [B7a] [≤ 4]
M3A3 LT	12/43+	any LT [EXC: M5A1] [≤ 2]
M4A2 MT	8/44+	any MT [U6] [= 4]
S-35(f)	1945	any AFV [U6] [= 5]
B1 bis(f)	1945	any AFV [U6] [= 6]
M5 (MMG/HMG) ht	8/44+	equivalent M3 ht [≤ 5]
Ac de 40 CA(a)	8/44+	M16 MGMC [≤ 4]

* Free French roll on British (if date is pre 12/43) or U.S. (if date is 12/43-45) tables and then undergo the listed unit replacements

F9: FRENCH RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
 Reroll for a different RE as necessary (2.31).

DR Random Event

- *01–02** Engineers arrive! Three Assault Engineer (H1.22) 4-5-8 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-.83), arrive. On a subsequent **dr** ≤ 4 each may enter as a Passenger (roll on Transport Table F7); otherwise the units enter as Infantry.
- *03** Engineer flank attack! As per French RE 01–02 except the units must enter on either the North or South (as per Random dr) edge of any mapboard (player's choice), provided that mapboard has ≥ one French unit on it.
- *04** Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
- 05** Sappers arrive! A number {A6a} of 4-5-8 Sapper (H1.23) squads are received. Make a DR {F3} for leader possibility. Each Sapper squad automatically receives one DC and one LMG.
- *06** Armée de l'air! French Fighter Bombers arrive during the next ENEMY MPH. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-.21). Reroll for another RE if in Indo-China or if conditions prohibit this RE.
- *11** Recon section arrives! Determine the number {A6b}, type {F6b}, and Armor Leader {F3}. All vehicles are the same type.
- 12–13** Motorized Infantry reinforcements! As per French RE 35–36 except that each such reinforcement unit enters as a Passenger (roll on Transport Table F7). A cumulative -2 DRM {F2} applies due to this RE. No Armor Leader may be Activated with this RE.
- 14** A civilian comes forward with information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken French Infantry unit. No "free" LOS check(s) allowed before removal.
- 15** ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
- 16** Tank section arrives! Determine the number {A6f}, type {F6}, and Armor Leader {F3}. All are the same type.
- *21** Recon patrol arrives! Determine the number {A6f}, type {F6b}, and Armor Leader {F3}. All are the same type.
- *22** Recon patrol arrives! Determine the number {A6f}, type(s) {F6b} (make a separate DR for each), and Armor Leader {F3}. On a subsequent **dr** ≤ 2 each such vehicle of the RE may enter on the North or South edge (as per Random dr) of any mapboard (player's choice), provided that mapboard has ≥ 1 French unit on it.
- 23** Tanks! Determine the number {A6f}, type {F6}, and Armor Leader {F3}. All are the same type.
- *24** ENEMY ammunition dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- *25** Gun Section arrives! Determine the number {A6f}, type {F5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {F7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- 26** Tank section arrives! As per French RE 16 [EXC: on a subsequent **dr** ≤ 4 each unit must enter anywhere along the North or South edge (as per Random dr) of the current mapboard configuration (all enter on same edge.)]
- *31–34** Request for artillery support has been granted! Determine OBA type received by DR on the Chapter H "Vichy) French OBA Availability Chart" (H1.5). Next make a dr {F8} to determine the ammunition supply. The player may immediately give a French radio to any French leader of his choice [EXC: if ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE on a horse, motorcycle, or in a Peugeot 202; player's option.
- 35–36** Infantry reinforcements! Make two dr {A6b} to determine the number of squads received. Determine the squad type (all are the same) by a DR {F2}. Determine all SMC/SW using H1.8-.83.
- *41** ENEMY AFV is Recalled! Determine the AFV affected by Random dr (for purposes of this RE, an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- *42** ENEMY AFV is Immobilized! Determine the AFV affected by Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- 43** ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct French RE 15 instead].
- 44** Make a subsequent dr and perform the indicated RE:
dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead].
dr ≥ 4: Rumors of French reinforcements on the way. French RE Numbers increase by one [EXC: if French RE Numbers are currently 6/7 reroll for another RE].

DR Random Event

- 45** French leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic, onboard non-Armor French leaders. If no French leader is eligible, reroll for a different RE.
- 46** French sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PPPh:
dr ≤ 3: conduct a "1" sniper attack (A14.3)
dr ≥ 4: conduct a "2" sniper attack (A14.3)
- *51** Infantry stage a flank attack! Determine number of squads by a DR. Determine the squad type (all are the same) by a DR {F2}. Determine all SMC/SW using H1.8-.83. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *52** Tanks stage a flank attack! Determine the number {A6c}, type {F6}, and Armor Leader {F3}. All are the same type. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *53** Combined Arms flank attack! Conduct French REs 51 and 52 [EXC: use Table A6e to determine the number of AFV received]. All units must enter along the same edge.
- *54** Medium mortar section arrives! Make a dr {A6d} to determine number of dm 81mm MTRs received, each of which has one 2-2-8 crew. On a subsequent **dr** ≤ 2, the section is equipped with transport. If so, make a DR {F7} with a +1 DRM. All vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if desired.
- *55** Armée de l'air Strike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPH. Reroll for another RE if in Indo-China or if conditions prohibit air support.
- *56** AT Gun section arrives! Determine the number {A6e} and type {F5a} (all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {F7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *61–62** Artillery support granted! Conduct French RE 31–34 (even if it has previously occurred).
- 63** Vive la France! One French leader (determine by Random dr from among eligible SMC) immediately turns Fanatic (A10.8). Additionally, each eligible French Infantry unit in his Location that passes a NTC also turns Fanatic (leadership DRM applies as per A15.41). If no French leader is eligible reroll for a different RE.
- 64–65** Tanks! Determine the number {A6d}, types {F6}, and Armor Leader {F3}. Perform a separate DR {F6} for each AFV received.
- 66** Hero! A hero is immediately created from the French MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit onboard reroll for a different RE.
- *71** AT Gun section arrives! Conduct French RE 56 [EXC: use Table A6f to determine the number of Guns received].
- 72** Tanks! Determine the number {A6b}, type {F6}, and Armor Leader {F3}. All are the same type.
- *73** Gun section arrives! Determine the number {A6d} and type {F5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {F7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *74** ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if French RE 75–76 has already occurred conduct French RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease the ENEMY RE# by one.
- *75–76** Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back to FRIENDLY lines. [EXC: if French RE 74 has already occurred reroll for a different RE]. Decrease each French RE# by one. The French side receives Exit VP (A26.23) for each French unit exited off the FBE by Mission End. The ENEMY receives Casualty VP (A26.22) for each Encircled French unit remaining onboard at Mission end; double Casualty VP if French unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile French unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.



Russian Generation Tables

R1: ACTIVATION CHECK (AC) (5.1)

Russian-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ 2
- B) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ 1
- C) FRIENDLY Infantry is in LOS within 4 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 3 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

R4: SW (5.75)

DR	1939-41	1942	1943	1944	1945
2	LMG	LMG	LMG	LMG	LMG
3	LtMtr	LtMtr	ATR	ATR	ATR
4	MMG	MMG	ATR	MMG	LMG
5	LMG	LMG	LMG	ATR	LMG
6	—	—	LtMtr	LMG	MMG
7	—	—	—	—	—
8	—	—	—	—	—
9	LtMtr	ATR	—	LtMtr	LtMtr
10	ATR	—	MMG	—	ATR
11	.50c [1] HMG [2-6]	LtMtr	HMG	HMG	HMG
12	MMG	.50c [1] HMG [2-6]	.50c [1-2] HMG [3-6]	.50c [1-2] HMG [3-6]	.50c [1-3] HMG [4-6]

R2: SQUAD (5.72)

Final DR	Squad Type	DRM:
≤ 4	4-5-8	-1 If year is 1945
5	6-2-8	+1 If year is 1942
6-8	4-4-7	+2 If year is 1939-41
9-10	5-2-7	
≥ 11	4-2-6	

R3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader	Cumulative DRM:
≤ 1	10-3	10-2	-1 If any accompanying MMC is Elite*
2	10-2	9-2	-1 If date is 6/44-45
3	9-2	9-1	+1 If year is 1939-41
4	9-1	8-1	+1 If all accompanying MMC are Conscript*
5	8-1†	—	* NA to Armor Leader generation DR
6-7	8-0†	—	
8	7-0	—	
9-10	—	—	
≥ 11	6+1	Inexp. Crew	

† If Mission date is pre 11/42 replace the noted leader with the proper Commissar type (A25.22) on a subsequent dr ≤ 2

R7: TRANSPORT

DR	1939-42	1943-45
2	IAG-6	IAG-6
3	IAG-6	7.5 Ton(a) ¹
4	ZIS-5	ZIS-5
5	ZIS-5	GAZ-MM
6	Wagon	1.5 Ton(a) ¹
7-8	GAZ-MM	2.5 Ton(a) ¹
≥ 9	Wagon	Wagon

¹ Use British counter

R5: GUN (5.76)

DR	Inside	Outside	Inside	Outside	Inside	Outside	Inside	Outside
2	45L AT ¹	152* ART	57LL AT	107* MTR	57LL AT	82* MTR	57LL AT	82* MTR
3	76* INF	76L ART	76* INF	152* ART	57LL AT	120* MTR	57LL AT	120* MTR
4	76* INF	122* ART	76* INF	76L ART	45LL AT	37L AT	45LL AT	37L AT
5	76* INF	37* INF	76* INF	122* ART	45LL AT	45L AT	45LL AT	45L AT
6	45L AT	76 ART	45L AT	76 ART	45L AT	82* MTR	45L AT	82* MTR
7	45L AT	76* INF	45L AT	76* INF	45L AT	76L ART	45L AT	76L ART
8	45L AT	45L AT	45LL AT	45L AT	76* INF	76* INF	76* INF	76 ART
9	37L AT	82* MTR	45LL AT	45LL AT	76* INF	45LL AT	76* INF	45LL AT
10	37* INF	37L AT	37L AT	37L AT	37L AT	57LL AT	37L AT	57LL AT
11	37* INF	37L AA	37L AT	82* MTR	37L AT	122 ART	37L AT	122 ART
12	37L AT	76LL ART	37L AT	120* MTR	57LL AT	45L AT	57LL AT	85L ART

¹ 37L AT if year is 1939, if year is 1941 substitute 57LL AT on subsequent dr ≤ 4

R5a: AT GUN (5.76)

DR	1939-41	1942-43	1944-45
2	76LL ART	45LL AT	57LL AT
3	57LL AT ¹	76L ART	76L ART ⁴
4	76LL ART	76LL ART ²	85L ART
5	45L AT	76L ART	57LL AT
6	45L AT	45LL AT	45LL AT
7	45L AT	45L AT	76L ART
8	76L ART	37L AT	45L AT
9	37L AT	57LL AT ³	37L AT
10	37L AT	45L AT	37L AT
11	37L AT	57LL AT	45L AT
12	76L ART	37L AT	45LL AT

¹ 45L AT if year is 1939-40

² 76L ART if year is 1943

³ 45L AT if year is 1942

⁴ 100L AT if date is 1-5/45

R7a: ESCORT VEHICLE

dr	1939-42	1943	1944-45
≤ 3	GAZ-4M-AA	BA-6	BA-6B
4-5	SU-12	BA-64B	ZSU-37
6	ZIS-42-AA	White SC(a) (-/-4) ¹	M17 MGMC(a) ¹

¹ Use British counter

R8: OBA AVAILABILITY

Final dr	Result	drm:
≤ 1	Plentiful	-1 If year is 1944-45
2-4	Normal	+1 If year is 1941-42
≥ 5	Scarce	

R6: STANDARD AFV (5.71)

DR	1939-40	1941	1942	1943	1944-45
2	T-35	OT-133 [1-4] T-35 [5-6]	KV-8 [1-2] OT-34 [3-6]	KV-8 [1-2] OT-34 [3-6]	SU-152 [1-3] ¹³ OT-34 [4-6]
3	T-28 M34	T-28E M40 [1-3] T-28 M34 [4-6]	T-43	SU-122 [1-3] ¹⁰ SU-76M [4-6] ¹⁰	T-43 [1-2] ¹¹ SU-85 [3-6]
4	KV-1 M39/40 ¹	KV-2 [1-3] KV-1 M39/40[4-6]	KV-1E ²	KV-1 M42	ISU-152 [1-3] ¹² ISU-122 [4-6] ¹²
5	T-26S M37/39	T-34 M40 [1-3] ⁷ T-26S M37/39 [4-6]	KV-1 M41	T-34 M43	T-34/85
6	GAZ-4M-AA [1-3] T-37 [4-6]	T-26 M33 ⁴	T-26S M37/39	T-60 M40	T-34 M41 ¹¹
7	T-26 M33	BT-7 M37 ⁵	T-34 M41	T-34 M41	T-34 M43
8	BT-7 M37	BT-7 M37 ⁵	T-70 ⁸	KV-1 M41 [1-3] KV-1S [4-6]	T-70
9	BT-5 M34	BT-5 M34 ⁶	T-26S M37/39 [1-4] GAZ-4M-AA [5-6]	T-60 M40	SU-76M [1-5] Sherman III [6] ¹⁷
10	BT-7A [1-2] SU-12 [3-6]	GAZ-4M-AA [1-4] SU-12 [5-6]	T-60 M42 ¹⁵	T-43	IS-2m ^{13,16}
11	T-28E M40 ³	BT-7A [1-4] IAG-10-AA [5-6]	SU-12 [1-4] IAG-10-AA [5-6]	T-60 M42	IS-2 [1-3] ¹² SU-122 [4-6] ¹¹
12	OT-133 ²	T-37 [1-4] ZIS-42-AA [5-6]	Matilda II [1-3] ¹⁷ Valentine II [4-6] ¹⁷	T-50 [1-4] Valentine VIII [5-6] ¹⁷	KV-1S [1-2] M4-76(a) [3-6] ¹⁴

¹ T-26 M33 on subsequent dr ≥ 3 if year is 1939

² BT-5 M34 if date is pre 2/40

³ KV-1 M41 on subsequent dr ≤ 2 if date is 7/41+

⁴ T-34 M41 on subsequent dr ≤ 2 if date is 8/41+

⁵ KV-1 M42 on subsequent dr ≤ 3 if date is 6/42+

⁶ Rotoll DR [R6] if year is 1945

⁷ Rotoll DR [R6] if PTO

⁸ T-26S M37/39 if date is 1-6/42

⁹ IAG-10-AA on subsequent dr ≥ 4 if year is 1940

¹⁰ T-60 M40 on subsequent dr ≤ 3 if date is 8/41+

¹¹ KV-1E on subsequent dr ≤ 2 if date is 6/41+

¹² T-26S M37/39 if date is 1-3/42

¹³ T-34 M41 if date is 1/43

¹⁴ KV-85 if date is 1-3/44

¹⁵ T-34 M43 if date is 1-8/44

¹⁶ T-34 M43 if date is 1-6/44

¹⁷ Use British counter

R6a: SPG (5.71)

DR	2-8/43*	9/43-2/44	3/44-5/45	6-8/45
2	SU-57(a) ¹	SU-57(a)	SU-57(a)	SU-85
3	SU-122	SU-152	SU-152	SU-85
4	SU-122	SU-152	ISU-152	SU-85
5	SU-122	SU-85	ISU-152	ISU-152
6	SU-122	SU-85	SU-85	ISU-152
7	SU-76M	SU-76M	SU-76M	SU-76M
8	SU-76M	SU-122	SU-122	ISU-122
9	SU-76M	SU-122	ISU-122	ISU-122
10	SU-122	SU-76M	ISU-122	SU-76M
11	SU-152 ²	SU-76M	SU-76M	SU-76M
12	SU-152 ²	SU-76i(g)	SU-76i(g) ³	SU-85

* Use Table [R6] if date is pre 2/43

¹ SU-122 if date is 2-6/43

² SU-76M if date is 2-6/43

³ SU-100 if date is 12/44-5/45

R10: HUMAN WAVE UNITS/SW (4.34)

R10a: Human Wave Units

Final dr	Units	R10a Cumulative drm:
0	4-5-8 x 2, SW†	+1 If year is pre 1943
1	4-5-8, 5-2-7, L [R3]*	-1 If year is 1945
2	4-4-7 x 2, L [R3]*	*+1 DRM [R3] per Russian leader/ commissar already in that Human Wave
3	4-4-7, 5-2-7	*-1 DRM [R3] if no Russian leader/ commissar yet present in that Human Wave
4	4-4-7 x 2, SW†	
5	4-4-7, 4-2-6, SW†	
6	5-2-7, 4-2-6	
7	4-2-6 x 2	

R10b: Human Wave SW

dr	SW
≤ 3	LMG
4	ATR
≥ 5	—

† Make a subsequent dr [R10b] to determine SW type.

R6b: RECON VEHICLE (5.71)

DR	1939-41	1942	1943	1944-45
≤ 3	T-37	T-60 M40	BA-6	BA-64B
4	BA-6	T-60 M40	BA-6	BA-64B
5	T-37	T-60 M40	T-70	BA-64B
6	BA-6	T-60 M40	T-60 M42	BA-64B
7	BA-20	T-60 M42 ²	T-60 M40	T-70
8	T-60 M40 ¹	BA-6	T-60 M40	T-70
9	T-60 M40 ¹	BA-6	BA-64B	T-70
10	T-40 ¹	BA-6	T-70	T-70
11	T-60 M40 ¹	BA-6	BA-64B	White SC(a) ³
12	T-37	T-60 M40	White SC(a) ⁴	White SC(a) ⁴

¹ T-37 if date is pre 6/41

² BA-6 if date is pre 8/41

³ T-60 M40 if date is 1-6/42

⁴ Use British counter with AAMG

R9: RUSSIAN RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
Reroll for a different RE as necessary (2.31).

DR Random Event

- *01** Flamethrower tank detachment arrives! Make a dr {A6e} to determine the number of AFV arriving, then make a dr on the proper table below to determine the unit type (all are of the same type).
- | 1939-41 | 1942-43 | 1944-45 |
|---------|-------------|---------|
| OT-133 | OT-34 [1-4] | OT-34 |
| | KV-8 [5-6] | |
- *02** Engineer platoon arrives! Three Assault Engineer (H1.22) 6-2-8 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-83), arrive. On a subsequent dr ≤ 3 each such squad may enter as Passenger of a GAZ-MM truck; otherwise the units enter as Infantry.
- *03** Engineer platoon flank attack! As per Russian RE 02 except the units must enter on either the North or South (as per a Random dr) edge of any mapboard (player's choice), providing that mapboard has ≥ one Russian unit on it.
- *04** Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
- 05** Sappers! A number {A6a} of 4-5-8 Sapper (H1.23) squads are received. Make a DR {R3} for a leader possibility. Each Sapper squad automatically receives one DC and one LMG.
- *06** Sturmovik! Russian fighters-bombers arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-21). Reroll for another RE if conditions prohibit this RE.
- *11** Russian recon section arrives! Determine the number {A6c}, type {R6b} and Armor Leader {R3}. All are the same type.
- 12** Russian tank-riders! Determine the number of tanks {A6a}, the tank type {R6}; reroll as necessary until a tank is determined; all tanks are the same type. Receive one 6-2-8 squad per tank. Determine one Infantry SMC {R3} and one SW {R4}. All Infantry/SW must enter as Riders (D6.2) [EXC: if Riders are currently prohibited (D6.2) enter the squads as Infantry instead, using Armored Assault (D9.31)]. Also roll for Armor Leader {R3} with a cumulative -1 DRM due to this RE.
- 13** Motorized infantry reinforcements! As per Russian RE 34-36 except each such reinforcement unit enters as a Passenger on a GAZ-MM truck. A cumulative -2 DRM {R2} applies due to this RE.
- 14** A local peasant boy is discovered cowering in a root cellar. Upon questioning he reveals useful information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken Russian Infantry unit. No "free" LOS check(s) allowed before removal.
- 15** ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
- 16** SPG section arrives! Determine the number {A6f}, type {R6a} and Armor Leader {R3}. All are the same type.
- *21** Reconnaissance patrol arrives! Determine the number {A6e}, type {R6b} and Armor Leader {R3}. All are the same type.
- *22** Reconnaissance patrol arrives! Determine the number {A6f}, type {R6b}; make a separate DR for each, and Armor Leader {R3}. On a subsequent dr ≤ 2 these vehicles enter on the North or South (as per a Random dr) edge of any mapboard (player's choice), providing that mapboard has ≥ one Russian unit on it.
- 23** Russian AFV arrive! Determine the number {A6c}, type {R6} and Armor Leader {R3}. All are the same type.
- *24** ENEMY ammunition supplies dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- *25** Gun section arrives! Determine the number {A6f} and type {R5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, make a DR {R7} to determine the Transport type (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type).
- 26** SPG platoon arrives! As per Russian RE 16 [EXC: on a subsequent dr ≤ 4 these vehicles enter anywhere along the North or South edge (as per a Random dr) of the current mapboard configuration (all enter on the same edge)].
- *31-33** Request for artillery support has been granted! Determine OBA type received by a DR on the Chapter H "Russian OBA Availability Chart" (H1.5). Next make a dr {R8} to determine the ammunition supply. The player may immediately give one Russian radio to any Russian leader of his choice [EXC: if the ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE mounted on motorcycle or in a GAZ-67B (player's option).
- 34-36** Russian Infantry reinforcements! Make a DR+1 to determine the number of squads received. Determine the squad type (all are the same) by a DR {R2}. Determine all SMC/SW using H1.8-83.
- *41** ENEMY AFV is Recalled! Determine the AFV affected by a Random dr (for purposes of this RE an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard, reroll for another RE.
- *42** ENEMY AFV is Immobilized! Determine the AFV affected by a Random dr, and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- 43** ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct Russian RE 15 instead].

DR Random Event

- 44** Make a subsequent dr and perform the indicated RE:
dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead].
dr ≥ 4: Rumors of Russian reinforcements on the way. Russian RE Numbers increase by one (2.4) [EXC: if Russian RE Numbers are currently 6/7 reroll for another RE].
- 45** Russian leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic onboard non-Armor Russian leaders. If no Russian leader is eligible reroll for a different RE.
- 46** Russian sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:
dr ≤ 3: conduct a "1" sniper attack (A14.3)
dr ≥ 4: conduct a "2" sniper attack (A14.3)
- *51** Russian Infantry stage a flank attack! Determine the number of Russian squads by a DR+2. Determine the squad type (all are the same) by a DR {R2}. Determine all SMC/SW using H1.8-83. Then make a Random dr to determine edge of entry (North or South). All must enter anywhere along the same edge.
- *52** Tanks stage a flank attack! Determine the number {A6c}, type {R6} and Armor Leader {R3}. All are the same type. Then make a Random dr to determine edge of entry (North or South). All must enter anywhere along the same edge.
- *53** Combined Arms flank attack! Conduct Russian REs 51 and 52 [EXC: use Table A6f to determine the number of AFV received]. All units must enter along the same edge; squads enter as Riders if possible (depending on vehicle type and date).
- *54** Medium mortar section arrives! Make a dr {A6d} to determine the number of dm 82mm MTRs received, each of which has one 2-2-8 crew. On a subsequent dr ≤ 2 the mortar section is equipped with transport. If so, make a DR {R7} with a +2 DRM. All transport vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if so desired.
- *55** FRIENDLY aircraft spotted! Determine type, armament and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPh. Reroll for another RE if current conditions prohibit air support.
- *56** AT section arrives! Determine the number {A6e} and type {R5a} (all are the same type). Each Gun is crewed by one 2-2-8. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {R7} (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type; all such vehicles are the same type).
- *61** Artillery support granted! Conduct Russian RE 31-33 (even if it has previously occurred).
- 62** Partisan Reinforcements! A number (as per a DR) of Russian Partisan 3-3-7 squads enter on the North or South edge (as per a Random dr); all enter on the same edge. Determine one Partisan leader using the 17.81 "Company Leader Table" (Russian drm apply normally). [EXC: if pre 11/42 and if ≥ ten squads are received the leader may be a Commissar; make a subsequent dr: on a dr = 1 substitute a 10-0; on a dr = 2-3 substitute a 9-0; otherwise a normal Partisan leader is received]. Finally, determine if any SW are received: on a Final dr ≤ 2 one LMG or ATR is received; a -1 drm applies for each 5 (FRD) Partisan squads received. Make a separate dr for each possible SW.
- 63** Fanatics! One Russian leader (determine by Random dr from among onboard eligible SMC) immediately turns Fanatic (A10.8). Additionally, each eligible Russian Infantry unit in his Location that passes a NTC also turns Fanatic (leadership DRM applies as per A15.41). If no Russian leader is eligible reroll for a different RE.
- 64** The clanking of tanks is heard! Determine the number {A6f}, type(s) {R6} and Armor Leader {R3}. Make a separate DR {R6} for each AFV received.
- 65** Russian SPG platoon arrives! Determine the number {A6b}, type {R6a} and Armor Leader {R3}. All are the same type.
- 66** Hero! A hero is immediately created from the Russian MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit is currently onboard, reroll for a different RE.
- *71** AT section arrives! Conduct Russian RE 56 [EXC: use Table A6f to determine the number of Guns received].
- 72** Russian tanks! Determine the number {A6a}, type(s) {R6} and Armor Leader {R3}. If the year is 1939-41 make a separate DR {R6} for each AFV; if 1942-45 all are the same type.
- *73** Gun section arrives! Determine the number {A6c} and type {R5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {R7} (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type; all such vehicles are the same type).
- *74** ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if Russian RE 75-76 has already occurred conduct Russian RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease each ENEMY RE# by one.
- *75-76** Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back toward FRIENDLY lines [EXC: if Russian RE 74 has already occurred reroll for a different RE]. Decrease each Russian RE# by one. The Russian side receives Exit VP (A26.23) for each Russian unit exited off the FBE by Mission end. The ENEMY receives Casualty VP (A26.22) for each Encircled Russian unit remaining onboard at Mission end; double Casualty VP if Russian unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile Russian unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.



U.S. Generation Tables [EXC: PTO]

U1: ACTIVATION CHECK (AC) (5.1)

U.S.-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 12 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 4 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

U2: SQUAD (5.72)

Final DR	Squad Type	DRM:
≤ 2	7-4-7*	+1 If year is 1942-43
3-4	6-6-7	-1 If year is 1945
5-8	6-6-6	
9-10	5-4-6	* See 12.22
≥ 11	5-3-6	

U4: SW (5.75)

DR	11/42-1942	1943	1944-45
≤ 3	.50cal	.50cal	.50cal
4	HMG	HMG	HMG
5-6	MMG	MMG	MMG
7	BAZ*	M2 Mtr	BAZ*
8	M2 Mtr	BAZ*	M2 Mtr
9	—	BAZ*	BAZ*
10	M2 Mtr	—	M2 Mtr
11	—	M2 Mtr	—
12	HMG	HMG	HMG

* BAZ is always latest type available

U5: STANDARD GUN (5.76)

DR	11/42-6/43		7/43-5/44		6/44-45	
	Inside	Outside	Inside	Outside	Inside	Outside
2	37LL AT	37L AA	75* ART	90L AA (M1A1)	75* ART	90L AA (M2)
3	37LL AT	37L AA	75* ART	40L AA	75* ART	155 ART M1 How [1-4] 155L ART [5-6]
4	37LL AT	37L AA	57L AT	12.7 AA ¹	57L AT	105* MTR
5	37LL AT	105 ART	57L AT	37L AA	57L AT	76L AT ²
6	37LL AT	105 ART	57L AT	81* MTR	57L AT	81* MTR
7	37LL AT	81* MTR	57L AT	57L AT [1-4] 37LL AT [5-6]	57L AT	57L AT
8	37LL AT	81* MTR	57L AT	105 ART [1-4] 105* ART [5-6]	76L AT	105 ART [1-3] 105* ART [4-6]
9	37LL AT	37LL AT	57L AT	75* ART	76L AT	40L AA
10	37LL AT	37LL AT	37LL AT	155 ART M1 How	76L AT	75* ART [1-4] 37LL AT [5-6]
11	37LL AT	155* ART	37LL AT	105* MTR	37LL AT	12.7 AA [1-3] 37L AA [4-6]
12	37LL AT	155* ART	37LL AT	155L ART	37LL AT	90L AA (M1A1)

¹ 81* MTR if date is 7/43 ² 57L AT if date is 6-10/44 in Italy

U3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	—
7-8	8-0	—
9	7-0	—
10-11	—	—
≥ 12	6+1	Inexp. Crew

Cumulative DRM:

- 1 If year is 1945
- 1 If any accompanying MMC is Elite*
- +1 If all accompanying MMC are Green*
- +1 If year is 1942-43
- * NA to Armor Leader generation DR

U5a: AT GUN (5.76)

DR	11/42-6/43	7/43-5/44	6/44-45
2	37LL AT	57L AT	90L AA (M2)
3	37LL AT	57L AT	90L AA (M2)
4	37LL AT	57L AT	76L AT
5	37LL AT	57L AT	76L AT
6	37LL AT	57L AT	76L AT
7	37LL AT	37LL AT ¹	57L AT
8	37LL AT	37LL AT	57L AT
9	37LL AT	37LL AT	57L AT
10	37LL AT	37LL AT	57L AT
≥ 11	37LL AT	37LL AT	37LL AT

¹ 57L AT if date is 11-12/43

U6: STANDARD AFV (5.71)

DR	11/42-5/43	6/43-5/44	6/44-12/44	1945
2	M10 GMC ¹	M4A1 MT	M4A3E2(L) MT [1-2] ⁶ M4A3E2 MT [3-6] ⁶	M4A3E2(L) MT [1-2] ⁶ M4A3E2 MT [3-6] ⁶
3	M15A1 MGMC	M4A3(75)W MT ³	M16 MGMC [1-3] M15A1 MGMC [4-6]	M8 HMC [1-3] M7 HMC [4-6]
4	M3 LT [1-3] M5A1 LT [4-6]	M4A3 MT	M4A3(105) MT [1-3] M4A3 MT [4-6]	M10 GMC [1-4] M24 LT [5-6]
5	T30 HMC	M5A1 LT	M4A1(76)W MT [1-2] M5A1 LT [3-6]	M36 GMC [1-2] ⁶ M5A1 LT [3-6]
6	M3A1 LT	M16 MGMC [1-2] ⁴ M15A1 MGMC [3-6]	M4 MT	M4A3(76)W MT [1-4] M4 MT [5-6]
7	M3 MT	M4 MT ⁵	M4A1 MT	M4A1 MT
8	M4A1 MT ²	M4A1 MT	M4A3(76)W MT [1-3] M4A3(75)W MT [4-6]	M4A3(75)W MT [1-3] M4A1(76)W MT [4-6]
9	T19 HMC [1-3] M3 GMC [4-6]	M8 HMC [1-3] M7 HMC [4-6]	M36 GMC [1-2] M10 GMC [3-6]	M18 GMC [1-3] M4A3(105) MT [4-6]
10	M4 MC ht	M4A1 MT	M8 HMC [1-3] M7 HMC [4-6]	M4A3 MT [1-3] M4(105) MT [4-6]
11	M7 HMC	M10 GMC	M4(105) MT [1-3] M4A1 MC ht [4-6]	M16 MGMC [1-3] M15A1 MGMC [4-6]
12	M3 MT	M4 MC ht	M18 GMC [1-4] ⁷ M24 LT [5-6] ⁸	M26 HT [1-2] M36B1 GMC [3-6] ⁶

¹ Reroll if date is pre 3/43

² M3 MT if date is 11/42

³ T30 HMC ht if year is 1943

⁴ M14A1 MGMC if year is 1943

⁵ M4A1 if date is 6/43

⁶ Reroll if in Italy or date is pre 10/44

⁷ M4A3(75)W if date is 6-7/44

⁸ Reroll unless date is 12/44

U7: TRANSPORT

DR	11/42-6/43	7/43-45
≤ 3	7 1/2-Ton tr	7 1/2-Ton tr
4-5	3/4-Ton tr	3/4-Ton tr
6-8	2 1/2-Ton tr	2 1/2-Ton tr
9	1 1/2-Ton tr	2 1/2-Ton tr
≥ 10	1 1/2-Ton tr	1 1/2-Ton tr

U7a: ESCORT VEHICLE

DR	11/42-12/43	1944-45
2	M3A1 SC	M5A1 LT
3	M3 LT ¹	M3A1 ht
4	M3(HMG) ht	M3(HMG) ht
5	M15A1 MGMC	M8 AC
6-7	M15A1 MGMC	M15A1 MGMC
8	M3(MMG) ht	M16 MGMC
9	M3A1 SC	M16 MGMC
10	M3 ht	M20 AC
≥ 11	M3A1 LT ¹	M3(MMG) ht

¹ M5A1 LT if date is 6-12/43

U8: OBA AVAILABILITY

Final dr	Result
≤ 4	Plentiful
≥ 5	Normal

U6a: SPG (5.71)

DR	11/42-8/43	9/43-5/44	6/44-45
2	M7 HMC	T19 HMC ¹	M12 GMC
3	M7 HMC	T19 HMC ¹	M8 HMC
4	M7 HMC	M8 HMC	M4A3(105) MT ³
5	T30 HMC	M8 HMC	M4(105) MT ⁴
6	T30 HMC	M8 HMC	M4(105) MT
7	T30 HMC	M7 HMC	M4A3(105) MT ³
8	T19 HMC	M7 HMC	M8 HMC
9	T19 HMC	M7 HMC	M7 HMC
10	T19 HMC	T30 HMC ²	M7 HMC
11	M4 MC ht	T30 HMC ²	M7 HMC
12	M4 MC ht	T30 HMC ²	M8 HMC

¹ M7 HMC if year is 1944

² M8 HMC if year is 1944

³ M4(105) MT if date is 6/44 ⁴ M4A3(105) if date is 7-12/44

U6b: RECON VEHICLE (5.71)

DR	11/42-8/43	9/43-12/43	1944	1945
2	M3A1 SC	M3A1 SC	M3A1 SC	M24 LT
3	M3A1 SC	M3A1 SC	M3A1 SC	T8 SC
4	M2 ht	M3A1 SC	M2 ht	T8 SC
5	M3A1 SC	M2 ht	M8 AC	M8 AC
6	M3A1 SC	M3A1 SC	M8 AC	M8 AC
7	M3A1 SC	M8 AC	M8 AC	M8 AC
8	M2 ht	M8 AC	M20 AC	M20 AC
9	M5A1 LT	M5A1 LT	M20 AC	M20 AC
10	Jeep (-/-2)	Jeep (-/-2)	M5A1 LT	M20 AC
11	Jeep (-/-2)	Jeep (-/-2)	Jeep (-/-2)	Jeep (-/-2)
12	Jeep (-/-4)	Jeep (-/-4)	Jeep (-/-4)	Jeep (-/-4)

U6c: TD GENERATION TABLE (5.71)

DR	11/42-6/44	7/44-12/44	1945
2	M10 GMC ¹	M18 GMC	M36B1 GMC
3	M10 GMC ¹	M18 GMC	M36B1 GMC
4	M10 GMC ¹	M18 GMC	M36 GMC
5	M3 GMC ²	M10 GMC	M36 GMC
6	M3 GMC ²	M10 GMC	M36 GMC
7	M3 GMC ²	M10 GMC	M10 GMC
8	M3 GMC ²	M36 GMC	M18 GMC
9	M3 GMC ²	M36 GMC	M18 GMC
10	M15A1 MGMC	M36 GMC	M10 GMC
11	M15A1 MGMC	M36 GMC ³	M36B1 GMC
12	M15A1 MGMC	M18 GMC ³	M18 GMC

¹ M3 GMC if date is pre 3/43

² M10 GMC if date is 9/43+

³ M10 GMC if date is pre 10/44

U9: U.S. RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
Reroll for a different RE as necessary (2.31).

