

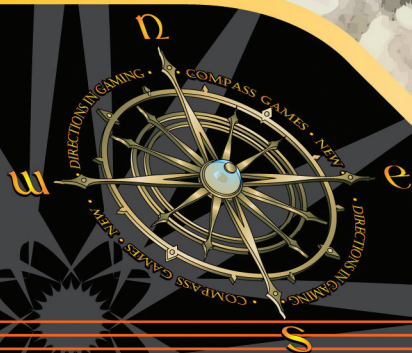
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RULES OF PLAY



The Little Land **The Battle of Novorossiysk**



Compass Games
New Directions in Gaming

The Little Land

The Battle of Novorossiysk

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1.0 INTRODUCTION

In February of 1943, the Germans were in dire straits. Stalingrad was about to fall and with that city's fall, the Soviet Army was about to free up a massive force. The Soviets would start attacking along the entire southern front. The Germans were reeling. In the very southern flank, both sides geared for the Soviets next move. Stalin had ordered that the town of Novorossiysk must be taken and Ivan Petrov was given the task with his Black Sea Group of Forces. Petrov was an experienced if so far unsuccessful commander – but he was Zuikov's choice to command the sector and took command from the less talented Maslennikov in October. Petrov wasn't an innovative commander but while he favored a methodical attack into the Kuban to liberate it, Zuikov demanded more energy. Petrov's staff came up with Operation More (Sea)/Gory (Mountains). An initial attack was to be made in the rough terrain held by the Romanians and when pinned down and when reserves were committed, an invasion was to be launched by the Soviet Navy to cut off the entire Axis southern front.

The Axis forces, commanded by Generaloberst Ruoff, had surprised the Soviet commanders by remaining in the Kuban and not retreating over into the Kerch but the terrain was good here – and Hitler had ordered the position to be held fast – he still had the fantasy of a renewal of Axis offensive towards the vital oil fields to the south. Ruoff was an able commander but was out of his depth. His forces with him were quite able and were prepared to defend the Kuban. The Battle of the Little Land was about to begin.

2.0 GAME DEFINITIONS

The following are game specific terms that are used in CSS: The Little Land. We have capitalized these terms throughout the rules.

“The Cup”: An opaque container used to store all Chits that will be drawn this turn.

Action: One of a group of operations that an Active Unit can perform. Depending on the type of Unit being Activated, the types of available operations are moving, firing, assaulting, rallying, or engineering. See also Second Action.

Action Phase: A step in the Sequence of Play in which all Activations occur.

Activation: 1. The period from when a Chit is drawn from The Cup to when all Actions have occurred, and another Chit is to be drawn from The Cup. 2. The process of making a Unit Active.

Active Unit: When a Division or Formation Chit is in play, all Units of that Division or Formation are considered Active and may perform Actions. See also Direct Commands.

Amphibious Landing Hexes: Hexes that are where the Soviet Marine Division Units may arrive as reinforcements.

Assault Action: The game mechanism that represents an attacking force advancing on a defending force to dislodge the defenders from their position. Assault is a type of Action. It is also called Prepared Assault for the Germans, and for the Soviets they are called Human Wave Assaults.

Blocking Terrain: A terrain type that obstructs Line of Sight.

Chits: The Markers that go into The Cup and are drawn to determine the order of play for that turn. Chits have the game logo on their fronts and their identity on their backs.

Column: A military formation to allow a Unit to spend movement points (and conduct Movement Actions). Usually a Unit is shown to be In-Column on the back of the counter (the front showing Deployed status).

Colored-Stripe (other than white): A notation on a Unit or Marker that belongs to a Formation. All Units and Markers that belong to the same Formation have the same colored stripe and the same colored background belong to the same Division.

Command Rating: A rating representing the overall Command Ability of a Division. This measures personalities as well as technology.

Defensive Value: A quantitative rating of a Unit's or a Support Weapon's Defense ability. Lower is better (i.e., -1 is better than +1).

Deployed: A military posture to allow a Unit to perform combat operations efficiently. Usually a Unit is shown to be Deployed on the front of the counter (the back being Column).

Direct Commands (DC): An abstraction to show direct supervision of combat Units by leadership. This is tracked using the Direct Commands Marker on each Division's General Records Track. No Division may have more than 19 Direct Commands on its track. Direct Commands allow for additional Activations by Units. They may also be used for other game mechanics.

Disorganized (DG): A measure of the reduction of a Unit's or group of Units' ability to perform combat operations. As Disorganization increases (by increasing the value of the Disorganized Marker in a hex), a Unit or group of Units is losing cohesion. The higher the number, the more disorganized the Unit(s) in a hex. This is tracked per hex and applies to all Units currently in that hex. The maximum level of Disorganization that any hex can accumulate is four.

Dispatch Points (DP): An abstraction that represents “planning” and “preparation” by a Formation or Division to accomplish a military task. This is tracked using Dispatch Points on each Division's General Records Track. No Division may have more than 9 Dispatch Points on its track. Dispatch Points allow players to add Division and Formation Chits to The Cup, both at the start of the game turn and during the Chit draw phase of the Game Turn. They may also be used for other game mechanics.

Dispatch Rating: A rating representing the ability of personnel in a Division to plan attacks, and their general intelligence appreciation of the situation.

Division: A grouping of several Formations. All Divisions have the same background color on their Units and Markers. A Division in game terms is not necessarily a Division in actual military terms. See also No-Stripe and White-Striped Units.

Divisional Display: A separate chart that is used to track various administrative functions in the game. Players may look at their opponent's Divisional Displays at any time during play.

Engineering Action: The building and improvement of fortifications.

Fire Action: Fire Actions in The Little Land include firing at an enemy as well as being stacked with a firing Unit and adding additional strength to the fire.

Fire Zone: A hex is in the Fire Zone of a Unit if that Unit could legally Fire into that hex using a red, yellow, blue, or white Fire Power Value. Black Fire Power Value Units (Indirect Firing Units) do not have a Fire Zone. A Barrage in a Unit's hex or an enemy Unit adjacent to a Unit reduces that Unit's Fire Zone to only adjacent hexes regardless of any other factors.

Formation: A group of Units in the same organizational structure. Usually this is a Brigade or Regiment in military terms. A group of Formations make up a Division.

Fortification: A Foxhole, Trench, Pillbox, Bunker, or Ridge.

Game Day: From the beginning of the 0700 turn to the end of the second night turn.

Game Turn: Each daytime turn represents approximately 2 hours of real time. There are two night turns, each representing somewhere from 4-6 hours.

General Records Track: The 0-19 track on each Divisional Display where various Divisional markers are kept (Current Troop Quality, Direct Commands, Dispatch Points and Fatigue).

German: All units of the Axis side are referred to as "German"

Hard Target: An armored target. All Hard Targets have either a black or yellow box surrounding the defense value on their counter. Hard Targets with black boxes around their defense strengths are "Tanks" in game terms.

Hero: A person of special significance in the battle. Heroes have special attributes to represent their effect in the actual battle.

Human Wave Assault: How the Soviet player performs an Assault.

In-Command: A Unit is In-Command if it is within command range of its Formation HQ, or its Division HQ, or if it is stacked with or adjacent to any Leader.

Indirect Fire: Fire from a Black Boxed Fire Power Unit. Indirect Fire may be performed with the use of a spotter.

Initiative Player: The Initiative Player will be defined in the rulebook. Being the Initiative Player gives some advantages in the sequencing of some game functions.

Leader: A commander of a Division or a Formation. Leaders offer combat advantages and can command Units in or adjacent to the hex in which they are currently placed.

Leg Unit: A Unit with a movement allowance in a color other than black or red.

Line of Sight (LOS): A straight line tracing from an observer to a target. Line of Sight can be clear or blocked.

Markers: All game pieces that are not Units. These can be Support Weapons, Leaders, Heroes, Fortifications, Barrages, Division Trucks or Horses, or Unit Status Markers (like DGs, Pinned or Suppression)

Movement Action: An Action that expends movement points.

Most Units must be In-Column to perform a Movement Action. Movement Actions can trigger Opportunity Fire.

No-Stripe Units: These Units are considered part of every Formation in their Division in every way.

Opportunity Fire: A type of Action performed by Units that are not Active. This is performed when an enemy movement action is used in a friendly, inactive Unit's Fire Zone or when a Unit is being Assaulted.

Pinned: A combat result when a Unit or Units fail a rout check from combat. A Pinned Unit loses some abilities, as noted on the Pinned marker.

Prepared Assault: How the German player performs Assaults.

Reaction Player: The player that is not the Initiative Player.

Second Action: An action performed by an In-Command Unit after it has performed its first (free) action. A second action costs a Direct Command per activated Unit. This can be the same type of action as the first action.

Spotter: A Unit from the same Division as an Indirect Firing Unit that has a clear LOS to a target that the Indirect Firing Unit wishes to fire upon.

Soft Target: A Unit that does not have any armored protection from enemy fire. These Units or Markers have no box around their Defense Value.

Soviet: All units of the Soviet side are referred to as Soviet.

Status Markers: These are all Fortifications, DGs, Suppressed, Pinned, Prepared Assault, Human Wave, and Barrage Markers. Players are free to make more of these if needed.

Support Weapon (SW): A marker that gives additional ability to a Unit or Units to which it is attached. Support Weapons have the notation "SW" on their marker.

Suppressed: An involuntary state caused by combat. A Suppressed Unit loses some abilities, as noted on the Suppressed Marker.

Sustained Fire: A Support Weapon that allows more than one Opportunity Fire in an Assault or Activation. A Support Weapon using Sustained Fire breaks on a combat roll of 8 or more.

Tanks: Tanks are a specific type of Hard Target and have a black box around their defense strength.

Tracked Unit: A Unit with a red movement value on its counter.

Troop Quality: A quantification of the current morale and quality state of a group of Units (usually a Division). The higher the value, the better.

Troop Quality Check (TQC): is a die roll that is compared with a Unit's current Troop Quality. A roll equal to or less than the Troop Quality passes the TQC.

Unit: A formed combat force that is usually company size. Units in the game do not have a + or - in their Fire Power box.

Wheeled Unit: A Unit with a black movement value.

White-Stripe Unit: These Units are not part of a formation. They activate when the Division Activation for their Division is pulled from The Cup and may Activate when the Direct Command Chit is pulled. Some markers have White Stripes; these have similar limitations on their use and limits on their placement.

3.0 GAME COMPONENTS

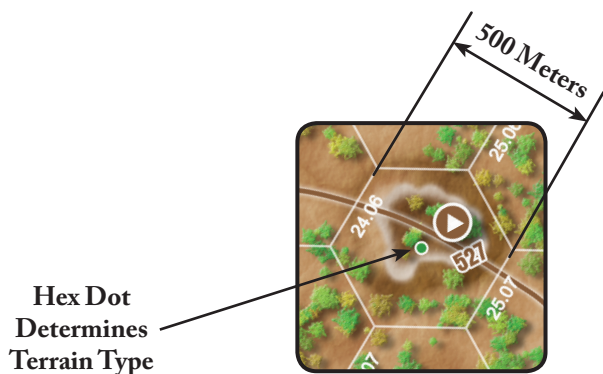
3.1 The Little Land

Each game of *CSS: The Little Land* contains the following components:

- Two 22" by 34" game maps
- Seven and a half 5/8" counter sheets
- One Rulebook
- One Scenario Book
- Six Divisional Displays
- Two Identical Combat Results/Terrain Effects Charts
- One Time, Date and Weather Display
- Two Ten-Sided Dice
- One Game Box

3.2 The Game Maps

The Game Maps are scaled at 500 meters a hex (exactly at 1:25,000 scale). Each playable hex has a dot in to indicate the terrain type for that hex – and to trace a Line of Sight. Hexes without a dot are not playable hexes.



3.3 The Game Counters

UNITS

Deployed (Front)

Column (Back)

- 1 - Stripe (green in this case): Identifies Formation
 - 7/3/60 Formation Stripe
 - 3/AT/318 Division Stripe
 - Gen.Lt Friebe No-Stripe Unit (belongs to any Formation in Division)
- 2 - Fire Power Box (Identifies Types of Weapon)
 - 5 Red: Small Arms
 - +1 Yellow: High Explosive
 - 3⁵ Black: Indirect Fire - Small number above = Range
 - +1 White: Either Armor Piercing or High Explosive (Firing Player's Choice)
 - +0 Blue: Armor Piercing
- 3 - Fire Power Value

A value ranging from 0-8 and the unmodified value you use to start determining your strength in a Fire Action
- 4 - Movement Value
 - No Deployed: May not move
 - 5 Column: White: Leg movement
 - 12 Column: Red: Tracked movement
 - 16 Column: Black: Wheeled movement
- 5 - Unit ID

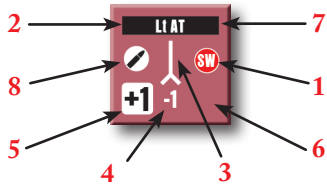
Generally Company/Battalion/Regiment or Brigade. The Unit above is the 7th Company of the 3rd Battalion, 60th Brigade, elements of 5th Corps (the division as it is named in the game)
- 6 - Defense Value

If no value is shown, the Defense Value is 0 (Soft Target)
Lower numbers are better

 - 0 Defense Values in a black box are Tanks. These are all Hard Targets.
 - +1 Yellow Boxes Targets are hard targets but are not considered Tanks in the game.
- 7 - Unit Symbol

Mostly for historical interest but it is important to know the Engineer Symbol. Only these may do some special Engineering Actions. Only Engineers may perform certain Engineering actions.
- 8 - The Division Color

SUPPORT WEAPONS



- 1 - All Support Weapons have this symbol:
- 2 - Like Units, Support Weapons have an identifying stripe. Colored stripes belong to a Formation, white stripes belong to a Division and no-stripes belong to all Formations of that Division
- 3 - Symbol of the weapon type. For historical interest only
- 4 - The Defense addition to a Unit or hex if applicable
- 5 - The Firepower addition and Firepower type change if applicable
- 6 - The Division to which the Support Weapon belongs is shown by the overall color of the counter
- 7 - The type of Support Weapon
- 8 - Any special attributes the Support Weapon offers.