DR Random Event

*01 Flamethrower tank detachment arrives! Make a dr {A6d} to determine the number of AFV arriving. Then make a dr on the proper table below to determine the unit type (all are of the same type). Each AFV received is equipped with a bow-mounted SA FT in place of its normal BMG as per U.S. Vehicle Note F.

dr	1942	1-5/43	6-12/43	1944-45
1	M5A1 LT	M4A1 MT	M4 MT*	M4 MT
2	M5A1 LT	M4A1 MT	M4A1 MT	M4A1 MT
3	M5A1 LT	M5A1 LT	M4A1 MT	M4A1 MT
4	M3A1 LT	M5A1 LT	M4A3 MT*	M4A3 MT
5	M3A1 LT	M3A1 LT	M5A1 LT	M4A3(75)W MT
6	M3A1 LT	M3A1 LT	M5A1 LT	M5A1 LT

*M4A1 in 6/43

*02 Combat Engineer platoon arrives! Three Assault Engineer (H1.22) 7-4-7 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-83), arrive. On a subsequent dr ≤ 2 each such squad may enter as Passenger of a M3 ht; on a subsequent dr = 3-4 each may enter as a Passenger on a 2 1/2-Ton truck; otherwise the units enter as Infantry.

*03 Combat Engineer platoon flank attack! As per U.S. RE 02 except the units must enter on either the North or South (as per a Random dr) edge of any mapboard (player's choice) providing that mapboard has ≥ one U.S. unit on it.

*04 Each ENEMY dr on the Fortification Generation Table (A5) has a +2 drm for the duration of the Mission.

05 U.S. Sappers arrive! A number {A6a} of 6-6-7 Sapper (H1.23) squads are received. Make a dr {U3} for leader possibility. Each Sapper squad automatically receives one DC. Additionally, one dm MMG and one BAZ (latest model) is received.

*06 Ground support! U.S. Fighter Bombers arrive during the next ENEMY MPH. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-21). Reroll for another RE if conditions prohibit this RE.

*11 Recon section arrives! A mix of halftracks arrive. Make a dr for each such AFV type listed below:

M2: determine the number received as per a dr {A6a}

M3(MMG): one is received on a dr ≤ 2

M3(HMG): one is received on a dr ≤ 2

M4 MC: one is received on a dr ≤ 2

12 Armored infantry arrive! As per U.S. RE 35-36 except that each such reinforcement unit may enter as a Passenger on a M3 ht. A cumulative -2 DRM {U2} applies due to this RE. Additionally, on a subsequent dr ≤ 2 one M3(MMG) and/or M3(HMG) is included (roll once for each). Only one Armor Leader (5.711) may be Activated with this RE.

13 Motorized infantry reinforcements! As per U.S. RE 35-36 except that each such reinforcement unit may enter as a Passenger on a 2 1/2 Ton truck. A cumulative -1 DRM {U2} applies due to this RE.

14 A resistance leader with useful information is encountered. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken U.S. Infantry unit. No "free" LOS check(s) allowed before removal.

15 ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.

16 SPG section arrives! Determine the number {A6f}, type {U6a} and Armor Leader {U3}. All are the same type.

*21 Recce patrol arrives! Determine the number {A6c}, type {U6b} and Armor Leader {U3}. All are the same type.

*22 Recce units arrive! Determine the number {A6f}, type {U6b} (make a separate DR for each), and Armor Leader {U3}. On a subsequent dr ≤ 2 each such vehicle of the RE may enter on the North or South (as per a Random dr) edge of any mapboard (player's choice) providing that mapboard has ≥ one U.S. unit on it.

23 Tanks! Determine the number {A6c}, type {U6} and Armor Leader {U3}. All are the same type.

*24 ENEMY ammunition supplies dwindle! The ENEMY suffers from the effects of ammunition Shortage (A19.131) for the duration of the Mission.

SPG section arrives! Determine the number {A6f} and type {U5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, make a DR {U7} to determine the Transport type (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type).

SPG section arrives! As per U.S. RE 16 [EXC: on a subsequent dr ≤ 4 each unit may enter anywhere along the North or South edge (as per a Random dr) of the current mapboard configuration (all enter on the same edge)].

Request for artillery support has been granted! Determine OBA type received by the player on the Chapter H "U.S. OBA Availability Chart" (H1.5). Next make a dr to determine the ammunition supply. The player may immediately give one radio to any U.S. leader of his choice [EXC: if the ENEMY is in Advance Position the player may instead choose a Field Phone, recording a Security Area Numbered (S.A.N.) or an 8-0 leader with radio enters along the FBE mounted on motor vehicle in a Jeep (without AAMG) at the player's option.

Infantry reinforcements! Make two dr {A6b} to determine the number of squads arriving. Determine the squad type (all are the same) by a DR {U2}. Determine SMC/SW using H1.8-83.

ANY AFV is Recalled! Determine the AFV affected by a Random dr (for purposes of this RE an AFV platoon counts as a single AFV) and immediately mark it as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.

ANY AFV is Immobilized! Determine the AFV affected by a Random dr, and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.

DR Random Event

43 ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# already 2 conduct U.S. RE 15 instead].

44 Make a subsequent dr and perform the indicated RE:

dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead]

dr ≥ 4: Rumors of U.S. reinforcements on the way. U.S. RE Numbers increase by one (2.4) [EXC: if U.S. RE Numbers are currently 6/7 reroll for another RE]

45 U.S. leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic onboard non-Armor U.S. leaders. If no U.S. leader is eligible, reroll for a different RE.

46 U.S. sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:

dr ≤ 3: conduct a "1" sniper attack (A14.3)

dr ≥ 4: conduct a "2" sniper attack (A14.3)

*51 Infantry stage a flank attack! Determine the number of squads by a DR. Determine the squad type (all are the same) by a DR {U2}. Determine all SMC/SW using H1.8-83. Then make a Random dr to determine edge of entry (North or South). All must enter anywhere along the same edge.

*52 Tanks stage a flank attack! Determine the number {A6b}, type {U6} and Armor Leader {U3}. All are the same type. Then make a Random dr to determine edge of entry (North or South). All must enter anywhere along the same edge.

*53 Combined Arms flank attack! Conduct U.S. REs 51 and 52 [EXC: use Table A6e to determine the number of AFV received]. All units must enter along the same edge.

*54 Medium "tube" section arrives! Make a dr {A6d} to determine the number of dm 81mm MTRs received, each of which has one 2-2-7 crew. On a subsequent dr ≤ 2 the mortar section is equipped with transport. If so, make a DR {U7} with a +2 DRM. All transport vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if so desired.

*55 FRIENDLY Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPH. Reroll for another RE if current conditions prohibit air support.

*56 AT Gun section arrives! Determine the number {A6e} and type {U5a} (all are the same type). Each Gun is crewed by one 2-2-7. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. Determine towing vehicle type {U7} (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type; all such vehicles are the same type).

*61-62 Artillery support granted! Conduct U.S. RE 31-34 (even if it has previously occurred).

63 Go get 'em, boys! All non-Disrupted broken U.S. MMC in the same Location as an unbroken U.S. leader automatically rally. Reroll for a different RE if no MMC are eligible to thus rally.

64 Tanks! Determine the number {A6d}, type(s) {U6} and Armor Leader {U3}. Perform separate DR {U6} for each AFV received.

65 Tank Destroyers! Determine the number {A6c}, type {U6c} and Armor Leader {U3}. All are the same type.

66 Hero! A hero is immediately created from the U.S. MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit onboard reroll for a different RE.

*71 AT Gun section arrives! Conduct U.S. RE 56 [EXC: use Table A6f to determine the number of Guns received].

72 Tank Destroyers! Determine the number {A6b}, type {U6c} and Armor Leader {U3}. All are the same type.

*73 Gun section arrives! Determine the number {A6d} and type {U5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. Determine towing vehicle type {U7} (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type; all such vehicles are the same type).

*74 ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if U.S. RE 75-76 has already occurred conduct U.S. RE 46 instead]. All DR on Table A1 now has a previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease each ENEMY RE# by one.

*75-76 Evacuate! Battalion HQ has ordered your command to evacuate their positions pulling back toward FRIENDLY lines [EXC: if U.S. RE 74 has already occurred reroll for a different RE]. Decrease each U.S. RE# by one. The U.S. side receives Exit VP (A26.23) for each U.S. unit exited along the FBE by Mission end. The ENEMY receives Casualty VP (A26.22) for each Encircled U.S. unit remaining onboard at Mission end; double Casualty VP if U.S. unit Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile U.S. unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.

Ammunition Shortage (A19.131) for the duration of the Mission.
SPG section arrives! Determine the number {A6f} and type {U5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, make a DR {U7} to determine the Transport type (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type).
SPG section arrives! As per U.S. RE 16 [EXC: on a subsequent dr ≤ 4 each unit may enter anywhere along the North or South edge (as per a Random dr) of the current mapboard configuration (all enter on the same edge)].
Request for artillery support has been granted! Determine OBA type received by the player on the Chapter H "U.S. OBA Availability Chart" (H1.5). Next make a dr to determine the ammunition supply. The player may immediately give one radio to any U.S. leader of his choice [EXC: if the ENEMY is in Advance Position the player may instead choose a Field Phone, recording a Security Area Numbered (S.A.N.) or an 8-0 leader with radio enters along the FBE mounted on motor vehicle in a Jeep (without AAMG) at the player's option.
Infantry reinforcements! Make two dr {A6b} to determine the number of squads arriving. Determine the squad type (all are the same) by a DR {U2}. Determine SMC/SW using H1.8-83.
ANY AFV is Recalled! Determine the AFV affected by a Random dr (for purposes of this RE an AFV platoon counts as a single AFV) and immediately mark it as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
ANY AFV is Immobilized! Determine the AFV affected by a Random dr, and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.



German Generation Tables

G1: ACTIVATION CHECK (AC) (5.1)

German-ENEMY S? rolls for Activation if:

- FRIENDLY Infantry is in LOS within 12 hexes with a Final IFT DRM of ≤ -2
- FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -1
- FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ 0
- FRIENDLY Infantry/Unarmored vehicle is in LOS within 4 hexes with a Final IFT DRM of ≤ 1
- FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- Any FRIENDLY unit is ADJACENT

G3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	—
7-8	8-0	—
9	7-0	—
10-11	—	—
≥ 12	6+1	Inexp. Crew

Cumulative DRM:

- 1 If date is 1941-8/43
- +1 If year is 1945
- +1 Partisan ENEMY (12.21)
- 1 If any accompanying MMC is Elite*
- +1 If all accompanying MMC are Conscript*
- * NA to Armor Leader generation DR

G5: STANDARD GUN (5.76)

DR	Inside	Outside	Inside	Outside	Inside	Outside
2	37L AT	37L AT	75 AT	105 ART [1-4] 75 ART [5-6]	75 AT	88L (Pak 43/41) AT ¹⁰
3	37L AT	105 ART	28LL AT	81* MTR	75L AT	81* MTR
4	37L AT ¹	150* INF [1-2] 75* INF [3-6]	75L AT	88L AA	88LL (Pak 43) AT ²	88LL (Pak 43) AT
5	37L AT ³	37L AT ³	76L AT	75L AT [1-3] 76L AT [4-6]	76L AT	37L AT
6	37L AT	75* INF	50L AT	50L AT	50L AT	75L AT
7	37L AT	37L AT	37L AT	37L AT	37L AT	50L AT
8	75* INF	37L AT	37L AT	150* INF [1-2] 75* INF [3-6]	75* INF	120* MTR [1-2] 81* MTR [3-6]
9	75* INF	88L AA [1-4] 37L(8) AA [5-6]	75* INF	75 AT [1-3] 40LL AT [4-6]	75L AT	150* INF [1-2] 75* INF [3-6]
10	75* INF ⁴	81* MTR	75* INF	20L(6) AA [1-4] 20L(4) AA [5-6]	50L AT	88L AA [1-4] 37L(8) AA [5-6]
11	150* INF ⁵	20L(6) AA [1-4] 20L(4) AA [5-6]	40LL AT	20L(20) AA [1-4] 37L(8) AA [5-6]	37L AT	20L(20) AA [1] 20L(4) AA [2-4] 20L(4) AA [5-6]
12	37L AT ⁶	20L(20) AA [1-4] ⁷	28LL AT	105* MTR ⁸	50L AT	75 ART ⁹

- ¹ 28LL AT if date is 6-12/41 ² 75L AT if Pillbox Location ³ 50L AT if year is 1941 ⁴ 76L AT if date is 7-12/41
⁵ 37L AT if Building Location ⁶ 75 AT if date is 9-12/41 ⁷ 88L AA if year is 1939-40
⁸ 120* MTR if year is 1943 ⁹ 128L AT if year is 1945 ¹⁰ 37L AT if date is 1-5/44

G2: SQUAD (5.72)

Final DR	Type	DRM:
≤ 3	4-6-8	-1 If date is 1939-8/43
4	6-5-8*	+1 If year is 1945
5	5-4-8	
6-8	4-6-7	* See 12.22
9-10	4-4-7	
≥ 11	4-3-6	

G4: SW (5.75)

DR	1939-42	1943	1944-45
2	LMG	LMG	LMG
3	ATR	ATR	PSK
4	LMG	LtMtr	—
5	ATR	ATR	LMG
6	LMG	MMG	HMG
7	—	LMG	LMG
8	MMG	—	PSK
9	LtMtr	HMG	MMG
10	HMG	LMG	MMG
11	LtMtr	PSK*	LtMtr
12	—	LtMtr	—

* Nothing if date is pre 9/43

G5a: AT GUN (5.76)

DR	1939-5/41	6-12/41	1942-43	1944-45
2	88L AA	88L AA	28LL AT	88LL PaK 43 AT*
3	88L AA	88L AA	75 AT	88LL PaK 43 AT
4	88L AA	76L AT ²	88L AA	50L AT
5	37L AT	75 AT ³	50L AT	50L AT
6	37L AT	37L AT	50L AT	88L AA
7	37L AT	37L AT	75L AT ⁴	75L AT
8	37L AT	50L AT	37L AT	76L AT
9	37L AT	50L AT	37L AT	37L AT
10	37L AT ¹	28LL AT	76L AT	37L AT
11	37L AT ¹	28LL AT	40LL AT	75 AT ⁷
12	37L AT ¹	28LL AT	28LL AT	88LL PaK 43/41 AT ⁵

- ¹ 50L AT if year is 1941 ² 28LL AT on subsequent dr ≥ 5 if year is 1942
³ 50L AT if date is 6/41 ⁴ 75 AT if date is 1-5/44
⁵ 37L AT if date is 6-8/41 ⁶ 128L AT on subsequent dr ≥ 3 if year is 1945
⁷ 88LL PaK 43 if year is 1945

G7: TRANSPORT

DR	1939-45
2	SPW 251/1 ³
3	SPW 251/1 ^{1,3}
4	Captured ²
5	Buessing-NAG
6-7	Opel Blitz
8	SdKfz 7
9	SdKfz 11
≥ 10	Wagon

- ¹ Opel Blitz if year is 1939-41
² Equipped with captured transport; reroll on the opponent's Transport Table (x7)
³ Receive one SPW 251/10 for every six SPW 251/1 received

G6: STANDARD AFV (5.71)

DR	1939	1940	1941	1942	1-6/43	7-12/43	1-6/44	7/44-45
2	Pz III F	PzJg I ¹	Pz IVE	SPW 250 sMG [1-3] SPW 251/2 [4-6]	StuG IIIB [1-2] SPW 251/16 [3-6]	SPW 251/16 [1-3] SPW 251/2 [4-6]	StuPz IV [1-3] PzA III/IV [4-6]	Pz VIB [1-3] JgPz IV(L) [4-6]
3	PSW 231/6R	Pz IVD	Pz IVD	Pz IVE [1-3] Pz IVD [4-6]	SPW 251 sMG [1-3] Pz IVE [4-6]	Pz VD [1-3] ¹ SPW 251 sMG [4-6]	PzJg III/IV [1-3] PzA II [4-6]	JgPz IV [1-3] JgPz III/IV [4-6]
4	Pz IVA [1-3] Pz IIID [4-6]	Pz 35t	Pz IVF1	Pz IVF1 ⁸	Pz IIIN [1-3] Pz IVH [4-6]	StuH 42 [1-3] Marder III(t)H [4-6] ⁶	Pz VIE(L) [1-3] PzA II [4-6]	Pz VIE(L) [1-3] Pz IIIN [4-6]
5	Pz IVC [1-3] Pz 35t [4-6]	Pz IIF	Pz IIF	Marder III(t)M [1-3] ⁷ Marder II [4-6] ^{6,7}	StuH 42 [1-3] PSW 222 [4-6]	Pz IIIL [1-4] Pz IIJ [5-6]	StuH 42 [1-3] SPW 251/9 [4-6]	JgPz IV/70 [1-3] StuH 42 [4-6]
6	Pz IIA	Pz IIA	Pz IIIG [1-4] Pz IIIF [5-6]	Pz IIJ ²	Pz IVF2 [1-5] Pz VIE [6]	Pz IVF2 [1-5] Pz VIE [6]	Marder III(t)M [1-4] Pz VIE [5-6]	Pz VG [1-3] Pz IVJ [4-6]
7	Pz IB	Pz IB	Pz IIHH	Pz IIHH	StuG IIIG	Pz IVH	StuG IIIG [4-6] Pz VG	StuG IIIG [4-6] ⁵ JgPz 38(t) [1-3]
8	PSW 222 [1-4] Kfz 4 [5-6]	Pz IIIF	Pz 38(t)E [1-3] Pz 38(t)A [4-6]	Pz 38(t)E [1-3] Pz 38(t)A [4-6]	Pz IIJ [1-3] Pz IIH [4-6]	StuG IIIG [1-4] Marder III(t)M [5-6]	Pz VG	Marder III(t)M [4-6]

- ¹ Pz III L on subsequent dr ≤ 3 if date is 7-12/42 ² StuG IIIG if date is 7-12/42 ³ Pz VG on subsequent dr ≤ 4 if date is 10-12/43
⁴ Marder I on subsequent dr ≤ 6 if date is 9/42-12/44 ⁵ PzJg I if date is 1-4/42 ⁶ Pz IVF2 on subsequent dr ≤ 3 if date is 7-12/42

G7a: ESCORT VEHICLE

DR	1939-41	1942-43	1944-45
2	Pz 35t	Pz IIF	FlaK Pz 38(t)
3	Pz IB	SdKfz 7/1	SdKfz 7/1
4	Pz IB	SPW 250/1	SPW 250/1
5	PSW 221	SPW 250 sMG	SPW 251 sMG
6	PSW 222	Kfz 4	Kfz 1 (-/3)
7	Kfz 4	Kfz 1 (-/3)	Kfz 1 (-/3)
8	Kfz 13 ¹	2cm FK LKW ¹	2cm FK LKW
9	Kfz 1 (-/3)	3.7cm FK LKW ¹	3.7cm FK LKW
10	SdKfz 10/4	SdKfz 10/4	SdKfz 10/4
11	SdKfz 10/4	SdKfz 10/4	SdKfz 10/4
12	SdKfz 6/2	SdKfz 10/4	37 FlaK Pz IV

¹ Kfz 4 if year is 1941-42

G8: OBA AVAILABILITY

Final dr	Result	Cumulative dr:
≤ 1	Plentiful	-1 If month is June, July or August
2-4	Normal	
≥ 5	Scarce	+1 If date is 8/43+

(5.71)

1-6/43	7/43-45
PzA LrS(f)	StuPz IV
PzA LrS(f)	StuPz IV
StuH 42	StuH 42 ²
StuH 42	PzA II
StuG IIIG	StuG IIIG ³
StuG IIIB	sIG 38(t)M
sIG 38(t)M ⁴	StuG IIIB ¹
StuG IIIB	PzA III/IV
sIG 38(t)M ⁴	PzA LrS(f) ⁴
StuH 42	StuH 42

- is 6-12/42 or year is 1944-45
¹ is 9-12/42
² is 1-2/43
³ is 1945
⁴ Substitute late model of this AFV [with "(L)" suffix to name] on subsequent dr ≤ 2
⁵ if the date is pre 5/40; roll on

G6b: RECON VEHICLE (5.71)

DR	1939-40	1941-6/42	7/42-6/44	7/44-45
2	PSW 231/8R	SPW 251/10	SPW 251/10 ⁵	Aufkl. 38(t)
3	Pz IIA	PSW 222	PSW 233	SPW 251/9 [1-4] SPW 250/8 [5-6]
4	Pz IB	PSW 231/8R	SPW 250/10	PSW 233 [1-2] PSW 234/1 [3-6]
5	PSW 231/6R	PSW 231/8R	PSW 221 ³	SPW 250/9
6	PSW 231/8R	PSW 222	SPW 250/9 ⁴	SPW 230
7	PSW 222	PSW 222	PSW 222(L)	PSW 222(L)
8	PSW 221	SPW 250/10 ⁶	PSW 222	PSW 222
9	Kfz 13	PSW 221	PSW 232	SPW 250/10
10	PSW 222	PSW 221	PSW 231/8R	PSW 233 [1-2] PSW 231/8R [3-6]
11	SPW 251/10 ¹	Pz IIF	PSW 234/2	PSW 234/3 [1-3] PSW 234/2 [4-6]
12	PSW 221	Pz IB	SPW 250/8	Pz IIL

- ¹ Kfz 13 if year is 1939 ² SPW 251/10 if date is 1-8/41 ³ PSW 233 if year is 1943-44 ⁴ PSW 222 if date is 7/42-6/43 ⁵ Pz IIL if year is 1944

G6c: TD GENERATION TABLE (5.71)

DR	5/40*-8/41	9/41-4/42	5/42-6/43	7/43-7/44	8/44-45
2	PzJg I	PzJg 35R(f)	Marder I ³	PzJg Tiger	PzJg Tiger [1-4] StuG IIIG [5-6]
3	PzJg I	PzJg 35R(f)	PzJg 35R(f)	StuPz IV	JgPz V
4	PzJg I ²	StuG IIIB	PzJg I	PzJg III/IV	JgPz IV ⁶
5	PzJg I	StuG IIIB	StuH 42 ⁴	StuH 42	JgPz IV/70
6	PzJg I	StuG IIIB	Marder III(t)H	Marder III(t)M	JgPz 38(t)
7	StuG IIIB ¹	SPW 250/10	StuG IIIG ¹	StuG IIIG	StuG IIIG ⁶
8	StuG IIIB	PzJg I	Marder II	Marder III(t)H	Marder III(t)H [1-3] Marder II [4-6]
9	StuG IIIB	PzJg I	StuG IIIB	Marder II	Marder III(t)M [1-4] PSW 234/4 [5-6]
10	StuG IIIB	StuG IIIB	SPW 250/10	StuG IIIB ⁵	StuH 42 ⁵
11	SPW 251/10	SPW 251/10	SPW 251/10	PzJg 35R(f)	PzJg III/IV
12	SPW 251/10	SPW 251/10	SPW 251/10	SPW 250/8	StuPz IV

- * None available before 5/40; roll on Table G6 instead
¹ PzJg I if year is 1940 or date is 5/42 ² PzJg 35R(f) if date is 8/41 ³ StuG IIIB if date is 5-8/42
⁴ StuG IIIB if year is 1942 ⁵ StuG IIIG if date is 1-2/44; JgPz IV if date is 3-7/44
⁶ Substitute late model of this AFV [with "(L)" suffix to name] on subsequent dr ≤ 2

G6a: SPG

DR	5/40-42*
2	StuG IIIB
3	StuG IIIB
4	StuG IIIB
5	StuG IIIB ¹
6	StuG IIIB ¹
7	StuG IIIB
8	StuG IIIB
9	sIG IB ²
10	sIG IB ²
11	sIG IB
12	sIG IB

- ¹ StuG IIIG if date is 1-2/44
² PzA LrS(f) if date is 1-2/43
³ StuG IIIB if date is 1-2/43
⁴ StuH 42(L) if year model of this AFV subsequent dr ≤ 2
⁵ None available in Table (G6) instead

G9: GERMAN RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
 Reroll for a different RE as necessary (2.31).

DR Random Event

- *01 Armored Flamethrower detachment arrives! Make a dr {A6e} to determine the number of AFV arriving, then make a dr (if necessary) on the proper table below to determine the unit type (all are of the same type) [EXC: if the date is not covered below, conduct German RE 02 instead; each 8-3-8 is Passenger on a 251/1].
- | | | | |
|---------------|------------|----------------------|----------------------|
| 6/41-3/42 | 1-6/43 | 7/43-12/44 | 1945 |
| PzKpfw II(FI) | SPW 251/16 | PzKpfw III(FI) [1-3] | JgPz 38(t)FI [1-2] |
| | | SPW 251/16 [4-6] | PzKpfw III(FI) [3-4] |
| | | | SPW 251/16 [5-6] |
- *02 Pioniere platoon arrives! Three Assault Engineer (H1.22) 8-3-8 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-.83), arrive. On a subsequent dr ≤ 2 each such squad may enter as Passenger of a SPW 251/1; on a subsequent dr = 3-4 each such squad may enter as Passenger on an Opel Blitz; otherwise the units enter as Infantry.
- *03 Pioniere platoon flank attack! As per German RE 02 except the units must enter on either the North or South (as per a Random dr) edge of any mapboard (player's choice), providing that mapboard has ≥ one German unit on it.
- *04 Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
- 05 German Sappers arrive! A number {A6a} of Sapper (H1.23) squads are received (see below to determine squad type). Make a DR {G3} for leader possibility. Each Sapper squad automatically receives one DC and one LMG.
- dr ≤ 2: 8-3-8 dr = 3-4: 4-6-8 dr ≥ 5: 5-4-8
- *06 Stukas! Stukas arrive during the next ENEMY MPH. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-21). Reroll for another RE if conditions prohibit this RE.
- *11 Panzer Aufklärungs section arrives! A mix of SPW 250/7/8/9/10 arrive. Make a dr for each such AFV type listed below (if prior to 9/41 roll for a different RE):
- 250/7: one is received on a dr ≤ 2
 250/8: one is received on a dr ≤ 2
 250/9: determine the number received as per a dr {A6a}
 250/10: one is received on a dr ≤ 4*
- * If an Armor Leader is received (5.711), he must crew this vehicle if such a vehicle is received; otherwise the player may choose. No more than one Armor Leader may be Activated for this RE.
- 12 Panzergrenadiers arrive! As per German RE 34-36 except that each such reinforcement unit may enter as a Passenger on a SPW 251/1. A cumulative -2 DRM {G2} applies due to this RE. Additionally, on a subsequent dr ≤ 3 one SPW 251/10 is included. Only one Armor Leader {G3} (5.711) may be Activated with this RE.
- 13 Motorized infantry reinforcements! As per German RE 34-36 except that each such reinforcement unit may enter as a Passenger on an Opel Blitz. A cumulative -1 DRM {G2} applies due to this RE.
- 14 A peasant boy is discovered cowering in a root cellar. Upon questioning he reveals useful information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken German Infantry unit. No "free" LOS check(s) allowed before removal.
- 15 ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in a VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
- 16 Assault Gun section arrives! Determine the number {A6f}, type {G6a} and Armor Leader {G3}. All are the same type.
- *21 Aufklärungs Abteilung arrives! Determine the number {A6c}, type {G6b} and Armor Leader {G3}. All are the same type.
- *22 Aufklärungs Abteilung arrives! Determine the number {A6f}, type {G6b} (make a separate DR for each), and Armor Leader {G3}. On a subsequent dr ≤ 2 each such AFV of the RE may enter along the North or South (as per a Random dr) edge of any mapboard (player's choice), providing that mapboard has ≥ one German unit on it.
- 23 Panzers! Determine the number {A6c}, type {G6} and Armor Leader {G3}. All are the same type.
- *24 ENEMY ammunition supplies dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- *25 Gun section arrives! Determine the number {A6f} and type {G5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, make a DR {G7} to determine the Transport type (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type).
- 26 Assault Gun section arrives! As per German RE 16 [EXC: on a subsequent dr ≤ 4 each unit must enter anywhere along the North or South edge (as per a Random dr) of the current mapboard configuration (all enter on the same edge)].
- *31-33 Request for artillery support has been granted! Determine OBA type received by a DR on the Chapter H "German OBA Availability Chart" (H1.5). Next make a dr {G8} to determine the ammunition supply. The player may immediately give one German radio to any German leader of his choice [EXC: if the ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE mounted on a motorcycle or in a Kfz 1 (without AAMG); player's option.
- 34-36 Infantry reinforcements! Make two dr {A6b} to determine the number of squads received. Determine the squad type (all are the same) by a DR {G2}. Determine all SMC/SW using H1.81-.83.
- *41 ENEMY AFV is Recalled! Determine the AFV affected by a Random dr (for purposes of this RE an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- *42 ENEMY AFV is Immobilized! Determine the AFV affected by a Random dr, and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.

DR Random Event

- 43 ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct German RE 15 instead].
- 44 Make a subsequent dr and perform the indicated RE:
 dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead]
 dr ≥ 4: Rumors of German reinforcements on the way. German RE Numbers increase by one (2.4) [EXC: if German RE Numbers are currently 6/7 reroll for another RE]
- 45 German leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic onboard non-Armor German leaders. If no German leader is eligible reroll for a different RE.
- 46 German sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:
 dr ≤ 3: conduct a "1" sniper attack (A14.3)
 dr ≥ 4: conduct a "2" sniper attack (A14.3)
- *51 Landers stage a flank attack! Determine the number of squads by a DR. Determine the squad type (all are the same) by a DR {G2}. Determine all SMC/SW using H1.8-.83. Then make a Random dr to determine edge of entry (North or South). All must enter anywhere along the same edge.
- *52 Panzers stage a flank attack! Determine the number {A6f}, type {G6} and Armor Leader {G3}. All are the same type. Then make a Random dr to determine edge of entry (North or South). All must enter anywhere along the same edge.
- *53 Combined Arms flank attack! Conduct German REs 51 and 16 [EXC: use Table A6e to determine the number of AFV received]. All units must enter along the same edge.
- *54 Medium "tube" section arrives! Make a dr {A6d} to determine the number of dm 81mm MTRs received, each of which has one 2-2-8 crew. On a subsequent dr ≤ 2 the mortar section is equipped with transport. If so, make a DR {G7} with a +2 DRM. All transport vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if so desired.
- *55 FRIENDLY Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPH. Reroll for another RE if current conditions prohibit air support.
- *56 AT Gun section arrives! Determine the number {A6e} and type {G5a} (all are the same type). Each Gun is crewed by one 2-2-8. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {G7} (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type; all such vehicles are the same type).
- *61-62 Artillery support granted! Conduct German RE 31-33 (even if it has previously occurred).
- 63 Fanatics! One German leader (determine by Random dr from among eligible SMC) immediately turns Fanatic (A10.8). Additionally, each eligible German Infantry unit in his Location that passes a NTC also turns Fanatic (Leadership DRM applies as per A15.41). If no German leader is eligible reroll for a different RE.
- 64 Panzers! Determine the number {A6f}, type(s) {G6} and Armor Leader {G3}. Perform a separate DR {G6} for each AFV received.
- 65 Jagdpanzers! Determine the number {A6c}, type {G6c} and Armor Leader {G3}. All are the same type.
- 66 Hero! A hero is immediately created from the German MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit is currently onboard, reroll for a different RE.
- *71 AT Gun section arrives! Conduct German RE 56 [EXC: use Table A6f to determine the number of Guns received].
- 72 Jagdpanzers! Determine the number {A6d}, type {G6c} and Armor Leader {G3}. All are the same type.
- *73 Gun section arrives! Determine the number {A6d} and type {G5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At the player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {G7} (reroll, if necessary, until a vehicle is determined that is able to Tow the Gun type; all such vehicles are the same type).
- *74 ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if German RE 75-76 has already occurred conduct German RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease each ENEMY RE# by one.
- *75-76 Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back toward FRIENDLY lines [EXC: if German RE 74 has already occurred reroll for a different RE]. Decrease each German RE# by one. The German side receives Exit VP (A26.23) for each German unit exited off the FBE by Mission end. The ENEMY receives Casualty VP (A26.22) for each Encircled German unit remaining onboard at Mission end; double Casualty VP if German unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile German unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.



Allied Minor Generation Tables

L1: ACTIVATION CHECK (AC) (5.1)

Allied Minor-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 10 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 5 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 3 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

L4: SW (5.75)

DR	Poland	Norway	Denmark	Netherlands	Belgium	Yugoslavia	Greece
2	MMG	MMG	MMG	MMG	MMG	MMG	MMG
3	MMG	MMG	LMG	MMG	MMG	LMG	MMG
4	ATR	LMG	MMG	LMG	50* Mtr	MMG	LMG
5	—	—	—	20L ATR	—	—	LMG
6	—	LMG	—	LMG	50* Mtr	LMG	—
7	—	—	LMG	—	—	—	—
8	46* Mtr	—	—	—	—	—	—
9-11	—	—	—	—	—	—	—
12	HMG ¹	HMG	HMG	HMG	HMG	HMG ¹	HMG ¹

¹ .50 cal HMG on a subsequent dr ≤ 2

L7: TRANSPORT (5.71)

DR	Type
2	Heavy tr
3-4	Medium tr
5-7	Light tr
≥ 8	Wagon

L7a: ESCORT VEHICLE* (5.71)

dr	Poland
1	wz.34-I
2-3	302T
4-5	Taczanka
6	wz.34-II

* Non-Polish use Table L6

L6b: RECON VEHICLE* (5.71)

DR	Poland
≤ 3	Peugeot 1918(f)
4-6	wz.34-I
7-9	wz.34-II
10	302T
≥ 11	wz.29 Ursus

* Non-Polish use Table L6

L6: STANDARD AFV (5.71)

DR	Poland	Denmark	Netherlands (non-PTO)	Netherlands (PTO)	Belgium	Yugoslavia	Greece
2	De Dion-Bouton(f)	M36	M39	Jeep(a) (-/-/2)	T-15(b)	T-32	L3/35(i)
3	PF 621L	Nimbus	M36	Marm-Herr III(b)	T-13-II(b)	R-35(f)	L3/35(i)
4	Vickers Edw(b)	Nimbus	M39	CTLS-4(a)	T-15(b)	R-35(f)	L3/35(i)
5	7TPdw	Nimbus	M36	Jeep(a) (-/-/2)	ACG1(f)	FT-17C(f)	L6/40(i)
6	7TPjw	Nimbus	M39	Marm-Herr III(b)	T-13-II(b)	T-32	FT-17M(f)
7	TKS	Nimbus	M36	Jeep(a) (-/-/2)	T-13-III(b)	FT-17M(f)	L3/35(i)
8	FT-17C(f)	Nimbus	M39	M3A1(a) SC	T-15(b)	R-35(f)	FT-17C(f)
9	FT-17M(f)	Nimbus	M36	CTLS-4(a)	T-13-III(b)	L5/30(i)	L5/30(i)
10	TKS(L)	Nimbus	M39	M3A1(a) SC	VCL MkVI(b)	FT-17C(f)	L3/35(i)
11	Vickers Ejw(b)	Nimbus	M36	VCL M1936(b)	T-13-III(b)	M13/40(i)	M13/40(i)
12	R-35(f) [1-3] H-35(f) [4-6]	M39	FT-17M(f)	VCL M1936(b)	T-13-III(b)	L6/40(i)	L3/35(i)

L2: SQUAD (5.72)

Final DR	Type
≤ 4	4-5-8
5-8	4-5-7
≥ 9	4-3-7

DRM:
+1 Mission takes place in Yugoslavia

L3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	—
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	—
7	8-0	—
8	7-0	—
9-10	—	—
≥ 11	6+1	Inexp. Crew

Cumulative DRM:

- +1 If all accompanying MMC are Green*
- 1 If any accompanying MMC is Elite*
- * NA to Armor Leader generation DR

L5: STANDARD GUN (5.76)

DR	Poland		Norway		Denmark	Netherlands	
	Inside	Outside	Inside	Outside	Inside/Outside	Inside	Outside
2	65* INF	75L AA wz97/25	75* ART M34	81* MTR	20L AT	47 AT Bohler ¹	47 AT Bohler ¹
3	37L AT Bofors	40L AA	75* ART M34	65* INF	37L AT Bofors	37L AT PaK ¹	40L AA ¹
4	37L AT Bofors	65* INF	75* ART M34	75 ART wz97	20L AT	37L AT PaK ¹	40L AA ¹
5	37L AT Bofors	100* ART wz14/19	75* ART M34	120* ART	37L AT Bofors	37L AT PaK ¹	37L AT PaK ¹
6	65* INF	37L AT Bofors	75* ART M34	75* ART M34	20L AT	37L AT PaK ¹	37L AT PaK ¹
7	37L AT Bofors	81* MTR	75* ART M34	81* MTR	37L AT Bofors	47 AT Bohler ¹	47 AT Bohler ¹
8	37L AT Bofors	37L AT Bofors	65* INF	81* MTR	20L AT	47 AT Bohler	47 AT Bohler
9	37L AT Bofors	75 ART wz97	75* ART M34	40L AA	37L AT Bofors	47 AT Bohler	47 AT Bohler
10	37L AT Bofors	75 ART 02/26	75* ART M34	75 ART wz97	20L AT	47 AT Bohler	20L AA
11	37L AT Bofors	75* ART 75M	75* ART M34	40L AA	37L AT Bofors	47 AT Bohler	20L AA
12	65* INF	105 ART L13S	75* ART M34	75* ART M34	20L AT	47 AT Bohler	47 AT Bohler

DR	Belgium		Yugoslavia		Greece	
	Inside	Outside	Inside	Outside	Inside	Outside
2	47 AT FRC	12.7 AA	37L AT PaK	20L AA	65* INF	85 ART
3	76* INF	40L AA	65* INF	37L AT PaK	37L AT PaK	37L AA
4	47 AT FRC	76* INF	37* INF	80* ART	65* INF	65* INF
5	47 AT FRC	81* MTR	37* INF	100* ART M14/19	37L AT PaK	37L AT PaK
6	76* INF	75 ART TR	37L AT PaK	65* INF	37L AT PaK	105* ART
7	47 AT FRC	76* MTR	65* INF	81* MTR	65* INF	75* ART 75M
8	75* ART M34	75 ART GP	47 AT Bohler	37* INF	47 AT Bohler	47 AT Bohler
9	47 AT FRC	47 AT FRC	37* INF	81* MTR	47 AT Bohler	81* MTR
10	47 AT FRC	75* ART M34	37* INF	12.7 AA	75* ART M34	75 ART wz97
11	75* ART M34	105 ART Ob	65* INF	47 AT Bohler	47 AT Bohler	20L AA
12	47 AT FRC	75L AA M27	47 AT Bohler	75* ART 75M	65* INF	12.7 AA

¹ 75* ART M34 if Mission takes place in Java

L5a: AT GUN¹ (5.76)

DR	Poland	Norway	Belgium	Yugoslavia	Greece
2	37L AT Bofors	40L AA	47 AT FRC	20L AA	20L AA
3	40L AA	40L AA	40L AA	47 AT Bohler	37L AA
4	wz35 ATR	65* INF	47 AT FRC	37L AT PaK	ATR
5-7	75 ART 02/26	75* ART M34	47 AT FRC	37L AT PaK	37L AT PaK
≥ 8	37L AT Bofors	75 ART wz97	47 AT FRC	47 AT Bohler	47 AT Bohler

¹ Denmark/Netherlands uses Table L5 "Inside" column

L8: OBA AVAILABILITY*

Final dr	Result
1	Plentiful
2-3	Normal
≥ 4	Scarce

* Refer to the Vichy French OBA Availability Chart on page H127 when use of the Chapter H Allied Minor OBA Availability chart is called for.

L9: ALLIED MINOR RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
Reroll for a different RE as necessary (2.31).

DR Random Event

- *01–02** Engineers arrive! Three Assault Engineer (H1.22) 4-5-8 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-.83), arrive. On a subsequent **dr** ≤ 4 each may enter as a Passenger (roll on Transport Table L7); otherwise the units enter as Infantry.
- *03** Engineer flank attack! As per Allied Minor RE 01-02 except the units must enter on either the North or South (as per Random dr) edge of any mapboard (player's choice), provided that mapboard has ≥ one Allied Minor unit on it.
- *04** Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
- 05** Sappers arrive! A number {A6a} of 4-5-8 Sapper (H1.23) squads are received. Make a DR {L3} for leader possibility. Each Sapper squad automatically receives one DC and one LMG (unless Belgian or Polish).
- *06** Air Support! Allied Minor Fighter Bombers arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-.21). Reroll for another RE if conditions prohibit this RE.
- *11** Recon section arrives! Determine the number {A6b}, type {L6b}, and Armor Leader {L3}. All vehicles are the same type.
- 12–13** Motorized Infantry reinforcements! As per Allied Minor RE 35–36 except that each such reinforcement unit enters as a Passenger (roll on Transport Table L7). A cumulative -2 DRM {L2} applies due to this RE. No Armor Leader may be Activated with this RE.
- 14** A civilian comes forward with information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken Allied Minor Infantry unit. No "free" LOS check(s) allowed before removal.
- 15** ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
- 16** Tank section arrives! Determine the number {A6f}, type {L6}, and Armor Leader {L3}. All are the same type.
- 21** Cavalry! As per Allied Minor RE 35-36 except that each squad is a 4-5-8 mounted on a horse counter.
- *22** Recon patrol arrives! Determine the number {A6f}, type {L6b} (make a separate DR for each), and Armor Leader {L3}. On a subsequent **dr** ≤ 2 each such vehicle of the RE may enter on the North or South edge (as per Random dr) of any mapboard (player's choice), provided that mapboard has ≥ 1 Allied Minor unit on it.
- 23** Tanks! Determine the number {A6f}, type {L6}, and Armor Leader {L3}. All are the same type.
- *24** ENEMY ammunition dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- *25** Gun section arrives! Determine the number {A6f}, type {L5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {L7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- 26** Tank section arrives! As per Allied Minor RE 16 [EXC: on a subsequent **dr** ≤ 4 each unit must enter anywhere along the North or South edge (as per Random dr) of the current mapboard configuration (all enter on same edge.)]
- *31–34** Request for artillery support has been granted! Determine OBA type received by DR on the Chapter H "Vichy French OBA Availability Chart" (H1.5). Next make a dr {L8} to determine the ammunition supply. The player may immediately give an Allied Minor radio to any Allied Minor leader of his choice [EXC: if ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE on a horse, motorcycle, or bicycle; player's option.
- 35–36** Infantry reinforcements! Make two dr {A6b} to determine the number of squads received. Determine the squad type (all are the same) by a DR {L2}. Determine all SMC/SW using H1.8-.83.
- *41** ENEMY AFV is Recalled! Determine the AFV affected by Random dr (for purposes of this RE, an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- *42** ENEMY AFV is Immobilized! Determine the AFV affected by Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- 43** ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct Allied Minor RE 15 instead].
- 44** Make a subsequent dr and perform the indicated RE:
dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead].
dr ≥ 4: Rumors of Allied Minor reinforcements on the way. Allied Minor RE Numbers increase by one [EXC: if Allied Minor RE Numbers are currently 6/7 reroll for another RE].

DR Random Event

- 45** Allied Minor leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic, onboard non-Armor Allied Minor leaders. If no Allied Minor leader is eligible, reroll for a different RE.
- 46** Allied Minor sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPH:
dr ≤ 3: conduct a "1" sniper attack (A14.3)
dr ≥ 4: conduct a "2" sniper attack (A14.3)
- *51** Infantry stage a flank attack! Determine number of squads by a DR. Determine the squad type (all are the same) by a DR {L2}. Determine all SMC/SW using H1.8-.83. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *52** Tanks stage a flank attack! Determine the number {A6c}, type {L6}, and Armor Leader {L3}. All are the same type. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *53** Combined Arms flank attack! Conduct Allied Minor REs 51 and 52 [EXC: use Table A6e to determine the number of AFV received]. On a subsequent **dr** ≤ 2, all squads are 4-5-8 mounted on horses. All units must enter along the same edge.
- *54** Medium mortar section arrives! Make a dr {A6d} to determine number of dm 81mm MTRs received [EXC: if Belgian, a 76mm MTR, which cannot be dm, is chosen on a subsequent **dr** ≤ 3], each of which has one 2-2-8 crew. On a subsequent **dr** ≤ 2, the section is equipped with transport. If so, make a DR {L7} with a +1 DRM. All vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if desired. If Danish or Dutch, reroll for another RE.
- *55** FRIENDLY Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPh. Reroll for another RE if conditions prohibit air support.
- *56** AT Gun section arrives! Determine the number {A6e} and type {L5a} (all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {L7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *61–62** Artillery support granted! Conduct Allied Minor RE 31–34 (even if it has previously occurred).
- 63** Damnation! One Allied Minor leader (determine by Random dr from among eligible SMC) immediately turns Fanatic (A10.8). Additionally, each eligible Allied Minor Infantry unit in his Location that passes a NTC also turns Fanatic (leadership DRM applies as per A15.41). If no Allied Minor leader is eligible reroll for a different RE.
- 64–65** Tanks! Determine the number {A6d}, types {L6}, and Armor Leader {L3}. Perform a separate DR {L6} for each AFV received.
- 66** Hero! A hero is immediately created from the Allied Minor MMC closest to an ENEMY unbroken/vehicular unit. If there is no such ENEMY unit onboard reroll for a different RE.
- *71** AT Gun section arrives! Conduct Allied Minor RE 56 [EXC: use Table A6f to determine the number of Guns received].
- 72** Tanks! Determine the number {A6b}, type {L6}, and Armor Leader {L3}. All are the same type.
- *73** Gun section arrives! Determine the number {A6d} and type {L5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {L7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *74** ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if Allied Minor RE 75–76 has already occurred conduct Allied Minor RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease the ENEMY RE# by one.
- *75–76** Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back to FRIENDLY lines. [EXC: if Allied Minor RE 74 has already occurred reroll for a different RE]. Decrease each Allied Minor RE# by one. The Allied Minor side receives Exit VP (A26.23) for each Allied Minor unit exited off the FBE by Mission End. The ENEMY receives Casualty VP (A26.22) for each Encircled Allied Minor unit remaining onboard at Mission end; double Casualty VP if Allied Minor unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile Allied Minor unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.



Partisan Generation Tables

P1: ACTIVATION CHECK (AC) (5.1)

Partisan-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 4 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 3 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 2 hexes with a Final IFT DRM of ≤ 1
- E) Any FRIENDLY unit is ADJACENT

P2: SQUAD (5.72)

Final DR	Type
≤ 9	3-3-7
≥ 10	5-2-7*

DRM:

+1 If year is 1944-45

* Treat each 5-2-7 and 2-2-7 morale # as underlined

P4: SW (5.75)

DR	France	Russia/ Balkans ^R	PTO ^C
2	HMG ^B	HMG	HMG
3	Lt Mtr ^U	Lt Mtr	Lt Mtr ²
4	MMG ^U	MMG	MMG
5	LMG ^B	LMG	LMG
6-8	—	—	—
9	ATR ¹	ATR	—
10	—	—	Lt Mtr ²
11	Lt Mtr ^U	Lt Mtr	LMG
12	LMG ^B	LMG	—

^U Use U.S. weapons

^B Use British weapons

^R Use Russian weapons

^C Use Chinese weapons

¹ Use British ATR [EXC: if year is 1944 substitute a BAZ43]

² Determine type on Table P4a

P4a: PTO Lt Mtr (5.71)

dr	Type
≤ 1	50mm(r)
2	50mm(j)
3	40mm
4	50mm(g)
5	45mm
≥ 6	50mm(g)

drm:

+3 If year is 1937

+1 If year is 1938

-1 If year is 1939-44

P3: LEADER* (5.73)

Final DR	Infantry Leader
2	10-2
3	9-2
4	9-1
5	8-1†
6	8-0†
7	7-0
8-10	—
≥ 11	6+1

† Replace the noted leader with the proper Commissar type (A25.22) on a subsequent dr ≤ 2 if in PTO or if date is pre 11/42 in Russia.

* Armor Leaders NA

P6: STANDARD AFV (5.71)

DR	Balkans
	1942-6/44 7/44-45
2	L3/35(i) L3/35(i)
3	L6/40(i) T-34/85
4	L3/35(i) M3A3(a) FlaK38
5	L5/30(i) M3A1 SC(a)
6	L6/40(i) M3A1 LT(a)
7	L3/35(i) T-34/85
8	L6/40(i) M3A3 LT(a)
9	M13/40(i) AEC II(b)
10	L6/40(i) M3A3(a) Pak40
11	L3/35(i) T-34/85
12	L6/40(i) L6/40(i)

P5: STANDARD GUN (5.76)

DR	France		Russia		Balkans		PTO	
	Inside	Outside	Inside	Outside	Inside	Outside	Inside	Outside
2	57L AT ^B	81* MTR ^B	57LL AT ^R	57LL AT ^R	50L AT ^G	50L AT ^G	70* ART ^C	84* ART ^C
3	75* INF ^G	75* INF ^G	45LL AT ^R	75* INF ^G	40L AT ^B	76* ART ^R	37L AT ^C	37* ART ^C
4	75* INF ^G	37LL AT ^U	75* INF ^G	76* INF ^R	65* INF ^I	65* INF ^I	37L AT ^C	37L AT ^C
5	37L AT ^G	81* MTR ^B	76* INF ^R	37* INF ^R	37* INF ^R	37* INF ^R	70* ART ^C	70* ART ^C
6	25LL AT ^B	81* MTR ^B	45L AT ^R	82* MTR ^R	45L AT ^R	82* MTR ^R	75* ART ^C 75/13 [1-3]	82* MTR ^C
							75* ART ^C IG 18 [4-6]	
7	37LL AT ^U	25LL AT ^B	45L AT ^R	82* MTR ^R	37* INF ^R	81* MTR ^G	37L AT ^C	82* MTR ^C
8	37LL AT ^U	37LL AT ^U	37L AT ^R	45L AT ^R	47 AT ^I	47 AT ^I	37* ART ^C	37* ART ^C
9	25LL AT ^B	40L AT ^B	37L AT ^G	37L AT ^R	37L AT ^R	37L AT ^R	37L AT ^C	76* ART ^C
10	40L AT ^B	50L AT ^G	37* INF ^R	37L AT ^G	37* INF ^R	37L AT ^G	37* ART ^C	70* MTR ^J
11	50L AT ^G	12.7 AA ^B	50L AT ^G	45LL AT ^R	70* INF ^I	70* INF ^I	20L AT ^R	12.7 AA ^I
12	57L AT ^B	57L AT ^B	45LL AT ^R	50L AT ^G	47 AT ^I	47 AT ^I	37* ART ^C	75 ART ^C

^U Use U.S. ordnance

^G Use German ordnance (Captured Use penalties apply)

^C Use Chinese ordnance

^B Use British/Free French ordnance

^I Use Japanese ordnance (Captured Use penalties apply)

^I Use Italian ordnance

^R Use Russian ordnance

P9: PARTISAN RANDOM EVENT TABLE (2.; 12.213)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.

Roller for a different RE as necessary (2.31).

DR Random Event

- *01 Wire! A line of wire is spotted by the unbroken FRIENDLY unit that is closest to the EBE. The closest Wire counter to the spotter is a number of hexes away (as per a dr) toward the EBE (or along EBE hexes if the dr is > the range to that edge). The line of wire contains a number of Wire counters (as per a DR +2) and is placed in a (Alternate) Hex Grain paralleling the EBE. The first such Wire counter placed must be in the hex of that (Alternate) Hex Grain closest to the spotting unit and in its LOS. If no hex of that (Alternate) Hex Grain is in its LOS move the (Alternate) Hex Grain closer to the spotter until > one hex of it is in the spotter's LOS. Place additional Wire counters, one at a time, in eligible Locations of that (Alternate) Hex Grain to either side of the original Wire counter placed (beginning with the lowest lettered hexrow) until all are placed. Each ENEMY unit in a just-placed Wire Location is beneath the wire; each FRIENDLY unit must be on it.

- 02-03 Strongpoint! A 1+3+5 Pillbox has been spotted by the unbroken FRIENDLY unit that is closest to the EBE. To determine the bunker's Location make a dr: place it in the nearest eligible Location (D9.52) in the LOS of the spotting unit that is at least that number of hexes (as per the dr) toward the EBE. Roll below to determine the bunker's contents:

dr ≤ 2 : One Gun {P5; use the "Inside" column} with crew (5.76)

dr = 3-4: HMG; squad {P2}; leader {P3}

dr ≥ 5 : MMG; squad {P2}; leader {P3}

DR Random Event

- 04-05 Minefield! The FRIENDLY (non-Melee) Infantry stack(s) in an eligible (non-building) minefield Location (B28.1) [EXC: if on FRIENDLY setup board] and nearest to the EBE, finds it has stumbled into an A-P minefield. Conduct a mine attack vs each such unit as the first event of the upcoming ENEMY PFPPh just as if the unit(s) had entered the Location as a stack. Determine the strength of each such A-P minefield by a Random dr: dr ≤ 2 : 6FP; dr = 3-4: 8FP; dr ≥ 5 : 12FP. Mark each such Location with the appropriate Minefield counter. [EXC: if the Mission occurs in PTO Terrain, the ENEMY is Japanese/Partisan/Commando, and the ENEMY Attitude is Hold, a Panji (G9.) is crossed instead (see 5.74, second paragraph, for placement of the Panji counter)]
- 06 Partisans infiltrate! On the mapboard containing the most FRIENDLY units place one Partisan S? in each (non-rooftop, non-sewer) building Location not currently marked with a Partisan S? and not occupied by/ADJACENT to a FRIENDLY unit [EXC: 4.12-13]. Each such Location reverts to ENEMY Control (if previously FRIENDLY Controlled). Each such S? assumes Hold Attitude. Use Partisan Tables {P1/P2/P3/P4/P5} for generation of these S?.
- 11 A FRIENDLY Infantry unit in a building Location inadvertently upsets a lit kerosene lamp (if no such unit occupies a building Location, reroll for another RE). Place a Pinned Flame counter (B25.15) in the Location.
- 12 Boobytrap! A FRIENDLY Infantry unit in a building Location touches off a Boobytrap (if no such unit occupies a building Location reroll for a different RE). Determine one Location from all such thusly occupied. All Infantry units in the Location are attacked by the boobytrap as the first attack of the upcoming PFPPh. Make a DR to determine the boobytrap's FP, rounding down to the nearest FP column if necessary. When resolving the attack the TEM of the Location is reversed. A CH is possible; Random Selection if applicable. After attacking the Boobytrap is considered disarmed.

DR Random Event

13-14 One randomly determined FRIENDLY Infantry unit in a woods Location (building Location if no such unit occupies a woods Location; otherwise reroll for a different RE) discovers a dangerously beautiful seductress. Determine one Location from all such occupied. Make a dr; if the Final dr is ≤ 4 the unit is eliminated (there is a +1 drm per the US# of the unit, and a +1 drm per additional FRIENDLY unit in the same Location). If not eliminated, the FRIENDLY unit instead immediately becomes TI for a number (as per a dr; +1 drm per HS of the unit, if any) of Game Turns (or portions thereof) or until the FRIENDLY unit is broken or Captured. Unless broken or Captured, the unit is marked CX when the TI counter is removed.

***15-16** Scorched earth! FRIENDLY units discover the mutilated bodies of several comrades. No Quarter rules are automatically invoked. In addition to the normal VP Schedule, the FRIENDLY side gains one VP per building Location (on a mapboard that the FRIENDLY side did not begin the Mission set up on) marked with a Blaze counter at Mission end.

***21** One randomly determined FRIENDLY Infantry unit in a woods Location discovers a dead Partisan leader (building Location if no such unit occupies a woods Location; otherwise reroll for a different RE). Upon inspecting the body, the unit discovers what it suspects to be important documents and tucks them away (as such, they become an "inherent" part of that unit and such possession can never be transferred nor dropped). Record the identity of the possessor for later reference. If the possessor is a squad that subsequently suffers Casualty Reduction the papers are permanently lost on a dr ≥ 4 . If the possessor is later Deployed the possessing HS's ID must be recorded. If the possessor survives the Mission determine the FRIENDLY VP value of the papers by making a dr and apply a -1 drm (they might be worthless after all).

***22** One randomly determined Mobile FRIENDLY AFV is immediately immobilized. If no such AFV is currently on board all non-armored vehicles are eligible. If no Mobile FRIENDLY vehicle is onboard, reroll for a different RE.

23 ENEMY resistance stiffens! The ENEMY AC# (5.1) increases by one. If the AC# is already 5, reroll for a different RE.

24 ENEMY AFV! Determine the number {A6b}, AFV type {R6 if in Russia}; {P6 if in Balkans}; {C6 GMD in PTO}, {U6 if elsewhere} (all are the same type).

25 ENEMY AFV! Determine the number {A6e}, AFV type {R6 if in Russia}; {P6 if in Balkans}; {C6 GMD if in PTO}, {U6 if elsewhere} (make a separate DR for each).

26 ENEMY leader Battle Hardens! The best ENEMY leader eligible to Battle Harden (i.e., non-10-3/10-0) is immediately Battle Hardened (A15.3). Use Random dr to determine if $\geq$ two of best type. If broken he is also rallied. If no Activated ENEMY leader is onboard, reroll for a different RE.

31-33 Partisans infiltrate! As per ENEMY RE 06 except only VPO Location(s) and each Concealment Terrain Location(s) ADJACENT to such a VPO Location is eligible. If no VPO Locations exist in the Mission (or if each such Location already contains a S?) reroll for a different RE.

***34** Partisans receive support! A number of S? (as per a DR +2) enter this turn along the EBE. Each such S? is in Advance Attitude until Activated, at which time each unit Activated therefrom assumes the Prevailing Attitude. Use British (if in Greece), Russian (if in Russia or non-Greek Balkans) or U.S. Army (if in Western Europe or Philippines) Tables to generate each such S? successfully Activated. If Mission is located elsewhere, reroll for a different RE. These S? are in addition to any other S? which might otherwise be entering this turn (4.21-22). Use different colored S? to denote each S? entering due to this RE (3.2).

ADDITIONAL REINFORCEMENTS: During each subsequent Partisan RPh make a Reinforcement dr: If dr ≤ 2 , a number (equal to a DR) of additional S? in Advance Attitude enter during that turn along the EBE; if dr ≥ 3 , no further S? may be entered due to this RE (the Reinforcement dr is no longer made).

***35** ENEMY attack! As per RE 34 except the initial number of S? is equal to a DR+4.

36 Partisan flank attack! A number of Partisan S? (equal to a DR+3) enter this turn along the North or South board edge (as per Random dr) adjacent to the FBE (4.21-22). Each such S? is in Advance Attitude until Activated, at which time each such unit assumes the Prevailing Attitude. Note that until Activated, these flank-attacking S? move toward the opposite board edge from the edge entered. If other Advance Attitude S? are in play, different colored S? must be used for these flank attacking S? (3.2). Use Partisan Tables {P1/P2/P3/P4/P5} for generation of these S?.

ADDITIONAL REINFORCEMENTS: During each subsequent Partisan RPh make a Reinforcement dr (until a Reinforcement dr ≥ 4 is rolled): if dr ≤ 3 a number (as per a DR) of additional S? in Advance Attitude enter during that turn along the same "flank" board edge.

41 Partisan goes Berserk! The closest eligible (A15.1) Activated Partisan Infantry unit in the LOS of the FRIENDLY unit that is nearest to the EBE immediately goes Berserk. Determine the FRIENDLY unit by a Random dr if $\geq$ one qualifies; if no such ENEMY unit has a LOS to the FRIENDLY unit closest to the EBE, check LOS to the FRIENDLY unit second closest to the EBE, etc., until one is determined. Otherwise reroll for a different RE. Furthermore, each eligible Activated Partisan Infantry unit $\leq$ one hex from this original Berserk unit also becomes Berserk if it passes a mandatory NTC (failure of which has no effect). A15.41 applies normally (even into an ADJACENT hex).

DR Random Event

***42** Storm front moving in. The weather immediately becomes Overcast (E3.5). If already Overcast consider this as a Wind Change DR of 11 (and additional to this Player Turn's previous Wind Change DR).

***43** Visibility drops as mist settles in. Mist (E3.32) is in effect for the duration of the Mission. If already in effect Mist thickens to Fog (E3.31); determine Fog's level and density (E3.31 and E3.311, respectively). If Fog is already in effect its density increases by one; if density is already at +3 reroll for another RE.

44-46 Partisan HMG opens up! The S? nearest to the FRIENDLY non-armored unit that is closest to the EBE is immediately Activated (5.752 is NA). If $\geq$ one S? qualifies select the one in the Location with the highest TEM; greatest elevation. Make a Random dr if $\geq$ one FRIENDLY unit qualifies; if no S? has a LOS to the FRIENDLY non-armored unit closest to the EBE, check LOS to the FRIENDLY non-armored unit second closest to the EBE, etc., until a FRIENDLY unit is determined. Activate a Partisan 3-3-7 squad, a HMG and an Infantry leader {P3; a cumulative -1 DRM applies}. If no S? has LOS to such a FRIENDLY unit reroll for a different RE.

51 Rumors of ENEMY reinforcements abound! Increase the ENEMY RE#s by one (2.5). If ENEMY RE#s are already 6/7 reroll for a different RE.

52 FRIENDLY regimental HQ reports heavy ENEMY attacks on a neighboring battalion. Reduce the FRIENDLY RE#s by one (2.5). If FRIENDLY RE#s are already 2/3 reroll for a different RE.

53-54 Partisan sniper strikes! Make a subsequent dr to determine the attack type; dr ≤ 3 : conduct a "1" Sniper attack (A14.3) dr ≥ 4 : conduct a "2" Sniper attack (A14.3)

55 Revenge! All FRIENDLY units currently held captive by any one (randomly determined if ≥ 1) Partisan unit are Massacred.

***56** Partisan dispatch rider! Activate a Partisan 7-0 as a Rider on a SMC bicycle. The unit enters on a randomly determined EBE road hex that has a contiguous path of connected road hexes exiting off one other randomly determined non-FBE (if no such Road Network exists on the mapboard's current configuration reroll for another RE). The Rider proceeds along the determined road path towards the exit hex until forced to Bail Out or eliminated. The bicyclist uses all MF available (as per D15.81) as long as he remains mounted. If the Rider is forced to become Infantry he will instead attempt to exit off the nearest non-FBE closest to his current hex (he receives an Automatic Move Command during each ENEMY Mph). If Captured, or if eliminated and his last entered Location is successfully Searched by a FRIENDLY Infantry unit, valuable papers are discovered on a dr ≤ 4 . Record the identity of the FRIENDLY possessing unit (the dispatch rider's original Guard or successful Searcher) for later reference. If the possessing unit is a squad that subsequently suffers Casualty Reduction the papers are permanently lost on a dr ≥ 5 . If such a possessing squad is later Deployed the possessing HS's ID must be recorded. If the possessing unit survives the Mission determine the FRIENDLY VP value of the papers by making a dr {A6a}.

***61-64** Partisan reinforcements! A number of Partisan S? (as per a DR +5) enter this turn along a non-FBE (determine by Random dr). Each such S? generates using the Partisan generation Tables {P1/P2/P3/P4/P5} and is in Advance Attitude until Activated, at which time each unit Activated therefrom assumes the Prevailing Attitude. These S? are in addition to any other S? which might otherwise be entering this turn (4.21-22).