- Flamethrower Ability
- Sustained Fire Ability

CHITS

	Chit Front		Chit Front
	Division Activation Chit (note - no stripes)		Removes all Barrage Markers
	Formation Activation Chit (an identifying stripe)		Roll on Random Events Table
	Each side always has one of these in the cup		Allows American Player to roll for and use Air Support or Interdiction

ASSAULT MARKERS

Defense Modifier	Troop Quality Modifier

FORTIFICATIONS

Troop Quality Modifier for all Units in the hex



Terrain Defense Modifier

STATUS MARKERS

Firepower Modifiers				
TQ Modifiers				
Movement Modifiers				

LEADERS, HQs, HEROES & COMMISSARS

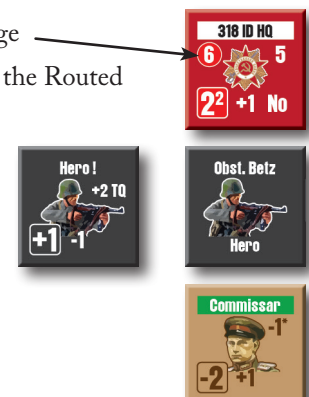
Front	Back
1	2

Leaders modify the Firepower (1) and Troop Quality (2) for Units in their hex. When the named Leader is lost, flip the counter over for his replacement

HQ Command Range
Eliminated HQs are placed in the Routed Units box

Hero: Generic and Named

Commissar



BARRAGE MARKERS

Troop Quality Modifier for all Units in the hex

Firepower Modifier for all Units in the hex

Movement Modifier for all Units in the hex

MISCELLANEOUS MARKERS

NKVD Barrier No RChik -2 +1	Trucks and Horses Division LKW No +2 16	Division Horses No +3 7	
Division Display Markers	DIRECT COMMANDS	DISPATCH POINTS	FATIGUE POINTS
Vodka and Schnapps Markers	Vodka	Schnapps	Azov Flotilla Markers Azov Flotilla - 3 4
Air Support and Fighter Strength	Fighter Strength	Air Support Ju87 5 +1DC	Air Support P-39 5 +1DC
Markers for the Weather and Victory Charts			
VICTORY POINTS	VICTORY POINTS	WEATHER	DAY
			TIME

3.5 Game Abbreviations

- AA: Anti-Aircraft
- ABRgt: Airborne Regiment
- Art: Artillery
- AT: Anti-Tank
- AufA: Reconnaissance
- Azer: Azerbaijan
- Bde: Brigade
- Corp: Corps
- DC: Direct Command
- Eng: Engineers
- Gd: Guards
- Gr.w.: German Mortar
- HAKO: Shore Battery
- HMG: Heavy Machine Gun
- HQ: Headquarters
- HW: Heavy Weapons
- IB: Infantry Brigade
- Ibn: Infantry battalion
- Inf: Infantry
- IR: Infantry Regiment
- Kat: Katyusha Rockets
- KG: Kampfgruppe (Battlegroup)
- LKW: German Trucks
- Lt: Light
- LUF: Luftwaffe
- MA: Medium Artillery
- MD: Motorized Division
- Mj: Major
- MR: Motorized Regiment
- Mtr: Mortar
- NCO: Non-Commissioned Officers
- NMB: Naval Marine Brigade
- Obst: Oberst (Colonel rank)
- Pierde: Horse
- Pun: Punishment
- R: Reserve
- RE: Reconnaissance
- Reg: Regiment
- SB: Shore Battery
- SDK: German Halftrack
- Shore: Shore Battery
- SMG: Submachine Guns
- Stat: Static
- SW: Support Weapon
- TQ: Troop Quality
- vH: von Heydt

3.4 Game Charts and Tables

Terrain Effects Chart

Division Displays

Combat Results Table and Game Aids

Game Turn, Weather, and Victory Point Tracks

4.0 EXPANDED SEQUENCE OF PLAY

1. PREPARATION PHASE

A) Weather Determination (0700 Turn only)

Roll on the Weather Table to determine the weather for this entire Game Day

Effect of Weather:

Clear — There is no effect.

Rain — Rain reduces visibility to 3 hexes and provides a -1 modifier to all Fire Ratings. In addition, there is a +1 modifier to the next weather roll. Do not place the Air Support Chit into The Cup this Game Day.

B) Check for Division Fatigue (0700 turn only)

- i) If an German Division has a fatigue level of 3 or less, increase that Division's Troop Quality by one (to that Division's Maximum Value). If an German Division has a fatigue level of 5 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).
- ii) If a Soviet Division has a fatigue level of 4 or less, increase that Division's Troop Quality by 1 (to that Division's Maximum Value). If a Soviet Division has a fatigue level of 5 or more, reduce that Division's Troop Quality by 1 (to a minimum of 0).

C) Redistribute Vodka and Schnapps (0700 turn only) (see 26.0)

D) Spending Dispatch Points

Each player may spend Dispatch Points to add Chits to The Cup for this turn. Pay 2 Dispatch Points to add a Division Activation Chit to The Cup and 1 Dispatch Point to add a Formation Chit to The Cup. Spend the Dispatch Points from the Division that owns the Division or Formation Chit. If a Division does not have enough Dispatch Points to buy a Chit, that Chit may not be bought this turn.

If a German Division has a Current Troop Quality of 3, no Formation Activations may be purchased for that Division this turn.

If a German Division has a Current Troop Quality of 2 or less, no Division or Formation Activations may be purchased for that Division this turn.

If a Soviet Division has a Current Troop Quality of 2, no Formation Activations may be purchased for that Division this turn.

If a Soviet Division has a Current Troop Quality of 1, no Division or Formation Activations may be purchased for that Division this turn.

E) Fatigue

- If a player adds a Division Activation to the cup during a day turn, add 1 to the Division's current Fatigue.
- If a player adds a Division Activation to The Cup during a night turn, add 2 to the Division's current Fatigue.
- If a player does not add a Division Activation to The Cup during a night turn, subtract 1 from the Division's current Fatigue.

Make these adjustments immediately after all Activation Chits have been purchased.

F) Getting More Dispatch Points

Each player may roll a die to add more Dispatch Points to each Division. Roll a die for each Division; if you roll the Division's Dispatch Rating or less, add 3 Dispatch Points to that Division's total. If you roll higher than the Division's Dispatch Rating, add 1 Dispatch Point to each Division's total. Each Division may have no more than 9 Dispatch Points on its track.

G) Place any Reinforcements due to arrive this turn.

H) Perform the Strategic Air Phase (see 16.0).

2. ACTION PHASE

A) Put all purchased Chits from step 1D above into The Cup. Also, always add each Player's Direct Command Chit, the Wind Chit, and the Random Event Chit.

B) If this is an 0700 turn and there are any Illumination Rounds on the map, remove them.

C) Should the Initiative Player wish to immediately play an available Formation Activation Chit before the draw of any Chit throughout the Action Phase, he may spend 2 Dispatch Points and play a Formation Chit (only if that Formation Chit was not purchased for this turn in Step 1D and has not been played in this Action Phase, i.e. you cannot buy the same chit more than once per turn). If the Initiative Player does not wish to do this, the Reaction Player may do so. If neither player wishes to do this, draw a Chit from The Cup. Once a Chit has been drawn, this option is no longer available until the next Activation (i.e. you cannot wait to see the Chit draw before deciding whether to preempt it).

- i) If the **Wind Chit** is drawn, remove all Barrages and Illumination Rounds from the map.
- ii) If the **Random Event Chit** is drawn, roll on the Random Events Table (see 20.0) and resolve the Event.
- iii) If a **Division or Formation Activation Chit** is drawn, do the following:
 - a) Move all Active Leaders to any hex of their command (see 13.1).
 - b) Attach Support Weapons (see 12.1).
 - c) Move Active Support Weapons from the Reallocating SW box to the Available SW box of the Active Division.

- d) Detach Active Support Weapons currently on the map and place in the Reallocating SW box of the Active Division.
 - e) Remove all *Concentrated Fire*, *Sustained Fire*, and *No Opportunity Fire* Markers from any Active Units
 - f) Active Units may change from Deployed to Column and vice versa.
 - g) Perform any Prepared Assaults or Human Wave Assaults. All Units that assaulted, charged, or fired indirectly in support of an Assault are no longer Active for this Activation.
 - h) Place any new Prepared Assault or Human Wave Assault markers adjacent to Active Units.
 - i) Activate any Active Units and perform Actions (move, fire, engineer, rally).
 - j) Pay a Direct Command to Perform a Second Action with any In-Command Units.
 - k) Check for any Overstacking and apply DGs as needed.
- iv) If the **Direct Command Chit** is drawn, do the following:
- a) Roll a die for each Friendly Division, halve the result (rounding down) and add that number to the Division's Command Rating. Add this value to the Division's current Direct Command total. Each Division may have no more than 19 Direct Commands on its track.
 - b) Perform the Air Game subroutine (see 16.0).
 - c) Activate Units as desired at a cost of one Direct Command per Unit.
 - 1) For each Unit (or stack) activated, remove any *Concentrated Fire*, *No Opportunity Fire*, or *Sustained Fire* Markers from the hex occupied by the Active Unit.
 - 2) The Active Unit (only) may change from Deployed to Column or vice versa.
 - 3) The Active Unit may perform one action of any type.
- v) If there are no more Chits in The Cup, and neither player wishes to purchase a Formation Chit, proceed to the End Phase. If there are Chits remaining in the Cup, return to the start of Step 2C.

3. END PHASE

- A) Check to see if a Victory Condition has been met.
- B) Check to see if the game has ended.
- C) If not, advance the Turn Record to the next turn and return to the beginning of Step 1.

5.0 ACTIONS AND ACTIVATIONS

How to Activate Units and what they can do when Active is the core mechanic of CSS. In general, you pick a Chit from The Cup and, if it is a Division or Formation Activation Chit, or a Direct Command Chit, this allows you to perform Actions with Active Units. Actions include moving, firing, assaulting, rallying, and building things (engineering actions). You perform your desired Actions with Active Units and once you are finished, you draw another Chit from The Cup.

5.1 How to Activate Units

There are two general ways to Activate Units – either by a Division or Formation Activation Chit being drawn from The Cup (or if either Player pays 2 Dispatch Points to choose a Formation to Activate Units), or when the Direct Command Chit is drawn from The Cup. This can only occur during an Action Phase.

- 1.) When a Division Activation Chit is drawn from The Cup, all Units of that Division are now Active Units and may perform Actions. All Units of that Division that do not Assault or fire Indirect Fire in support of an Assault, may also perform an additional Second Action (if they are In Command at the moment of the Second Action and if the owning player pays a Direct Command from the Active Division).
- 2.) When a Formation Activation Chit is drawn from The Cup (or paid for by the Initiative or Reaction Player), all Units of that Formation are now Active (but no other Units of that Division are considered Active). All Units of that Formation that do not Assault, or fire Indirect Fire in support of an Assault, may also perform an additional (Second) Action (if the Unit is In-Command at the moment of the 2nd Action and the Owning Player pays a Direct Command Point from the Division to which the current Formation Chit belongs).

To be In-Command, a Unit must be within its Formation HQ range or its Division HQ range, or in or adjacent to a hex with any Leader of its Division or a No-Striped Leader. There is no additional advantage to being In-Command from many sources.

Note that White-Striped Units are only Active when the Division Activation Chit is drawn and never when a Formation Chit is drawn. All No-Striped Units of a Division are Active when the Division Activation Chit is drawn or when any Formation Chit of that Division is drawn.

- 3.) When a Direct Command Chit is drawn, this does not make any Units Active. The player owning the chit may Activate any of his Units by paying 1 Direct Command per Unit. Each Unit Activated may be from any Division and need not be In-Command. When the Unit is Activated it may perform a single Action. Each Unit may be Activated only once and no Unit may perform a 2nd Action. If several Units are stacked in the same hex, some or all of them may be Activated together by paying 1 Direct Command per Unit (e.g. 3 Units stacked

together may perform a single Fire Action at a cost of 3 Direct Commands). Non-Active Units may never perform any Actions (except Opportunity Fire – see 8.6).

5.2 What Active Units Can Do

Active Units perform an Action either as a Unit or as a stack. Unit(s) that complete their first Action may perform a 2nd Action before another Unit/stack does any Actions. There are occasional

A Division Activation

When the Division Activation is drawn from The Cup, all Units of that division are now active. All divisions share the same base color on their counter.

For example, if this Chit is drawn from The Cup:

All Units of that same red color are now active. This should include all Units of the following Formations:



14 Units, 7 Support Weapons, and any in play Leaders, Commissars, or Heroes.



14 Units, 7 Support Weapons, and any in play Leaders, Commissars, or Heroes.

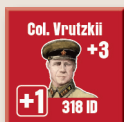


14 Units, 7 Support Weapons, and any in play Leaders, Commissars, or Heroes.

In addition, all Units with a White Stripe are also active. For the 318th Infantry Division, that would include the following:



And any Units/Leaders/Support Weapons/Heroes/Commissars that have no stripe at all. For the 318th Infantry Division, that would include the Division Leader, shown here:



exceptions to this “one Unit/stack at a time” guideline.

When you Assault, all eligible Units perform the Assault at the same time. After the Assault is completed, all the participating Units become Non-Active Units and may not perform any more actions that Activation.

When you perform a Fire Action (fire at the enemy player), other Active Deployed Units in the stack with the Unit firing may add to that fire. If they do, they are considered to have performed an Action as well as the Firing Unit (but may perform a 2nd Action if eligible). We have provided an “Active Hex” marker for each side to help keep track of a hex that might have additional Units that can still perform Actions.

Actions are specifically addressed in these rules in later sections, but a Unit may fire (a Fire Action, see 8.0), move (a Movement Action, see 6.0), assault (an Assault Action, see 9.0), rally (a Rally Action, see 10.0), or build things (an Engineering Action, see 11.0). Any Unit may pass and do nothing for the Activation.

A Formation Activation

When you draw this Formation Chit, for the 1337IR of the 318 Infantry Division, the following Units are active:



These are all the Units/Leaders from the same division that also match the green stripe on the Formation Chit - and also all “Non-Striped” Units/Leaders:



5.3 Activation Summary Chart

Chit Drawn	The first thing you do is:	Activates...	2 nd Action Possible?
Division Activation Chit	Perform Assault Actions	All Units in that Division	Yes – 1DC per Unit, if In-Command
Formation Activation Chit	Perform Assault Actions	All Units in that Formation	Yes – 1DC per Unit, if In-Command
Direct Command Chit	Roll for more Direct Commands	Any Friendly Unit (Doesn't have to be In-Command), Pay 1 DC from the Unit's Owning Division	No

6.0 MOVEMENT ACTIONS

A Movement Action is one in which an In-Column Unit spends Movement Points to move to a new hex. Units may move individually, or in a Stack if they all start the Activation in the same hex and move to the same hex. The timing of how moving works is that the Unit spends the movement points to enter another, adjacent hex and then, **after spending those points**, it moves into the new hex. This timing is important for some game mechanisms (notably Opportunity Fire). Loading or unloading from Transport is a Movement Action (see 15.0).

You must have at least one movement point available to perform a Movement Action.

Performing a movement action in an enemy Fire Zone creates an Opportunity Fire trigger for your opponent (remember, movement points are spent before entering a hex so entering a hex is not an Opportunity Fire trigger) unless there is a Deployed Friendly Unit in the hex where Opportunity Fire could occur. An exception to this is if the hex the friendly Unit is leaving and the hex it is entering are both in the Fire Zone of the same enemy Unit (like the moving from zone of control to zone of control concept here for old hands). An Active Unit (or stack of Units if they all occupy the same hex at the start of an Activation) may change to Column or Deployed status at the start of their Division or Formation Activation. If a Direct Command is paid to Activate a Unit during Direct Command, it may change from Column to Deployed or vice versa before performing that Direct

5.1 What Activates

What Units activate when a chit is drawn depends on the chit you draw.