ADDITIONAL REINFORCEMENTS: During each subsequent Partisan RPh make a Reinforcement dr: if dr ≤ 2 a number (equal to a DR) of additional Partisan S? in Advance Attitude enter during that turn along a non-FBE (determine by Random dr; reroll each turn, as necessary); if dr ≥ 3 no further S? may be entered due to this RE (the Reinforcement dr is no longer made).

***65** ENEMY air support arrives (8.9)! Determine type, presence of bombs and number entering as per E7.1-21. Each aircraft is eligible to enter in the next FRIENDLY Mph. Reroll for another RE if current conditions prohibit air support.

***66** FRIENDLY AFV Recalled! One FRIENDLY Mobile AFV is immediately placed under Recall (D5.341); Random dr if $\geq$ one such AFV is eligible.

71-72 FRIENDLY ammo supplies dwindling. The FRIENDLY side suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.

73-75 Partisan reinforcements! As per RE 34 except the initial number of S? is as per a DR +4.

76 ENEMY AFV! As per RE 24 [EXC: use Table {A6a}].



U.S.M.C. Generation Tables

M1: ACTIVATION CHECK 1941-43 (AC) (5.1)

U.S.M.C.-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 10 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 7 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 5 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 4 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

M1: ACTIVATION CHECK 1944-45 (AC) (5.1)

U.S.M.C.-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 12 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 4 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

M3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	—
7-8	8-0	—
9	7-0	—
10-11	—	—
≥ 12	6+1	Inexp. Crew

Cumulative DRM:

- +1 If year is 1941-42
- 1 If year is 1945

M2: SQUAD (5.72)

Final DR	12/41-7/42	8-11/42	12/42-1943	1-3/44	4/44+
2	4-5-8 Def. Bn.	5-5-8 Para†	5-5-8 Para†	6-6-8	7-6-8
3	4-5-8 Def. Bn.	5-5-8 Raider†	5-5-8 Raider†	6-6-8	7-6-8
4-5	5-5-8 BAR†	5-5-8 BAR†	6-6-8	3-4-8 HS	3-4-8 HS
6-10	4-5-8	4-5-8	6-6-8	6-6-8	7-6-8
≥ 11	4-5-8 Def. Bn.	4-5-8 Def. Bn.	4-5-8 Def. Bn.	6-6-8	7-6-8

† See G17.111

M4: SW (5.75)

DR	12/41-5/42	6/42-10/43	11/43-3/44	4/44-45
2	.50cal ²	.50cal ²	.50cal ²	.50cal
3-4	HMG ²	HMG ²	HMG ²	HMG
5	—	HMG ²	HMG ²	HMG
6	—	M2 Mtr ¹	—	FT
7	—	—	M2 Mtr ¹	DC
8	MMG ¹	MMG ¹	MMG ¹	M2 Mtr
9	MMG ¹	MMG ¹	BAZ* ¹	BAZ*
10	MMG ¹	M2 Mtr ¹	M2 Mtr ¹	MMG
11	—	MMG ¹	MMG ¹	MMG
12	—	—	—	—

* BAZ is always latest model available by date

¹ HMG [1-4] or .50cal HMG [5-6] if Defense Battalion

² LMG if Paramarine; ATR if Raider

M6: STANDARD AFV (5.71)

DR	1941-7/42	8-12/42	1943	1-9/44	10/44-45
2	M3 LT	M3 GMC	M3A1 LT	M3 GMC	M3 GMC
3	M3 LT	M3 GMC	M3A1 LT	M8 HMC	M8 HMC
4	M3 LT	M2A4 LT	M3A1 LT	M3 GMC	M3 GMC
5	M3 LT	M2A4 LT	M3A1 LT	M3A1 LT ³	M4A3(75)W MT ³
6	M3 LT	M2A4 LT	M3A1 LT	M5A1 LT ³	M4A2 MT ³
7	M3 LT	M3A1 LT ¹	M4A2 MT ²	M4A1 MT ³	M4A1 MT ³
8	M3 LT	M3 LT	M3 GMC	M4 MT ³	M4 MT ³
9	M3A1 SC	M3 LT	M3 GMC	M4A2 MT ³	M4A2(L) MT ³
10	M3A1 SC	M3 LT	M3 GMC	M4A3 MT ³	M5A1 LT ³
11	M3A1 SC	M3A1 SC	M3A1 LT	M4A1 MT ³	M4A3 MT ³
12	M3 LT	M3 GMC	M3A1 SC	M4A2 MT ³	M5A1 LT ³

¹ M2A4 LT if date is 8/42

² M3 GMC if date is pre 11/43

³ See U.S. Vehicle Note F [EXC: only one AFV, regardless of the number received, may be armed with a bow FT]

M6b: RECON VEHICLE (5.71)

DR	1941-44	1945
2	Jeep (-/-/4)	Jeep (-/-/4)
3-4	Jeep (-/-/2)	Jeep (-/-/4)
5	M3A1 LT ¹	Jeep (-/-/4)
6	M3A1 SC	M5A1 LT
7	M3A1 SC	M5A1 LT
≥ 8	M3A1 SC	Jeep (-/-/2)

¹ M3 LT if year is 1941-42

M7: TRANSPORT

DR	Vehicle
≤ 3	7 1/2-Ton tr
4-6	2 1/2-Ton tr
≥ 7	3/4-Ton tr

M7a: ESCORT VEHICLE (5.71)

Use {M6b} RECON Table

M5: STANDARD GUN (5.76)

	12/41-7/42		8/42-1943		1944-45	
DR	Inside	Outside	Inside	Outside	Inside	Outside
2	37LL AT	81* MTR	37LL AT	81* MTR	37* INF ²	37* INF ²
3	37LL AT	37LL AT	37LL AT	75* ART	37LL AT	81* MTR
4	37LL AT	81* MTR	37LL AT	37L AA	37LL AT	37LL AT
5	75* ART	76L AA	37LL AT	76L AA ¹	37LL AT	37L AA ³
6	37LL AT	37LL AT	37LL AT	37LL AT	37LL AT	37LL AT
7	37LL AT	81* MTR	75* ART	81* MTR	75* ART	81* MTR
8	37LL AT	37LL AT	75* ART	37L AA	75* ART	75* ART
9	37LL AT	37L AA	75* ART	75* ART	75* ART	105 ART
10	37LL AT	75* ART	37LL AT	105 ART	37LL AT	37LL AT
11	37LL AT	155* ART	37LL AT	155* ART	37LL AT	75* ART
12	37LL AT	37L AA	37LL AT	37LL AT	37LL AT	81* MTR

¹ 37L AA if year is 1943

² 37LL AT if date is pre 7/44

³ 40L AA on a subsequent dr ≤ 2

M5a: AT GUN (5.76)

DR	GUN
2-12	37LL AT

M8: OBA AVAILABILITY

Final dr	Result
≤ 4	Plentiful
≥ 5	Normal
drn:	
+1 If year is 1941-42	

U/M9: U.S. PTO RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
Reroll for a different RE as necessary (2.31).

DR Random Event

- *01** Flamethrower tanks arrive! Make a dr {A6e} to determine number of AFV arriving, then make a dr on the proper table below to determine the unit type (all are the same type). Each AFV received is equipped with a bow mounted SA FT as per U.S. Vehicle Note F [EXC: M3A1 Satan and POA-CWS-H1]. If prior to 1944, conduct U.S. RE 02 instead; each squad is a Passenger (roll on Transport Table U/M7).
- | dr 1944 | 1945 |
|------------------|----------------|
| 1 M3A1 Satan LTv | POA-CWS-H1 MTv |
| 2 M3A1 LT | M3A1 Satan LTv |
| 3 M5A1 LT | M5A1 LT |
| 4 M4 MT | M4 MT |
| 5 M4A1 MT | M4A1 MT |
| 6 M4A3 MT* | M4A3(75)W MT* |
- *If U.S.M.C. substitute M4A2 on a subsequent dr ≤ 4.*
- *02** Engineers arrive! Three Assault Engineer (H1.22) squads (7-4-7 if Army, latest rifle type if Marine), equipped with SMC/SW as per standard DYO procedure (H1.8-.83), arrive. On a subsequent dr ≤ 4 each may enter as a Passenger (roll on Transport Table U/M7); otherwise the units enter as Infantry.
- *03** Engineer flank attack! As per U.S. RE 02 except the units must enter on either the North or South (as per Random dr) edge of any mapboard (player's choice), provided that mapboard has ≥ one U.S. unit on it.
- *04** Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
- 05** Sappers arrive! A number {A6a} of Sapper (H1.23) squads (6-6-7 if Army, latest rifle type if Marine) are received. Make a DR {U/M3} for leader possibility. Each Sapper squad automatically receives one DC.
- *06** Ground support! U.S. Fighter Bombers arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available; all are armed with bombs (ignore E7.1-.21). Reroll for another RE if conditions prohibit this RE.
- *11** Recon section arrives! Determine the number {A6b}, type {U/M6b}, and Armor Leader {U/M3}. All vehicles are the same type.
- 12-13** Motorized Infantry reinforcements! As per U.S. RE 35-36 except that each such reinforcement unit enters as a Passenger (roll on Transport Table U/M7). A cumulative -2 DRM {U/M2} applies due to this RE. No Armor Leader may be Activated with this RE.
- 14** A civilian comes forward with information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken U.S. Infantry unit. No "free" LOS check(s) allowed before removal.
- 15** ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
- 16** Tank section arrives! Determine the number {A6f}, type {U/M6}, and Armor Leader {U/M3}. All are the same type.
- *21** Recon patrol arrives! Determine the number {A6f}, type {U/M6b}, and Armor Leader {U/M3}. All are the same type.
- *22** Recon patrol arrives! Determine the number {A6f}, type {U/M6b} (make a separate DR for each), and Armor Leader {U/M3}. On a subsequent dr ≤ 2 each such vehicle of the RE may enter on the North or South edge (as per Random dr) of any mapboard (player's choice), provided that mapboard has ≥ 1 U.S. unit on it.
- 23** Tanks! Determine the number {A6f}, type {U/M6}, and Armor Leader {U/M3}. All are the same type.
- *24** ENEMY ammunition dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- *25** Gun section arrives! Determine the number {A6f}, type {U/M5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8 (2-2-7 if Army). At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {U/M7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- 26** Tank section arrives! As per U.S. RE 16 [EXC: on a subsequent dr ≤ 4 each unit must enter anywhere along the North or South edge (as per Random dr) of the current mapboard configuration (all enter on same edge)].
- *31-34** Request for artillery support has been granted! Determine OBA type received by DR on the applicable Chapter H "U.S. (Army or Marine) OBA Availability Chart" (H1.5). Next make a dr {U/M8} to determine the ammunition supply. The player may immediately give a U.S. radio to any U.S. leader of his choice [EXC: if ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE mounted on a motorcycle or in an unarmed Jeep; player's option.
- 35-36** Infantry reinforcements! Make two dr {A6c} to determine the number of squads received. Determine the squad type (all are the same) by a DR {U/M2}. Determine all SMC/SW using H1.8-.83.
- *41** ENEMY AFV is Recalled! Determine the AFV affected by Random dr (for purposes of this RE, an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.

DR Random Event

- *42** ENEMY AFV is Immobilized! Determine the AFV affected by Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- 43** ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct U.S. RE 15 instead].
- 44** Make a subsequent dr and perform the indicated RE:
dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead].
dr ≥ 4: Rumors of U.S. reinforcements on the way. U.S. RE Numbers increase by one [EXC: if U.S. RE Numbers are currently 6/7 reroll for another RE].
- 45** U.S. leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic, onboard non-Armor U.S. leaders. If no U.S. leader is eligible, reroll for a different RE.
- 46** U.S. sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:
dr ≤ 3: conduct a "1" sniper attack (A14.3)
dr ≥ 4: conduct a "2" sniper attack (A14.3)
- *51** Infantry stage a flank attack! Determine number of squads by a DR. Determine the squad type (all are the same) by a DR {U/M2}. Determine all SMC/SW using H1.8-.83. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *52** Tanks stage a flank attack! Determine the number {A6c}, type {U/M6}, and Armor Leader {U/M3}. All are the same type. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *53** Combined Arms flank attack! Conduct U.S. REs 51 and 52 [EXC: use Table A6e to determine the number of AFV received]. All units must enter along the same edge.
- *54** Medium mortar section arrives! Make a dr {A6d} to determine number of dm 81mm MTRs received, each of which has one 2-2-8 crew (2-2-7 if Army). On a subsequent dr ≤ 2, the section is equipped with transport. If so, make a DR {U/M7} with a +2 DRM. All vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if desired.
- *55** FRIENDLY Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPh. Reroll for another RE if conditions prohibit air support.
- *56** AT Gun section arrives! Determine the number {A6e} and type {U/M5a} (all are the same type). Each Gun is crewed by one 2-2-8 (2-2-7 if Army). At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {U/M7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *61-62** Artillery support granted! Conduct U.S. RE 31-34 (even if it has previously occurred).
- 63** "Go get 'em boys!" All non-Disrupted broken U.S. MMC in the same Location as an unbroken U.S. Leader automatically rally. Reroll for a different RE if no MMC are eligible to thusly rally.
- 64-65** Tanks! Determine the number {A6d}, type {U/M6}, and Armor Leader {U/M3}. Perform a separate DR {U/M6} for each AFV received.
- 66** Hero! A hero is immediately created from the U.S. MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY onboard reroll for a different RE.
- *71** AT Gun section arrives! Conduct U.S. RE 56 [EXC: use Table A6f to determine the number of Guns received].
- 72** Tanks! Determine the number {A6b}, type {U/M6c}, and Armor Leader {U/M3}. All are the same type.
- *73** Gun section arrives! Determine the number {A6d} and type {U/M5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8 (2-2-7 if Army). At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {U/M7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *74** ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if U.S. RE 75-76 has already occurred conduct U.S. RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease the ENEMY RE# by one.
- *75-76** Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back to the FRIENDLY lines. [EXC: if U.S. RE 74 has already occurred reroll for a different RE]. Decrease each U.S. RE# by one. The U.S. side receives Exit VP (A26.3) for each U.S. unit exited off the FBE by Mission end. The ENEMY receives Casualty VP (A26.2) for each Encircled U.S. unit remaining onboard at Mission end; double Casualty VP if U.S. unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile U.S. unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.



Chinese Generation Tables

C1: ACTIVATION CHECK (AC) (5.1)

Chinese-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 4 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 3 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

C0: ENEMY

If date is 11/43-45*, roll on the table below as soon as the first unit is activated on the A1 Table. Use appropriate column (GMD or X/Y force) for all unit activations.

dr	Chinese ENEMY
≤ 3	GMD
≥ 4	X/Y Force
* For pre 11/43, use standard GMD forces.	

C4: SW (5.75)

DR	GMD	X/Y Force
2	—	60mm Mtr
3	Lt Mtr*	LMG
4	LMG	HMG
5	MMG	ATR
6	LMG	60mm Mtr
7	—	LMG
8	—	BAZ 43
9	Lt Mtr*	MMG
10	—	—
11	.50cal [1]	.50cal [1]
	HMG [2-6]	HMG [2-6]
12	—	BAZ 43

* Determine type on Table [C4a]

C4a: GMD Lt Mtr Type

dr	Type
1	50mm(r)
2	50mm(j)
3	40mm
4	50mm(g)
5	45mm
6	50mm(g)

drm:

+3 If year is 1937

+1 If year is 1938

-1 If year is 1939-44

C7: TRANSPORT

DR	1937-43 GMD	1944-45 GMD	X/Y Force
2	Henschel(g)	2 1/2 Ton(a) tr	2 1/2 Ton tr(a)
3-7	Henschel(g)	Henschel(g)	2 1/2 Ton tr(a)
8	Wagon	Wagon	Henschel(g)
≥ 9	Wagon	Wagon	Wagon

C7a: ESCORT VEHICLE (5.71)

Roll on Recon Vehicle Table [C6b]

C5: STANDARD GUN (5.76)

DR	1937-38 GMD		1939-45 GMD		11/43-45 X/Y Force ⁵	
	Inside	Outside	Inside	Outside	Inside	Outside
2	70* ART	84* ART	Captured ³	Captured ³	37LL AT	37LL AT
3	37L AT	105* ART	37LL AT ⁴	105* ART	GMD ⁶	GMD ⁶
4	37L AT	75 ART	37L AT	75 ART	37L AT	40L AA
5	70* ART	75* ART ¹	70* ART	75* ART ¹	75* ART	75* ART
6	75* ART ¹	37L AT	75* ART ¹	37L AT	75* ART	81* MTR
7	37L AT	76* MTR [1-2] 81* MTR [3-6] ²	37L AT	76* MTR [1] 81* MTR [2-4] ² 82* MTR [5-6]	37LL AT	37LL AT
8	37* ART	37* ART [1-3] 70* ART [4-6]	37* ART	37* ART [1-3] 70* ART [4-6]	75* ART	75* ART [1-5] 76* ART [6]
9	37L AT	20L AA ¹	37L AT	20L AA ¹	37LL AT	37L AT
10	75* ART ¹	37L AT	76* ART	37L AT	37LL AT	105 ART
11	37* ART	37L AA [1-3] 40L AA [4-6]	37L AT	76 ART [1-5] 84* ART [6]	37LL AT	20L AA ¹
12	37L AT	75L AA [1-3] 88L AA [4-6]	37* ART	75L AA [1-3] 88L AA [4-6]	37LL AT	107 MTR

¹ Make a random dr to determine version (non-U.S.) ² GrW 34 version

³ Reroll on Japanese Table [J5] using 1937-42 column (Captured Use penalties apply normally)

⁴ 37L AT if date is pre 7/44 ⁵ Use U.S. version (if applicable) ⁶ Reroll on the 1939-45 GMD column

C2: SQUAD (5.72)

Final DR	GMD	X/Y Force
≤ 4	4-4-7	5-3-7
5	3-3-7	5-3-7
6-9	3-3-7	3-3-7
10	3-3-6	3-3-7
≥ 11	3-3-6	3-3-6

C3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5	8-1	—
6-7	8-0	—
8	7-0	—
9-10	—	—
≥ 11	6+1	Inexp. Crew

Cumulative DRM:

-1 X/Y Force

+1 If all accompanying MMC are Conscript*

-1 If any accompanying MMC is Elite*

* NA to Armor Leader generation DR

C5a: AT GUN (5.76)

DR	GMD	X/Y Force
≤ 4	75* ART ¹	37L AT
≥ 5	37L AT	37LL AT

¹ Randomly determine specific (non-U.S.) type

C6b: RECON VEHICLE (5.71)

DR	1937-38 GMD	1939-45 GMD	11/43-45X/Y Force
≤ 3	Type 22	Jeep(a) (-/-2)	Jeep(a) (-/-4)
4	Type 22	PSW 221(g)	Jeep(a) (-/-2)
5	Type 22	PSW 222(g)	Carrier C(b)
6	PSW 222(g)	BA-20(r)	Carrier A(b)
7	PSW 222(g)	Type 22	M3A1(a)
8	PSW 221(g)	BA-6(r)	Carrier B(b)
≥ 9	PSW 221(g)	PSW 221(g)	Stuart Recon(a)

C8: OBA AVAILABILITY

Final dr	Result	Cumulative drm:
0	Plentiful	-1 If X/Y Force
1-3	Normal	
≥ 4	Scarce	

C10: HUMAN WAVE UNITS/SW (4.34)

C10a: Human Wave Units

Final dr	Units
0	4-4-7 x2, LMG ¹ *
1	4-4-7 x2, L [C3] *
2	4-4-7, 3-3-7, L [C3] *
3	3-3-7 x2
4	3-3-7 x2, LMG ¹
5	3-3-7, 3-3-6, LMG ¹
≥ 6	3-3-6 x2

Special C3 DRM:

+1 Per leader already in this Human Wave

-1 No leader yet received for this Human Wave

* Replace 4-4-7s with 5-3-7s for X/Y Force Human Waves

¹ LMG only received on a subsequent dr ≤ 4

C9: CHINESE RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
 Reroll for a different RE as necessary (2.31).

DR Random Event

- *01–02** Engineers arrive! Three Assault Engineer (H1.22) 5-3-7 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-.83), arrive. On a subsequent **dr** ≤ 4 each may enter as a Passenger (roll on Transport Table C7); otherwise the units enter as Infantry.
- *03** Engineer flank attack! As per Chinese RE 01–02 except the units must enter on either the North or South (as per Random dr) edge of any mapboard (player's choice), provided that mapboard has ≥ one Chinese unit on it.
- *04** Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
- 05** Sappers arrive! A number {A6a} of 5-3-7 Sapper (H1.23) squads are received. Make a DR {C3} for leader possibility. Each Sapper squad automatically receives one DC and one LMG.
- *06** Flying Tigers! Fighter Bombers arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-.21). Reroll for another RE if conditions prohibit this RE.
- *11** Recon section arrives! Determine the number {A6b}, type {C6b}, and Armor Leader {C3}. All vehicles are the same type.
- 12–13** Motorized Infantry reinforcements! As per Chinese RE 35–36 except that each such reinforcement unit enters as a Passenger (roll on Transport Table C7). A cumulative -2 DRM {C2} applies due to this RE.
- 14** A peasant is found cowering in a shack. Upon questioning, he reveals useful information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken Chinese Infantry unit. No "free" LOS check(s) allowed before removal.
- 15** ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
- 16** Tank section arrives! Determine the number {A6f}, type {C6}, and Armor Leader {C3}. All are the same type.
- *21** Recon patrol arrives! Determine the number {A6f}, type {C6b}, and Armor Leader {C3}. All are the same type.
- *22** Recon patrol arrives! Determine the number {A6f}, type {C6b} (make a separate DR for each), and Armor Leader {C3}. On a subsequent **dr** ≤ 2 each such vehicle of the RE may enter on the North or South edge (as per Random dr) of any mapboard (player's choice), provided that mapboard has ≥ 1 Chinese unit on it.
- 23** Tanks! Determine the number {A6f}, type {C6}, and Armor Leader {C3}. All are the same type.
- *24** ENEMY ammunition dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- *25** Gun section arrives! Determine the number {A6f}, type {C5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {C7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- 26** Tank section arrives! As per Chinese RE 16 [EXC: on a subsequent **dr** ≤ 4 each unit must enter anywhere along the North or South edge (as per Random dr) of the current mapboard configuration (all enter on same edge.)]
- *31–34** Request for artillery support has been granted! Determine OBA type received by DR on the Chapter H "Chinese OBA Availability Chart" (H1.5). Next make a dr {C8} to determine the ammunition supply. The player may immediately give a Chinese radio to any Chinese leader of his choice [EXC: if ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE on foot, a horse, a bicycle, or motorcycle; player's option. If X/Y Force, the leader may be in an unarmed Jeep.
- 35–36** Infantry reinforcements! Make a DR+2 to determine the number of squads received. Determine the squad type (all are the same) by a DR {C2}. Determine all SMC/SW using H1.8-.83.
- *41** ENEMY AFV is Recalled! Determine the AFV affected by Random dr (for purposes of this RE, an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- *42** ENEMY AFV is Immobilized! Determine the AFV affected by Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.
- 43** ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct Chinese RE 15 instead].
- 44** Make a subsequent dr and perform the indicated RE:
dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead].
dr ≥ 4: Rumors of Chinese reinforcements on the way. Chinese RE Numbers increase by one [EXC: if Chinese RE Numbers are currently 6/7 reroll for another RE].

DR Random Event

- 45** Chinese leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic, onboard non-Armor Chinese leaders. If no Chinese leader is eligible, reroll for a different RE.
- 46** Chinese sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:
dr ≤ 3: conduct a "1" sniper attack (A14.3)
dr ≥ 4: conduct a "2" sniper attack (A14.3)
- *51** Infantry stage a flank attack! Determine number of squads by a DR+2. Determine the squad type (all are the same) by a DR {C2}. Determine all SMC/SW using H1.8-.83. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *52** Tanks stage a flank attack! Determine the number {A6c}, type {C6}, and Armor Leader {C3}. All are the same type. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *53** Combined Arms flank attack! Conduct Chinese REs 51 and 52 [EXC: use Table A6e to determine the number of AFV received]. All units must enter along the same edge.
- *54** Medium mortar section arrives! Make a dr {A6d} to determine number of dm 81mm MTRs received, each of which has one 2-2-7 crew. If Standard GMD, make a Random dr to determine if the section uses the 76*, 82*, or 81* (GrW 34). If X/Y Force, use the M1 81*. On a subsequent **dr** ≤ 2, the section is equipped with transport. If so, make a DR {C7} with a +2 DRM. All vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if desired.
- *55** FRIENDLY Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPh. Reroll for another RE if conditions prohibit air support.
- *56** AT Gun section arrives! Determine the number {A6e} and type {C5a} (all are the same type). Each Gun is crewed by one 2-2-7. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {C7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *61–62** Artillery support granted! Conduct Chinese RE 31–34 (even if it has previously occurred).
- 63** Gan si dui! One Chinese leader (determine by Random dr from among eligible SMC) immediately turns Fanatic (A10.8). Additionally, each non-Disrupted Chinese Infantry unit in his Location automatically rallies, and also turns Fanatic if it passes a NTC (leadership DRM applies as per A15.41). If no Chinese leader is eligible reroll for a different RE.
- 64–65** Tanks! Determine the number {A6d}, types {C6}, and Armor Leader {C3}. Perform a separate DR {C6} for each AFV received.
- 66** Hero! A hero is immediately created from the Chinese MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit is onboard reroll for a different RE.
- *71** AT Gun section arrives! Conduct Chinese RE 56 [EXC: use Table A6f to determine the number of Guns received].
- 72** Tanks! Determine the number {A6b}, type {C6}, and Armor Leader {C3}. All are the same type.
- *73** Gun section arrives! Determine the number {A6d} and type {C5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {C7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *74** ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if Chinese RE 75–76 has already occurred conduct Chinese RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease the ENEMY RE# by one.
- *75–76** Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back to the FRIENDLY lines. [EXC: if Chinese RE 74 has already occurred reroll for a different RE]. Decrease each Chinese RE# by one. The Chinese side receives Exit VP (A26.23) for each Chinese unit exited off the FBE by Mission End. The ENEMY receives Casualty VP (A26.22) for each Encircled Chinese unit remaining onboard at Mission end; double Casualty VP if Chinese unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile Chinese unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.



British Generation Tables [EXC: PTO]

B1: ACTIVATION CHECK (AC) (5.1)

British-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 10 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 7 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 5 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 4 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

B5: STANDARD GUN (5.76)

	1940-6/42		7/42-6/43		7/43-45	
DR	Inside	Outside	Inside	Outside	Inside	Outside
2	25LL AT	94* ART	57L AT	114 ART	57L AT	20L AA
3	25LL AT	114* ART	57L AT	88 ART	57L AT	114 ART
4	40L AT	25LL AT	57L AT	84* ART ³	57L AT	76LL AT ⁵
5	40L AT	40L AA	76LL AT ^{1,2}	88 ART	57L AT	57L AT
6	25LL AT	76* MTR	40L AT	76* MTR	76LL AT ⁵	76* MTR
7	40L AT	40L AT	40L AT	40L AT	57L AT	88 ART
8	25LL AT	84* ART	40L AT	40L AT	76LL AT ⁵	40L AA
9	40L AT	88 ART	57L AT	57L AT	107* MTR	
10	40L AT	76* MTR	40L AT	76* MTR	76LL AT ⁵	76* MTR
11	40L AT	88 ART	40L AT	40L AA	75* ART ⁴	75* ART ⁴
12	40L AT	76* AA	40L AT	94* AA	76LL AT ⁵	94* AA

¹ 17/25 pdr ² 57L AT if year is 1942 ³ 88 ART if year is 1943

⁴ 57L AT if date is 1943-5/44

⁵ 17 pdr

B5a: AT GUN (5.76)

DR	1940-6/42	7/42-6/43	7/43-45	Footnotes:
≤ 4	40L AT	76LL AT ¹	57L AT	¹ 17/25 pdr
5-8	40L AT	40L AT	57L AT	² 17 pdr
≥ 9	25LL AT	57L AT	76LL AT ²	

B6a: SPG (5.71)

DR	1940-41	1-9/42	10/42-5/44	6/44-45
2	Crusader I CS	Crusader II CS	Priest (a)	Centaur IV
3	Matilda II CS	Crusader II CS	Crusader I CS	Sherman IB (a)
4	Crusader I CS	Crusader II CS	Crusader I CS	Churchill V
5	A13 MkII CS	Crusader I CS	Crusader II CS	Cromwell VI
6	A13 MkII CS	Crusader I CS	Bishop	Sexton (a)
7	A9 CS	Crusader II CS	Crusader II CS ²	Churchill AVRE
8	Matilda II CS ¹	Matilda CS	Priest (a)	Priest (a)
9	Crusader I CS ¹	Matilda CS	Crusader II CS	M3 GMC (a)
10	A9 CS	Crusader II CS	Crusader II CS	Cromwell VIII
11	A10 MkIA CS	Crusader II CS	Crusader II CS	Churchill VIII
12	A9 CS	Crusader II CS	Bishop	Cromwell VI

¹ A10 MkIA CS if year is pre 1941 ² M3 GMC (a) if date is 6/43+

B6b: RECON VEHICLE (5.71)

DR	1940	1941	1942	1943-5/44	6/44-45
2	Carrier A	M-H II ME	Carrier 3-in Mtr	M5 (a) ht (-/-/4)	Lynx
3	Morris CS9	Daimler SC	Carrier MMG A	IP Carrier Mk IIA	White (a) SC (-/-/4)
4	MkVIC	MkVIB	Carrier A	Carrier A	Staghound I(a)
5	MkVIB	Carrier C	Daimler SC	Humber III LRC	Humber SC
6	Rolls Royce	M-H II ME	M-H IIv	Daimler SC	Humber III LRC
7	Carrier A	Carrier A	M-H III ME	Humber III AC	Daimler AC
8	Carrier B	Carrier B	Humber II AC	Daimler AC	Humber IV AC
9	Morris CS9	Carrier MMG A	M-H IIIv	White (a) SC (-/-/4)	Daimler SC
10	Rolls Royce	Morris CS9	Carrier B	Humber IV AC	Stuart Recce (a)
11	Daimler SC	Rolls Royce	Carrier C	AEC II ¹	AEC III
12	MkVIB	Carrier 2-in Mtr	Carrier 2-in Mtr	Stuart Recce(a)	Otter

¹ AEC I if date is pre 7/43

B8: OBA AVAILABILITY

Final dr	Result	Cumulative drm:
1	Plentiful	+1 If year is 1940-41
2-5	Normal	
≥ 6	Scarce	

B2: SQUAD (5.72)

Final DR	Type
≤ 2	6-4-8*
3-4	4-5-8
5-8	4-5-7
9-10	4-4-7
≥ 11	4-3-6

DRM
+1 If year is 1940
-1 If year is 1944-45
* See 12.22

B3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	—
7-8	8-0	—
9	7-0	—
10-11	—	—
≥ 12	6+1	Inexp. Crew

Cumulative DRM:

- +1 If year is 1940
- 1 If year is 1944-45
- +1 If all accompanying MMC are Green*
- 1 If any accompanying MMC is Elite*
- * NA to Armor Leader generation DR

B4: SW (5.75)

DR	1940-43	1944-45
2	LMG	LMG
3	ATR*	PIAT
4	MMG	LtMtr
5	LtMtr	MMG
6	LMG	LMG
7	—	—
8	ATR*	PIAT
9	LtMtr	LMG
10	LMG	LtMtr
11	HMG	HMG
12	—	—

* PIAT on subsequent dr ≤ 4 if date is 7-12/43 (non-Free French)

B6: STANDARD AFV (5.71)

DR	1940-10/41	11/41-9/42	10/42-5/43	6/43-5/44	6/44-45
2	MkVIC ⁴	Lee (a) ⁵	Lee (a)	Sherman II (a)	Churchill VI
3	MkVIC ⁴	Valentine II	Sherman III (a)	Stuart V (a)	Sherman IIA (a)
4	Matilda II ¹	Grant (a) ⁵	Stuart I (a) [1-3] Stuart III (a) [4-6]	Sherman III (a)	Stuart III (a) [1-3] Stuart V (a) [4-6]
5	Matilda I ³	Stuart I (a)	Churchill I [1-3] Churchill IV [4-6]	Stuart III (a)	Sherman IIC (a) [1-2] Sherman VC (a) [3-6]
6	MkVIB	Crusader I	Crusader II ¹	Sherman III (a)	Sherman II (a) [1-3] Cromwell IV [4-6]
7	A9 ^{1,2}	Crusader II ¹	Sherman II (a)	Sherman II (a)	Sherman V (a)
8	A13 MkI	Valentine II	Grant (a)	Sherman V (a)	Sherman III (a) [1-3] Cromwell VII [4-6]
9	A13 MkII ¹	Matilda II ¹	Valentine II	Stuart V (a)	Churchill VI [1-3] Churchill VII [4-6]
10	A10 MkIA ¹	Crusader I ¹	Valentine V	Sherman V (a)	Comet ⁶
11	Matilda I ³	Crusader III ⁵	Crusader III	Stuart III (a)	Challenger
12	A9	Crusader II	Valentine VIII	Sherman II (a)	Valentine XI

¹ If ≥ 2 received, one is CS model on dr ≤ 2

² Matilda II if year is 1941

³ Crusader II if date is pre 5/42

⁴ Crusader I if date is 7/41+

⁵ MkVIB if year is 1941

⁶ Churchill I if year is 1944

B6c: TD GENERATION TABLE (5.71)

DR	10/42-5/43	6-8/43	9/43-5/44	6-12/44	1945
≤ 4	Deacon	M3 GMC (a)	Wolverine (a)	Wolverine (a)	Wolverine (a)
5-8	Deacon	M3 GMC (a)	Wolverine (a)	Wolverine (a)	Achilles (a)
≥ 9	2pdr Portee	M3 GMC (a)	Wolverine (a)	Achilles (a)	Archer

B7: TRANSPORT

DR	1940-42	1943-45
≤ 3	3-Ton Lorry	3-Ton Lorry
4-6	30 cwt Lorry	1 1/2 Ton (a) tr
7-8	15 cwt tr	15 cwt tr
9-10	Loyd Carrier ¹	Loyd Carrier
≥ 11	15 cwt tr	M5 (a) ht [1-3] ² White (a) SC [4-6] ²

¹ 30 cwt Lorry if year is 1940

² If ≥ 2 received, one will have AAMG on a subsequent dr ≤ 4

B7a: ESCORT VEHICLE

DR	1940-41	1942-1943	1944-45
≤ 3	A9	MkVI AA	Crusader AA*
4-6	Carrier A	Stuart I (a)	Humber AA
7-8	MkVIB	Daimler SC	Morris C9/B
9-10	Carrier B	Carrier B	Carrier MMG B
≥ 11	Daimler SC	Carrier MMG A	Staghound AA (a)

* M17 MGMC (a) if year is 1945

FREE FRENCH SUBSTITUTIONS

Free French roll on the British (if date is pre 12/43) or U.S. (if date is 12/43-45) Tables {x4 through x7a} and then may undergo unit replacement as per the Free French Substitutions Table on the (Vichy) French Divider.