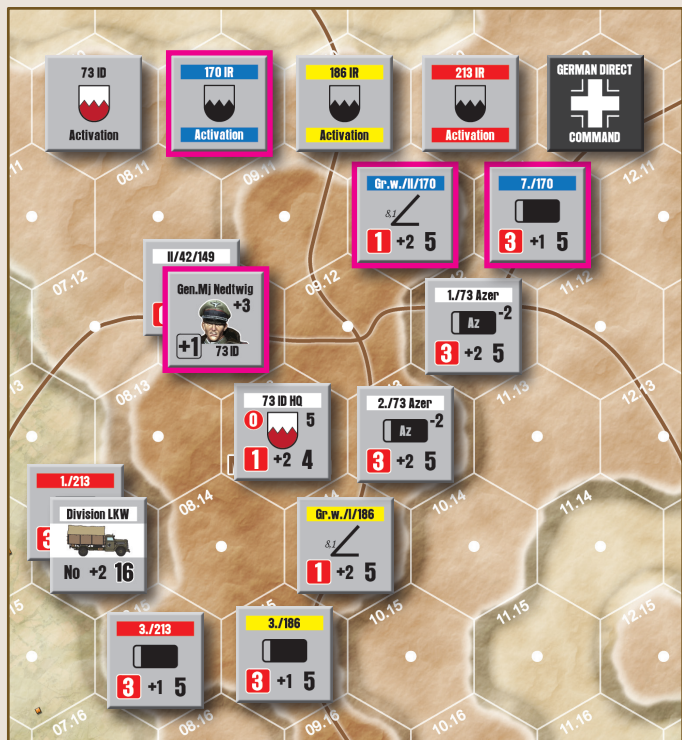
Each Formation Chit only activates that Formation. Shown here are all the Formation Chits for the 73rd Infantry Division - as well as the division's Division Activation Chit and the Direct Command Chit.

When the Division Chit is drawn, all Units of that division may activate and perform actions. In the example, this would be every Unit displayed in the graphic and all others of the division that might be elsewhere.

When the 170 IR Chit is drawn, only those units with a blue stripe would activate. In this example, that would be the 7./170 and the Gr.w./II/170 would be active (although all units on the map that have a blue stripe would be able to activate). In addition, any units of the division that have no stripe at all could also activate (in this example, the division commander, Nedtwig, would also be Active).

When the 186 IR chit is drawn, only the units with a yellow stripe could activate, plus any no stripe units.

Note that while the 1./213 company has a red stripe, it is loaded on a division transport which would only activate when the division chit is in play.



Command Action. These are the only times you can change from one mode to the other. A Unit changes from Column to Deployed (or vice versa) immediately before it performs an Action or in lieu of performing an Action.

6.1 Stacking

Players may stack up to 3 Units (not including any markers - only Units count) in a hex without penalty. For each Unit in excess of 3 at the end of any Activation (friendly or enemy), add one level of Disorganization to the hex. Note that this DG penalty isn't cumulative for every Activation. If you are overstacked by 2 at the end of an Activation and acquire 2 DGs and are still overstacked by the same amount at the end of the next Activation, no additional DGs are added.

In addition, if an Activation ends with Units of different Divisions or different Formations of the same Division in the same hex (only colored-stripe Units apply to the latter condition - White-Striped Units are exempt if from the same Division), 1 DG is added to the hex. This is in addition to the Overstack penalty. Only 1 DG penalty applies regardless of how many additional Divisions/Formations are in the hex - and the penalty only applies once, not at the end of each Activation.

6.1.1 Disorganized Markers

A Disorganized Marker in a hex applies to all the Units in that hex. Any Units that move out of a Disorganized hex, retain the same level of Disorganization. Should a Unit move into a hex that is at a lower level of Disorganization, the hex entered becomes Disorganized at the same level as the entering Unit. Should a moving Unit enter a hex at a higher Disorganized level than it is currently at, it becomes Disorganized at the same level as the hex it just entered.

A Unit that routs is placed in the Routed Units box of its Division. All DG, Pinned, and/or Suppressed Markers it may have at the time of the rout are removed. If the hex that was occupied by the routed Unit is now empty of all friendly Units, remove any DGs from play that might remain.

6.2 Terrain

Each hex type is defined by the color of the dot in the center of the hex. Use the dot in the hex, not the terrain graphic, to determine the type of terrain in a hex. For example, if the hex has a white center dot, then it is a clear terrain hex regardless of the visual representation of the hex.

A hex without a center dot cannot be entered.

6.2.1 Hex Terrain Types

CLEAR (example 25.28)

Clear terrain has a white circle in the center of the hex.

- A Leg Unit can enter a Clear hex for 1 movement point
- A Wheeled Unit can enter a Clear hex for 3 movement points
- A Tracked Unit can enter a Clear hex for 2 movement points

A Clear hex is not Line of Sight Blocking Terrain and **does not modify** the strength of an Assault or a Fire Action against Units in the hex.

WOODS (example 14.27)

Woods terrain has a green circle with white outline in the center of the hex.

- A Leg Unit can enter a Woods hex for 2 movement points
- A Wheeled Unit can enter a Woods hex for 8 movement points
- A Tracked Unit can enter a Woods hex for 6 movement points

A Woods hex is Line of Sight Blocking Terrain and **subtracts 2** from the strength of an Assault or a Fire Action against any Units in the hex.

VILLAGE (example 10.29)

Village terrain has a brown circle with a black outline in the center of the hex.

- A Leg Unit can enter a Village hex for 1 movement point
- A Wheeled Unit can enter a Village hex for 3 movement points

6.1 Stacking Example

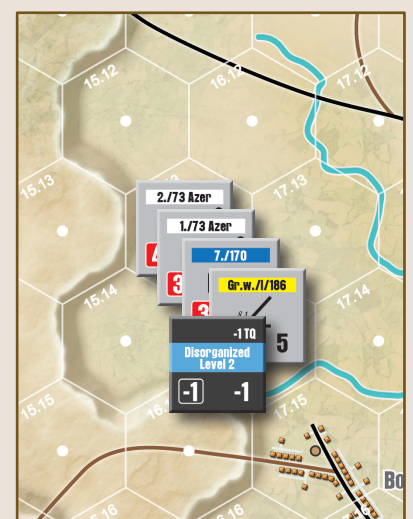
Here let's assume that the 2/73 Azer Unit (a white striped unit) is alone in hex 16.13 and the German player wishes to reinforce the hex with more units. The Division Activation chit is in play and all units in the example, since they all belong to the same division, are active. He moves the 1/73 Azer unit into the hex. We now have two Units that each have a white stripe - there is no penalty.



He later moves the blue striped 7./170 company into the hex. He is still not overstacked (as he is allowed a maximum of 3 Units in a hex - and white striped Units may stack with any other units of the same division without penalty).

However, he then moves the Gr.w./186 mortar Unit into the hex. He now has 4 units in the hex. If he continued to move and exit the hex, there would be no penalty. If he decided to end the activation in the hex with all 4 units, there would be a 2 DG marker placed on the hex. One DG for the one Unit over 3 stacking penalty and one DG added for the blue and yellow striped units ending in the same hex.

However, he then moves the Gr.w./186 mortar Unit into the hex. He now has 4 units in the hex. If he continued to move and exit the hex, there would be no penalty. If he decided to end the activation in the hex with all 4 units, there would be a 2 DG marker placed on the hex. One DG for the one Unit over 3 stacking penalty and one DG added for the blue and yellow striped units ending in the same hex.



- A Tracked Unit can enter a Village hex for 2 movement points
- A Village hex is Line of Sight Blocking Terrain and **subtracts 1** from the strength of an Assault or a Fire Action against any Units in the hex.

TOWN (example 01.02)

Town terrain has a red circle with a black outline in the center of the hex.

- A Leg Unit can enter a Town hex for 1 movement point
- A Wheeled Unit can enter a Town hex for 4 movement points
- A Tracked Unit can enter a Town hex for 3 movement points

A Town hex is Line of Sight Blocking Terrain and **subtracts 2** from the strength of an Assault or a Fire Action against any Units in the hex. In addition, wheeled and tracked units may not deploy in a Town hex.

CITY (example 26.17)

City terrain has a black circle with a white outline in the center of the hex.

- A Leg Unit can enter a City hex for 1 movement point
- A Wheeled Unit can enter a City hex for 4 movement point
- A Tracked Unit can enter a City hex for 3 movement point

A Buildings hex is Line of Sight Blocking Terrain and **subtracts 3** from the strength of an Assault or a Fire Action against any Units in the hex.

Wheeled and Tracked Units may not Deploy in City hexes.

ROADS (example 12.10)

Any Unit that is in column that enters a hex along a road can do so for 1/2 movement point and negate the cost of the other terrain in the hex. The Unit can decide not to use the road and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a road must pay the base terrain cost.

Roads have no effect on Line of Sight or attacks.

Units that are deployed ignore any road that is in the hex.

RAILROADS (example 15.09)

Any Unit that is in column that enters a hex along a railroad can do so for 1 movement point and negate the cost of the other terrain in the hex. The Unit can decide not to use the railroad and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a Railway must pay the base terrain cost.

Railroads have no effect on Line of Sight or attacks.

Units that are deployed ignore any railroad that is in the hex.

TRAILS (example 28.30)

Any Unit that is in column that enters a hex along a Trail can do so for 1 movement point for Leg and Tracked Units and 2

movement points for wheeled units. If moved along the Trail, Trails negate the cost of the other terrain in the hex. The Unit can decide not to use the Trail and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not entering or exiting the hex along a Trail must pay the base terrain cost.

In addition, any Unit that moves using the Trail movement cost and starts its movement on a trail and stays on the same trail throughout its movement may add 2 movement points to its movement allowance.

Trails have no effect on Line of Sight or attacks.

Units that are deployed ignore any Trails that are in the hex.

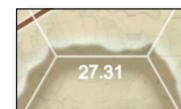
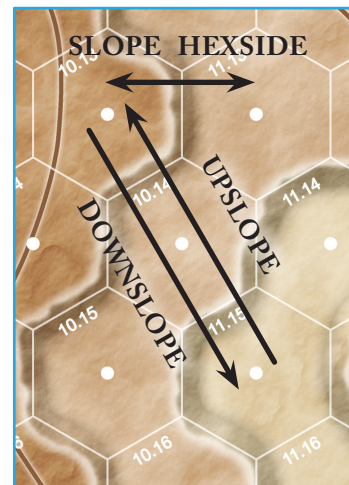
6.2.2 Hexside Terrain Types

SLOPES

A Slope hexside has a white slope line. Slopes have a direction of either upslope or downslope.

Slope hexsides block Line of Sight unless the Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex.

There is no additional Movement cost for Units to cross a Slope hexside. Fire Combat across an Upslope hexside is modified by -1. The strength of an Assault that crosses a Slope hexside is modified by -1. All assaulting Units must be attacking across an Upslope hexside for this modifier to apply.

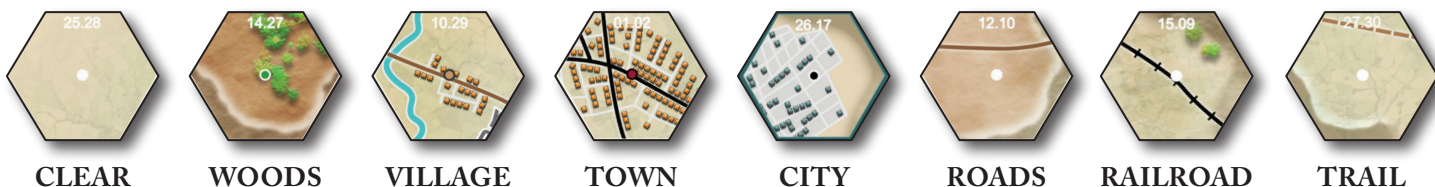


STEEP SLOPES

A steep slope hexside has a dark brown slope line.



- A Leg Unit pays 1 additional movement point to cross a steep slope hexside in either direction. Wheeled or Tracked Units may not cross a steep Slope hexside except along a road or trail.
- A Unit with an attached SW may not cross a steep slope hexside.
- Steep Slope hexsides block Line of Sight unless the Steep Slope hexside is a hexside of either (or both) the firing Unit's hex or the target Unit's hex.
- There is a -2 modifier to the strength of Direct Fire or Opportunity Fire that enters the hex through an up steep slope hexside.
- The strength of an Assault that crosses an up Steep Slope



hexside is modified by -2. All assaulting Units must be attacking across an up Steep Slope hexside for this modifier to apply.

- A Unit with a SW may assault across a Steep Slope but will place the SW in the Reallocated box on the Divisional Display should it choose to advance across the Steep Slope

They may not fire over a Steep slope hexside that is not part of their hex unless it is part of the target's hex.

As soon as an enemy Unit moves adjacent to one of your Units and they are separated by a steep slope hexside and you are up slope of the enemy unit, you may place a Ridge marker on your Unit. Placing a Ridge marker does not trigger Opportunity Fire.

You can only remove a Ridge Marker when you are Active. This isn't an Action. Just remove the Marker.

Units under a Ridge Marker acquire some additional attributes: good ones if they are attacked across a steep slope – but bad ones if they are attacked from other directions. Note that any steep slope hexside will give the defender the attributes – it needn't be the one that the Unit "claimed".

If a Unit is under a Ridge Marker, it gains the following attributes:

- If Fired upon (Direct or Opportunity) across an up steep slope hexside of a hex with a Ridge Marker, the Unit receives an additional -1 terrain defensive value. This is in addition to the -2 it would receive for Fire across a Steep Slope hexside if without a Ridge Marker.
- If a Unit under a Ridge Marker fires (either Direct Fire or Opportunity Fire) across an up steep slope hexside, it gains a +1 to its Fire Value. Indirect Fire is not affected.
- If Assaulted across a non-up steep slope hexside, the enemy Assaulting Units add an additional +2 to their Troop Quality

– in addition to any other modifiers. In this case, the benefit applies if any Units are assaulting an enemy that has claimed the up steep slope – even if others are assaulting over an up steep slope hexside.

- If Fired upon (Direct or Opportunity) across a non-steep slope hexside, the enemy Firing Units add an additional +2 to their Fire Value – in addition to any other modifiers.

Units that Assault across a steep slope hexside and advance into a now vacant hex must remove any SW markers with that Unit. Remove the SW and place it in the Reallocating Box of the owning Division.

7.0 LINE OF SIGHT

To fire on a Unit or to spot for an Indirect Fire Unit firing on an enemy Unit, that Unit must be seen. In addition, the Line of Sight in conjunction with the Direct Fire range of a Unit determines a Unit's Fire Zone. Note that while a Unit's Fire Zone is never greater than its Line of Sight, it can be shorter than the Line of Sight. For example, a Unit with an enemy Unit adjacent to it only has a Fire Zone of one hex – but can see hexes for spotting for Indirect Fire up to the limit of its Line of Sight. Generally, one traces a Line of Sight from a Unit attempting to see another by placing a straight line from the center dot of the friendly occupied hex to the center dot of the hex occupied by the Unit it is attempting to see.

6.2.2 Ridge Example:

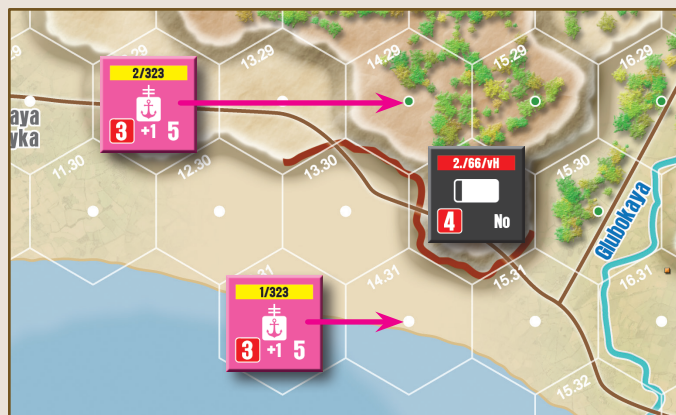
2./66/vH sits on a steep slope watching the Soviet Marines land. The Soviets after landing, activate the 1/323 unit and move it to 14.31. This is adjacent to the German company and the German player claims the ridge. Place a German ridge marker on the German.