B9: BRITISH RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
 Reroll for a different RE as necessary (2.31).

DR Random Event

- *01** Flamethrower tanks arrive! Make a dr {A6e} to determine number of AFV arriving, then make a dr on the proper table below to determine the unit type (all are the same type). If prior to 6/44 or in PTO conduct British RE 02 instead; each 6-4-8 is a Passenger (roll on Transport Table B7).
- | | |
|-----------------|-----------------|
| 6-12/44 | 1945 |
| Crocodile [1-4] | Crocodile [1-3] |
| Wasp [5-6] | Wasp [4-5] |
| | Badger [6] |
- *02** Royal Engineers arrive! Three Assault Engineer (H1.22) 6-4-8 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-.83), arrive. On a subsequent **dr** ≤ 4 each such squad may enter as a Passenger (roll on Transport Table B7); otherwise the units enter as Infantry.
- *03** Royal Engineer flank attack! As per British RE 02 except the units must enter on either the North or South (as per Random dr) edge of any mapboard (player's choice), provided that mapboard has ≥ one British unit on it.
- *04** Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.
- 05** Sappers arrive! A number {A6a} of 4-5-8 Sapper (H1.23) squads are received. Make a DR {B3} for leader possibility. Each Sapper squad automatically receives one DC and one LMG.
- *06** RAF! British Fighter Bombers arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-.21). Reroll for another RE if conditions prohibit this RE.
- *11** Recce section arrives! Determine the number {A6b}, type {B6b}, and Armor Leader {B3}. All vehicles are the same type.
- 12-13** Motorized Infantry reinforcements! As per British RE 35-36 except that each such reinforcement unit enters as a Passenger (roll on Transport Table B7). A cumulative -2 DRM {B2} applies due to this RE. Additionally, on a subsequent **dr** ≤ 3, a 2-inch mortar Carrier is received if 1941-45. No Armor Leader may be Activated with this RE.
- 14** A civilian comes forward with information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken British Infantry unit. No "free" LOS check(s) allowed before removal.
- 15** ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.
- 16** SPG section arrives! Determine the number {A6f}, type {B6a}, and Armor Leader {B3}. All are the same type. If in PTO prior to 11/44 roll on Table {B6}.
- *21** Recce patrol arrives! Determine the number {A6f}, type {B6b}, and Armor Leader {B3}. All are the same type.
- *22** Recce patrol arrives! Determine the number {A6f}, type {B6b} (make a separate DR for each), and Armor Leader {B3}. On a subsequent **dr** ≤ 2 each such vehicle of the RE may enter on the North or South edge (as per Random dr) of any mapboard (player's choice), provided that mapboard has ≥ 1 British unit on it.
- 23** Tanks! Determine the number {A6f}, type {B6}, and Armor Leader {B3}. All are the same type.
- *24** ENEMY ammunition dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.
- *25** Gun section arrives! Determine the number {A6f}, type {B5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {B7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- 26** SPG section arrives! As per British RE 16 [EXC: on a subsequent **dr** ≤ 4 each unit must enter anywhere along the North or South edge (as per Random dr) of the current mapboard configuration (all enter on same edge.)]
- *31-34** Request for artillery support has been granted! Determine OBA type received by DR on the Chapter H "British OBA Availability Chart" (H1.5). [EXC: Free French use Chapter H "Free French OBA Availability Chart"]. Next make a dr {B8} to determine the ammunition supply. The player may immediately give a British radio to any British leader of his choice [EXC: if ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE mounted on a motorcycle or in a 15cwt truck; player's option.
- 35-36** Infantry reinforcements! Make two dr {A6b} to determine the number of squads received. Determine the squad type (all are the same) by a DR {B2}. Determine all SMC/SW using H1.8-.83.
- *41** ENEMY AFV is Recalled! Determine the AFV affected by Random dr (for purposes of this RE, an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no mobile ENEMY AFV onboard reroll for another RE.
- *42** ENEMY AFV is Immobilized! Determine the AFV affected by Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.

DR Random Event

- 43** ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct British RE 15 instead].
- 44** Make a subsequent dr and perform the indicated RE:
dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead].
dr ≤ 4: Rumors of British reinforcements on the way. British RE Numbers increase by one [EXC: if British RE Numbers are currently 6/7 reroll for a different RE].
- 45** British leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic, onboard non-Armor British leaders. If no British leader is eligible, reroll for a different RE.
- 46** British sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFPh:
dr ≤ 3: conduct a "1" sniper attack (A14.3)
dr ≥ 4: conduct a "2" sniper attack (A14.3)
- *51** Infantry stage a flank attack! Determine number of squads by a DR. Determine the squad type (all are the same) by a DR {B2}. Determine all SMC/SW using H1.8-.83. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *52** Tanks stage a flank attack! Determine the number {A6c}, type {B6}, and Armor Leader {B3}. All are the same type. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
- *53** Combined Arms flank attack! Conduct British REs 51 and 52 [EXC: use Table A6e to determine the number of AFV received]. All units must enter along the same edge.
- *54** Medium mortar section arrives! Make a dr {A6d} to determine number of dm 76mm MTRs received [EXC: Free French receive 81mm MTRs], each of which has one 2-2-8 crew. On a subsequent **dr** ≤ 2, the section is equipped with transport. If so, make a DR with a +2 DRM [EXC: if 11/41 or later (11/42 in PTO), 3-in. mortar Carrier are automatically received] {B7}. All vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if desired.
- *55** RAF Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPh. Reroll for another RE if conditions prohibit air support.
- *56** AT Gun section arrives! Determine the number {A6e} and type {B5a} (all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {B7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *61-62** Artillery support granted! Conduct British RE 31-34 (even if it has previously occurred).
- 63** Bloody Hell! One British leader (determine by Random dr from among eligible SMC) immediately turns Fanatic (A10.8). Additionally, each eligible British Infantry unit in his Location that passes a NTC also turns Fanatic (leadership DRM applies as per A15.41). If no British leader is eligible reroll for a different RE.
- 64** Tanks! Determine the number {A6d}, types {B6}, and Armor Leader {B3}. Perform a separate DR {B6} for each AFV received.
- 65** Tank Destroyers! Determine the number {A6f}, type {B6c}, and Armor Leader {B3}. If prior to 10/42 or in PTO use Table {B6}. All are the same type.
- 66** Hero! A hero is immediately created from the British MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit is onboard reroll for a different RE.
- *71** AT Gun section arrives! Conduct British RE 56 [EXC: use Table A6f to determine the number of Guns received].
- 72** Tank Destroyers! Determine the number {A6b}, type {B6c}, and Armor Leader {B3}. If prior to 10/42 or in PTO use Table {B6}. All are the same type.
- *73** Gun section arrives! Determine the number {A6d} and type {B5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-8. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {B7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
- *74** ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if British RE 75-76 has already occurred conduct British RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease the ENEMY RE# by one.
- *75-76** Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back to FRIENDLY lines. [EXC: if British RE 74 has already occurred reroll for a different RE]. Decrease each British RE# by one. The British side receives Exit VP (A26.23) for each British unit exited off the FBE by Mission End. The ENEMY receives Casualty VP (A26.22) for each Encircled British unit remaining onboard at Mission end; double Casualty VP if British unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile British unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.



U.S. PTO Generation Tables [EXC: Marines]

U1: ACTIVATION CHECK (AC) (5.1)

U.S.-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 12 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 4 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

U4: SW (5.75)

DR	1941-42	1943-45
≤ 3	.50cal	.50cal
4	HMG	HMG
5	MMG	MMG
6	MMG	MMG
7	—	BAZ*
8	M2 Mtr	M2 Mtr
9	—	BAZ*
10	M2 Mtr	M2 Mtr
11	—	—
12	HMG	HMG

* BAZ is always latest type available

U2: SQUAD (5.72)

Final DR	Philippines 1941-5/42†	1941-45
≤ 2	6-6-7	7-4-7*
3-4	6-6-7	6-6-7
5	6-6-6	6-6-6
6-8	4-4-7	6-6-6
9	5-4-6	5-4-6
10	3-3-6	5-4-6
11	3-3-6	5-3-6
≥ 12	5-3-6	5-3-6

DRM:

+1 If year is 1941-43

-1 If year is 1945

† No DRM apply

* See 12.22

U3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	—
7-8	8-0	—
9	7-0	—
10-11	—	—
≥ 12	6+1	Inexp. Crew

Cumulative DRM:

-1 If year is 1945

-1 If any accompanying MMC is Elite*

+1 If all accompanying MMC are Green*

+1 If year is 1941-43

* NA to Armor Leader generation DR

U5: STANDARD GUN (5.76)

DR	1941-7/42	8/42-1943	1944-45
	Inside	Outside	Inside
2	37LL AT	75 ART ¹	37LL AT
3	37LL AT	75* ART	57L AT
4	37LL AT	81* MTR	37LL AT
5	75* ART	75 ART ¹	37LL AT
6	37LL AT	37LL AT	37LL AT
7	37LL AT	81* MTR	75* ART
8	37LL AT	37LL AT	75* ART
9	37LL AT	37L AA	37LL AT
10	37LL AT	76L AA	37LL AT
11	37LL AT	155* ART	37LL AT
12	37LL AT	37L AA	37LL AT

¹ 37LL AT if date is 6-7/42

² 37L AA if year is 1943

³ 37LL AT if date is pre 7/44

⁴ 40L AA on a subsequent dr ≤ 4

U5a: AT GUN (5.76)

DR	1941-43	1944-45
≤ 5	37LL AT	57L AT
≥ 6	37LL AT	37LL AT

U6: STANDARD AFV (5.71)

DR	1941-5/42	6-12/42	1943	1-9/44	10/44-45
2	M3 LT	M3 LT	M3A1 LT	M4A3 MT ⁴	M4A3(105) MT
3	M3 LT	M3 LT	M3A1 LT	M4 MT ⁴	M18 GMC
4	M3 LT	M3 LT	M3A1 LT	M8 HMC	M8 HMC
5	M3 LT	M3 LT	M3A1 LT	M3A1 LT ⁴	M4A3(75)W MT ⁴
6	M3 LT	M3 LT	M3A1 LT	M5A1 LT ⁴	M5A1 LT ⁴
7	M3 LT	M3A1 LT ¹	M3 MT ²	M4A1 MT ⁴	M4A1 MT ⁴
8	M3 GMC	M3 LT	M10 GMC ³	M4 MT ⁴	M4 MT ⁴
9	M3 GMC	M3 LT	M3A1 LT	M10 GMC	M10 GMC
10	M3 LT	M3 LT	M3A1 LT	M4A3 MT ⁴	M4A3 MT ⁴
11	M3A1 SC	M3A1 SC	M3A1 LT	M4A1 MT ⁴	M7 HMC
12	M3 LT	M3 LT	M3A1 SC	M4A1 MC ht	M4(105) MT

¹ M3 LT if date is pre 9/42

² M4A1 MT if date is 12/43

³ M3A1 LT if date is pre 10/43

⁴ See U.S. Vehicle Note F [EXC: only one AFV, regardless of the number received, may be armed with a bow FT]

U6b: RECON VEHICLE (5.71)

DR	1941-5/44	6/44-45
2	Jeep (-/-/4)	Jeep (-/-/4)
3	Jeep (-/-/2)	Jeep (-/-/2)
4	M3A1 SC	M8 AC
5	M3A1 SC	M8 AC
6	M3A1 SC ¹	M3A1 SC ²
7	M3A1 SC	M20 SC
8	M3A1 SC	M20 SC
9	M2 ht	M5A1 LT
≥ 10	M2 ht	M2 ht

¹ M3A1 LT if year is 1943-44

² T8 SC if year is 1945

U7: TRANSPORT

DR	1941-6/43	7/43-45
≤ 3	7½ Ton tr	7½ Ton tr
4-5	¾ Ton tr	¾ Ton tr
6-8	2½ Ton tr	2½ Ton tr
9	1½ Ton tr	1½ Ton tr
≥ 10	Wagon	1½ Ton tr

U7a: ESCORT VEHICLE

DR	1941-1943	1944	1945
≤ 3	M3 LT ¹	M3A1 LT	M15A1 MGMC
4-6	M3 ht	Jeep (-/-/4)	Jeep (-/-/4)
7-8	M3A1 SC	M3 ht	M20 SC
9-10	M2 ht	M2 ht	M3A1 ht
≥ 11	Jeep (-/-/2)	M3A1 SC	M16 MGMC

¹ M3A1 LT if year is 1943

U8: OBA AVAILABILITY

Final dr	Result	drm:
≤ 4	Plentiful	+1 If year is 1941-42
≥ 5	Normal	



British PTO Generation Tables

B1: ACTIVATION CHECK (AC) (5.1)

British-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 10 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 7 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 5 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 4 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

B2: SQUAD (5.72)

Final DR	Type
≤ 2	6-4-8*
3-4	4-5-8
5-7	4-5-7
8-10	4-4-7
≥ 11	4-3-6

DRM:

- +1 If year is 1941-42
- 1 If year is 1944-45
- * See 12.22

B5: STANDARD GUN (5.76)

DR	1941-42		1-11/43		12/43-45	
	Inside	Outside	Inside	Outside	Inside	Outside
2	40L AT	76* AA	40L AT	76* AA	75* ART ²	76* AA
3	40L AT	114* ART	40L AT	40L AT	57L AT	40L AT
4	40L AT	94* ART	88* ART ¹	88* ART ¹	57L AT	88* ART
5	40L AT	40L AA	40L AT	94* ART	57L AT	57L AT
6	40L AT	40L AT	40L AT	88 ART	57L AT	94* ART
7	40L AT	76* MTR	40L AT	76* MTR	40L AT	76* MTR
8	40L AT	84* ART	40L AT	40L AT	40L AT	40L AT
9	40L AT	88 ART	40L AT	40L AA	88* ART	88 ART
10	40L AT	76* MTR	40L AT	76* MTR	40L AT	40L AA
11	40L AT	88 ART	40L AT	40L AA	40L AT	107* MTR
12	40L AT	94* AA	40L AT	94* AA	40L AT	94* AA

¹ 40L AT if date is pre 7/43

² 40L AT if date is pre 11/44

B5a: AT GUN (5.76)

DR	1941-11/43	12/43-45
≤ 5	40L AT	57L AT
≥ 6	40L AT	40L AT

B3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5-6	8-1	—
7-8	8-0	—
9	7-0	—
10-11	—	—
≥ 12	6+1	Inexp. Crew

Cumulative DRM:

- +1 If year is 1941-42
- 1 If year is 1944-45
- +1 If all accompanying MMC are Green*
- 1 If any accompanying MMC is Elite*
- * NA to Armor Leader generation DR

B6: STANDARD AFV (5.71)

DR	1941-10/42	11/42-10/43	11/43-10/44	11/44-45
2	Carrier A	Carrier A	Carrier MMG A	Humber IV AC
3	Carrier A	Carrier B	Grant (a)	Grant (a)
4	M-H III MFF	IP Carrier Mk IIA	Carrier B [1-3] IP Carrier AOV [4-6]	Sherman V (a) [1-4] IP Carrier 3-in Mtr [5-6]
5	Carrier MMG A	Carrier MMG A	IP Carrier 3-in Mtr	Stuart III (a)
6	Carrier A	Carrier B	Stuart III (a)	Lee (a)
7	Carrier B	Carrier A	Lee (a)	Sherman V (a)
8	Mk VIB	Carrier C	Carrier A [1-3] IP Carrier Mk IIA [4-6]	Lee (a) [1-3] Stuart III (a) [4-6]
9	Stuart I (a) ¹	Stuart I (a)	Matilda II ²	Priest (a)
10	Carrier C	IP Carrier Mk IIB	Lee (a)	Sherman V (a)
11	Carrier C	Carrier C	IP Carrier Mk IIB	Lee (a)
12	2 pdr Portee	Carrier A	Carrier C	Daimler AC

¹ M-H III MFF if date is pre 3/42

² If ≥ 2 received, one will be CS model on a subsequent dr ≥ 4

B4: SW (5.75)

DR	1941-43	1944-45
2	LMG	LMG
3	ATR	PIAT
4	MMG	LtMtr
5	LtMtr	MMG
6	LMG	LMG
7	—	—
8	ATR	PIAT
9	LtMtr	LMG
10	LMG	LtMtr
11	HMG	HMG

B7: TRANSPORT

DR	1941-43	1944-45
≤ 3	3-Ton Lorry	3-Ton Lorry
4	30 cwt Lorry	30 cwt Lorry
5-6	30 cwt Lorry	15 cwt tr
7-9	15 cwt tr	15 cwt tr
10	Loyd Carrier	Loyd Carrier
≥ 11	Wagon	15 cwt tr

B6a: SPG (5.71)

DR	11/44-45
2-12	Priest (a)
Reroll on Table {B6}	

B7a: ESCORT VEHICLE

DR	1941-42	1943	1944-45
≤ 3	Carrier MMG A	Carrier MMG A	Carrier MMG A
4-6	M-H III MFF	IP Carrier Mk IIA	Morris C9/B
7-8	Carrier A	Carrier A	IP Carrier AOV
9-10	Carrier B	Carrier B	Carrier C
≥ 11	Daimler SC	Daimler SC	*

* Reroll on Recon Vehicle Table {B6b}

B6b: RECON VEHICLE (5.71)

DR	1941-42	1-11/43	12/43-45
2	M-H III MFF	Daimler SC	Lynx
3	M-H III MFF	IP Carrier Mk IIA	Humber III AC
4	Daimler SC	IP Carrier Mk IIA	Humber III LRC
5	Daimler SC	Daimler SC	IP Carrier ²
6	M-H III MFF	Daimler SC	Daimler AC ³
7	Carrier ¹	Carrier ¹	Carrier ¹
8	M-H III MFF	Humber III AC	Humber IV AC ⁴
9	M-H III MFF	Humber III AC	Humber SC
10	Mk VIB	IP Carrier Mk IIB	Stuart Recce (a)
11	M-H III MFF	IP Carrier Mk IIB	Daimler SC
12	M-H III MFF	Humber III AC	Otter

¹ Randomly determine type (A, B, C, or MMG A)

² Randomly determine type (IIA, IIB, or AOV)

³ Carrier A if date is pre 6/44

⁴ IP Carrier AOV if year is pre 1945

B8: OBA AVAILABILITY

Final dr	Result	drm:
1	Plentiful	+1 If year is 1941-42
2-5	Normal	
≥ 6	Scarce	

Italian Generation Tables

I1: ACTIVATION CHECK (AC) (5.1)

Italian-ENEMY S? rolls for Activation if:

- A) FRIENDLY Infantry is in LOS within 8 hexes with a Final IFT DRM of ≤ -2
- B) FRIENDLY Infantry is in LOS within 6 hexes with a Final IFT DRM of ≤ -1
- C) FRIENDLY Infantry is in LOS within 4 hexes with a Final IFT DRM of ≤ 0
- D) FRIENDLY Infantry/Unarmored vehicle is in LOS within 3 hexes with a Final IFT DRM of ≤ 1
- E) FRIENDLY Infantry/Unarmored vehicle/CE AFV is in LOS within 2 hexes with a Final IFT DRM of ≤ 2
- F) Any FRIENDLY unit is ADJACENT

I2: SQUAD (5.72)

Final DR	Type
≤ 4	4-4-7
5-8	3-4-7
9-10	3-4-6
≥ 11	3-3-6

I3: LEADER (5.73)

Final DR	Infantry Leader	Armor Leader
≤ 1	10-3	10-2
2	10-2	9-2
3	9-2	9-1
4	9-1	8-1
5	8-1	—
6-7	8-0	—
8	7-0	—
9-10	—	—
≥ 11	6+1	Inexp. Crew

Cumulative DRM:

- 1 If any accompanying MMC is Elite*
- +1 If all accompanying MMC are Conscript*
- * NA to Armor Leader generation DR

I5: STANDARD GUN (5.76)

DR	Inside 1940-6/42	Outside	Inside 7/42-45	Outside
2	70* INF	75L AA 75/46	47 AT	150* ART
3	70* INF	70* INF	47 AT	75L AA 75/46 [1-3] 75L AA 75/39 [4-6] ¹
4	75* ART 75/13	75* ART 75/13	75* ART 75/13	75* ART 75/18 [1-3] 75 ART [4-6]
5	75* ART 75/13	75* ART 75/27	75* ART 75/13	75* ART 75/27
6	65* INF	20L AA	65* INF	65* INF
7	65* INF	65* INF	65* INF	47 AT
8	47 AT	47 AT	47 AT	81* MTR
9	47 AT	81* MTR	47 AT	20L AA
10	47 AT	100* ART	47 AT	100* ART
11	47 AT	105 ART	47 AT	105 ART
12	37L AT	37L AT	47 AT	90L AA

¹ 75L AA 75/46 if date is 3/43-45

I5a: AT GUN (5.76)

DR	1940-6/42	7/42-45
2	75L AA 75/46	75L AA 75/46 ¹
3	37L AT	75L AA 75/46 ¹
4-10	47 AT	47 AT
11	20L AA	75 ART
12	37L AT	90L AA

¹ 75L AA 75/39 on a subsequent dr ≤ 4 if date is 7/42-3/43

I4: SW (5.75)

DR	Type
2	—
3	HMG
4	MMG
5	Lt Mtr
6	LMG
7	—
8	LMG
9	ATR*
10	Lt Mtr
11	LMG
12	—

* Vs Russian/Partisan use non 20L model on subsequent dr ≤ 4

I7: TRANSPORT

DR	Type
≤ 3	Autocarri P
4	Autocarri M
5	Autocarri L
6	TM 40
7-8	Autocaretta*
≥ 9	Wagon

* No AAMG armament; TL 37 if date is pre 8/41

I6: STANDARD AFV (5.71)

DR	1940	1941	1942-5/43	6-8/43	9/43-45
2	L5/30	L3 cc ¹	Autocann 90/53 ²	L5/30	SMV M41 75/18
3	L3 cc	L3/35	L6/40	L6/40	M13/40
4	L3 cc	L3/35	M13/40	L3/35	SMV M42 75/32
5	L3/35	L3/35	M13/40	SMV M41M 90/53	SMV M42 75/18
6	M11/39	M13/40	M13/40	L3/35	L3/35
7	L3/35	M13/40	M14/41 ²	MR/35(f)	M15/42
8	M11/39	M13/40	M14/41	SMV L40 47/32	L6/40
9	L3 Lf	L3 aa	M14/41	SMV L40 47/32	SMV L40 47/32
10	L3 aa	L3 Lf	SMV L40 47/32 ²	M13/40	SMV M43 105/25
11	L3 aa	M11/39 ¹	SMV M41 75/18	L3 aa	M15/42
12	L5/21	M13/40	SMV M40 75/18	L5/21	L3 aa

¹ L6/40 if date is 2/41-12/41

² L3/35 vs Partisan ENEMY

I7a: ESCORT VEHICLE

DR	1940-6/41	7/41-10/42	11/42-45
≤ 3	Lancia IZM	L6/40	AS 42 aa
4	L3 aa	Autocann 20/65(b)	Autocann 20/65(b)
5-6	Fiat 611A	AB 41	Autoprotetto S37
7	Lancia IZM	Autocarretta (-/-/4)	Autocarretta (-/-/4)
8-9	Fiat 611B	Fiat 508 Furgone	AS 42
10	AB 40 ¹	L3 aa	Fiat 508 Furgone ²
≥ 11	L3/35	L3/35	AS 42 cc

¹ L3/35 if year is 1940 ² Lince if year is 1944-45

I6a: SPG (5.71)

DR	1940-41	1942-8/43	9/43-45
≤ 3	Autocann 75/27	Autocann 65/17(b) ¹	SMV M41 75/18
4-5	Autocann 75/27	SMV M41 75/18	SMV M42 75/18
6-8	Autocann 75/27	SMV M40 75/18	SMV M42 75/32
≥ 9	Autocann 75/27	SMV M41 75/18	SMV M43 105/25

¹ Equipped with AAMG on a subsequent dr ≤ 3

I6b: RECON VEHICLE (5.71)

DR	1940-6/41	7/41-10/42	11/42-45
≤ 3	Lancia IZM	L6/40	AS 42 aa
4	L3/35	L6/40	AS 42 cc
5-6	Fiat 611A	AB 41	L6/40
7	Lancia IZM	AB 41	AB 41
8-9	Fiat 611B	AB 41	AS 42
10	AB 40 ¹	L3/35	Lince ²
≥ 11	L3/35	L3/35	SMV L40 47/32

¹ L3/35 if year is 1940

² L3/35 if date is 11/42-12/43

I8: OBA AVAILABILITY

Final dr	Result
1	Plentiful
2-4	Normal
≥ 5	Scarce

I9: ITALIAN RANDOM EVENT TABLE (2.)

Colored dr drm (2.3):

± x as per MSR

* This RE may occur only once per Mission.
 Reroll for a different RE as necessary (2.31).

DR	Random Event	DR	Random Event
*01	Flamethrower tanks arrive! Make a dr {A6f} to determine number of L3 Lf arriving. If 1942 or later, conduct Italian RE 02 instead; each 4-4-7 is a Passenger (roll on Transport Table I7).	45	Italian leader turns Heroic (A15.21)! Determine affected leader by Random dr among all currently non-Captured, non-Disrupted, non-Heroic, onboard non-Armor Italian leaders. If no Italian leader is eligible, reroll for a different RE.
*02	Engineers arrive! Three Assault Engineer (H1.22) 4-4-7 squads, equipped with SMC/SW as per standard DYO procedure (H1.8-.83), arrive. On a subsequent dr ≤ 4 each may enter as a Passenger (roll on Transport Table I7); otherwise the units enter as Infantry.	46	Italian sniper finds a target! Make a subsequent dr to determine the attack type; perform the attack as the first action of the upcoming PFFh: dr ≤ 3: conduct a "1" sniper attack (A14.3) dr ≥ 4: conduct a "2" sniper attack (A14.3)
*03	Engineer flank attack! As per Italian RE 02 except the units must enter on either the North or South (as per Random dr) edge of any mapboard (player's choice), provided that mapboard has ≥ one Italian unit on it.	*51	Infantry stage a flank attack! Determine number of squads by a DR. Determine the squad type (all are the same) by a DR {I2}. Determine all SMC/SW using H1.8-.83. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
*04	Each ENEMY dr on the Fortification Generation Table {A5} has a +2 drm for the duration of the Mission.	*52	Tanks stage a flank attack! Determine the number {A6c}, type {I6}, and Armor Leader {I3}. All are the same type. Make a Random dr to determine edge of entry (North or South). All units must enter anywhere along the same edge.
05	Sappers arrive! A number {A6a} of 4-4-7 Sapper (H1.23) squads are received. Make a DR {I3} for leader possibility. Each Sapper squad automatically receives one DC and one LMG.	*53	Combined Arms flank attack! Conduct Italian REs 51 and 52 [EXC: use Table A6e to determine the number of AFV received]. All units must enter along the same edge.
*06	Ground Support! Italian Fighter Bombers arrive during the next ENEMY MPh. Make a dr {A6f} to determine the number available; all are automatically armed with bombs (ignore E7.1-.21). Reroll for another RE if conditions prohibit this RE.	*54	Medium mortar section arrives! Make a dr {A6d} to determine number of dm 81mm MTRs received, each of which has a 2-2-7 crew. On a subsequent dr ≤ 2, the section is equipped with transport. If so, make a DR {I7} with a +1 DRM. All vehicles are the same type; only enough vehicles are received to carry these RE units/weapons. Transport can be refused if desired.
*11	Recon section arrives! Determine the number {A6b}, type {I6b}, and Armor Leader {I3}. All vehicles are the same type.	*55	FRIENDLY Airstrike! Determine type, presence of bombs and number entering as per E7.21. Each aircraft is eligible to enter in the next ENEMY MPh. Reroll for another RE if conditions prohibit air support.
12-13	Motorized Infantry reinforcements! As per Italian RE 35-36 except that each such reinforcement unit enters as a Passenger (roll on Transport Table I7). A cumulative -2 DRM {I2} applies due to this RE. On a subsequent dr ≤ 3, the reinforcements are escorted. Determine the number {A6c}, and type {I7a}. All are the same type. No Armor Leader may be Activated with this RE.	*56	AT Gun section arrives! Determine the number {A6e} and type {I5a} (all are the same type). Each Gun is crewed by one 2-2-7. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {I7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
14	Locals are interrogated for information. The player may immediately remove a number (as per a dr) of S? that are within the LOS of any one unbroken Italian Infantry unit. No "free" LOS check(s) allowed before removal.	*61-62	Artillery support granted! Conduct Italian RE 31-34 (even if it has previously occurred).
15	ENEMY resistance is fading. The player may immediately remove a number of S? (as per a DR). A S? in a VPO Location may only be removed if no other non-VPO Location S? are present. If no S? are currently onboard reroll for another RE.	63	Vivo Il Duce! One Italian leader (determine by Random dr from among eligible SMC) immediately turns Fanatic (A10.8). Additionally, each non-Disrupted Italian Infantry unit in his Location automatically rallies, and also turns Fanatic if it passes a NTC (leadership DRM applies as per A15.41). If no Italian leader is eligible, reroll for a different RE.
16	SPG section arrives! Determine the number {A6c}, type {I6a}, and Armor Leader {I3}. All are the same type.	64-65	Tanks! Determine the number {A6f}, types {I6}, and Armor Leader {I3}. Perform a separate DR {I6} for each AFV received.
*21	Recon patrol arrives! Determine the number {A6c}, type {I6b}, and Armor Leader {I3}. All are the same type.	66	Hero! A hero is immediately created from the Italian MMC closest to an ENEMY unbroken/vehicular unit. If no such ENEMY unit onboard reroll for a different RE.
*22	Recon patrol arrives! Determine the number {A6c}, type {I6b} (make a separate DR for each), and Armor Leader {I3}. On a subsequent dr ≤ 2 each such vehicle of the RE may enter on the North or South edge (as per Random dr) of any mapboard (player's choice), provided that mapboard has ≥ 1 Italian unit on it.	*71	AT Gun section arrives! Conduct Italian RE 56 [EXC: use Table A6f to determine the number of Guns received].
23	Armor! Determine the number {A6c}, type {I6}, and Armor Leader {I3}. All are the same type.	72	Tanks! Determine the number {A6b}, type {I6}, and Armor Leader {I3}. All are the same type.
*24	ENEMY ammunition dwindling! The ENEMY suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.	*73	Gun section arrives! Determine the number {A6c} and type {I5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {I7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).
*25	Gun section arrives! Determine the number {A6f}, type {I5} (use the "Outside" column; all are the same type). Each Gun is crewed by one 2-2-7. At player's option each such reinforcing Gun may be Manhandled or Towed onboard. If Towed, determine Transport type {I7} (reroll if necessary, until a vehicle is determined that is able to Tow the Gun type).	*74	ENEMY attack called off! The Attitude of all ENEMY units immediately changes to Hold [EXC: if Italian RE 75-76 has already occurred conduct Italian RE 46 instead]. All DR on Table A1 now have a +1 DRM; all previous negative DRM applicable on this table are immediately cancelled. Additionally, decrease the ENEMY RE# by one.
26	SPG section arrives! As per Italian RE 16 [EXC: on a subsequent dr ≤ 4 each unit must enter anywhere along the North or South edge (as per Random dr) of the current mapboard configuration (all enter on same edge.)]	*75-76	Evacuate! Battalion HQ has ordered your command to evacuate their positions, pulling back to FRIENDLY lines. [EXC: if Italian RE 74 has already occurred reroll for a different RE]. Decrease each Italian RE# by one. The Italian side receives Exit VP (A26.23) for each Italian unit exited off the FBE by Mission End. The ENEMY receives Casualty VP (A26.22) for each Encircled Italian unit remaining onboard at Mission end; double Casualty VP if Italian unit is Captured/non-Mobile. Otherwise, the Mission specific VP schedule still applies. The Mission ends automatically in five Game Turns (counting the current Game Turn as the first), or when the last Mobile Italian unit exits the board configuration (whichever occurs first). Ignore the Mission End method given in the Mission being played.
*31-34	Request for artillery support has been granted! Determine OBA type received by DR on the Chapter H "Italian OBA Availability Chart" (H1.5). Next make a dr {I8} to determine the ammunition supply. The player may immediately give an Italian radio to any Italian leader of his choice [EXC: if ENEMY is in Advance Attitude the player may instead choose a Field Phone, recording a Security Area as necessary] or an 8-0 leader with radio enters along the FBE on a horse, motorcycle, or in a Fiat 508 MC; player's option.		
35-36	Infantry reinforcements! Make two dr {A6b} to determine the number of squads received. Determine the squad type (all are the same) by a DR {I2}. Determine all SMC/SW using H1.8-.83.		
*41	ENEMY AFV is Recalled! Determine the AFV affected by Random dr (for purposes of this RE, an AFV platoon counts as a single AFV) and immediately mark such as Recalled (D5.341). If there is currently no Mobile ENEMY AFV onboard reroll for another RE.		
*42	ENEMY AFV is Immobilized! Determine the AFV affected by Random dr and immediately mark such as Immobilized (D8.1). Immobilization TC is not required. If there is currently no Mobile ENEMY AFV onboard reroll for another RE.		
43	ENEMY resistance slackens! The ENEMY AC# decreases by one [EXC: if AC# is already 2 conduct Italian RE 15 instead].		
44	Make a subsequent dr and perform the indicated RE: dr ≤ 3: ENEMY RE Numbers decrease by one (2.4) [EXC: if ENEMY RE Numbers are currently 2/3 conduct RE 43 instead]. dr ≥ 4: Rumors of Italian reinforcements on the way. Italian RE Numbers increase by one [EXC: if Italian RE Numbers are currently 6/7 reroll for another RE].		



Mission 1 (P)

Cautious Advance

BRIEFING: Your orders are to advance toward and penetrate the enemy lines. Area reconnaissance has established many suspected enemy positions in your sector which have been indicated on your map. As usual, the strength of the enemy is not known but their positions do not appear to be heavily fortified. Specific objectives have been assigned to your unit which must be captured and held.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

Enemy SAN		Friendly SAN		Enemy AC#		RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#
2	7	≤ 5	4	1	2	≤ 2	5/6
3-4	6	6-10	3	2-5	3	3-4	4/5
5-6	5	≥ 11	2	6	4	≥ 5	3/4
7-9	4						
≥ 10	3						

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8a

INITIAL MAPBOARD: One mapboard is determined {A8a} and placed before FRIENDLY offboard setup.

MAPBOARD ACTIVATION: A maximum of two *additional* mapboards may be activated (one at a time) during play [EXC: as per MSR 2], but only along the (current) EBE. Make a dr whenever a non-broken FRIENDLY unit(s) enters a Location ≤ 5 hexes from any whole hex of the potential mapboard. If the Final dr is > the unit's range to the nearest whole hex of the potential mapboard an additional map is activated {A8a}. There is a +1 drm for each level of elevation the unit is above level 0. If the Final dr is ≤ the range there is no effect.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

As each mapboard (including the Initial) is placed determine the number {A6c} and placement {A10a} of each ENEMY Controlled VPO on the new mapboard. The value of each VPO is determined only at Mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

Place S? as per 4.1, cases a, b, and c, at the start of the Mission (before FRIENDLY forces are set up offboard), and as each additional mapboard is activated, if any.

SEQUENCE:

ENEMY Controlled VPO are determined {A10a} and S? are set up first on the Initial Mapboard. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 10, and at the end of each Game Turn thereafter, perform a dr. If the result is ≤ 2 the Mission ends immediately.

VP SCHEDULE (12.6; 9.41, 17.1321):

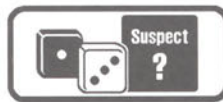
- Each side gains VP {A10b} for Control of VPO.
- The ENEMY gains VP for Casualty VP gained.
- The FRIENDLY side gains Casualty VP for each ENEMY AFV/Gun eliminated, or currently Captured, at Mission end.
- The FRIENDLY side gains 3 VP per *non-Initial* mapboard Activated.

MISSION SPECIAL RULES:

1. There is a +1 DRM to each DR on Table A1 and a -1 drm to the colored die of each DR on Table A11.
2. At the beginning of each ENEMY Player Turn in which there are no (partially/wholly) ENEMY Controlled VPO make a dr on the following Table:

dr	result
≤ 2	No effect
3-4	ENEMY RE*
≥ 5	New mapboard is Activated {A8a} along the EBE

* In addition to any ENEMY RE occurring due to the Wind Change DR.



Mission 2 (P)

Pockets

BRIEFING: Your command has received orders to make contact with and wipe out several isolated enemy pockets of resistance that were bypassed in the earlier advance. The continued presence of these hold-outs endangers the divisional supply line and is subsequently delaying reinforcements from reaching the front. You have been informed of the approximate locations of several of the pockets. It is of paramount importance that each is dealt with swiftly and efficiently.

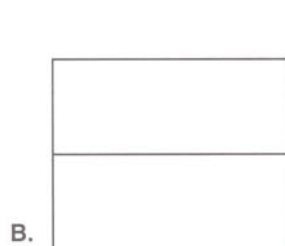
PREVAILING ATTITUDE (3.2): Hold {A2b}
MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers		Boobytrap Level	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s	dr	Level
2	7	2	4	≤ 4	3	1	5/6	1	5/6	1	A
3-4	6	3-5	3	≥ 5	4	2	4/5	2-3	4/5	2-3	B
5-8	5	≥ 6	2			3-4	3/4	≥ 4	3/4	4	C
≥ 9	4					≥ 5	2/3			≥ 5	—

MAPBOARD SELECTION & ACTIVATION (13.):
MAPBOARD SELECTION: A8a

INITIAL MAPBOARDS: First, make a Random dr to determine one of the two Mapboard Configurations illustrated below. [EXC to 13.23: if the selected Configuration is B, the board number is placed to the east on a dr ≤ 3.] Two mapboards are determined by a separate DR for each {A8a}. No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

Place S? as per 4.1e [EXC: a *minimum* of 15 S? must be initially placed; if not, repeat the entire S? placement procedure (after removing all previously placed S?)].

SEQUENCE:

S? are set up first on both mapboards. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

The minimum number of turns is equal to the sum of all S? initially set up onboard divided by 3 (FRU). At the conclusion of each Player Turn starting on this determined turn, make a dr. On a dr of ≤ 2 the Mission ends immediately.

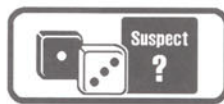
EXAMPLE: If 25 S? are set up before play begins the minimum turn length is 9 (25 divided by 3 = 8.3; 8.3 FRU is 9). Starting at the end of the FRIENDLY Player Turn of Game Turn 9 the Mission can end on a dr of ≤ 2.

VP SCHEDULE (12.6; 9.41, 17.1321):

- Each side gains VP for Casualty VP earned.
- At Mission end the ENEMY gains 2 VP for each S? still on the map. The ENEMY also gains VP (use the standard Casualty VP value; A26.2) for each ENEMY unit/Gun still on the map whether in Good Order or not [EXC: Each such Gun must be ENEMY-possessed; each such vehicle must be non-shocked *and* have ≥ one armament still functioning].

MISSION SPECIAL RULES:

1. An *Enemy* RE can occur even if no ENEMY unit has been Activated.



Mission 3 (P)

Recon

BRIEFING: A recent breach of the enemy lines by your unit's division has created an excellent opportunity for exploitation. Your forces are to act in a reconnaissance role to locate and overcome encountered enemy strongpoints. You are scheduled to be reinforced by a selected force from the division's reconnaissance battalion. Furthermore, the Quartermaster is trying to requisition some transport vehicles to speed your advance. Enemy resistance has not been established but is expected to be rather unorganized and scattered.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

Enemy SAN	Friendly SAN	Enemy AC#	RE Numbers
DR	SAN#	dr	AC#
≤ 3	7	≤ 4	3
4-5	6	≥ 5	2
6-8	5	≤ 2	2
≥ 9	4	≥ 3	3

MAPBOARD SELECTION & ACTIVATION (13.):

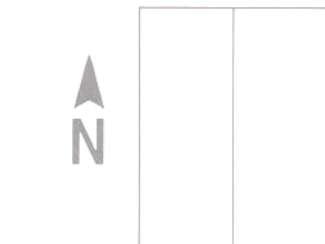
MAPBOARD SELECTION: A8e [EXC: A8a is used to determine the FRIENDLY setup board.]

INITIAL MAPBOARDS: Two mapboards are determined before play begins. Use Table A8a to determine the FRIENDLY setup (westernmost) mapboard; use Table A8e to determine all other mapboards.

MAPBOARD ACTIVATION: Several additional mapboards may be activated (one at a time) during play, but only along the (current) EBE. Such an additional mapboard is automatically activated whenever a FRIENDLY unit(s) enters a Location within three hexes of any whole hex of the potential mapboard; LOS to a Location of the potential board is not necessary. Further, due to the potential number of mapboards that can be activated during this Mission, the current western-most mapboard is removed from the turn in which there is no Mobile

Activated-ENEMY unit currently on it.* Note that this creates a new EBE each time a map is thusly removed. Each Immobile-vehicle/Weapon on such a removed board is lost from play, but the opposing side is not awarded VP for it; reposition any Sniper counter on a board according to A14.2. There is no limit to the number of boards which may be activated/removed in this manner.

*Should be made if a removed board has ≥ 1 VPO on it so that its (post-game) VP is assessed {A10b}



VPO LOCATIONS (14.):

Determine the number {A6h}, and placement {A10a}, of each ENEMY-Controlled VPO on each mapboard [EXC: no VPO are marked on the FRIENDLY setup board]. The value of each VPO is determined only at Mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

S? are placed as per 4.1c on each mapboard determined on Table A8e (only).

SEQUENCE:

ENEMY-Controlled VPO are determined and S? are placed. FRIENDLY forces are then set up on the westernmost mapboard. All FRIENDLY units may begin the Mission Concealed.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 10, and at the end of each even-numbered Game Turn thereafter, perform a dr. A Final dr of ≤ 1 results in the Mission ending immediately. There is a -1 drm for every two boards activated using Table A8e.

VP SCHEDULE (12.6; 9.41, 17.1321):

- Each side gains VP {A10b} for Control of VPO.
- The ENEMY gains VP for Casualty VP earned.
- During the mission the FRIENDLY side gains VP for the activation of each new mapboard as well as certain ENEMY units/Weapons/fortifications, according to the following schedule:

Activated Item	VP Award
Each non-Initial Mapboard	2
Each ENEMY AFV/Gun	2
Each Pillbox/Trench/Minefield/fortified-Building Location	1

MISSION SPECIAL RULES:

- An ENEMY RE can occur even if no ENEMY unit has been Activated.
- The ENEMY RE#s are subject to increase [EXC: if already 6/7] at the conclusion of each Game Turn divisible by 5 (e.g., Turns 5, 10, 15, etc.). Make a dr: the ENEMY RE#s increase by one if the dr is > the lower of the two current ENEMY RE#s; otherwise there is no effect.

EX: The current ENEMY RE# is 5/6. A dr of 6 will be necessary to increase the ENEMY RE# to 6/7 ("6" is > "5", which is the lowest of the two current ENEMY RE numbers).

- Before setup, make a DR {x7} to determine the type of Transport vehicles granted to your unit [EXC: consider a result of "Wagon" as "None"]. Your unit is granted 6 (or less if < 6 are in a standard counter mix) of this vehicle type. Next, make a DR {x6b} to determine the type of Recon vehicle, and a dr {A6f} to determine the number received (all are the same type). No armor leader(s) may be generated for any vehicles received due to this MSR. Any/all vehicles (Transport/Recon) may be refused after determination.

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Initial
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Mission 4

Bunker Busting

BRIEFING: The expected offensive opens today! Your command has received orders to create a breach in the enemy's forward positions through which follow-up units can advance. Reconnaissance reports indicate that the enemy has fortified his frontline with numerous static positions. To assist you in silencing the strong points, your unit has at its disposal a supporting section specially equipped with bunker assaulting capabilities. Naturally, speed is of the essence.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers		Boobytrap Level	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s	dr	Level
≤ 3	7	≤ 4	4	≤ 2	2	1	5/6	≤ 2	5/6	≤ 2	A
4-5	6	5-8	3	≥ 3	3	2-3	4/5	3-4	4/5	3	B
6-7	5	≥ 9	2			4-5	3/4	≥ 5	3/4	4	C
8-9	4					6	2/3			≥ 5	—
≥ 10	3										

MAPBOARD SELECTION & ACTIVATION (13.):

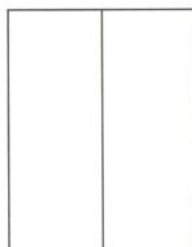
MAPBOARD SELECTION: A8c

INITIAL MAPBOARDS: First, make a Random dr to determine one of the two Mapboard Configurations illustrated below. [EXC to 13.23: if the selected Configuration is B, the board number is placed to the *east* on a dr ≤ 3.] Next, two mapboards are determined by a separate DR for each {A8c}. No additional mapboards may be activated during play.

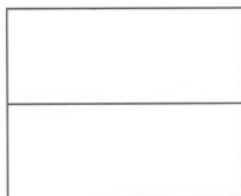
**Initial
Mapboard
Configuration:**



A.



B.



VPO LOCATIONS (14.):

Each fortification (including a Fortified Building Location; B23.9) Activated {A5} during the Mission is a VPO (see Victory Determination for the VP value of each). No other VPO exist.

S? PLACEMENT/ENTRY (4.):

Place S? as per 4.1, cases a and b.

SEQUENCE:

S? are set up first on both mapboards. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 10, and at the end of each Game Turn thereafter, perform a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each Game Turn completed after Game Turn 10.

VP SCHEDULE (12.6; 9.41, 17.1321):

- Each side gains VP for Control of VPO Locations equal to that fortification's highest TEM (for Direct Fire) times its normal Infantry stacking capacity.
EX: A 1S Foxhole is worth two VP (2 x 1); a Fortified stone building Location is worth twelve points (3 x 4); a 2+5+7 bunker is worth 14 points (7 x 2).
- The ENEMY gains VP for Casualty VP earned.
- The ENEMY automatically gains a number of "pre-game" VP for FRIENDLY reinforcements received due to MSR 3 (if any) equal to that table's reinforcement dr.
- The FRIENDLY side gains Casualty VP for each ENEMY AFV/Gun eliminated, or currently Captured at Mission end.
- The ENEMY gains 1/2 VP per S? remaining onboard at Mission end.

MISSION SPECIAL RULES:

- There is a +2 DRM to each DR on Table A1, a -1 drm to each dr on Table A5, and a -1 drm to the colored die of each DR on Table A11 and x9.
- Each Final *even* DR on the ENEMY Activation Table {A1} indicates the possibility of a fortification being Activated (as if "F" were listed in the Table A1 result; 5.74); make a subsequent dr {A5}.
- Before FRIENDLY setup make a dr on the following table to determine FRIENDLY optional reinforcements; after all such reinforcements are determined the player may opt to keep them *as a group* (allowing the ENEMY a pre-game VP gain; see VP Schedule) or play the Mission without them.

dr Assault unit reinforcements

- Assault Engineer section ¹
- Assault Engineer platoon ²
- A number {A6e} of Assault vehicle(s) {x6a}; all are the same type ³
- A number {A6f} of Assault vehicle(s) {x6a}; all are the same type ³
- As per dr of 2 and 3 of this table
- As per dr of 2 and 4 of this table

¹ Each Assault Engineer section consists of 2 FRIENDLY elite squads (use the type with the highest inherent FP factor); 1 leader (x3; normal DRM apply; reroll as necessary, until a leader is determined); 2 DC and 1 FT. Each such Combat Engineer squad has a Smoke Exponent of 3 (regardless of nationality).

² Each Assault Engineer platoon consists of 3 FRIENDLY elite squads (use the type with the highest inherent FP factor); 1 leader (x3; normal DRM apply; reroll as necessary, until a leader is determined); 3 DC and 2 FT. Each such Combat Engineer squad has a Smoke Exponent of 3 (regardless of nationality).

³ DR {x3} for possible FRIENDLY armor leader is permitted (5.711).



Mission 5 (P)

Take the Highway

BRIEFING: Your unit has been given the important assignment of clearing the road leading eastward out of your sector. As you advance along the road all enemy resistance encountered must be eliminated. You must also take care that the road remains safe and passable to friendly units. Successful completion of this task is vital to the success of a planned assault to be launched imminently by elements now forming to the rear.

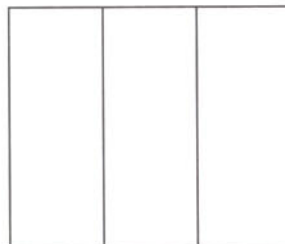
PREVAILING ATTITUDE (3.2): Hold {A2b}
MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 3	6	≤ 3	4	≤ 2	2	≤ 3	4/5	1	5/6
4-6	5	4-7	3	≥ 3	3	≥ 4	3/4	2-4	4/5
7-10	4	≥ 8	2					≥ 5	3/4
≥ 11	3								

MAPBOARD SELECTION & ACTIVATION (13.):
MAPBOARD SELECTION: A8e

INITIAL MAPBOARDS: Three mapboards are determined {A8e} before play begins. Each mapboard must be placed such that a Road Network (13.231) exists from FBE to the EBE. A -1 DRM applies to each mapboard determination DR {A9}. No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

Place one S? in each building/woods Location [EXC: 4.11-13] within a radius {A6f} of hexes of each "Intersection" hex of the road network on each mapboard. For purposes of this Mission, an "Intersection" hex is defined as any hex with ≥ 3 road hexsides (i.e., a hexside crossed by a road depiction). Only one S? may be placed per Location if an overlap occurs. If no Concealment Terrain Locations are within that range, no S? are placed. Regardless of the range, a S? is set up in the Intersection hex if such is Concealment Terrain.

SEQUENCE:

S? are set up first on each mapboard. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

The minimum number of turns is equal to the length of the shortest (if > one exists) Road Network (in road whole/half-hexes) divided by five (FRU). At the conclusion of each Player Turn starting on this determined turn, make a dr. On a dr of ≤ 3 the Mission ends immediately.

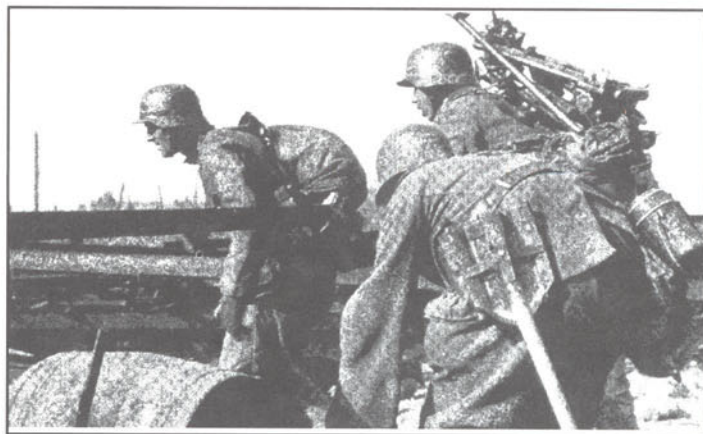
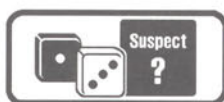
EXAMPLE: If the Road Network is 43 hexes in length from FBE to where it exits the EBE, the minimum turn length is 9 (43 divided by 5 = 8.6; 8.6 (FRU) is 9). Starting at the end of the FRIENDLY Player Turn of Game Turn 9 the Mission can end on a dr of ≤ 3.

VP SCHEDULE (12.6; 9.41, 17.1321):

- The ENEMY gains VP for Casualty VP earned.
- At Mission end the ENEMY gains 1 VP for each ENEMY unbroken-unit/S? within four hexes of any Location of the Road Network.
- The FRIENDLY side gains 1/2 VP for each Road Network hex that is FRIENDLY Controlled, "connected" to the FBE via a contiguous string of other FRIENDLY-Controlled Road Network hexes, and not within Normal Range and LOS of any armed, unbroken ENEMY unit. Such a unit's Normal Range can be extended by the Normal Range of a fully-manned and functioning Weapon. For the purposes of this VP Schedule, the maximum Normal Range of any Ordnance Weapon is considered to be 16 hexes; furthermore, a S? is considered to be an unbroken unit and to have the range of an ENEMY First Line infantry squad (the type with the greatest range if > one first line type is available).

MISSION SPECIAL RULES:

1. There is a -1 drm to the colored die of each DR on Table A11.
2. An ENEMY RE can occur even if no ENEMY unit has been Activated.



Mission 6

The Fortress

BRIEFING: Over the past several weeks struggle for control of the city has been fierce and bloody. Now, after several days of particularly vicious fighting, an important enemy-held building lies within our reach. Your company has been brought out of reserve in order to make good its capture; one concentrated push should put it in your hands. Since heavy resistance is expected, you should use as much stealth as possible when approaching the objective. To assist in the final assault you have been reinforced by a platoon of specially trained combat engineers. Your men are to break through to, capture, and hold the objective; all other concerns are secondary.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

Enemy SAN	Friendly SAN	Enemy AC#	RE Numbers
DR SAN#	DR SAN#	dr AC#	dr RE#
≤ 3	7	≤ 3	4
4-5	6	≤ 2	2
6-8	5	≥ 3	3
≥ 9	4		

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8b & A9 "City" column

INITIAL MAPBOARDS: Two mapboards are determined. Use Table A8b to determine the western-most map. Use the "City" column of Table A9 to determine the eastern-most mapboard. No additional mapboards may be activated during play. Once both mapboards have been determined and aligned, make a dr. On a dr ≤ 3 only the northern half of the mapboard configuration is in play (excluding hexrow Q); on a dr ≥ 4 only the southern half of the mapboard configuration is in play (excluding hexrow Q).

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Determine one VPO on the eastern-most mapboard (only) using the chart below (choose the VPO that is present on the half of the mapboard in play). This building is the only VPO of the Mission and is the "Fortress" building.

Mapboard	Fortress
1	J4 or BB4
20	H3 or AA4
21	G7 or Z6†
22	H4 or W8
23*	F3 or Y7
45	I4 or Y3
49	F8 or R7
51	O3 or S3

* All bridges are automatically intact (ignore 13.5).

† Ignore rowhouse wall depictions in 21Z6.

S? PLACEMENT/ENTRY (4.):

Place S? on both mapboards as per 4.1a and 4.1c (see also 4.12 {A9e} for S? placement on each mapboard with ≥ 19 rubble-Locations/buildings).

SEQUENCE:

S? are set up first. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

The minimum number of turns is equal to the sum of all S? initially set up onboard divided by 5 [FRU]. At the conclusion of each Player Turn starting on this determined turn, make a dr. On a dr of ≤ 3, the Mission ends immediately.

EXAMPLE: If 49 S? are set up before play begins the minimum turn length is 10 (49 divided by 5 = 9.8; 9.8 (FRU) is 10). Starting at the end of the FRIENDLY player Turn of Game Turn 10 the Mission can end immediately on a dr of ≤ 3.

VP SCHEDULE (12.6; 9.41, 17.1321):

The FRIENDLY side wins only if all Locations of the "Fortress" (see VPO Locations, above) are FRIENDLY-Controlled at Mission end.

MISSION SPECIAL RULES:

1. There is a +2 DRM to each DR on Table A1, and -1 drm to the colored die of each DR on Table A11 and x9.

2. **DEVASTATED CITY:** Before setup make a dr: if the result is ≥ 4 the city is considered Devastated [EXC: if playing a CG and each mapboard of the previous Mission was "Built-up" (4.12), the mapboard is automatically Devastated]. If Devastated, the player performs a Bombardment (C1.8) for rubble/fire (C1.822-.823, respectively) determination only; i.e., no units will be affected as there will be none onboard [EXC: All Locations of the "Fortress" building are exempted from rubble/fire created by this method]. ENEMY S? may not be setup in an upper-level Location which cannot be reached from ground level due to stairwell rubbleing.

3. All Locations of the "Fortress" are Fortified (see VPO Locations). Each ENEMY Infantry unit in a "Fortress" Location is Fanatic.

4. The FRIENDLY side is reinforced by three Combat Engineer squads and one leader {x3; a Cumulative -2 DRM applies; reroll, as necessary until a leader is determined}, three DC and one FT. Each such Combat Engineer squad has a Smoke Exponent of 3 (regardless of nationality).



Mission 7

Block Party

BRIEFING: The enemy's resolve has stiffened considerably since their fanatical soldiers now have brick and fortified concrete walls around them. Nevertheless, your parent division has been ordered to annihilate all enemy resistance in its sector of the city, and your company must do its part. Your unit, reinforced with a specially-equipped assault detachment, is to capture and hold all enemy-held buildings and fortifications to their immediate front. Plans call for your men to advance the friendly lines at least 400 to 500 meters eastward.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers		Boobytrap Level	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s	dr	Level
≤ 3	7	≤ 4	4	≤ 2	3	1	5/6	≤ 2	5/6	≤ 2	A
4-5	6	5-10	3	≥ 3	4	2-3	4/5	3-4	4/5	3	B
6-7	5	≥ 11	2			4-5	3/4	≥ 5	3/4	4	C
8-9	4					6	2/3			≥ 5	—
≥ 10	3										

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: No roll is necessary on Table A8; instead, automatically make a DR using the "City" column of Table A9 to determine the mapboard.

INITIAL MAPBOARD: One mapboard is determined. [EXC to 13.23: the board number is placed to the east on a dr ≤ 3; otherwise it is toward the west.] No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also MSR 2.

S? PLACEMENT/ENTRY (4.):

Use Table A9e to place S?.

SEQUENCE:

S? are set up first on the mapboard. FRIENDLY units are then set up off-board and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 8, and at the end of each Game Turn thereafter, perform a dr. If the result is ≤ 2 the Mission ends immediately.

VP SCHEDULE (12.6; 9.41, 17.1321):

- The ENEMY gains VP for Casualty VP earned.
- The ENEMY automatically gains a number of "pre-game" VP equal to the number of squads received due to MSR 3 (if any).

- The ENEMY automatically gains 3 "pre-game" VP if the FRIENDLY player opts to receive reinforcements due to MSR 4.
- The FRIENDLY side gains 3 VP for each "City Block" devoid of all unbroken opposing non-SMC unit(s) at Mission end. A "City Block" is any group of non-road hexes (for purposes of this definition ignore graveyard roads) containing ≥ 3 building Locations and that are completely encircled by (a combination of) road/water-Obstacle/board-edge hexes.

EX: On mapboard 1, building F5 (12 building Locations) occupies a City Block, surrounded by the roads from D5 to I4 to I6 to F7. The buildings surrounded by road F7-I6-J6-J8-I9 are not a City Block, however, as that area does not contain ≥ 3 building Locations. For the same reason, the area enclosed by the roads and board edges from I10-I9-J8-M8-Q9-Q10 is not a City Block, as less than 3 building Locations are enclosed therein.

On board 23, the Canal (water Obstacle) helps to define the following City Blocks: E6-H4-P7-P8-L8-I6-E8 (containing 9 building Locations), or the area A7-B3-F1-H4-E6-E8-I10-A10 (containing 30 building Locations).

MISSION SPECIAL RULES:

1. There is a +1 DRM to each DR on Table A1, and a -1 drm to the colored die of each DR on Table A11 and x9.
2. EXC to 9.25: Consider the nearest FRIENDLY-Controlled building Location to be a VPO for ENEMY Move Command purposes.
3. Before FRIENDLY setup make a dr on the following table to determine FRIENDLY optional reinforcements; after such reinforcements are determined the player may opt to keep them as a group (allowing the ENEMY a pre-game VP gain; see VP Schedule) or play the Mission without them.

dr	Assault unit reinforcement
≤ 3	Assault Engineer platoon ¹ (3)
≥ 4	Assault Engineer section ² (2)

¹ Each Assault Engineer platoon consists of 3 FRIENDLY elite squads (use the type with the highest inherent FP factor); 1 leader (x3); Cumulative -2 DRM apply; reroll as necessary, until a leader is determined); 3 DC and 2 FT. Each such Combat Engineer squad has a Smoke Exponent of 3 (regardless of nationality).

² Each Assault Engineer section consists of 2 FRIENDLY elite squads (use the type with the highest inherent FP factor); 1 leader (x3); Cumulative -2 DRM apply; reroll as necessary, until a leader is determined); 2 DC and 1 FT. Each such Combat Engineer squad has a Smoke Exponent of 3 (regardless of nationality).

4. The FRIENDLY side may opt to supplement his starting OB (allowing the ENEMY a pregame VP gain; see VP Schedule) with either one OBA module or a SPG section [EXC: if the FRIENDLY nationality does not have an SPG Generation chart {x6a} only OBA may be selected].

- If the OBA module is chosen, determine the OBA's type by a DR on the FRIENDLY nationality's Chapter H "OBA Availability Chart"; also determine ammunition availability {x8}. The player may also supplement his OB with a FRIENDLY 8-0 leader and a radio.

- If the SPG section is chosen instead, make a DR on the FRIENDLY SPG Generation Table {x6a} to determine the SPG type, and a dr {A6b} to determine the number received (all are same type). Once determined, the OBA/Gun(s) may not be refused.

5. **DEVASTATED CITY:** Before setup make a dr: if the the result is ≥ 5 the city is considered Devastated [EXC: If playing a CG and each mapboard of the previous Mission was "Built-up" (4.12), the city is automatically Devastated]. If Devastated, the player performs a Bombardment (C1.8) for rubble/fire (C1.822-.823) determination only. ENEMY S? may not be setup in an upper-level Location which cannot be reached from ground level due to stairwell rubbleing.

6. Each ENEMY fully-tracked AFV Activated from Table A1 in a building/rubble Location is Dug In (D9.5-.53); a BMG of a Dug In AFV is automatically Disabled.



Mission 8 (P)

Patrol

BRIEFING: Your company is on patrol, advancing down the road in column. As your lead unit rounds a curve, it signals for an abrupt halt—an enemy patrol is approaching along the same road! A quick exchange of fire occurs as units on both sides scurry for the nearest cover. The action begins...

PREVAILING ATTITUDE (3.2): Advance {A2a} (see MSR 3)
MISSION TABLES (12.32):

Enemy/Friendly SAN		Enemy AC#		RE Numbers	
DR	SAN#	dr	AC#	dr	RE#
≤ 4	4	≤ 3	3	≤ 2	4/5
5-8	3	≥ 4	4	3-5	3/4
≥ 9	2			6	2/3

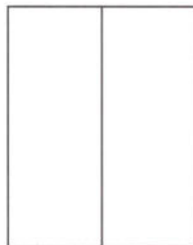
MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8*

* The specific {A8} table used for all boards is determined by Random dr. Use the same table to determine all mapboards generated for the Mission.

INITIAL MAPBOARDS: Two mapboards are determined {A8} before play begins. No additional mapboards may be activated during play. Boards must be placed such that a single Road Network (13.231) exists from FBE to the EBE.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to $\frac{2}{3}$ (FRU) of the total US# (A1.6) of *all* FRIENDLY units in the player's *at-start* OB.

S? ENTRY: S? (and FRIENDLY units) enter in pre-game “impulses” column as per MSR 1 and 2.

SEQUENCE:

See MSR 2.

MISSION END (see also 12.5):

At the end of Game Turn 8, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 8.

VP SCHEDULE (12.6; 9.41, 17.1321):

- Both sides gain VP for Casualty VP earned.
- The ENEMY earns Exit VP for ENEMY units exited off the FBE. See also 9.41.