Any fire from a steep slope hexside will give the German unit the benefit of the Ridge marker (+1 on his fire and -1 additionally adjusted to his terrain value when defending).

However, the Soviet also moves the 2./66/vH unit to hex 14.29. The Soviet unit in this hex does not have a Steep Slope hexside to fire across so any fire from this hex will get an additional +2 modifier to his fire against the German.

In addition, should both Soviet units assault the German, they will add an additional +2 to their assault roll.

Note that all of these modifiers only apply to direct fire.



7.1 Tracing a Line of Sight

7.1.1 General Rules

Draw a line from the center dot of the hex the friendly Unit is in to the center dot of the hex you wish to “see”. This is the Line of Sight.

- If the Line of Sight from the spotting Unit to the hex to be seen has any Blocking Terrain along the Line of Sight and at the same elevation as the spotting Unit, the LOS is blocked. If the spotted unit is itself in Line of Sight blocking terrain and no other blocking terrain exists, the LOS is not blocked.
- If the LOS is traced along a hex spine and one side has Blocking Terrain and the other does not, the LOS is not blocked.

Note that all barrages are of infinite height for blocking Line of Sight.

7.1.2 Line of Sight and different elevations

There are four elevations in *The Little Land*: hill levels 1, 2, 3 and 4.



If there appear to be two elevations in the same hex, a Unit is always considered to be at the higher elevation level.

Now for the fun stuff - Units at DIFFERENT ELEVATIONS:

- If any hex along the Line of Sight is higher than either the spotting Unit or the hex to be spotted, the Line of Sight is blocked.
- If the Line of Sight passes through any hexes of the same elevation as the higher of the hexes of either the spotter or the

7.1 Line of Sight Examples:

I've tried to show an example of all the various cases from 7.1. Read along with those to see the case being displayed.

Rule 7.1.1 - units at the same elevations.

Case A (shown with the black line): Tracing from 1./13/vH to the Soviet unit v2/323, while these are at the same elevation, hill level 1, there is an obstacle that blocks LOS in hex 23.31 (the village). Looking at the TEC, it lists villages as Blocking Terrain. The German unit cannot see the Soviet one here.

Case B (shown with the green line): Tracing from 1./13/vH to the Soviet Marine in hex 24.28 has blocking terrain (the slope) on the hexspine and the LOS is traced along it - the LOS is not blocked in this case.

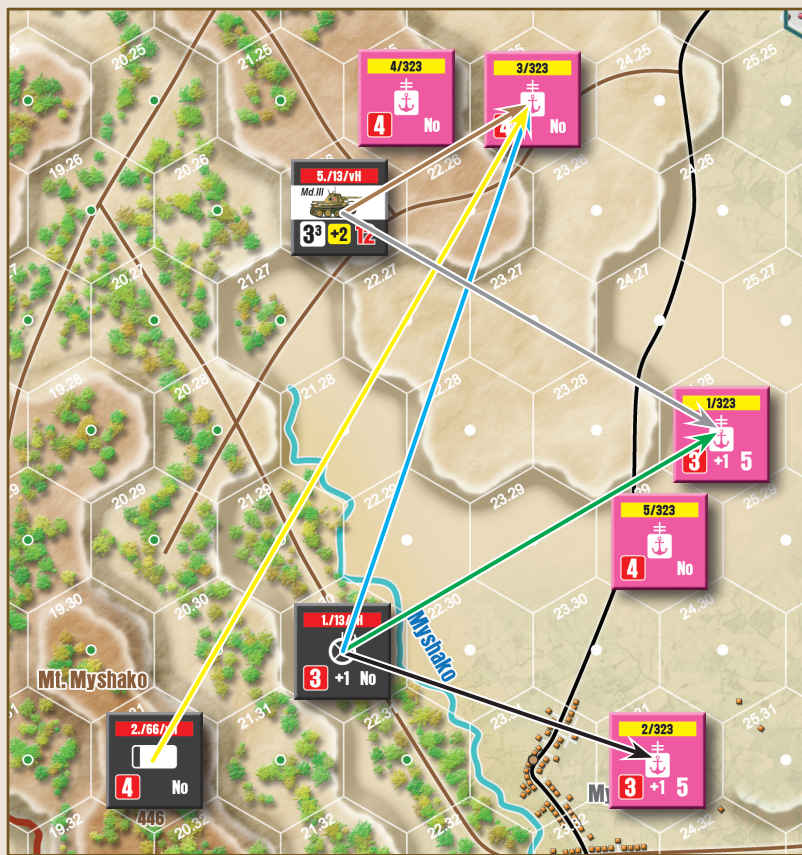
Moving on to units at different elevations (**rule 7.1.2**), we have the following examples of each case.

Case A (shown by the blue line): The 1./13/vH company is at hill level 1 and the 3/323 Soviet company is at hill level 1. If any hex (in this case hex 22.26) is at a higher elevation than either of the two units, the LOS is blocked. By the way, the slopes would be a problem as well but even if all was slopeless, the LOS would still be blocked because of the higher hex in the way.

Case B (shown by the brown lines): 5./13/vH is trying to see the Soviet unit in hex 23.25. They are at different elevations but hex 22.26 is at the same height as the higher of the two units - thus, the LOS is blocked here.

Case C (shown by the yellow line): the German unit is 19.31 is able to see hex 23.26 but not the Soviet in hex 23.25. Hex 23.26 is immediately adjacent to hex 23.25 and it is higher than the lower of the two hexes occupied by the spotter or the spottee.

Case D and E: (shown by the gray line): The German in hex 21.26 cannot see the Soviet in 24.28 because the line of sight crosses the slope - an LOS block - and neither unit is adjacent to the hexside with the slope. (along the spine does not count).



hex to be spotted, the Line of Sight is blocked.

- c) If the hex immediately adjacent to the lower of either the spotter's hex or the hex to be spotted along the Line of Sight is higher than the lower of the two hexes, the Line of Sight is blocked. Don't follow that? Look at the example. It is for blind spots.
- d) If any hexside Blocking Terrain (Slope or Steep Slope) is along the Line of Sight, the Line of Sight is blocked unless either or both of the spotter's hex or the hex to be spotted is in the hex adjacent to that blocking hexside feature.
- e) If the Line of Sight traces along the hex spine of Blocking hexside terrain, that Line of Sight is always blocked. Note that units separated by a hexspine are not considered adjacent to blocking terrain.
- f) Other than these issues, blocking in-hex terrain does not block a Line of Sight if the spotter is at a different elevation and passes the Line of Sight checks listed in b) through e).

A few general Line of Sight rules:

- Line of Sight is automatically reciprocal unless specifically stated otherwise in a rule
- The maximum range of a Line of Sight is 8 hexes during clear turns, 3 hexes during rain turns and 1 hex during night turns
- Barrage and Bombardment Markers limit the Line of Sight of Units in the hex with the Marker to one hex
- Enemy Units never block Line of Sight
- Units can always see adjacent hexes

7.2 Fire Zones

Determination of a Fire Zone consists of two basic factors. Can an enemy be seen and can it be fired at by the Unit "seeing" it? If an enemy Unit is more than one hex away and there is a clear Line of Sight but the friendly Unit can only fire one hex, that enemy Unit is not in a Fire Zone. Similarly, if an enemy Unit is more than one hex away and the Line of Sight is blocked, that enemy is not in a Fire Zone – regardless of the range of the friendly Unit.

A few other restrictions also apply:

- If an enemy Unit is adjacent to a friendly Unit, that friendly Unit has a Fire Zone only in adjacent hexes (i.e. a range of 1).
- If a Unit is under a Barrage or Bombardment marker, that Unit has a Fire Zone only in adjacent hexes.
- In-Column Indirect Fire Units with a Fire Power value have a Fire Zone of only one hex and Deployed Indirect Units never have a Fire Zone.
- A Unit that cannot fire (for any reason) has no Fire Zone.
- Units that have a Concentrated Fire Marker have no Fire Zone.

8.0 FIRE ACTIONS

A Fire Action is one of the Actions a Unit (or Units) may perform when it is Active. In general, the controlling Player chooses a Unit (alone or in a stack) and chooses a target in the Fire Zone of the Firing Unit (either a target hex or a specific Hard Target type Unit), modifies his Fire Value with the appropriate modifiers and rolls the die. Cross reference the die roll with the Fire Type and see if you rolled equal to or less than the modified Fire Value of the Firing Unit. If you have rolled equal to or less, apply the combat result immediately. Results can be an increase in the Disorganized state of the hex, Suppressed, Rout Check, or Eliminated.

You may make only one fire attack of any type from a hex during any one Activation, regardless of how many Units you have in the hex. Thus you may fire as a first or as a second Action from any one hex – but not both. Thus, in any Activation, a maximum of one Fire Attack (Direct Fire or Indirect Fire) may be performed from a hex.

8.1 Fire Types

There are 3 types of Direct Fire and 1 type of Indirect Fire.

Fire Types:

- **Small Arms** (shown by a red box around a Unit's Fire Power value)
- **High Explosive** (shown by a yellow box around a Unit's Fire Power value)
- **Armor Piercing** (shown by a blue box around a Unit's Fire Power value)
- **Indirect Fire** (shown by a black box around a Unit's Fire Power value)

Note that a white box around a Unit's Fire Power value means that the owning player may choose to fire either High Explosive or Armor Piercing.

All Units that have no range shown on their Counter have a range of 1 hex.

8.2 Performing a Fire Action

To perform a Direct Fire Action, choose a target hex in the Fire Zone (i.e., within range and in the Line of Sight) of a single Firing Unit. You may only fire once from a hex per Activation at one Target (exception: See Sustained Fire). A hex or a Hard Target may be fired upon as many times as you have eligible Units in different hexes that can fire.

If the target hex has no Hard Targets present, only the "hex" may be fired upon and all results from the Fire will apply to all the Units in the hex. Should there be only Hard Targets in the hex, you must choose a single target Unit and fire only on that Unit (and the results only apply to that Unit – except if a Rout Check has been failed – then all Units in the hex will be Pinned).

Should there be both Hard and Soft Targets in the hex, the Firing Player may choose to fire at either the "hex" or a single Hard Target in the hex. Should you roll a 0, the 0-column result of

the Fire Action will always apply to the target regardless of any modifiers to the Fire value. Should you roll a 9, you will always “miss” regardless of your actual modified Fire Value, and there is always no effect from your fire.

Units that are chosen to fire, as well as any additional Units that add to that Fire (8.3.4), are considered to have performed a Fire Action. Thus if you activate a Unit using a Direct Command (either as a Second Action in a Division/Formation Activation or if the Direct Command Chit is in play) and wish to add other Units to the Fire Value of that Unit (via 8.3.4), each additional Unit will also cost an additional Direct Command (and must also be In-Command if a Second Action).

8.3 Fire Rating Modifiers

After choosing which Unit will fire and which hex or Unit will be fired upon, compute your Fire Modifiers.

Remember always to modify the Firing Unit’s Fire value and never the die roll itself. Note that subtractions are always good

for the defense while additions are bad for the defense. If you add a negative number, you will be subtracting from the value and if you are subtracting a negative number, you are adding to the value.

- a) Apply the defense value of the Unit being fired upon or the “target” Unit’s defense value if firing at a hex (see 8.3.1)
- b) Apply any eligible Support Weapons, Leaders or Heroes with the Firing Unit (see 8.3.2)
- c) Apply any Status Markers on both the Firing Unit and the Defending Unit that may apply (see 8.3.3)
- d) Add any eligible additional Units in the hex with the Firing Unit (see 8.3.4)
- e) Apply the target hex terrain modifier (see 8.3.5)
- f) Add +1 to the Firing Unit if it is performing Concentrated Fire (see 8.3.6)
- g) Subtract 2 if a hex is being Fired upon and there are any Hard Targets in the hex
- h) Apply the Rain Modifier (-1), and the Night Modifier (-1 or -2) during rain/night turns. See 8.3.7.

Fire Example:

The Soviet player wants to take a shot at the Germans in hex 26.25. As the German player has both hard and soft targets in the hex, the Soviet can fire wither at the hex or at a specific hard target. Let’s show how to do both. First is the fire at the hex:

He adds up his fire strength fire and applies any modifiers:

Unit conducting the fire will be the 2/323 Unit: his strength is 4. This is his fire action for this activation. The 3 and 4 companies in the hex will also add their fire for an additional 2 on the strength (this is a fire action for both units). The total strength is now 6. The Soviet can also add any Support Weapons in the hex and chooses to add the HMO for 2 more. The AT Rifle would not add anything and would in fact not allow fire at all (since it would convert the fire to an AT shot and you can’t fire AT at a hex -only at a hard target. The SW will come in handy when we fire at a hard target -we’ll do that after this. The Soviets have a leader in the hex with a +1 modifier -that gets added in as well. We’d also declare Concentrated Fire and place a Concentrated Fire marker on the Soviets. This adds another 1 but the Soviet will lose his Fire Zone until these units are active again. Total fire is 10 for now-we are off the charts (as 8 is the maximum) but you modify the actual fire strength before you have a column to use.

Let’s now deal with the German defense and how they modify the Soviet fire.

The Germans are in a city hex, that gives the German a -3. Now down to 7. As the fire is at a hex and not a specific target, we need a unit from the defending hex to determine a defense strength to use, As there are any units that are deployed, the defender may choose which is the target unit. He chooses the pzii and gets another reduction of 1. If all of the German units had been in column, the Soviet could choose which is the target and would have chosen the Mdlll to add to his fire by 2. We’d assume the weather is nice but when firing at a hex and there are hard targets present (and there all here), an additional-2 is applied. The final fire strength is 4 (small arms -the red column).

Rolling the die, we get a 4. 200/R• is the result. We place a 2DO marker on the hex and check for rout (note that you check for rout after the result of the combat), The 2 DO reduction in TQ counts when you check for rout. von Hake TQ (looking at the Division Display to which this KG is attached) is 6. One is added and one is subtracted from the roD (for the R• and the -1 TQ for the 200) and we roD a 7. Rout occurs. If there are any units that are in column in the hex, they rout and are placed in the routed units box of the division display. The 5./15/vH is in column -off it goes to the division display (after checking its retreat path first). As the rout check failed, a Pinned marker is placed on the hex as well.

Next up-let’s fire at a hard target in the hex. The Soviets pick on the 5./13/vH unit and again adds his fire up. We have the same 10 but we also add in the AT rifle-this changes the fire to an AT fire (the blue row against a hard target on the right of the CRT). AT is far better against hard targets-so the useless AT Rifle SW when firing at the hex is now very useful. The Germans can subtract the terrain again for a -3 but that’s it this time. The Soviets roll a 4-a Rout check if on the small arms roll but a far better “E” result when the fire is now AT fire. As a long time gamer friend would say “for you. the war is over” ... the 5./15/vH unit is removed from play.