MISSION SPECIAL RULES:

1. COLUMN SETUP: All at-start FRIENDLY and ENEMY units must set up and enter in column (E11.5) on a road hex (of their respective entry edge) of the Road Network. Determine the Road Network entry hex by a Random dr (if > 1 exists on that board edge). S? set up offboard in one column (with the two lead S?s of the column ADJACENT to the EBE Road Network entry hex), two S? per Location of the column; any odd S? sets up at column end (i.e., if 19 S? are in the column, the column will be 10 hexes long with a single S? in the last hex of the column). A vehicle may later be generated from a (former) column S?. FRIENDLY units set up offboard in one column normally (E11.5), with the lead stack of the FRIENDLY column ADJACENT to the FBE Road Network entry hex.

2. COLUMN PRE-GAME MOVEMENT: Before the Mission begins the lead stack of each column is moved in alternate “impulses” toward the opposite board edge (from edge entered) along the Road Network with the ENEMY having the first “impulse”, then FRIENDLY, then ENEMY, etc. The remainder of each column is then moved in sequence behind its lead stack along the Road Network. At an intersection a column must take the road that will insure it of “bumping into” the opposing column (otherwise by Random dr). At the end of any impulse in which LOS have been established between opposing-column units all such in-LOS stacks are revealed. Each such FRIENDLY stack loses concealment [EXC to E11.54]; each such S? (only) is automatically successfully Activated (no AC dr {x1} is made), and each column is immediately Disbanded. These are the positions of the units at Mission start (see MSR 3). Sniper counters are now placed and a Random dr (Δ) is made to determine the side moving first. The “Defender” column is not pinned (as per E11.536).

3. OFFBOARD UNITS: Each ENEMY/FRIENDLY stack still offboard when play commences enters on/adjacent-to the board-edge Road Network hex (it would have entered) as reinforcement(s) on/after Turn 1.



Mission 9

Enemy Offensive

BRIEFING: The past several weeks have been quiet—almost too quiet. Fortunately, your unit has had ample time and material to augment its defensive positions, currently arrayed on a frontage of approximately one km. Increased enemy activity in the divisional area and reconnaissance reports seem to indicate an imminent enemy attack; its strength and timing, however, cannot be predicted. Several key objectives are within your defensive area, each of which must be vigorously defended. Your command must be prepared to hold its sector against each enemy probe or major attack.

PREVAILING ATTITUDE (3.2): Advance {A2a}

MISSION TABLES (12.32):

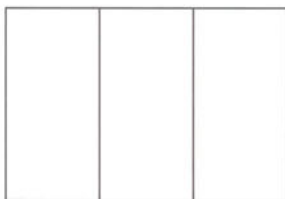
Enemy SAN		Friendly SAN		Enemy AC#		RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#
≤ 3	4	≤ 3	6	≤ 2	2	≤ 2	5/6
4-7	3	4-5	5	≥ 3	3	3-4	4/5
≥ 8	2	6-9	4			≥ 5	3/4
		≥ 10	3				

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8e

INITIAL MAPBOARDS: Three mapboards are determined {A8e} before play begins [EXC: On a dr of ≤ 2 the westernmost board (only) uses Table A8b]. A -1 DRM applies to each mapboard determination DR {A9}. No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Before setup make a separate dr {A6e} for the two western-most mapboards to determine the number of FRIENDLY-Controlled VPO {A10a} to be marked on each. The value of each VPO is determined only at Mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to the total US# (A1.6) of all FRIENDLY units in the player's at-start OB.

S? ENTRY: At the start of each ENEMY RPh in which there is ≥ 1 unentered S? remaining in the ENEMY's offboard S? pool make a DR [EXC: a DR +3 enter on turn 1]. This sum is the number of S? from the offboard pool which enter during the ENEMY MPh along the EBE according to rule 4.21.



SEQUENCE:

FRIENDLY units and fortifications are set up on the two western-most mapboards. Any number of FRIENDLY units may be held offboard as desired. See also MSR 2, 3, and 4.

The ENEMY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 7, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 7.

VP SCHEDULE (12.6; 9.41, 17.1321):

- The FRIENDLY side gains 3 VP for each Game Turn completed *after* Game Turn 7.
- Each side gains VP {A10b} for Control of VPO.
- The ENEMY gains VP for Casualty VP earned, as well as Exit VP for ENEMY units exited off the FBE (9.41).

MISSION SPECIAL RULES:

1. There is a +1 drm to the colored die of each DR on Table A11 and x9.
2. Before setup make a dr on the following table to determine the number of DYO Fortification points (H1.6) received by the FRIENDLY side. All fortifications listed on the H1.6 table are available for purchase, as well as the use of A-T Mine factors as Daisy Chain (B28.531; maximum five A-T factors).

dr	DYO Fortif. Pts.
1	120
2	110
3	100
4	90
5	80
6	70

3. The FRIENDLY side may opt to supplement his starting OB with a Gun section. Make a DR on the FRIENDLY Gun Generation Table {x5; "Outside" column} or AT Gun Generation Table {x5a} (at player's option) to determine the Gun type, and a dr {A6f; applying drm, below, if applicable} to determine the number received (all are the same type). Each Gun comes with one Infantry crew. Once determined the Gun(s) may not be refused.

Table A6f drm:

- +1 if ≥ 110 DYO Fortification points were received
- 1 if ≤ 80 DYO Fortification points were received

4. At the player's option, each/any FRIENDLY Gun received for initial setup (as per MSR 3) may have a transport vehicle determined for it. Make a DR on the FRIENDLY Transport Generation Table {x7}. Reroll, as necessary, until a vehicle is determined that is capable of towing the Gun type. Each transport vehicle must be of the same type.
5. Once all FRIENDLY setup is complete, determine the number {A6c} of Artillery Strike(s) (8.7) the ENEMY receives commencing on the ENEMY Player Turn of Game Turn 1.
6. No FRIENDLY unit may move/advance [EXC: rout] until ≥ one ENEMY unit is Activated/Known.



Mission 10

Hold The Line

BRIEFING: Your company must hold its perimeter against an expected enemy attack until scheduled reinforcements arrive on the scene. Your out-numbered men may be hard pressed to withstand the onslaught and, to make matters worse, HQ can not tell you how long you must wait until the promised "Fire Brigade" arrives. If the defensive line in your sector is breached, it could very well cause the collapse of the division's entire defensive line. The enemy assault *must* be repulsed!

PREVAILING ATTITUDE (3.2): Advance {A2a}

MISSION TABLES (12.32):

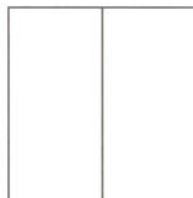
Enemy SAN DR SAN#	Friendly SAN DR SAN#	Enemy AC# dr AC#	RE Numbers dr RE#
≤ 4 4	≤ 3 6	1 2	≤ 2 5/6
5-7 3	4-5 5	2-4 3	3-4 4/5
≥ 8 2	6-8 4	≥ 5 4	≥ 5 3/4
	≥ 9 3		

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8e

INITIAL MAPBOARDS: Two mapboards are determined {A8e} before play begins [EXC: the DR {A8e} for the western-most board has a -2 DRM]. A -1 DRM applies to each mapboard determination DR {A9}. No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to $1\frac{1}{2}$ (FRD) times the total US# (A1.6) of all FRIENDLY units in the player's at-start OB [EXC: each unit granted due to MSR 3/4 is *not* considered in the total].

S? ENTRY: At the start of each ENEMY RPH in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool make a DR +4. This sum is the number of S? from the offboard pool which enter during the ENEMY MPH along the EBE according to rule 4.21.

SEQUENCE:

FRIENDLY units and fortifications are set up first on the western-most mapboard [EXC: ≤ 3 MMC (and all SMC/SW set up in the same Location) may set up using HIP on *either* mapboard]. See also MSR 2.3, and 4.

The ENEMY side moves first.

MISSION END (see also 12.5):

At the start of the FRIENDLY Player Turn 6, and at the start of each FRIENDLY Player Turn thereafter, make a Reinforcement dr. On a Final Reinforcement dr of ≤ 1, the FRIENDLY reinforcements (see MSR 7) arrive in the upcoming MPH. There is a -1 dr for each complete Game Turn completed after Game Turn 5. The game will last four more complete Game Turns thereafter. [EXC: See also "Special Automatic Victories," below.]

EX: If the player rolls a Final Reinforcement dr of ≤ 1 on Game Turn 10, the game will end at the end of Game Turn fourteen.

VP SCHEDULE (12.6; 9.41, 17.1321):

SPECIAL AUTOMATIC VICTORIES: The ENEMY side wins immediately if it amasses ≥ 25 VP (in Exit and Casualty VP; A26.2-.3). The FRIENDLY side wins at Game end if no ENEMY unit has exited off the FBE. If neither of these conditions are met, use the following VP schedule and the standard (12.6) victory conditions:

- The FRIENDLY side gains 3 VP for each Game Turn completed after Game Turn 6.
- The ENEMY gains VP for Casualty VP earned, as well as Exit VP for ENEMY units exited off the FBE (9.41).

MISSION SPECIAL RULES:

1. There is a +1 dr to the colored die of each DR on Table A11 and x9.
2. Before setup make a dr on the following table to determine the number of DYO Fortification points (H1.6) received by the FRIENDLY side. All fortifications listed on the H1.6 table are available for purchase, as well as the use of A-T Mine factors as Daisy Chain (B28.531; maximum six A-T factors).

dr	DYO Fortif. Pts.
1	70
2	60
3	50
4	40
5	30
6	20

3. The FRIENDLY side may opt to supplement his starting OB with either one OBA module *or* a Gun section. Once determined, the OBA/Gun(s) may not be refused. [Note: Each unit(s) granted due to this MSR is not counted in the US# total of FRIENDLY units to determine entering S?.]

If the OBA module is chosen, determine the OBA's type by a DR on the FRIENDLY nationality's Chapter H "OBA Availability Chart"; also determine ammunition availability {x8}. The player may also supplement his OB with a FRIENDLY 8-0 leader and a radio.

If the Gun section is chosen instead, make a DR on the FRIENDLY Gun Generation Table {x5; "Outside" column} or on the FRIENDLY AT Generation Table {x5a} (player's option) to determine the Gun type, and a dr {A6f; applying dr below, if applicable} to determine the number received (all are the same type). Each Gun comes with one Infantry crew.

Table A6f dr:

- +1 if ≥ 60 DYO Fortification points were received
- 1 if ≤ 30 DYO Fortification points were received

4. At the player's option, each/any FRIENDLY Gun received for initial setup (as per MSR 3) may have a transport vehicle determined for it. Make a DR on the FRIENDLY Transport Generation Table {x7}. Reroll as necessary until a vehicle is determined that is capable of towing the Gun type. Each transport vehicle must be of the same type.
5. Once all FRIENDLY setup is complete, determine the number {A6h} of Artillery Strike(s) (8.7) the ENEMY receives commencing on the ENEMY Player Turn of Game Turn 1.
6. EXC to 9.25: Consider the nearest (in hexes) FBE hex to be the nearest FRIENDLY-Occupied VPO for ENEMY Move Command purposes (only).
7. In addition to any FRIENDLY RE reinforcements (if any), the FRIENDLY reinforcements which enter the game (see Mission End) enter on the FBE during the FRIENDLY MPH/APH they first become available, and consist of the following units (do not determine until their turn of entry):

- Make five dr to determine the number of FRIENDLY squads, then make one DR {x2} to determine squad type;
- A number of leaders and SW, determined as per H1.8-.83;

EX: Assume the FRIENDLY side is German in August 1942. To determine the number of FRIENDLY reinforcement squads received, the player makes dr of 4, 2, 6, 5, and 3. Summing these five dr, the player receives 20 squads. He then makes a Final DR of 6 {G2}, defining the reinforcement squad type as 4-6-7, rendering an Equivalent (H1.74) number of 20 as well. The leaders and SW received are then determined as per H1.81-.83.



Mission 11

Tank Attack!

BRIEFING: Throughout the long night your troops have slept fitfully, hearing the ominous sound of rumbling engines and squealing tracks in the direction of the enemy lines. Knowing that this is a portent of things to come, you visit your soldiers entrenchments to encourage their steadfastness as they check and clean their weapons. Suddenly, out of the dismal gloom, enemy artillery shells begin whistling down, rudely cracking the morning open. The enemy offensive cannot be far off.

PREVAILING ATTITUDE (3.2): Advance {A2a}
MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 3	4	2	6	≤ 3	3	≤ 3	5/6	1	5/6
4-5	3	3-4	5	≥ 4	4	4-5	4/5	2-3	4/5
≥ 6	2	5-7	4			6	3/4	≥ 4	3/4
		≥ 8	3						

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8c/d/e*

INITIAL MAPBOARDS: Three mapboards are determined {A8c/d/e}* before play begins. A -1 DRM applies to each mapboard determination DR {A9}. No additional mapboards may be activated during play.

*The player may freely select which (of the listed A8 Tables) to use to determine each mapboard.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to 1/2 (FRU) of the total US# (A1.6) of all FRIENDLY units in the player's at-start OB (but not including possible RE reinforcements).

S? ENTRY: At the start of each ENEMY RPh in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool make a DR. This DR gives the number of S? chosen from the offboard pool to enter during the ENEMY MPH along the EBE according to rule 4.21. See also MSR 7.

SEQUENCE:

FRIENDLY units are set up first on the two western-most mapboards. Any number of FRIENDLY units may be held offboard as desired. See also MSR 2, 3, and 4.

The ENEMY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 10, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each Game Turn completed after Game Turn 10.

VP SCHEDULE (12.6; 9.41, 17.1321):

- The FRIENDLY side gains one VP for each Game Turn completed after Game Turn 10.
- The FRIENDLY side gains Casualty VP for each ENEMY AFV destroyed and one VP for each ENEMY AFV Immobilized/Shocked/Abandoned (but not Bogged) at Mission end.
- The ENEMY gains VP for Casualty VP earned, as well as Exit VP for ENEMY units exited off the FBE (see 9.41).

MISSION SPECIAL RULES:

1. There is a +1 drm to the colored die of each DR on Table A11 and x9.
2. Before setup make a dr on the following table to determine the number of DYO Fortification points (H1.6) received by the FRIENDLY side. All fortifications listed on the H1.6 table are available for purchase, as well as the use of A-T Mine factors as Daisy Chain (B28.531; maximum eight A-T factors).

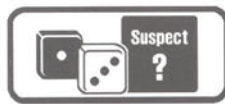
dr	DYO Fortif. Pts.
≤ 2	70
3-4	50
≥ 5	30

3. The FRIENDLY side may opt to supplement his starting OB with an AT section. Make a DR on the FRIENDLY AT Gun Generation Table {x5a} to determine the Gun type, and a dr {A6c; applying drm, below, if applicable} to determine the number received (all are the same type). Each Gun comes with one Infantry crew. Once determined the Gun(s) may not be refused.

Table A6c drm:

- +1 if 70 DYO Fortification points were received
- 1 if 30 DYO Fortification points were received

4. At the player's option, each/any FRIENDLY Gun received for initial setup (as per MSR 3) may have a transport vehicle. Make a DR on the FRIENDLY Transport Generation Table {x7}; reroll, as necessary, until a vehicle is determined that is capable of towing the Gun type. Each transport vehicle must be of the same type.
5. Once all FRIENDLY setup is complete, determine the number {A6d} of Artillery Strike(s) (8.7) the ENEMY receives commencing on the ENEMY Player Turn of Game Turn 1.
6. No FRIENDLY unit may move [EXC: rout] until ≥ one ENEMY unit is Activated/Known.
7. Each Final *even* DR on Table A1 is considered a result of "AFV" {x6}; the printed result is ignored. When an ENEMY vehicle is instructed to move towards a VPO, it instead moves towards the FBE (exiting if possible); 9.25 applies normally to ENEMY Infantry.



Mission 12 P

Besieged

BRIEFING: For several weeks your company has been garrisoning this isolated village in the middle of nowhere, a small part of an elastic “Hedgehog” defense necessary due to the overall strategic situation. Fortunately, things have been relatively quiet, and your men have been granted some much-needed rest when not actively engaged in guard duties or preparing fortifications. During the past few days however, there has been a marked increase in enemy activity in the area. Short range reconnaissance patrols have spotted enemy troops toward almost every point of the compass. Now, the ominous booming of heavy artillery in the distance is a good indication that the foe is about to strike. The problem is, from which direction will they be coming?

PREVAILING ATTITUDE (3.2): Advance {A2b}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 4	4	≤ 3	5	≤ 5	3	≤ 2	5/6	≤ 3	4/5
5-8	3	4-8	4	6	4	3-4	4/5	≥ 4	3/4
≥ 9	2	≥ 9	3			≥ 5	3/4		

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A9 Village/Farmland

INITIAL MAPBOARDS: Three mapboards are determined before play begins. The center mapboard of the three uses the “Village” column {A9} with a -1 DRM. Use the “Farm” column {A9} (also with a -1 DRM) to determine the other two mapboards. After the alignment of all mapboards has been determined, the player may freely change the north-south alignment of any one mapboard. No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Before setup make a dr {A6a} to determine the number of FRIENDLY-Controlled VPO {A10a} on the center mapboard (only); reroll any VPO not entirely within the FRIENDLY setup area. The value of each VPO is doubled (see VP Schedule) and is determined only at the end of the Mission.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to the total US# (A1.6) of FRIENDLY units in the player's at start OB [EXC: units received due to MSR 3 and 4].

S? ENTRY: At the start of each ENEMY RPh in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool make a DR+4. This sum is the number of S? from the offboard pool which enter during the ENEMY MPH along a random board edge as per MSR 6.

SEQUENCE:

FRIENDLY units and fortifications are set up first on the center mapboard as well as in any hexes of the two other mapboards that are within four hexes of a whole/half hex of the central mapboard [EXC: FRIENDLY units/fortifications may not set up in hexrows A-D and DD-GG on all mapboards].

The ENEMY side moves first (see MSR 6).

MISSION END (see also 12.5):

At the end of Game Turn 8, and at the end of each Game Turn thereafter, perform a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 8.



VP SCHEDULE (12.6; 9.41, 17.1321):

- The FRIENDLY side gains 3 VP for each Game Turn completed after Game Turn 8.
- Each side gains double the normal VP {A10b} for Control of VPO (i.e., each dr {A10b} result is doubled).
- The ENEMY gains VP for Casualty VP earned.

MISSION SPECIAL RULES:

1. There is a +1 drm to the colored die of each DR on Table A11 and x9.
2. Before setup make a dr on the following table to determine the number of DYO Fortification points (H1.6) received by the FRIENDLY side. All fortifications listed on the H1.6 table are available for purchase, as well as the use of A-T Mine factors as Daisy Chain (B28.531; maximum five A-T factors).

dr	DYO Fortif. Pts.
1	130
2	120
3	110
4	100
5	90
6	80

3. The FRIENDLY side may opt to supplement his starting OB with either one OBA module *or* a Gun section. Once determined, the OBA/Gun(s) may not be refused. [Note: Each unit(s) granted due to this MSR is not counted in the US# total of FRIENDLY units to determine entering S?.]

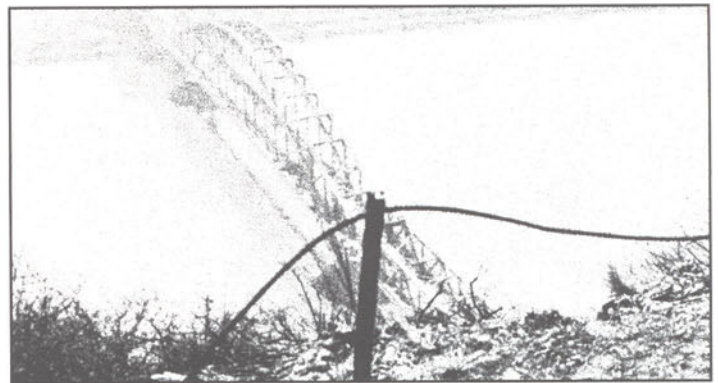
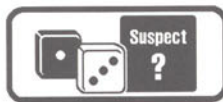
If the OBA module is chosen, determine the OBA's type by a DR on the FRIENDLY nationality's Chapter H “OBA Availability Chart”; also determine ammunition availability {x8}. The player may also supplement his OB with a FRIENDLY 8-0 leader and a radio (or Field Phone).

If the Gun section is chosen instead, make a DR on the FRIENDLY Gun Generation Table {x5; “Outside” column} or on the FRIENDLY AT Generation Table {x5a} (player's option) to determine the Gun type, and a dr {A6c; applying drm below, if applicable} to determine the number received (all are the same type). Each Gun comes with one Infantry crew.

Table A6c drm:

- +1 if ≥ 120 DYO Fortification points were received
- 1 if ≤ 90 DYO Fortification points were received

4. At the player's option, each/any FRIENDLY Gun received for initial setup (as per MSR 3) may have a transport vehicle. Make a DR on the FRIENDLY Transport Generation Table {x7}; reroll, as necessary, until a vehicle is determined that is capable of towing the Gun type. Each transport vehicle must be of the same type.
5. Once all FRIENDLY setup is complete, determine the number {A6e} of Artillery Strike(s) (8.7) the ENEMY receives commencing on the ENEMY Player Turn of Game Turn 1 [EXC to 8.71: each received FFE is initially placed on a FRIENDLY-Controlled VPO hex; as necessary, determine such VPO placement hex (and/or specific hex of a multi-hex VPO) by Random dr].
6. All non-RE S? entering during the same turn do so along the same randomly-determined edge (north/east/south/west). However, once S? have entered on three of the four edges the one edge that S? have not yet entered on becomes the FBE. Alternately, the FBE may be determined sooner only if FRIENDLY units must enter “along the FBE” due to a RE, in which case the FBE is determined by Random dr among all edges S? have not yet entered along. Once the FBE is determined by one of the above means, it is considered the West edge for game purposes.
7. Each Advance Attitude S?/Activated-unit moves toward the nearest FRIENDLY-Controlled VPO.
8. Each ENEMY RE citing a “flank” attack (e.g., ENEMY RE 36) must be rerolled *unless* the FBE has already been determined (see MSR 6).



Mission 13 P

The Bridge

BRIEFING: For several days the enemy has been vigorously attacking up and down the lines. Until now, resolute and fanatical resistance has held the foe in check, usually repulsing their assaults with heavy losses. News has just arrived, however, that a breakthrough has occurred, and the enemy has sent a substantial force pouring through the ever-widening rift. Your unit, positioned about 1 km to the rear in the second line of defense, has been guarding a strategic river bridge. Now however, you must do your part to help limit the extent of the enemy breakthrough. It is imperative that you demolish the bridge, rendering it unusable to the enemy—but only after all friendly units have been safely evacuated to the western side of the river. Be advised that enemy units have been spotted approaching your sector; contact is expected momentarily!

PREVAILING ATTITUDE (3.2): Advance {A2a}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 4	4	≤ 3	5	1	2	≤ 3	5/6	≤ 2	5/6
5-9	3	4-7	4	2-4	3	4-5	4/5	3-4	4/5
≥ 10	2	≥ 8	3	≥ 5	4	6	3/4	≥ 5	3/4

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: See Initial Mapboards, below.

INITIAL MAPBOARDS: Two mapboards are determined before play begins. The western-most mapboard (only) must be a river mapboard; make a Random dr to determine river map (i.e., 7, 8, or 40), then determine the bridge's hexrow location (MSR 2). Next use Table A8e to determine the eastern-most mapboard (a -1 DRM applies to the subsequent {A9} DR). A Road Network must exist from FBE to EBE, and the bridge must be part of the Road Network. No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

The western-most bridge Location is considered a VPO for purposes of rule 9.25; there are no other VPO in this Mission.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to the total US# (A1.6) of all FRIENDLY units in the player's at-start OB.

S? ENTRY: At the start of each ENEMY Rph in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool make a DR +1. This sum is the number of S? from the offboard pool which enter during the ENEMY MPh along the EBE according to rule 4.21 [EXC: The only Letter Chits that are placed in the cup for this Mission (regardless of why the Letter Chits are to be used) are the ones with a letter of a hexrow within six hexrows of the bridge's hexrow; e.g., if the bridge is in hexrow Q, the only chits placed in the cup will be the Letter Chits from K through W, all others are kept out of play for this entire Mission].

SEQUENCE:

FRIENDLY units and fortifications are set up first. At least 50% (in US#) of the FRIENDLY units in the player's at start OB must set up on the east side of the river. Each FRIENDLY unit set up on the eastern-most mapboard must do so within five hexes of a whole-hex of the western-most mapboard.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

The Mission ends in one of the following ways:

- The bridge is successfully blown; or
- The ENEMY Controls all bridge Locations and/or all FRIENDLY DC are expended/eliminated/captured.

VP SCHEDULE (12.6; 9.41, 17.1321):

- If all bridge demolition attempts (A23.7) are unsuccessful the ENEMY wins.
- If the bridge demolition attempt is successful (i.e., ≥ 1 multi-hex bridge Location has been reduced to rubble as per A23.7-71), the FRIENDLY player wins providing the ENEMY has not amassed ≥ 25 Casualty/Exit VP. Each FRIENDLY unit/Gun remaining on the east side of the river when the bridge is successfully blown is considered Captured for VP purposes.

MISSION SPECIAL RULES:

1. There is a +1 drm to the colored die of each DR on Table A11, and an additional cumulative -1 DRM on Table A1. Additionally, each "AFV" result {A1} is rolled for generation on Table x6b on a subsequent dr of ≥ 3.

2. Only one multi-hex river bridge is allowed; the type is automatically two-lane stone. Use the table below to determine the hexrow the bridge is in, depending on the river mapboard in play:

dr	board 7	board 8	board 40
≤ 3	Q	Q	Q
4-5	AA	Y	I
6	I	Q	Q

3. The FRIENDLY side has 50 DYO Fortification points. All fortifications listed on the H1.6 table are available for purchase, as well as the use of A-T Mine factors as a Daisy Chain (B28.531).

4. A FRIENDLY RE automatically occurs during the first FRIENDLY Player Turn (the normal FRIENDLY RE chance for FRIENDLY Player Turn one is NA). However, the Wind Change DR is still made. Reroll {x9} until a RE occurs that results in ≥ 1 FRIENDLY unit entering. Each FRIENDLY unit entering due to the Turn 1 RE is exempt from PANIC on that turn, and must enter on the east edge. Each such FRIENDLY vehicle is considered to have already expended 1/2 of its MP allotment offboard.

5. Any FRIENDLY RE reinforcements entering due to RE during turns 2 and 3 must do so along the north and/or south edge (player's choice) east of the river; all units of the same RE group must enter on the same edge. Such FRIENDLY RE reinforcement can not be delayed; they must enter on the turn received. After turn 3 all FRIENDLY RE reinforcements enter normally (as per 15.5). Any Gun RE group must be in tow (or portaged, as applicable; e.g., dm 81mm MTR).

6. ENEMY RE units can enter only along edges of the non-river mapboard.

7. The FRIENDLY bridge demolition team enters anywhere along the FBE following a Reinforcement dr ≤ the current turn number. The team consists of one elite squad (use the type with the highest inherent FP factor), one 9-1 leader, and two DC.

8. A Good Order ENEMY Infantry unit starting its turn in a Set DC hex automatically attempts Set DC Clearance (A23.72).



Mission 14

Human Wave

NOTE: This Mission should only be played with the Russians/Japanese/Chinese as the ENEMY.

BRIEFING: The situation at the front has stabilized for a few weeks, enabling your men to construct front-line fortifications, as well as getting a bit of well-deserved R&R. Veterans now, your men have witnessed a lot, but perhaps nothing as unnerving as the hordes of enemy troops advancing irresistibly toward your positions. Frequently whipped into an alcohol-induced frenzy and shouting at the top of their lungs, the human wave continues forward, usually at pistol point of a desperate leader. It is just such a sight that is about to now unfold.

PREVAILING ATTITUDE (3.2): Advance {A2a}

MISSION TABLES (12.32):

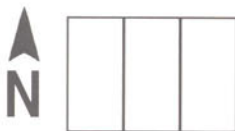
Enemy SAN	Friendly SAN	Enemy AC#	RE Numbers
DR SAN#	DR SAN#	dr AC#	dr RE#
2 5	2 6	≤ 2 2	≤ 2 5/6
3 4	3-4 5	≥ 3 3	3-4 4/5
4-7 3	5-8 4		≥ 5 3/4
≥ 8 2	≥ 9 3		

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8c

INITIAL MAPBOARDS: Three mapboards are determined {A8c} before play begins [EXC: On a dr of ≤ 4 the western-most board (only) uses Table A8b]. A -1 DRM applies to each mapboard determination DR {A9}. No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Before setup make a dr {A6b} for the western-most mapboard (only) to determine the number of FRIENDLY-Controlled VPO {A10a} to be marked on it. The value of each VPO is determined only at Mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

On Turn 1 one ENEMY Human Wave enters (4.31) along the EBE. At the start of each ENEMY RPh thereafter (until five non-RE Human Waves have entered) the player makes a Wave Entry dr; on a Final Wave Entry dr of ≤ 6 another Human Wave enters during the MPh of that Player Turn along the EBE. There is a +1 drm for each non-RE Human Wave already entered during the Mission.

SEQUENCE:

FRIENDLY units and fortifications are set up on the two western-most mapboards. Any number of FRIENDLY units may be held offboard as desired. See also MSR 2, 3, and 4.

The ENEMY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 10, and at the end of each Game Turn thereafter, perform a dr. If the result is ≤ 2 the Mission ends immediately.

VP SCHEDULE (12.6; 9.41, 17.1321):

- The FRIENDLY side gains 1½ VP for each non-RE Human Wave entered.
- Each side gains VP {A10b} for Control of VPO.
- The ENEMY gains VP for Casualty VP earned, as well as Exit VP for ENEMY units exited off the FBE (4.323) [EXC: each Human Wave S? exited counts as four Exit VP].

MISSION SPECIAL RULES:

1. There is a +1 drm to the colored die of each DR on Table A11 and x9.
2. Before setup make a dr on the following table to determine the number of DYO Fortification points (H1.6) received by the FRIENDLY side. All fortifications listed on the H1.6 table are available for purchase, as well as the use of A-T Mine factors as a Daisy Chain (B28.531; maximum 5 A-T factors).

dr	DYO Fortif. Pts.
1	110
2	100
3	90
4	80
5	70
6	60

3. Make a DR on the FRIENDLY Gun Generation Table {x5; "Outside" column} to determine a Gun type. After determining the Gun type the player can decide whether or not he wishes to add this to his OB; if accepted make a dr {A6f; applying drm, below, if applicable} to determine the number received (all are the same type). Each Gun comes with one Infantry crew.

Table A6f drm:

+1 if ≥ 100 DYO Fortification points were received
-1 if ≤ 70 DYO Fortification points were received

4. At the player's option, each/any FRIENDLY Gun received for initial setup (as per MSR 3) may have a transport vehicle determined for it. If desired, make a DR on the FRIENDLY Transport Generation Table {x7}; reroll, as necessary, until a vehicle is determined that is capable of towing the Gun type. Each transport vehicle must be of the same type.
5. The FRIENDLY side receives one OBA module available at game start. Determine type by DR on the FRIENDLY nationality's Chapter H "OBA Availability Chart"; also determine ammunition availability {x8}. The player may supplement his OB with a FRIENDLY 8-0 leader and a radio (or Field Phone).
6. Once all FRIENDLY setup is complete make a dr; if ≤ 3 the ENEMY receives a number {A6d} of Artillery Strike(s) (8.7) commencing on the ENEMY Player Turn of Game Turn 1.



Mission 15 (P)

PURSUIT

BRIEFING: The enemy frontline has collapsed. All enemy units are in full retreat and racing for the safety of their next defensive line. Your company has received orders to take over the pursuit from the units that smashed the enemy defenses. HQ has warned that not all enemy units are retreating in disorder—fanatic rearguards have already been met. Your task is to overtake and destroy as many retreating units as possible and clear all roads of rearguard units. The capture of any intact bridge is of the highest priority.

PREVAILING ATTITUDE (3.2 & MSR 2): Hold {A2b} & Retreat (see MSR 2)

MISSION TABLES (12.32):

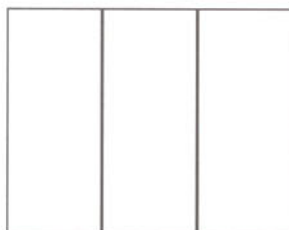
ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 3	6	≤ 3	4	≤ 2	2	≤ 3	4/5	1	5/6
4-6	5	4-7	3	≥ 3	3	≥ 4	3/4	2-4	4/5
7-10	4	≥ 8	2					≥ 5	3/4
≥ 11	3								

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8c

INITIAL MAPBOARD: Three mapboards are determined {A8c} before play begins. Each mapboard must be placed such that a Road Network (13.231) exists from the FBE to the EBE. A -1 DRM applies to each mapboard determination DR {A9}. No additional mapboards may be activated during play. One of the two boards closest to the EBE must contain a Road Network bridge. Alternatively reroll, starting with the board closest to the EBE, until a Road Network bridge exists.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this mission; see also 9.25.

S? PLACEMENT/EXIT (4.):

Black S? are placed as follows:

- one in each Concealment Terrain Location adjacent to the Road Network
- one in each road hex west of the Road Network bridge or, if the bridge is part of a predominantly east-west road (i.e., a non-Road Network road), on the EBE side or the non-Road Network side
- on all three mapboards per 4.1e

Grey S? are placed as follows:

- one in every other Road Network hex starting six hexes from the FBE and ending 6 hexes from the EBE.