8.3.1 Computing the Defense Value of a target hex or Hard Target Unit

- If the target is a Hard Target Unit, use the Defense Value of that Hard Target.
- If the target is a hex and there are any Units Deployed in that hex, the Defender may choose which Unit's Defense Value is used; if all Units are In-Column, the Attacker may choose. This is the "Target Unit" for the fire.
- If all Units are In-Column in the target hex, or if the Defender has chosen a Unit In-Column to be the target Unit in the hex, and if there are any Support Weapons, Leaders, or Heroes from the same formation as the attacker's selected target, the Firing Player may (but does not have to) choose to add one Support Weapon, one Leader and/or one Hero to the Defense Value as well. All Support Weapons, Leaders and/or Heroes must belong to the same Formation as the selected Defense Value used to modify the attacker's fire (some Support Weapons, Leaders and/or Heroes might offer benefit to the Attacker).
- If the target is a hex and the chosen defending Unit in the hex is Deployed, use that Defending Unit's Defense Value as a modifier to the Attacker's Fire Value. The defender may (but does not have to) add any one Support Weapon, any one Leader, and/or any one Hero from the same Formation as his selected Unit to add to the Defense Value.
- If the target is a hex and there are any Hard Targets in the hex, subtract 2 from the Defense Value of the target hex.

8.3.2 Support Weapons, Leaders, or Heroes with a Firing Unit

If the firing Unit is Deployed, it may add a Support Weapon stacked in the same hex to its fire. In addition, whether In-Column or Deployed, one Leader, and/or one Hero stacked with the Unit may also be added to the firing Unit's Fire Value at the Firing Player's choice. All of these must belong to the same Formation to be eligible to be added to the fire.

If a Support Weapon is added and its Fire Type is different from that of the firing Unit, the fire is converted to the Support Weapon's type of fire. Leaders never change the Fire Type (they have a transparent FP box to show this). A Support Weapon must have the same range or more as the firing Unit to be added to the value of the fire strength.

8.3.3 Status Markers

Status Markers can affect the Fire Value of the firing Unit and Defense Value of the target hex or chosen Hard Target. These include Disorganized Markers, Pinned, Barrage, and Fortification Markers. Apply Status Markers in the firing player's hex to the firing Unit and Status Markers in the Defending hex to the target Defense Value.

8.3.4 Adding Additional Units to the Attacker's Fire Value.

If the chosen firing Unit is Deployed, other Deployed Units that are in the firing Unit's hex may add to the Fire. These additional Units must also exert a Fire Zone into the target hex. Each such additional Deployed Unit adds one to the Fire Value of the firing Unit's Fire. For example, if the chosen firing Unit is deployed and there are two more Deployed Units in the firing Unit's hex, add 2 to the Fire Value. A maximum of two additional Units may be added. These additional Units that add to the fire use a Fire

Action to do so.

8.3.5 Adding the Defense Value of the Terrain

Check the Terrain Effects Chart and apply the Defense Value of the hex that the Defending Unit is in. If fire is across a hexside (of the target hex) and that hexside provides an additional benefit, apply that value in addition to the hex value.

8.3.6 Concentrated Fire

If the firing Unit is Deployed, the player may choose to use a Concentrated Fire Marker to add an additional +1 to the Unit's Fire. Place a Concentrated Fire Marker on the Firing hex. This Marker stays in the hex for the remainder of this Activation. Remove the Marker when any Unit in the hex becomes Active from a Division or Formation Activation Chit, or from the expenditure of a Direct Command when the Direct Command Chit is in play. Only one Unit need be Active to remove the Concentrated Fire Marker. A hex with a Concentrated Fire Marker has no Fire Zone and may not Opportunity Fire.

8.3.7 Rain and/or Night

- Subtract 1 from all Fire on a Rain Day.
- Subtract 1 from any Fire at Night.

These modifiers are cumulative.

8.4 Resolving Fire Combat

After determining the Modified Fire Value of the Firing Unit, roll a die: if the die roll is equal to or less than the Modified Fire Value of the Firing Unit, cross reference that roll with the correct Fire Type to determine the result(s). If the die roll is greater than the modified Fire Value, the fire "misses" and there is no effect on the Target Unit or hex. A die roll of "0" always inflicts the 0 result on the target (regardless of the modified Fire Value) and a die roll of "9" always misses, regardless of the modified Fire Value.

Also, if the Firing Player rolled a "9", and used a Support Weapon to modify their Fire value or type, that Support Weapon has "broken" and is placed in the owning Division's Reallocating box.

8.4.1 Fire Combat Results

S – Suppressed: all Units in the Defending hex are Suppressed (place a Suppressed Marker on the hex).

DG 1, 2, 3, 4: Disorganized by that value: add this value to the current Disorganized Value of the hex. If the resulting value is greater than 4 DG, place a 4 DG marker and eliminate a Unit from the hex for each additional DG over 4 (defender's choice of which Unit is eliminated – it need not be the Unit that was the target of the fire).

R – Rout Check: roll for Rout using a Troop Quality Check to determine if an In-Column Unit routs and/or the hex is Pinned.

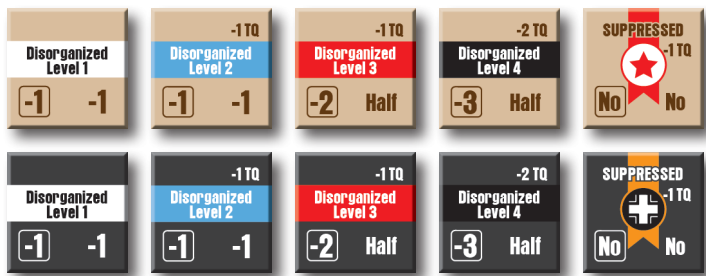
R* – Rout Check: roll for Rout but subtract one from the Troop Quality Check die roll to determine if an In-Column Unit routs and/or the hex is Pinned.

R – Rout Check:** roll for Rout but subtract two from the Troop Quality Check die roll to determine if an In-Column Unit routs and/or the hex is Pinned.

E – Eliminated: remove the target Unit from play.

Perform the combat results in the order they appear on the CRT. DGs are added to the hex before any Rout check is performed.

HQs when eliminated in any way are placed in the Routed Units box of the owning Division.



8.4.2 Rout Check

To perform a Rout Check, use the target Unit for the fire – either the Unit chosen if the fire was at a hex, or the specific Hard Target.

Roll a die and modify it as follows:

- Add one (if * was rolled) or two (if ** was rolled)
- Apply the Terrain Defense Value of the target hex
- Subtract any TQ modifier from a Leader and/or a Hero that is in the target hex (regardless of whether the fire was at a hex or a specific Target).
- Apply the Defensive Value of the Target Unit and apply any TQ modifiers of any Status Markers in the hex

If the modified die roll is equal to or less than the Unit's Troop Quality, the Rout Check is passed and nothing further happens.

Should the modified die roll exceed the Troop Quality of the target Unit, the Unit has failed the check:

If the target Unit is In-Column, it is Routed and if there are additional units in the hex, the hex is Pinned;

If the target Unit is Deployed, the hex is Pinned.

A roll of 0 always passes and a roll of 9 always fails.

An In-Column Unit that has Routed is placed in the Routed Units box of the owning Division if the Unit can trace an unlimited line of passable hexes (by the movement type of the Routed Unit) to any HQ of the Unit's Division. No hex of the trace route may be in an enemy Fire Zone (except for the hex the Unit has just routed from). If the Unit cannot do this, it is eliminated instead. If any friendly Units remain in the hex that the Unit Routed from, place a "Pinned" marker on the hex. Units in the Routed Units box never have Status Markers on them.



If the target hex is left vacant after a Unit Routs, all Status Markers in the hex are removed from play.

If there are now "excess" Support Weapons in the hex (more Support Weapons than Units), the owner must move Support Weapons of his choice from the hex to the Reallocating Support Weapons box of the Owning Division until there are only as many Support Weapons as Units in the hex.

8.4.3 Returning Routed Units to Play

When a Unit is active (the Unit's Division or Formation Chit is in play, or the Direct Command Chit is in play and the owner pays

a Direct Command to make the Unit active), and in the Routed Units box, it may return to play. Routed Non-HQ Units may be placed on or adjacent to the Division HQ. Routed HQs may return on or adjacent to the Division Leader's hex. The placement hex may not be in an enemy Fire Zone. Should no such hex exist, the Routed Unit may not return.

Returning Routed Units use an entire Action to be returned to play but may perform a 2nd Action if eligible.

Returning a Routed Unit is always voluntary.

8.4.4 Additional Effects of Combat Results

Units in a hex cannot be both Pinned and Suppressed. A Pinned hex that receives another Pinned result or a Suppressed result becomes Suppressed. A Suppressed unit that is Suppressed again is eliminated.

Any additional DGs above 4 from Fire must eliminate Units for all the added DG values above 4.

Effects of Status Markers are more completely explained in rule 10.2.

8.5 Opportunity Fire

Opportunity Fire is performed only by inactive Units. If an enemy Unit triggers Opportunity Fire, by either Assault or Movement, any inactive Units exerting a Fire Zone into the triggering Unit's hex may perform a Fire Action on the triggering Unit or Units. Note that advance after a successful Assault does not trigger Opportunity Fire. Opportunity Fire is performed by each eligible hex in the order chosen by the Inactive player. Conduct Opportunity Fire as you would a regular fire.

Opportunity Fire is triggered when a Unit "leaves" a hex – not upon entry. However, if there are any Deployed Units in the triggering Unit's when that Unit is performing a Movement Action, no Opportunity Fire is allowed unless the triggering Unit is moving from Fire Zone to another Fire Zone of same inactive Unit.

Generally, Units in a hex may only Opportunity Fire one time while inactive. Once any Units in a hex have conducted an Opportunity Fire, place a "No Opportunity Fire" marker on that Unit's hex (however, see Sustained Fire coming up next). This No Op Fire Marker is removed from a hex either if later there are no Units in the hex or if any of the Units in the hex become Active again. Only one Unit need be Active to remove the No Opportunity Fire Marker from a hex. A Unit(s) under a Concentrated Fire Marker may not Opportunity Fire at all. Inactive Unit(s) may choose not to perform Opportunity Fire (saving their fire for a, hopefully, better target later).

Players may not use Concentrated Fire when Opportunity Firing.

8.5.1 Sustained Fire

Some Support Weapons allow Units to fire using Sustained Fire. These Support Weapons are marked with a Sustained Fire indicator on their counter and allow Units to fire an unlimited number of Opportunity Fires in an Opponent's Activation Phase or when being Assaulted. After the first Opportunity Fire from a hex by any Unit using a Sustained Fire

May perform Sustained Fire



Support Weapon, place a Sustained Fire marker on the hex. The Unit(s) may continue to Opportunity Fire at active enemy Units unless they roll a 7 or greater on their fire roll. Should they do this, the attack is completed but the Support Weapon is considered “broken”. A broken Support Weapon is placed in the Reallocating box of the Support Weapon’s Division; it may be reallocated as any other Support Weapon may be (see rule 12.0).

The Sustained Fire Marker is removed from a hex either if later there are no Units are in the hex or when any of the Units in the hex become Active again. Only one Unit need be Active to remove the Sustained Fire Marker from a hex.

8.6 Indirect Fire

Units that may fire indirectly always have black Fire Power boxes on their counters. Be careful here as Artillery Units may mean something else – the black Fire Power is the key to define an Indirect Fire unit. Indirect Fire has many similarities to Direct Fire but also some differences. Fewer modifiers apply and the procedure to determine which enemy Units you can fire on is different. The front side of an Indirect Fire Unit is its deployed side (showing its black Fire Power box); an Indirect Fire Unit must be on its Deployed side to perform Indirect Fire. Many American Indirect Fire Units have “No” as their movement allowance on their Column side. These Units require Transport to move (see rule 15.0). If an Indirect Fire Unit has a movement allowance on

Opportunity Fire Example

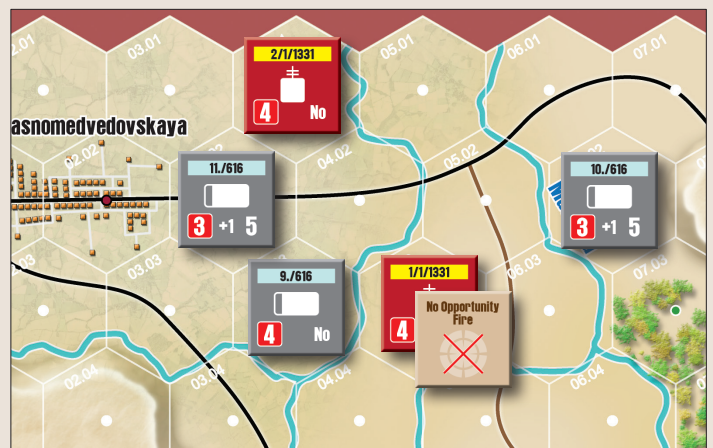
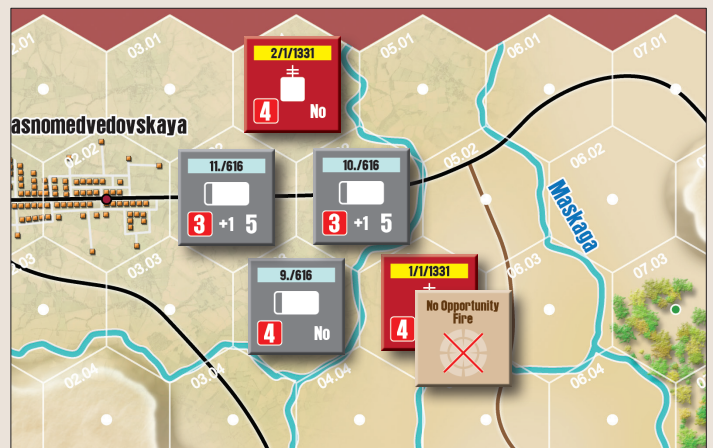
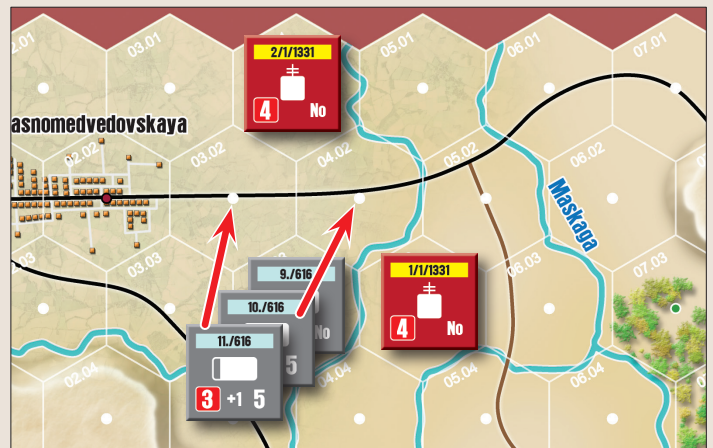
The German player is moving out and attempting to flank the 1331 Regiment. The 616 Formation chit is pulled and the regiment is active.

He moves the 11th Company first. If he moved the unit to hex 03.03, there would be no Opp Fire as the unit is leaving a hex that has a deployed unit and he isn’t moving from Fire Zone to Fire Zone of an enemy unit. But that’s just to show one aspect of the rule.

He really wants to move to hex 03.02 with this unit and does so. As before, there is no Opp Fire – the “same” enemy does not have a Fire Zone on both the hex moved from and the hex moved to in this case either. Different enemies don’t count.

Next he makes his move and sends the 10th company into the teeth of the Soviet defense. He moves to hex 04.02 – this is moving from a hex with a Fire Zone into a hex in the Fire Zone of the same enemy unit. There is Opp Fire here. The fire takes place before the unit leaves the hex. If a Pin/Suppression result occurs, the German would not be able to leave the hex. After the Opp Fire, regardless of the result of the fire, the Soviet player, without a sustained fire weapon in the firing hex, places a “No Opportunity Fire” marker on the hex that fired.

The German player can now move without fear of any more Opportunity Fire from this hex and moves to hex 06.02. Until the Soviet units in the hex are active again, the Soviet Player may not Op Fire from this hex. When 1331 is active again, the No Opportunity Fire Marker is removed and that hex may Op Fire again.



its Column side, then it may not be transported but must move only on its Column side. In addition, this side has the Unit when armed with pistols and rifles and thus it may fire as a Small Arms Unit.

Indirect Fire Units may never Opportunity Fire.

Note that Indirect Firing Units (on their Indirect Firing side – their deployed usually) have no Fire Zones. When on their Column sides, they are treated as a normal Unit.

8.6.1 How to Perform Indirect Fire

To fire an Indirect Fire Unit that Unit must be Active and must either be able to see its target hex (as per normal LOS rules) or have an eligible Unit able to see the target hex that can act as spotter. If the Indirect Firing Unit itself has a LOS the target hex, it may fire on the target hex. If it does not have a LOS, but another Unit of the same Division does have a LOS to the target hex, this latter Unit may act as a spotter, and the Indirect Firing Unit may fire at the target hex. The target must be within range of the Indirect Firing Unit. Note that a spotter does not need to be Active to spot, nor does it need to be In-Command.

A Target hex may be enemy occupied, friendly occupied, or vacant.

Indirect Firing Units can only fire at a hex, never at a specific Hard Target in a hex.

To resolve Indirect Fire, apply any applicable modifiers to the Fire Strength of the Indirect Firing Unit, roll a die, cross reference the roll on the Black row of the Combat Results Table, and apply the results. As with Direct Fire, in all circumstances, if you roll a 0 you have hit your target and look up the results on the appropriate 0 column. If you roll a 9 you always miss, regardless of the modified Fire Power strength.

If an Indirect Fire Unit fires at a hex without a valid target – a friendly-occupied hex, an enemy-occupied hex with no legal target (e.g. all Hard Targets in the hex), or a vacant hex – there is no combat result from this fire: only an appropriate Barrage Marker may be placed (if a 9 isn't rolled).

8.6.2 Barrages

When an Indirect Firing Unit fires using Indirect Fire, it will usually leave a Barrage Marker in the target hex. The only exception to this is when the firing Unit rolls a “9” for its fire. In this case, no Barrage is placed. If the target hex has friendly Units, there are no enemy Units that can be seen in the target hex, or the hex is vacant, there is no CRT effect but you do roll a die to see if you roll a “9” or not to be able to place a barrage.



To determine the strength of the Barrage Marker, use the unmodified Fire Strength of the firing Unit plus any additional Units (case G of 8.6.4) to determine the Barrage Marker needed.

- Indirect Fire strength of 2 or less, place a Smoke Marker on the hex
- Indirect Fire strength of 3, place a Light Barrage Marker on the hex
- Indirect Fire strength of 4, place a Medium Barrage Marker on the hex
- Indirect Fire strength of 5 or more, place a Heavy Barrage Marker on the hex

(SYSTEM CHANGE)

Any hex with an already placed Barrage Marker may not be attacked with indirect fire unless the firing Unit can theoretically place a Barrage Marker of greater strength. So a hex with a medium Barrage Marker can only be attacked by an indirect firing unit that has an Indirect Fire strength of 5 or more. A hex with a Heavy Barrage Marker may not be barraged. This rule applies to all previous CSS games. There can only ever be one Barrage Marker in a single hex. If you can place a Barrage Marker from a higher value Indirect Firing Unit in a hex that already has a Barrage marker, replace the lesser one with the greater one.

Indirect Fire Example

von Hake is active and ready to put some artillery fire on the poor Soviet unit in hex 24.28. 11/13/vH is active and ready to fire. It can't see the 4/323 so it needs a spotter. 1/66/vH can see it and can spot for the artillery unit. Note that the spotter although active here, need not be active to spot for the artillery. It has an indirect fire strength of 5. This is not modified as there are no beneficial modifiers for the defender here. As it has a fire strength of 5, unless a “9” is rolled, a heavy barrage will be placed on the Soviet unit. A roll of 1 results in an “R” result. A straight rout check. With a ‘TQ’ of 4 currently, the Soviets roll a 3 and pass. The unit couldn't rout away since it is deployed but a failure would Pin the hex. A heavy barrage is placed on the hex. Until wind is picked from The Cup, no other artillery may fire on this hex.



Movement reductions or status changes caused by a Barrage Marker apply to all Units (enemy or friendly) that are in a hex with a Barrage Marker or as soon as they enter such a hex. Round all fractions down. Apply Status Marker effects to movement first. So if a hex has a DG 3 on it, all Units in the hex have their movement halved first – then, halve it again for the Barrage (example – a Unit with a movement of 5 with a DG3 marker on it and is Medium Barraged, has a movement allowance of 1 to leave the hex. Note that there is no one-hex minimum move in CSS.

For example, if a Unit with a DG3 marker (with a printed movement allowance of 5) moves into a Medium Barrage hex that costs one movement point to enter, it would have no remaining movement points to use after its movement into the Barrage hex. That's half of 5 rounded down to 2, use 1 to move into the Barraged hex, 1 halved and rounded down is 0.

Units under a Barrage Marker have their Fire Zone limited to only adjacent hexes. Barrage Markers are also Line of Sight obstacles for all Units. You may not trace Line of Sight through a Barraged hex but may see normally out of a Barraged hex if you are under a Barrage Marker.

All Barrage Markers are removed when the Wind Chit is drawn from The Cup.

Friendly Units of all types can place a Smoke Barrage in their hex or in any adjacent hex as a Fire Action. This is handy to restrict enemy Line of Sight into hexes behind the front lines.

8.6.3 Indirect Fire Strength Modifiers

Only the following modifiers (and no others) are used with Indirect Fire:

- Any DG Markers currently on the Indirect Firing Unit
- Any Barrage Markers currently on the Indirect Firing Unit
- If there are Hard Targets in the target hex: -2, *or*,
- The Terrain modifier of the target hex
- Any Fortification Markers on the target Hex (only)
- +1 for each additional Indirect Fire Unit stacked with the Firing Unit (if it also performs a Fire Action).

No other modifiers are applicable to Indirect Fire (including Unit Defense modifications).

Pinned or Suppressed Units may not Indirect Fire.

8.6.4 Indirect Fire Units and Column

Whenever an Active Indirect Firing Unit is adjacent to an enemy Unit, it must immediately be flipped to its Column side. Units (if eligible) may flip back to their Deployed side on a future Activation.

8.7 Flamethrower Attacks

In any Direct Fire attack by any Unit that has a Flamethrower ability, there is a chance that the target hex will catch fire. This would also apply if a Unit with a Flamethrower ability adds 1 to another unit in the same hex in a Direct Fire attack.

If the attack is against a hex with one of the following terrain types, a fire may occur:

- Flamethrower Ability
- Woods
- Village
- Town

Woods will catch fire if the attack resolution die roll is 0, 1, or 2.

Village and Town hexes will catch fire on a die roll of 0.

If a hex catches fire, place an On-Fire marker in the hex and apply the On-Fire rules below.

8.7.1 On Fire

If a hex catches fire, place an On-Fire marker in the hex.

An On-Fire marker has the following effects:

- It counts as Blocking Terrain for LOS.
- No Unit may enter a hex containing an On-Fire marker.
- Any Active Units in an On-Fire hex at the end of their Activation immediately rout.



Should the weather become Rain then remove all On-Fire markers.

Whenever the Wind Chit is drawn, roll for each existing On-Fire marker in Sugarcane, Town, Building or Brush terrain:

- If the die roll is a 0, 1, or 2, flip the On-Fire marker to its Fire Cleared side. A hex with a Fire Cleared marker counts as Clear Terrain for the rest of the game (the "CT" on the Fire Cleared Marker is to remind you of this).
- If the die roll is 8 or 9 the fire has possibly spread. If either of the hexes immediately to the-west or south-west of the currently on fire hex are hexes that can also catch fire (Woods, Village, or Town), place a Fire marker on this hex. If both hexes are flammable, roll a die to see which one catches fire: 0-4 west or 5-9 for southwest.

9.0 ASSAULT ACTIONS

Assault is a two-step process. First, a Prepared Assault Marker must be placed adjacent to a friendly Active Unit and then, the next time any friendly Units adjacent to that previously placed Prepared Assault Marker are Active, the Assault must be resolved. This activation can be the result of drawing either a Division Chit or a Formation Chit. Assaults are never performed, and markers are never placed on a Direct Command Chit. Assault is an Action and any Units that Assault have completed their Action for that Activation. Note that you always first conduct Assaults on previously placed Prepared Assaults, and then place new Prepared Assault Markers for a later Activation. It usually takes a little while for an Assault to occur. The standard procedure is described below in sections 9.1-9.5. Section 9.6 describes the differences from the standard procedure for Soviet Assaults (Human Wave Attacks).



9.1 The Assault Sequence of Play

- A. The Assaulting player may “call off” the Assault. If this happens then proceed to Step L below. If not, and the hex with the Assault Marker is currently empty of any enemy Units, proceed to Step J. If there are enemy Units in the hex and the Assault is not being called off, the Assaulting player must state which Units are Assaulting – these Units are now committed to the Assault (Note that this choice only applies for Units adjacent to more than one Assault Marker: a Unit adjacent to an Assault Marker **must** take part in an Assault if eligible).
- B. The Assaulting Player may fire Active Indirect Fire Units (up to 3 for the German Player and up to 4 for the Soviet Player) in support of the Assault. Units adding their support count as a Unit firing, but all supporting Units also count towards step G. Each Indirect Fire attack is resolved and each Indirect Fire Unit firing in support will later add +1 to the Attacker’s die roll during step G below. All Indirect Units may fire on the hex even if there is a preexisting barrage of any strength in the hex. If the Barrage strength is stronger than the current barrage marker in the hex, replace the barrage marker with a marker of the new, higher value.
- C. All Assaulting Units must flip to their In-Column side.
- D. The Defending Units may retreat to an adjacent hex (if they have an adjacent hex they can move to, and all the Units are In-Column). This hex must not be in an enemy Fire Zone. All Units must retreat if any retreat, and they all must retreat to the same hex. After retreating, place a Suppressed Marker on the just retreated Unit(s). If this happens, proceed to step J below.
- E. Perform Defending Player Opportunity Fire at one Assaulting hex (more if the Defender can perform Sustained Fire).
- F. Compute Odds for the Assault.
- G. Each Player rolls one die and applies appropriate modifiers.
- H. Remove or Replace any Leaders lost from the Assault.
- I. Compare the difference in the modified die rolls and apply the results.
- J. The Attacker must move at least one Assaulting Unit into a vacated Assault Marker hex.
- K. All Units that participated in the Assault have completed their Action for this Activation and may not activate again for the remainder of the Activation.
- L. Remove the Assault Marker.

9.2 Placing a Prepared Assault Marker

Assault Markers may be placed whenever a Formation or a Division Chit is pulled from The Cup. Placement is done after any Prepared Assaults previously placed have been resolved. Spend 1 Dispatch Point from the Active Division (or the Division that the Active Formation belongs to) and place a Prepared Assault Marker in any hex adjacent to a currently Active Unit of that Division or Formation for the German player and spend 2 Dispatch Points from the Active Division for each Human Wave Assault for the Soviet Player. This hex can be unoccupied, friendly occupied or enemy occupied. It must be a hex that the adjacent Active Friendly

Unit could legally move into with a Movement Action (although no actual movement takes place). Should there not be a friendly Unit adjacent (it needn’t be the one that allowed placement in the first place) to a Prepared Assault marker at any time, remove the Prepared Assault marker from play. Note that the Prepared Assault marker has no effect on play while awaiting friendly Active Units adjacent to it to assault. The enemy Player may freely leave the hex, reinforce the hex or move through the hex at will.

9.3 When Prepared Assaults Occur

Prepared Assaults occur whenever a Formation or Division Chit is pulled from The Cup and there are Active Units adjacent to a previously placed Prepared Assault Marker. Assault is voluntary and if you choose to call off the Assault, remove the marker from play. If you don’t call off the Assault, all active Units adjacent to a Prepared Assault marker must Assault. If Units are adjacent to multiple Assault Markers, the owning player may allocate them to Assaults as he wishes – but all must Assault somewhere (unless they are unable to enter any of the Assaulted hexes).

All Assaulting Units are considered to have used their Actions for the current Activation (they can’t do anything else for that Activation – no 2nd actions).

Only Units that can legally enter the Assaulted hex may Assault (this includes temporary restrictions from Markers like Suppression, Pinned, or Heavy Barrage). If any Support Weapons cannot make a legal move into the Assaulted hex, they must be left behind and if alone after the Assault, must be placed in the Reallocating Support Weapons box of the owning division.

9.4 Conducting a Prepared Assault

The Assaulting player (only) may fire Active Indirect Fire Units in support of the assault. This will be the Indirect Firing Unit’s entire Activation for this Chit (i.e., no 2nd action is allowed). For each Indirect Fire Unit firing in support, the attacker adds 1 to his assault value. The German player may add a maximum of 3 to his assault value, and the Soviet may add a maximum of 4 to his assault value (see 9.5, step 7). Indirect Fire Units that are stacked with the firing Unit and added their 1 additional value (see 8.7.4; step g) count towards this modifier.

Secondly, the defending Units in the hex being Assaulted (only) may perform Opportunity Fire against the Attackers (if the Units are not under a *No Opportunity Fire* Marker). Note that the *Prepared Assault* Marker has an additional Defense modifier to apply to the Assaulting Units that are being fired upon. This is a normal Opportunity Fire and unless the Defending Unit has a Sustained Fire Support Weapon, it may fire at only one Assaulting hex (or a Hard Target). If it has Sustained Fire, it may fire at each assaulting hex (or Hard Target) but the SW breakdown rule (8.5.1) applies normally here. If breakdown occurs, remove the SW from the map after the Opportunity Fire that caused the Breakdown occurs. No more Opportunity Fire may occur; place a *No Opportunity Fire* Marker on the Assaulted hex.

After the Assaulting Player has fired any Indirect Fire and the Defender has fired his Opportunity Fire, the actual Assault is conducted.

Both players determine all applicable values for the upcoming Assault roll and then each player rolls a die, applying all his

Assault Example

During a previous activation of the 229th regiment, the German player paid a Dispatch Point to place a Prepared Assault Marker in hex 04.03. Later in the turn, the KG Busche Division Activation came out of The Cup - this allows all of KG Busche to assault. In we go!

First off, Indirect Fire units (up to 3) may fire at the hex. All of the KG are active, so all Indirect Fire units of the division may fire during this activation. II/85 KGB fires with an additional 1 added to its strength for the mortar unit it is stacked with and this places a Heavy Barrage on the Soviet hex. In addition, the mortar in hex 02.02 will fire with its 4 strength. Even though there is a Heavy Barrage in the hex, this fire is allowed as we are in an assault. All fire results are determined, and for later, a +3 will be added to the German Assault die roll.