SEQUENCE:

S? are set up first on each mapboard. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

The minimum number of turns is equal to the length of the shortest (if > one exists) Road Network (in road whole/half hexes) divided by 5 (FRU). At the conclusion of each Player Turn starting on this determined turn, make a dr. On a dr of ≤ 3 the Mission ends immediately.

VP SCHEDULE (12.6; 9.41):

- Both sides gain VP for Casualty VP earned.
- The ENEMY gains 1 VP for each grey S? exited off the EBE.
- The FRIENDLY side gains 10VP for each Road Network bridge captured intact.
- The FRIENDLY side gains 2VP for each non-Road Network bridge captured intact.

MISSION SPECIAL RULES:

1. There is a +2 DRM to each DR on Table A1 for black S?. There is a -1 drm to the colored die on each DR on Table A11.

2. All black S? are considered to be in Hold Attitude, and all grey S? are in Retreat attitude until Activated, whereupon they will change to Hold Attitude.

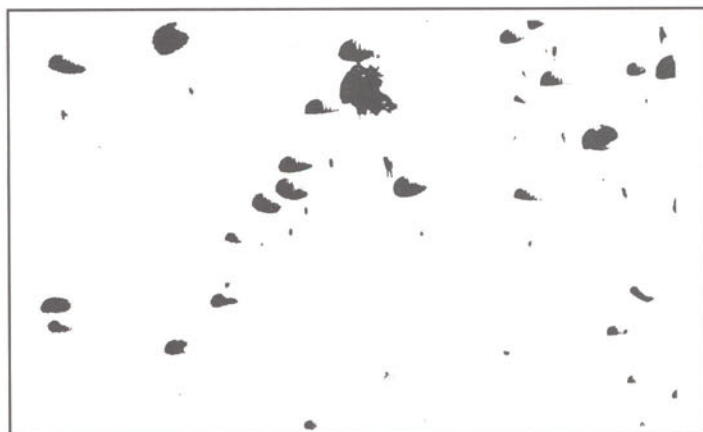
RETREAT ATTITUDE:

Units in the Retreat Attitude are treated as if they are in Advance Attitude with the following exceptions:

- Units will "move/advance" towards the EBE (i.e., reverse the north arrow on the 3.322 move hex rosettes and for rule 9.25 movement is toward the EBE instead of the nearest FRIENDLY unit).
- Upon Activation, a unit assumes a Hold Attitude [EXC: unarmed and unarmored vehicles, vehicles transporting Guns]. All SW/Guns are Activated dismantled/limbered (if possible). All Guns Activated "outside" that can be towed/porteed is Activated with transport (determine towing/porteeing vehicle type {x7}; reroll, if necessary, until a vehicle is determined that is able to tow/portee the Gun type).
- Units under Retreat Attitude will use the shortest possible route to exit along the EBE using Road Movement if possible.
- The units closest to the EBE move first, and so on.

3. Bridges. Each bridge Location contains a Set DC (A23.7). The first ENEMY fire phase after no grey S? remain on the road west of the bridge (up to the board edge or the end of the road) AND no ENEMY units are in the bridge location, an ENEMY Assault Engineer HS (use the elite squad type with the highest inherent FP factor) is placed in LOS and Concealment terrain ≥ 3 and ≤ 6 hexes from the bridge (closest eligible ground-level Location, randomly selected if more than one available; closest non-Concealment terrain hex, randomly selected if no Concealment terrain available). This unit will detonate the Set DC per A23.7 as its first action.

4. An ENEMY RE can occur even if no ENEMY unit has been activated.



Mission 16 P

Airlanding

BRIEFING: Your unit is to land behind enemy lines and seize certain key positions to disrupt enemy communications and block his lines of supply. Enemy strength is unknown and except for possible air support you're on your own. Good luck!

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 4	6	≤ 3	4	≤ 4	3	≤ 3	5/6	≤ 2	4/5
5-6	5	4-9	3	≥ 5	4	≥ 4	4/5	≥ 3	3/4
7-10	4	≥ 10	2						
≥ 11	3								

MAPBOARD SELECTION & ACTIVATION (13.):

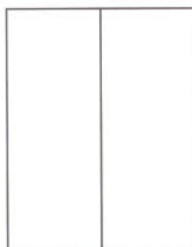
MAPBOARD SELECTION: A8d

INITIAL MAPBOARD: First, make a random dr to determine one of the two Configurations illustrated below [EXC to 13.23: if the selected Configuration is B, the board number is placed to the east on a dr ≤ 3]. Two mapboards are determined by a separate DR for each {A8d} [EXC: re-roll for any "w" Woods mapboards]. No additional mapboards may be activated during play.

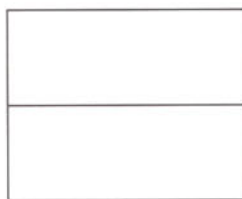
**Initial
Mapboard
Configuration:**



A.



B.



VPO LOCATIONS (14.):

Determine the number {A6c} and placement {A10a} of ENEMY controlled VPO for each mapboard. The value of each VPO is determined only at Mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

Place S? as per 4.1 cases a and d.

SEQUENCE:

ENEMY-Controlled VPO are determined, FRIENDLY Drop Points are selected (if applicable), and S? are setup on both mapboards. FRIENDLY units enter via airdrop (E9) and/or glider (E8) (player's choice, see MSR 2) on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 9, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 2, the Mission ends immediately.

VP SCHEDULE (12.6; 9.41):

- Each side gains VP {A10b} for Control of VPO.
- The ENEMY side gains VP for Casualty VP gained.
- The FRIENDLY side gains Casualty VP for each ENEMY AFV/Gun eliminated, or currently captured, at Mission end.

MISSION SPECIAL RULES:

1. Re-roll any FRIENDLY RE that will result in the addition of FRIENDLY units [EXC: air support] or OBA.

2. If FRIENDLY forces are purchased as per 15.1, the costs for parachute/glider counters must be considered. If a non-parachute/airborne campaign company is used, it may only enter via glider (German, Italian, British, U.S. only; Post-1940 Italians may use German gliders). Units enter using all applicable E8/E9 rules.

3. Aerial Range (E.5) applies to Activation (3.3 & 5.32). Airborne Glider units may trigger Long Range Activation (5.32) despite being vehicular targets. The 5.32 limit of one Long Range Activation per aerial unit/stack is NA; all eligible S? are checked for Long Range Activation but only one check per S? is made per aerial unit/stack regardless of the number of Locations traversed by the aerial unit(s).

If not in otherwise prohibited terrain, Long Range Activation will generate a Light AA Gun on a subsequent dr of 6. Randomly select the Light AA Gun type (E7.51) on Table x5. If no Light AA Gun is available, units specified by 5.32 are Activated normally. All HMG/Light AA Guns generated by Long Range Activation due to aerial units are automatically set up in AA mode (E7.5).

4. All four board edges are considered EBE. Any newly arriving ENEMY units will have the edge of entry determined by random dr. There is no FBE [EXC: for purposes of FRIENDLY RE 75-76 the east edge is considered the FBE]. Any directions that reference the FBE will instead reference the nearest FRIENDLY controlled VPO (nearest ENEMY controlled VPO if none exist).

5. The FRIENDLY side receives an additional 40 BPV to purchase reinforcements which are added to the at-start forces. The limitations of 15.1 restricting purchases to Infantry MMC only are NA for all purchases.



Mission 17 ^(P)

River Assault!

BRIEFING: The enemy has established a strategic position in a town on the far side of a river and blown all the bridges. Your mission is to assault and capture the town.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 3	7	≤ 4	3	≤ 4	3	1	5/6	≤ 2	4/5
4-6	6	≥ 5	2	≥ 5	4	2	4/5	3-4	3/4
7-9	5					3-4	3/4	≥ 5	2/3
≥ 10	4					≥ 5	2/3		

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: See Initial Mapboards, below.

INITIAL MAPBOARDS: Two mapboards are determined before play begins. The western-most mapboard (only) must be a river mapboard; make a Random dr to determine river map (i.e. 7, 8, or 40). S13.6 is NA (i.e. no bridge exists across the river) and the river is automatically Deep. Use Table A8b to determine the eastern-most mapboard (a -1 DRM applies to the subsequent {A9} DR). No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Determine the number {A6a}, and placement {A10a}, of the ENEMY-Controlled VPO on each board. The value of each VPO is determined only at Mission end {A10b}. In addition, all fortifications (including Fortified Building Locations; B23.9) Activated ({A5} and MSR 2) on the river board during the Mission are a VPO (see VP Schedule for the VP value). No other VPO exist.

S? PLACEMENT/ENTRY (4.):

Place S? on the river board (EBE-side of the river only) per 4.1, cases a and b. A maximum of 15 S? are placed on the river board using the following Priority List:

Priority List: LOS to river hex; highest TEM; closest to river

Place S? on the non-river board per 4.1, case d [EXC: {A6a}] to determine the radius for S? placement; one roll applies for all VPO].

SEQUENCE:

ENEMY-Controlled VPO are determined and S? set up first. FRIENDLY units set up second on the FBE side of the River; boats may setup beached. Any/all FRIENDLY units may enter along the FBE on/after Turn 1.

The FRIENDLY side moves first.



MISSION END (see also 12.5):

After the end of Game Turn 10 and the end of each Game Turn thereafter, make a dr. On a Final dr ≤ 1, the Mission ends immediately. There is a -1 drm for each Game Turn completed after Game Turn 10.

VP SCHEDULE (12.6; 9.41):

- Each side gains VP for Casualty VP gained.
- Each side gains VP {A10b} for Control of VPO.
- Each side gains VP for Control of river board VPO fortification Locations equal to that fortification's Highest TEM (for Direct Fire) times its normal Infantry stacking capacity.
- The ENEMY automatically gains 3 "pre-game" VP if the FRIENDLY player opts to receive OBA due to MSR 5.

MISSION SPECIAL RULES:

1. There is a -1 drm to each dr on Table A5, and a -1 drm to the colored die of each DR on Table A11 and x9.
2. Each final *even* DR (for S? on the River board only) on the ENEMY Activation Table {A1} indicates the possibility of a fortification being Activated (as if "F" were listed in the Table A1 result; 5.74); make a subsequent dr {A5}.
3. FRIENDLY RE units can enter only along the FBE or west of the river. ENEMY RE units can enter only along edges of the *non-river* mapboard.
4. In addition to S13.61, Assault Boats per E5.11 are available for all Elite MMC.
5. The FRIENDLY side may opt to supplement his starting OB (allowing the ENEMY a pre-game VP gain; see VP Schedule) with an OBA module. Once determined, the OBA module may not be refused. If chosen, determine the OBA's type by a DR on the Friendly nationality's Chapter H "OBA Availability Chart"; also determine ammunition availability {x8}. The player may also supplement his OB with a FRIENDLY 8-0 leader and a radio (or Field Phone).



Mission 18 (P)

Bridgehead

BRIEFING: The offensive has hit a major river and the enemy has blown all the bridges. Your task is to cross the river and secure a bridgehead on the far bank and keep it clear of enemy units. Opposition is expected to be light initially, but expect a counterattack.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 4	5	≤ 4	3	≤ 3	2	1	5/6	≤ 2	4/5
5-7	4	≥ 5	2	≥ 4	3	2	4/5	3-4	3/4
8-10	3					3-4	3/4	≥ 5	2/3
≥ 11	2					≥ 5	2/3		

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: See Initial Mapboards, below.

INITIAL MAPBOARD: Three mapboards are determined before play begins. The western-most mapboard (only) must be a river mapboard; make a Random dr to determine river map (i.e. 7, 8, or 40). S13.6 is NA (i.e. no bridge exists across the river) and the river is automatically Deep. Use Table A8c to determine the eastern mapboards (a -1 DRM applies to the subsequent {A9} DR). No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Each fortification (including a Fortified Building Location; B23.9) Activated {A5} on the river board during the Mission is a VPO (see VP Schedule for the VP value of each). No other VPO exist.

S? PLACEMENT/ENTRY (4.):

Place S? on the river board (EBE-side of the river only) per 4.1, cases a and b. A maximum of 15 S? are placed on the river board using the following Priority List:

Priority List: LOS to river hex; highest TEM; closest to river

S? ENTRY: At the start of the ENEMY Turn 3 RPh and each ENEMY RPh thereafter, in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool make a DR+2. This sum is the number of S? from the offboard pool which enter during the ENEMY MPh along the EBE according to rule 4.21.

SEQUENCE:

S? set up first. FRIENDLY units set up second on the FBE side of the River; boats may be beached. Any/all FRIENDLY units may enter along the FBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

After the end of Game Turn 10 and the end of each Game Turn thereafter, make a dr. On a Final dr ≤ 1 the Mission ends immediately. There is a -1 drm for each Game Turn completed after Game Turn 10.

VP SCHEDULE (12.6; 9.41):

- The FRIENDLY side automatically loses if there are any ENEMY units in the Bridgehead area (see MSR 5) at the end of the Mission.
- The ENEMY gains VP for Casualty VP gained.
- The FRIENDLY side gains CVP for any enemy AFV or gun eliminated or captured at Mission end.
- Each side gains VP for Control of Activated fortification Locations equal to that fortification's highest TEM (for Direct Fire) times its normal Infantry stacking capacity. Only fortifications Activated from S? that start on the river board count for VP purposes.

MISSION SPECIAL RULES:

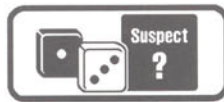
1. All S? that setup on the River board are in Hold Attitude. Each final even DR (for Hold Attitude S? only) on the ENEMY Activation Table {A1} indicates the possibility of a fortification being Activated (as if "F" were listed in the Table A1 result; 5.74); make a subsequent dr {A5}.

2. The ENEMY receives an offboard pool of S? equal to the US# (A1.6) of all FRIENDLY units in the player's at-start OB. These S?, and all units Activated therefrom, are considered in Advance Attitude. In addition, the Advance Attitude S? receive a -1 drm to their Activation dr.

3. FRIENDLY RE units can enter only along the FBE or west of the river. ENEMY RE units can enter only along edges of the *non-river* mapboards.

4. In addition to S13.61, Assault Boats per E5.11 are available for all Elite MMC.

5. Prior to setup the FRIENDLY player selects a single non-island, non-Water Obstacle hex east of the river and on/between hexrows G and AA. All non-island, non-Water Obstacle Locations ≤ 4 hexes from the selected hex and east of the river are considered part of the Bridgehead. ENEMY units treat the Bridgehead as VPO Locations for movement purposes only.



Mission 19 (P)

Escape!

BRIEFING: After several days of repeated attacks, the enemy has broken through our lines and their pincers are attempting to envelop your position. You have been ordered to escape the encirclement. Move quickly or you may be caught.

PREVAILING ATTITUDE (3.2): Advance {A2a} (see MSR 2)
MISSION TABLES (12.32):

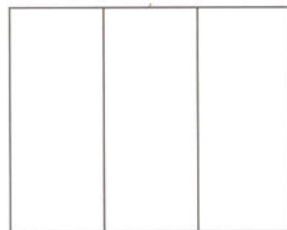
Enemy SAN		Friendly SAN		Enemy AC#		RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#
≤ 3	4	≤ 3	5	≤ 2	2	≤ 2	5/6
4-7	3	4-5	4	≥ 3	3	3-4	4/5
≥ 8	2	6-9	3			≥ 5	3/4
		≥ 10	2				

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8e

INITIAL MAPBOARDS: Three mapboards are determined {A8e} before play begins. A -1 DRM applies to each mapboard determination DR {A9}. No additional mapboards may be activated during play.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to twice the total US# (A1.6) of all FRIENDLY units in the player's at-start OB.

S? ENTRY: At the start of each ENEMY RPh in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool, make a DR+3 [EXC: DR+9 enter on Game Turn 1]. This sum is the number of S? from the offboard pool which enter during the ENEMY MPh along the width of the mapboards according to rule 4.22. Randomly determine which width of the mapboards each S? will enter (EX: a dr of 1-3: North; 4-6: South). Use different colored S? to differentiate between S? entering along the north or south edge and RE S?. See MSR 2.

SEQUENCE:

FRIENDLY units setup offboard and enter on/between hexrows I and Y along the EBE on/after Turn 1.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

The Mission ends in one of the following ways:

- The Mission ends immediately when all unbroken FRIENDLY Units have successfully exited the FBE.
- At the end of Game Turn 10 and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 3, the Mission ends immediately.

VP SCHEDULE (12.6; 9.41):

- The FRIENDLY side gains 3 VP for each Game Turn prior to Game Turn 10 that all unbroken FRIENDLY units successfully exit the FBE.
- The FRIENDLY side gains VP for Casualty VP earned.
- The ENEMY side gains 1 VP for each Game Turn completed after Game Turn 10.
- The ENEMY gains VP for Casualty VP earned, as well as Exit VP for ENEMY units exited off the FBE (see 9.41 and MSR 2). FRIENDLY units left on board at Game end are considered eliminated for Casualty VP purposes.

MISSION SPECIAL RULES:

1. There is a +1 drm to the colored die of each DR on Table A11 and x9.
2. Non-RE S? use the board edge opposite that entered as the "FBE" for movement purposes until Activated. Activated ENEMY units use the actual FBE for movement purposes.
3. ENEMY RE can occur even if no ENEMY unit has been Activated. ENEMY units generated via RE enter per 4.22. Randomly determine which board edge, north or south, the ENEMY RE units will enter.
4. FRIENDLY RE 74, 75-76, and all flank attack REs are not applicable for this Mission. Reroll as necessary. FRIENDLY units appearing via RE enter along the FBE normally.
5. S17.31 is not applicable if playing a Campaign Mission (S17.). All such units/SW are considered eliminated and cannot be retained for subsequent Missions.



Mission 20 (P)

Amphibious Assault

BRIEFING: Your unit is to come ashore in what is believed to be a lightly defended sector. You are to advance inland, seize several key positions, and shield the flank of the main beachhead which is only a few miles away.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

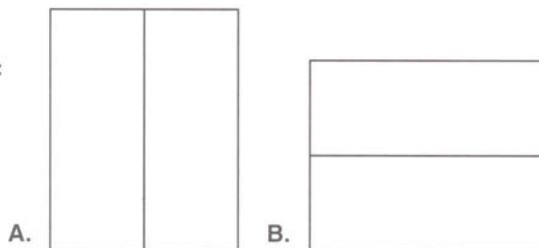
ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 4	6	≤ 3	4	≤ 5	2	1-2	5/6	≤ 2	4/5
5-6	5	4-9	3	6	3	3-5	4/5	≥ 3	3/4
7-10	4	≥ 10	2			6	3/4		
≥ 11	3								

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: A8e

INITIAL MAPBOARDS: First, make a Random dr to determine one of the two Configurations illustrated below [EXC to 13.23: if the selected Configuration is B, the board number is placed to the east on a dr ≤ 3]. Two mapboards are determined by a separate DR for each {A8e} (a -1 DRM applies). No additional mapboards may be activated during play. Place Beach overlays per 13.81.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Determine the number {A6a} and placement {A10a} of ENEMY controlled VPO for each mapboard. The value of each VPO is determined only at Mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

Place S? as per 4.1 cases a, b, and c on each mapboard (maximum of one S? per non-VPO Location). The FBE is considered to be the outer edge of the ocean overlays for purposes of S4.11; S? may be placed adjacent to beach hexes.

SEQUENCE:

ENEMY-Controlled VPO are determined and S? are set up first on both mapboards. FRIENDLY units set up embarked in OCEAN hexes (see MSR 4), at least 9 hexes from the Beach.

The FRIENDLY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 13, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 2 the Mission ends immediately.

VP SCHEDULE (12.6; 9.41):

- Each side gains VP {A10b} for Control of VPO.
- Each side gains 1 VP for Control of each fortification Activated during the mission.
- The ENEMY side gains VP for Casualty VP gained.
- The ENEMY side gains a number of "pre-game" VP for FRIENDLY reinforcements received due to MSR 4 (if any) equal to that table's reinforcement dr.
- The FRIENDLY side gains Casualty VP for each ENEMY AFV/Gun eliminated/captured, at Mission end.

MISSION SPECIAL RULES:

- There is a +1 DRM to each DR on Table A1, a -1 drm to each dr on Table A5, and a -1 drm to the colored die of each DR on Table A11.
- The FRIENDLY side is conducting a seaborne assault (G14.). Re-roll any FRIENDLY RE that will result in the addition of FRIENDLY units [EXC: air support]. Any OBA received is NOBA (G14.6) (Non-US, British, Japanese use Russian NOBA table) directed by a shipboard observer.
- LC may trigger Long Range Activations (5.32) despite being 'vehicular'. Furthermore, instead of the units specified in 5.32, if not in prohibited terrain, such Activation will, on a subsequent dr of '6', generate a Gun {x5, 'Inside' column} possibly in a fortification {A5}.
- Before FRIENDLY setup make a dr on the following table to determine FRIENDLY optional reinforcements; after all such reinforcements are determined the player may opt to keep them as a group (allowing the ENEMY a pregame VP gain; see VP schedule) or play the Mission without them.

dr	Reinforcements
1	A number {A6g} of AFV {x6} ²
2	Assault Engineer platoon ¹
3	A number {A6d} of AFV {x6} ²
4	A number {A6b} of AFV {x6} ²
5	As per dr 2 and 3 of this table
6	As per dr 2 and 4 of this table

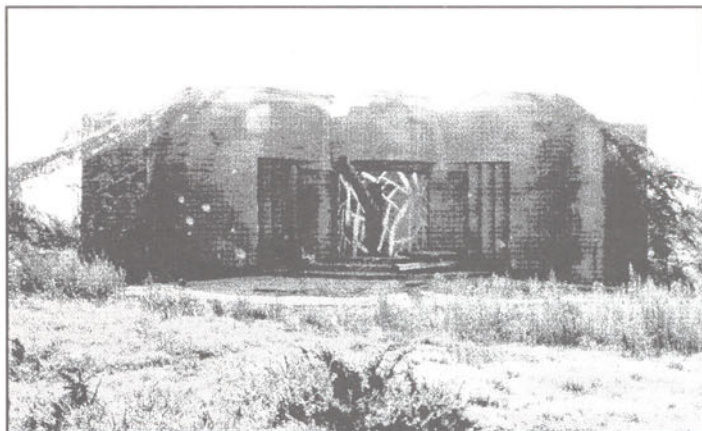
¹ The Assault Engineer platoon consists of three FRIENDLY elite squads (use type with the highest inherent FP factor); one leader {x3, normal drm apply; reroll, as necessary, until a leader is determined}; three DC and two FT. Each such Assault Engineer Squad has a Smoke Exponent factor of 3 (regardless of nationality).

² DR {x3} for possible FRIENDLY armor leader is permitted (5.711). Non-amphibious AFV are considered Waterproofed and are carried in the smallest available FRIENDLY LC capable of transporting them (if no capable LC is available, re-roll). In addition, if FRIENDLY side is:

- German 8/40-42:** on a subsequent dr of 1-2, AFV type is PzIIH (amphibious with 2 MP)
- Russian 39-5/41:** on a subsequent dr of 1, AFV type is T-37;
6-12/41: on a subsequent dr of 1, AFV type is T-40
- U.S. ETO 6/44-45:** on a subsequent dr of 1-3, AFV type is M4 DD
U.S. PTO
1-5/44: on a subsequent dr of 1-2, AFV type is LVT(A)1;
6/44-12/44: on a subsequent dr of: 1-2, AFV type is LVT(A)1;
3, AFV type is LVT(A)4;
1945: on a subsequent dr of 1-2, AFV type is LVT(A)4.
- British ETO 6/44-45:** on a subsequent dr of 1-3, AFV type is Sherman II DD(a)
- Japanese 44-45:** on a subsequent dr of 1-3, AFV type is Type 2 KA-MI
- Chinese:** On a subsequent dr of 1-2, AFV type is VCLM1931(b)

5. After FRIENDLY setup make a dr on the following table to determine ENEMY Beach obstacles.

dr	Obstacles
1,2	None
3	Wire (Panji if Japanese or Chinese ENEMY on a subsequent dr of 1-2) is possible in each Beach hex adjacent to a Hinterland hex. Prior to play determine if Wire (Panji) is present in each such hex. A Random dr of 1-2 results in Wire (Panji) being present in that hex. If Panji are placed, the three hexsides (two hexsides for Configuration B) facing the FBE are Covered hexsides.
4,5	A-P, A-T, or A-B minefields are possible in each OCEAN hex adjacent to ≥1 Beach hex and each Beach hex adjacent to ≥1 OCEAN hex. The first time a particular unit type (personnel or vehicular) enters such a hex, a minefield appropriate to the type of unit is present on a dr of 1-2. Determine the strength of each such minefield by a Random dr (dr of 1-2 = 6 A-P / 2 A-T or A-B; 3-4 = 8 A-P / 3 A-T or A-B; 5-6 = 12 A-P / 4 A-T or A-B). Mark each such Location by the appropriate Minefield counter.
6	Tetrahedrons are possible in each Beach hex adjacent to an OCEAN hex and each OCEAN hex ≤ 2 hexes from a Beach hex. Prior to play determine if a tetrahedron is present in each such hex. A Random dr of 1-3 results in a tetrahedron being present in that hex. On a subsequent dr of 1-2, Wire is also present with that tetrahedron.



Mission 21

Beach Defense

BRIEFING: Intelligence indicates an enemy assault on the beaches in your sector is imminent. Deploy along your sector and stop the enemy from gaining a foothold on the coast at all costs.

PREVAILING ATTITUDE (3.2): Advance {A2a}

MISSION TABLES (12.32):

ENEMY SAN		FRIENDLY SAN		ENEMY AC#		ENEMY RE Numbers		FRIENDLY RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s	dr	RE#s
≤ 6	4	≤ 4	5	1	4	≤ 3	4/5	≤ 4	4/5
7-9	3	5-8	4	≥ 2	5	≥ 4	3/4	≥ 5	3/4
≥ 10	2	≥ 9	3						

MAPBOARD SELECTION & ACTIVATION (13.):

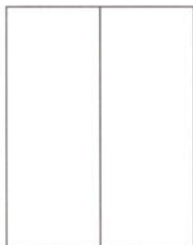
MAPBOARD SELECTION: A8e

INITIAL MAPBOARDS: First, make a Random dr to determine one of the two Configurations illustrated below [EXC to 13.23; if the selected Configuration is B, the board number is placed to the east on a dr ≤ 3]. Two mapboards are determined by a separate DR for each {A8e} (a -1 DRM applies). No additional mapboards may be activated during play. Place Beach overlays per 13.81.

**Initial
Mapboard
Configuration:**



A.



B.



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to twice the total US# (A1.6) of all FRIENDLY units in the player's at-start OB [EXC: units received due to MSR 3].

S? ENTRY: At the start of each ENEMY RPh in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool make a DR+4. This sum is the number of S? from the offboard pool which enter embarked on Watercraft during the ENEMY MPh along the EBE according to rule 4.21 (or 4.22, as appropriate). See 13.84.

SEQUENCE:

FRIENDLY units and fortifications are set up first anywhere on the board.

The ENEMY side moves first.

MISSION END (see also 12.5):

At the end of Game Turn 11, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 2, the Mission ends immediately [EXC: See also "Special Automatic Victories" below]. There is a -1 dr for each complete Game Turn completed after Game Turn 12.

VP SCHEDULE (12.6; 9.41):

SPECIAL AUTOMATIC VICTORIES: The ENEMY side wins immediately if it amasses ≥ 25 VP (in Exit and Casualty VP; A26.2-.3). The FRIENDLY side wins at Game end if no ENEMY unit has exited off the FBE. If neither condition is met, use the following VP schedule and the standard (12.6) victory conditions.

- The ENEMY side gains VP for Casualty VP gained, as well as Exit VP for ENEMY units exited off the FBE (9.41).
- The FRIENDLY side gains 2 VP for each Game Turn completed after Game Turn 10.
- The FRIENDLY side gains Casualty VP for each ENEMY AFV/LC/ Gun eliminated/captured, at Mission end.

MISSION SPECIAL RULES:

1. There is a -1 DRM to each DR on Table A1, a +1 dr to each dr on Table A5, and a +1 dr to the colored die of each DR on Tables A11 and x9.

2. Before setup, make a DR and multiply the result by ten to determine the number of DYO Fortification points (H1.6) received by the FRIENDLY side. All fortifications listed in H1.6 are available for purchase, as well as tetrahedrons, A-B Mines, panjis, and use of A-T mine factors as a Daisy Chain (B28.531).

3. The FRIENDLY side may supplement his starting OB with a Gun section. Roll to determine gun type {x5} (inside, outside or {x5a} table, player choice) and number of guns received {A6f}. Once determined, the section may not be refused.

4. The ENEMY side is conducting a Seaborne Assault (G14.). ENEMY Watercraft will proceed toward the beach hex nearest their entry hex at their best speed. Once the Watercraft is aground, S? will unload as if infantry. If a vehicle is Activated aboard a Watercraft that cannot carry a vehicle, a Squad is Activated instead.

5. During Game Turns 1-3, any ENEMY reinforcements received due to RE enter embarked on Watercraft {x7b} (or next highest capacity sufficient to carry the largest ENEMY unit) (ENEMY RE 54 is NA, reroll). Beginning with Game Turn 4, re-roll any ENEMY RE that results in the addition of ENEMY units [EXC: air support, infiltrators, and paradrop]. Any artillery strikes are NOBA (G14.6) (non-US, British, Japanese use Russian NOBA table) directed by a shipboard observer.

[illegible][illegible]

Suspect	Suspect	Suspect	Suspect	Suspect	Suspect	Suspect	Suspect
?	?	?	?	?	?	?	?

Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	In CMD 	In CMD
Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	In CMD 	In CMD

[illegible][illegible]

ENERGY REF.'S	ENERGY AC#		Booby-trap Level	Possible Game End	In CMD 2	In CMD 2	In CMD 2	In CMD 2
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ASL

[illegible][illegible][illegible][illegible]

SASL II System Counters

[illegible]

Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	Letter Chit	Allied VPO	Allied VPO	Allied VPO	Allied VPO	Allied VPO
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ASL

Are you ready for an entirely new ASL adventure?...One where you never know just what the enemy has until it's revealed?...One where either side can receive random reinforcements on almost any turn?...One where you're not even sure if the troops on your side will always obey your orders? If so, **SOLITAIRE ASL** was made for you!



SOLITAIRE ASL has numerous charts and tables for "generating" enemy units, random events, and mapboard configurations. The highly detailed and historically accurate unit activation tables are arranged on various full-color "nationality" cards—one each for the major (and many of the minor) participants of WWII—allowing you to recreate nearly every combination of Axis versus Allied ground conflict.

Unknown enemy units are represented on the mapboard by the presence of "Suspect ?" markers—which, when rolled for "generation", can turn out to be a complete dummy or a very nasty surprise. Furthermore, at the start of each Player Turn, a "random event" can occur, which can bring much-needed reinforcements to your hard-pressed troops—or spell disaster for them!

SOLITAIRE ASL does not use already-published ASL scenarios. Instead, it includes 21 solitaire-only "missions". Each mission, however, is infinitely replayable. In fact, the board configuration is unlikely to ever be the same, as the actual mapboards used are determined randomly before

SOLITAIRE ASL is not a complete game. Ownership of the ASL Rulebook and its modules is required for play. SOLITAIRE ASL contains no mapboards; ownership of all non-desert mapboards of the ASL system is recommended to make full use of this module.

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each mission. The missions run the gamut from offensive to defensive actions, and even include a chance meeting of patrols.

Some of the missions are...

- **BESIEGED:** Your company is in "hedgehog" defensive positions in a small village—being attacked on three sides by an enemy force of unknown strength. The enemy won't be easily turned away!
- **THE BRIDGE:** Your men have been charged with guarding an important bridge until the last friendly troops have safely retreated across it. Then you are to blow it up—all in the face of an advancing enemy.
- **RECON:** Your company, reinforced with several temporarily attached reconnaissance vehicles, must advance into unknown terrain. It's your job to pinpoint enemy weaknesses and strengths.
- **AIRLANDING:** Your unit is to land behind enemy lines, seize certain key positions to disrupt enemy communications, and block his lines of supply. Enemy strength is unknown and except for possible air support you're on your own.
- **RIVER ASSAULT:** The enemy has established a strategic position in a town on the far side of a river and blown all the bridges. Your mission is to assault and capture the town.
- **ESCAPE!:** After several days of repeated attacks, the enemy has broken through your lines and their pincers are attempting to envelop your position. You must escape the encirclement or be caught!

SASL also has a highly detailed, fully integrated Campaign Game system. Follow the progress of your historically based infantry company throughout the length of WW2.

Your company's month-to-month OB is determined by your surviving units and any replacements received. Leader promotion, squad Battle Hardening, and weapon replacement (on a historical schedule) are all possible.

This second edition of SASL contains nationality charts, rules, counters, and missions not contained in the first edition.

WARNING • CHOKING HAZARD

Small parts, not intended for children under 3 years.

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