Next up, the defenders may Opportunity Fire at the Assaulting units. With his HMG, the Soviets may fire first at hex 04.03 and then, placing a Sustained Fire marker on the hex, may fire at the units assaulting in hex 04.02. After this fire, if a roll of 8 or 9 happens when the Soviets fire, the HMG is removed from the map and placed in the Reallocating Support Weapons box of the owning division. If any other roll, the Sustained Fire marker stays in the hex for possible future use.

Each side now rolls a die and applies the following modifiers:

For the attacker (only listing the applicable modifiers):

- Case 1)** Odds - 5 companies are assaulting 2 - odds of 2-1 ((-1 to the attackers roll). Note that both sides have SW but these do not count when computing the odds of the assault.
- Case 4)** TQ bonus for the German Assault marker is +2 (+2)
- Case 7)** 3 Indirect Fire units fired earlier (+3)
- Case 8)** Assuming the base TQ for KG Busche is 6, (+6)

The Attacker total is +9

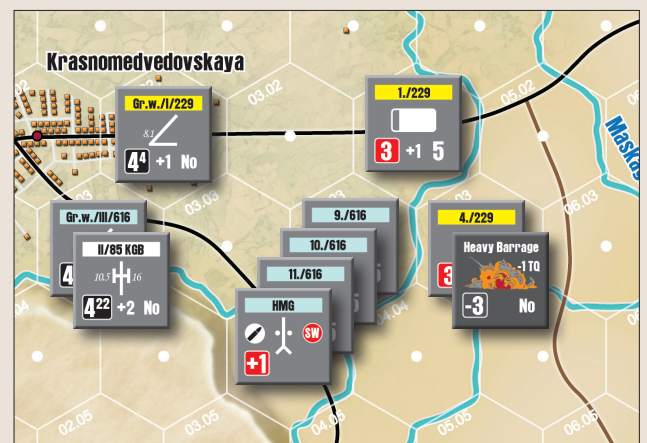
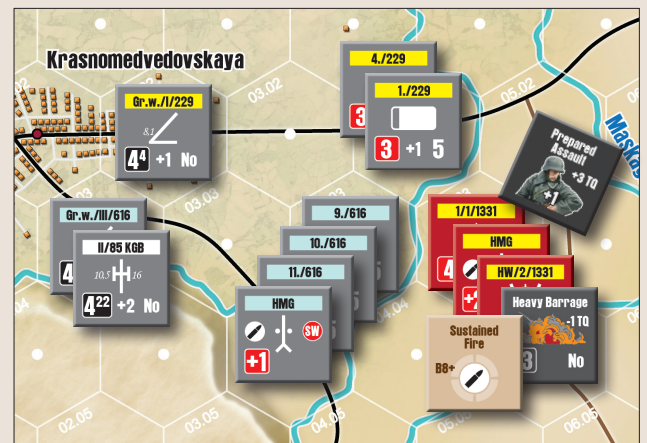
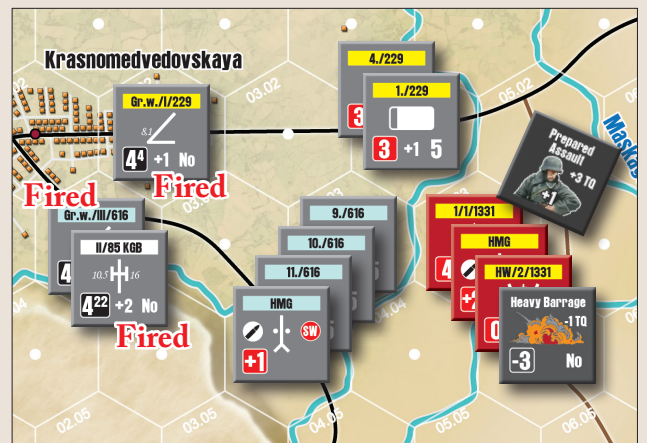
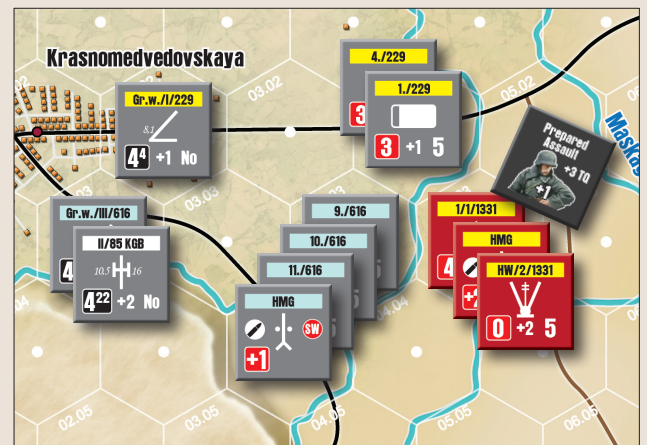
For the Defender (only listing applicable cases as well):

- Case 4)** The Heavy Barrage marker reduces TQ by 1 (-1)
- Case 7)** Assuming the base TQ for 318 division is 5 (+5)

The Defender total is +4.

If the modified total is the same (say the German rolled a 2 for a total of 11 and the Soviet rolled a 7 (for a total of 11), the figure on the left is the result. Each attacking hex receives a DG.

If the German player rolled a 7 (for a total of 16) and the Soviet player rolled a 3 (for a total of 7), the difference would be 9. 4 DGs would be added to the hex and all DGs over the 4 would eliminate one unit for each value over. In this case, with only 2 units in the hex, both are destroyed by the assault. The SW is placed back in the reallocating box of the 318 division, and the German must advance into the hex. The Heavy Barrage is still there and will affect the German unit's values until removed.



Assault modifiers to the roll to get a final modified die roll.

If both players roll the same final modified number, add one DG to each Assaulting hex (note the “each” here), and to the Defending hex; the assault is over – proceed to step K in the Assault Sequence. If there is a difference in the rolls, the lower roller adds that number of DG to his side (the Defender applies them to the defending hex; the Attacker may distribute them amongst his assaulting hexes as he sees fit).

If either player rolls a “9” and that rolling player used a Leader to aid in his assault, the Leader is replaced or removed from play (if already a replacement Leader).

If the defending hex is vacant after all results have been applied (either by losses or retreat), the Assaulting Player must advance at least one Unit into the Assaulted hex. Remove the Assault Marker and continue with the Activation.

9.6 Human Wave Assaults

The Soviet player may also use Assaults, but for the Soviet Player, they are called Human Wave Assaults and have some differences from the standard Assault rules. The Soviet player places a Human Wave marker in the same way as a Prepared Assault marker (except the price to place is double the German cost) and may add a maximum of 4 Indirect Fire Units to the Assault during Step B of the Assault Sequence of Play.

10.0 RALLY ACTIONS

Units can have various Status Markers on them that temporarily change Unit values. These always apply to all Units in a hex equally and only one is ever placed in a hex. Fortifications (Foxholes, Trenches and Pillboxes) are removed when there are no more Units in the hex with the Fortification. Barrages are removed when the Wind Chit is pulled from The Cup. *Prepared Assault* and *Human Wave* Markers are removed via the Assault Procedure. *Concentrated Fire*, *No Opportunity Fire* and *Sustained Fire* Markers are removed when a Unit in the hex becomes Active.

Suppressed, *Pinned*, and *Disorganized* Markers are only removed using a Rally Action.

10.1 How to Rally

A Rally Action may be performed whenever a Unit is Active. It may be performed in an enemy Fire Zone. Only one Unit in a hex need be Active to remove or reduce a Status Marker via Rally. Only one Rally Action is allowed per hex per Activation. Just announce you are doing a Rally Action and remove or reduce the applicable Status Marker.

9.5 Assault Modifiers

The **Assaulting Player** applies the following die roll modifiers:

- a) The Odds of the Assault: divide the number of Assaulting Units by the number of Defending Units to form a ratio and round that ratio in favor of the defender. Find the ratio on the table below and apply the corresponding modifier to the Assaulting Player’s die roll (only – not the defender):
- b) If any Tanks are Assaulting: add 2; *or*
- c) If **only** Tanks are Assaulting: subtract 2;
- d) Add the Troop Quality Bonus on the Prepared Assault Marker;
- e) Subtract any Status Markers on the Assaulting Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;
- f) Add a Leader and/or Hero Troop Quality modifier;
- g) Add 1 for each Friendly Indirect Fire Unit that fired earlier in the sequence;
- h) Add the lowest Troop Quality value of any of the Assaulting Units.

Note that only one of b) or c) applies.

The **Defending Player** applies the following die roll modifiers:

- a) Subtract the Terrain Defensive Value (including any Fortification Markers). Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;
- b) Subtract the Defense Value of one Unit (if all defending Units are In-Column, the Assaulting Player may choose any one of those. If any are Deployed, the Defender may choose one Unit. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;
- c) If any Tanks are Defending: add 2; *or*
- d) If **only** Tanks are Defending: subtract 2;
- e) Subtract any Status Markers on the Defending Units Troop Quality as applicable. Remember, subtracting a negative number will add to the total while subtracting a positive number will reduce the total;
- f) Add a Leader and/or Hero Troop Quality modifier;
- g) Add the lowest Troop Quality value of any of the Defending Units.

Note that only one of c) or d) applies.

1-3 or less:	-5
1-2:	-4
1-1:	-3
3-2:	-2
2-1:	-1
3-1:	0
4-1:	+1
5-1 or more:	+2

A Rally Action removes a *Suppressed* or *Pinned* Marker or reduces a *Disorganized* Marker by one level (as an example, if at DG3 and you rally, replace the DG3 Marker with a DG2 Marker).

If a hex is Suppressed or Pinned, that must be the first Status Marker that you remove by Rally. If a hex is Suppressed or Pinned and also has a *Disorganized* Marker, you can't rally the Disorganized before you remove the *Suppressed* or *Pinned* Marker.

A hex may not be both Pinned and Suppressed. If a Suppressed hex receives a Pinned result, ignore the Pinned result. If a Pinned hex receives a Suppressed result, remove the Pinned Marker and replace it with a Suppressed Marker. A Suppressed Unit that receives another Suppressed result is eliminated.

10.2 Suppressed, Pinned, and Disorganized Markers

10.2.1 Suppressed Markers

Suppressed Markers must be removed via a Rally Action before any *Disorganized* Markers may be reduced or removed by Rally. Units under a *Suppressed* Marker may not Fire or move in any way and their Troop Quality is reduced by 1. They may not Opportunity Fire. The only Action a Suppressed Unit may perform is Rally to remove the *Suppressed* Marker. *Suppressed* Markers apply to all the Units in a hex. Only one Unit need perform a Rally Action to remove the *Suppressed* Marker from a hex but only one Rally Action is permitted per hex, per Activation. Suppressed Units may not Assault.



10.2.2 Pinned Markers

Pinned Markers must be removed via a Rally Action before any *Disorganized* Markers may be reduced or removed by Rally. *Pinned* Markers subtract 3 from a Unit's Fire Value and Pinned Units may not move. *Pinned* Markers apply to all the Units in a hex. Only one Unit need perform a Rally Action to remove the *Pinned* Marker from a hex but only one Rally Action is permitted per hex, per Activation. Pinned Units may not Assault.



10.2.3 Disorganized Markers

Disorganized Markers have values ranging from 1 to 4, with each reducing various values as the level of Disorganization increases. A Rally Action removes one level of Disorganization (4 goes to 3, 3 goes to 2, etc.). Only one Unit need perform a Rally Action to remove one level of Disorganization from a hex, but only one Rally Action is allowed per hex, per Activation. *Disorganized* Marker values apply to all Units in the hex; should a Unit move out of a hex with a *Disorganized* Marker, leaving other Units in the hex, it will keep the same level of *Disorganized* Marker with it – and the Units remaining in the hex also remain at the same level of Disorganization.

When any Unit enters a hex, that Unit and all Units already in the hex immediately acquire the same level of Disorganization – the higher of the entering Unit and the Units already in the hex (e.g. a Unit with no DG enters a hex at DG3 – it also becomes DG3; a Unit at DG2 enters a hex at DG1 – all Units in the hex become DG2). This includes Units just “moving through”. The acquisition

happens upon entry into the hex for all Units concerned.

Units at DG4 may not Assault.

DG4 is the maximum level of Disorganization a hex may be at – after DG level 4, each newly acquired DG will eliminate a Unit in the hex.

Movement penalties for status markers are applied in the following order: *Disorganized* Markers first, then Barrages. Always round fractions down to the nearest whole number. Note that there is no minimum move rule: if a Unit does not have sufficient movement allowance, it cannot enter a hex.

For example, a Unit with a movement allowance of 5 is in a hex with a DG3 marker and it is also under a *Medium Barrage* Marker. The DG3 halves the movement allowance of the Unit (rounding down) to 2, and the Medium Barrage halves it again to 1 point.

11.0 ENGINEERING ACTIONS

11.1 Building Fortifications

Fortifications Status Markers include Foxholes, Trenches, Pillboxes and Bunkers. These all modify Fire attacks against a hex by the amount listed on their marker. Trenches, Pillboxes and Bunkers also increase the TQ value of Units in the same hex. Foxholes and Trenches may be built in eligible hexes. Pillboxes and Bunkers may not be built in the game.

Leg (shown by movement value in white) Units that are deployed can build Foxholes. There is no Troop Quality Check to do this. Just declare an Engineering Action and place the Foxhole. Only one Unit in a hex need be Active to build a Foxhole but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this and thus no enemy Opportunity Fire is allowed.

Only Deployed can build Trenches. This is an Engineering Action and requires a Troop Quality Check to be passed for success. If you roll the modified Troop Quality or less, and the hex already has a Foxhole marker, flip it to reveal a Trench marker. A roll of 0 always passes; a roll of 9 always fails. You can't have both a Foxhole and a Trench in the same hex. Only one Unit in a hex need be Active to build a Trench but only one Engineering Action per hex, per Activation is allowed. No movement points are spent to do this and thus no enemy Opportunity Fire is allowed.

Pillboxes and Bunkers cannot be built in the game but there are ones that start the game on the map.

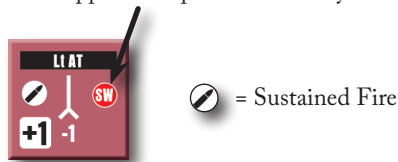
Foxholes, Trenches and Pillboxes are removed from play if there are no friendly Units in the hex with those markers. Bunkers remain on the map and may be used by either side.



12.0 SUPPORT WEAPONS

Support Weapons are Division, Regiment or Battalion assets that can be attached to Units to add or change their Fire Power - or provide an additional benefit as shown on the middle left of the Marker. Generally, you attach a Support Weapon Marker to a hex and any Unit in the hex may use that Support Weapon in a Fire Combat. Support Weapons can “break” when used in Fire and can be detached and later added to another or the same Unit. Support Weapons all have an SW on their counter to show they are Support Weapons.

All Support Weapons have this symbol on their counter



12.1 Attaching a Support Weapon

A Unit must be Active to receive Support Weapons and it must attempt to receive support before it performs a non-Assault Action. Support Weapons that are to be placed with a Unit(s) must be part of the Formation that is currently Active. No-stripe Support Weapons are active when any Formation of their Division is Active and may be attached to any Unit of their Division.

To attach a Support Weapon to a Unit(s), take an available Support Weapon (in the Available Support Weapons box on the Division Display) and trace an unlimited series of passable hexes (for a Leg Unit) from the owning Formation HQ or Division HQ to the hex that the Support Weapon is to be placed in. The destination hex may be in an enemy Fire Zone but no other hexes may be. The HQ may not be in a Sea Zone.

Note that there are some terrain features that a Support Weapon may not be able to cross. This does not inhibit this trace to attach a Support Weapon. Only the ability of a Leg Movement Unit to enter the hex matters for this trace.

You may only attach as many Support Weapons to a hex as there are Units in the hex. So usually no more than three Support Weapons (assuming no overstacking) may be attached to any hex. If there are fewer Units than Support Weapons in a hex at any time, remove excess Support Weapons (owning player's choice) and place them in the Reallocating Support Weapons box of the owning Division's Display.

12.2 Detaching Support Weapons

To voluntarily remove a Support Weapon from a hex, you do the reverse of how you attached it. Before an Active Unit has performed any non-Assault Actions, trace an unlimited line of passable hexes (for a Leg Unit) to the owning Formation or Division HQ. The hex in which the SW starts its trace may be in an enemy Fire Zone but no other hex may be. If such a trace exists, pick up the Support Weapon and place it in the Reallocating box of the owning Division Display.

Support Weapons can also be removed involuntarily from a Unit. As mentioned before, if there are fewer Units than Support Weapons in a hex, for any reason, any excess Support Weapons (owner's choice) are removed and placed in the Reallocating box of the owning Division Display.

If a player rolls a 9 when resolving fire using a SW (breaking the Support Weapon), remove that Support Weapon and place it in the Reallocating box of the owning Division's Display. Similarly, a Support Weapon that uses Sustained Fire and breaks down (rolls a 8 or more) is also moved to the Reallocating box of the owning Division Display.

When a SW is removed involuntarily for any reason, the owning player needs to trace to an owning HQ in the same way as when removing the SW voluntarily. If no trace is possible, the Support Weapon is removed from the game instead of being placed in the Reallocating box.

Any Status Markers in the hex from which the Support Weapon has been removed do not follow the Support Weapon into the Reallocating box.

If the Division HQ has been destroyed, all Support Weapons in both the Reallocating box and the Attachable box are eliminated from play. Any attached Support Weapons remain in play until involuntarily removed.

12.3 Using Support Weapons

Support Weapons may be moved with Units. They move with any Unit in the stack to which they are attached when that Unit moves. Remember that you can't have more Support Weapons in a single hex than you have Units.

Support Weapons can be added to a Fire Combat. When firing, you may choose any one Support Weapon in the firing Unit's hex and use that Support Weapon to support a fire. You can only add a Support Weapon that belongs to the same Formation as the firing Unit. This adds the value of the Support Weapon in the Fire Box and, in addition, changes the type of fire (Small Arms, High Explosive or Armor Piercing) to the Support Weapon's type of fire for combat resolution. If you have more than one Support Weapon that may be added and they each change the fire type to something different, the attacking player may use both values to add to the fire strength - and choose which type of fire will be used in the upcoming fire.

Only Deployed Units may use a Support Weapon.

If at least one Unit in a hex being fired at is deployed, the owning player **must** choose one Support Weapon in the hex which will modify the defense strength of the hex. If there are no Deployed Units in the hex, the defender may not use any Support Weapon Defense modifier for the enemy fire. If all Units in the hex are In-Column, the attacking player **may** choose one Support Weapon to apply to the defender's hex if he wishes. An individual deployed Hard Target being Fired upon **may** choose to use one Support Weapon's defense value if the owning player wishes.

13.0 LEADERS

Leaders may provide Command, Change TQ values for Units, and modify Fire Attacks for Units of the same Formation that are using the benefit. Leaders work in a similar way to Support Weapons but with the following exceptions:

13.1 Moving Leaders

Leaders move as the first step in a Division or Formation Activation. To move a leader, pick the leader from its current location and place it on another Unit that belongs to the same Formation as the leader. White-Striped Leaders must be placed with a White-Striped Unit, and No-Stripe Leaders may be placed with any Unit of any Formation of the Leader's Division. You must be able to trace a line of unlimited length from starting hex to destination hex that is passable by a Leg Unit. The starting hex and the destination hex may be in an enemy Fire Zone, but no other hexes of the trace may be.

Leaders then move with the Unit or Units to which they are stacked for the remainder of the Activation. During a Direct Command Activation, they may move with an Active Unit but may never move on their own.

13.2 Using Leaders

- Units in a hex with a Leader or adjacent to a Leader are In-Command, so Direct Commands may be spent on them to allow Second Actions.
- Leaders add their Troop Quality bonus to any eligible Units in the hex in which they are stacked.
- Leaders add their Fire Bonus to any eligible fire from the hex they are currently in. They never change the type of fire (as Support Weapons do).

13.3 Losing Leaders

Leaders may be lost in three ways in the Nemesis series, in an Assault when the owning Player rolls a "9" for his Assault Roll and has a Leader present in one of the Assaulting or Assaulted hexes. In this case, the leader is flipped to his Replacement side and that Replacement is immediately available. If already on his Replacement side, remove the Leader from play.

A leader may be lost if the leader is in a hex and the hex is targeted, and the attacking player rolls a "0". In this case, flip the leader to his replacement side (if he has one). If not, the leader is eliminated.

Lastly a Leader may be lost if there are no friendly units in the hex. In this case, if he has a replacement, flip to the replacement side and place the leader on any unit of his command. If no such unit exists, the replacement is also eliminated.

14.0 HEROES

14.1 Heroes

As well as generic heroes created by the Random Events Table the German player also receives 2 specific German heroes involved in the battle. Both Heroes are available when stated in the scenario book. When they arrive (either by random event or a named hero as stated in the scenario book), they are placed in the "Available Heroes" of a Division that currently has any units on the map. When the Division is active, the hero may be placed in a hex with any unit of that division. When a Formation chit of the division on which he has been placed, he may be placed on any unit of that formation. Heroes then move with the stack they are on until removed by elimination or by reassignment. Heroes can be eliminated in the same way as a leader (although here there is no replacement).

14.1.1 German Heroes:

a) General Lieutenant Angelis

A master of artillery, Angelis may be placed with any German Artillery unit when available. He allows all Indirect Fire from the units stacked with him to reroll their attack roll once. He may move to any German division's available heroes box when the unit with which he is stacked is active to be placed again in a later activation.

b) Oberst Belz

Belz was a master of fortifications. As such when stacked with any German Engineer and that engineer unit performs an engineering action, you may place a pillbox on a hex or if there is a pillbox already on the hex, you may replace the pillbox with a bunker marker. He may move to any German division's available heroes box when the unit with which he is stacked is active to be placed again in a later activation.

14.1.2 Soviet Heroes:

As well as generic heroes created by the Random Events Table, the Soviet player also receives 2 specific Soviet heroes involved in the battle. Both Heroes are available when stated in the scenario book.

a) Major Kunikov

Major Kunikov starts in play and may only be stacked with Units of the 305th Battalion of the 83rd Brigade. He should be colored appropriately. We'll add a corrected counter in the next CSS game. Units stacked with Kunikov at the start of the Unit's activation may remove all Disorganized, Pinned, and/or Suppressed Markers from the hex..

b) Commissar Brezhnev

Brezhnev may only be stacked with Units of the Marine Division. You may choose one of two effects for Comrade Brezhnev depending on how much you believe his personal stories of his heroism. We'll add a corrected counter with Marine Division coloring in the next CSS game..

Option A) Any Soviet Units on which he is placed may remove all Pinned, Suppression and Disorganized markers from its hex. In addition, the hex he is stacked with may ignore all rout checks.

Option B) After the Soviet player places Brezhnev in an available Heroes Box of an eligible Soviet Division, when the formation or division is active, the German player may place the hero on a stack of his choosing (exactly as the Soviet player would do). Once placed, add 1DG to the stack he is placed and subtract 2 from all Rout Checks the stack may take.

Both sides can also receive generic Heroes as a random event. These are placed per the rules above and all Hero rules apply to them. When placed, the values on the Hero modify the stack they are in as marked on the counter. Once placed, generic heroes may not be removed from the stack upon which they are placed.

15.0 TRANSPORT

Transport assets arrive as per the scenario book and on arrival they are immediately placed in the Division Transport Pool box of the owning Division's Display.

Transports can transport one Unit and one Support Weapon, as well as an unlimited number of Leaders and Heroes. All Units being transported must be on their In-Column Side.

When the Transport Asset's Activation is the current Activation (Direct Command chit may not be used for this), you may choose any Active In-Command Unit that isn't in an enemy Fire Zone and place any Transport asset currently in the Active Division's Transport Pool on that Unit. That Unit is now loaded into the Transport. This uses all the Actions for both the Transport and the Unit being loaded for this Activation. In subsequent activations, the Transport may move normally, like any other Unit – and the Unit being transported (and anything else) moves with the Transport. A Transport is considered a Unit in all respects. The Unit in the Transport is just along for the ride.

If the Transport is eliminated, it is removed from play, and any Unit being transported when this happens is also eliminated. Any SW is returned to the Reallocating Box on the Divisional Display (rule 12.2) and any Leader is eliminated and if he has a replacement side, that side moves to another Unit of his command (rule 13.1). Any Hero with the Unit is eliminated.

To unload a Unit from a Truck, take the Truck off the Unit. If in a Fire Zone, the enemy player may Opportunity Fire at the hex in which the Truck is being removed (and before it has unloaded). After unloading, if the Truck hasn't been eliminated, place it back on the Divisional Display. Any markers it has from combat remain with the unloaded Unit. The Truck may be used again in a following Activation on another Unit. Removing a Truck from a Unit uses up all Actions by the Unit for this Activation.



16.0 AIRPOWER

16.1 Strategic Air Phase

During the 0700 turn, both players will perform the Strategic Air Phase. If the weather is rain for the game day, there is no Strategic Air Phase this day and no planes may launch air strikes throughout the day.

- 1) Add any incoming Fighter Points to the Fighter Strength chart and any additional bomber aircraft to their respective airfields on the Air Display chart.
- 2) Perform the air-to-air segment for the Fighter Strength markers. Each side rolls a die and if they roll the number of Fighters they have or less, reduce the enemy's total by one strength point.
- 3) Players may then "fly" the bombers they have onto the Division Display of a Division of their choice. To get there, the Bombers must pass an enemy fighter roll. The enemy rolls a die and if he rolls equal to or less than his Fighter Strength, the bomber stays in the airfields box. If he rolls a "0", the bomber is eliminated from play.

All Bombers that pass the enemy fighter roll are placed on the chosen Division Display. These bombers are now available to support the assigned division until used. Once used, they are placed back on the owning Airfield on the Air Display.

Bombers may perform Air Strikes at any time the owning Division is active with Division Activation.

Each bomber costs one Direct Command Point from the owning Division to perform an air strike.

To launch an Air Strike, place an Air Strike marker on any hex on the map. There is no need for a spotter of any type. There are no modifiers for this strike. You may target either an individual Hard Target or target a hex with fire power value of the bomber. Place all your purchased Strike markers before resolving any Strikes. Only one Air Strike Marker may be placed per hex. Place a barrage marker of the appropriate strength after completing the air strike.

After all strikes have been completed for that division, return the Bombers to the Air Display on their respective airfield.

17.0 NIGHT TURNS

During night turns the following changes are in effect:

- All Fire Combat suffers a -1 to its combat strength
- The Maximum Line of Sight range is 1 hex
- No Air Strikes may be performed

17.1 Illumination Rounds

During Night Turns, players may only spot for Indirect Fire into hexes that are adjacent to friendly



Units. To spot any other hexes, players must use Illumination Rounds.

Illumination Rounds can only be fired at night. Firing an Illumination Round is a Fire Action.

To fire an Illumination Round, select the Active Indirect Fire Unit you wish to use and choose a target hex within 8 hexes of any Friendly Unit. The target hex may be unoccupied, friendly occupied or enemy occupied. Roll one die. If a 9 is rolled, the Illumination counter is not placed; otherwise, place an Illuminated marker in the target hex. This Hex is now Illuminated and is treated for LOS and fire purposes as if the current turn was a Day Turn.

Fire into an Illuminated hex does not suffer the -1 for firing at night and the hex can be seen, subject to normal Line of Sight restrictions, at the normal 8 hex range in clear weather or 3 hexes if it is raining. There is no effect on any enemy Units that might be in the Illuminated hex (other than that they may now be seen).

Remove all Illumination markers whenever the Wind Chit is drawn or at the start of the first day turn; whichever comes first.

18.0 REINFORCEMENTS

Reinforcements are placed in step G of the Preparation Phase. Division and Formation Activation Chits are available for purchase on the same turn any reinforcements of the Division and/or Formation enter play. You may also roll for Dispatch Points and Direct Commands at the applicable times after any Unit of a Division enters play.



On the map are several “Reinforcement Hexes”. These hexes are where reinforcements are placed before they active and may enter play. The following apply to these hexes:

- Stacking is unlimited
- No enemy unit may be within 4 hexes of any friendly Reinforcement hex
- Units in Reinforcement Hexes may not be fired upon
- Once a friendly Unit leaves such a hex, it may never reenter any Reinforcement hex.

19.0 DIVISIONAL DISPLAYS

Each Division in the game has a display for keeping track of various points and values, as well as Division assets, available (or soon to be available) Support Weapons, Routed Units, and available Heroes

The overall Command Values of each Division are listed on the



Display. These are used to compute how many Dispatch Points and Direct Commands the players will have available in game play. The accumulated values are tracked on the General Records Track at the bottom of each Display.

19.1 Dispatch Points and Direct Commands

The Command Values for each Division can be found on the Display. For example, the Soviet 51st Infantry Division has a Command Rating of 1 and a Dispatch Rating of 3. The Command Rating is used when the Direct Command Chit is drawn. Roll a D10, halve the roll (rounding down), and add the Command Rating. This will give you the number of Direct Commands to add to the Direct Commands on the General Records Track. No more than 19 may ever be on this track. Any excess is lost.

For example, if the Soviet Direct Command Chit is pulled from The Cup, and a 3 is rolled for the 51st Infantry Division, you would add 1 (half of 3, rounded down) plus 1 (the Command Rating for the 51st Infantry Division) for a total of 2 Direct Commands to be added to the 51st Division's total Direct Commands. You would then roll for all of the other friendly divisions in play.

Dispatch Rating is used in Step F of the Preparation Phase of the Sequence of Play. When this time comes, roll a die for each Division and if you roll equal to or less than the Dispatch Rating, add 3 more Dispatch Points to the General Records Track. If you roll more than the rating, add 1 to the Track instead. No more than 9 Dispatch Points may ever be on this track. Any excess is lost.

Note that scenarios may specify different values for Command and Dispatch ratings for the scenario.

19.2 Division Troop Quality

Each Division has a base Troop Quality Value. For the Soviet 51st Division, for example, it is 3. This is a base number and the current value is tracked with the *Current Troop Quality Marker*. The current value is always used when a Division Troop Quality value is needed, and this can be lower than the base number. The Division Troop Quality can decrease and increase through game mechanisms, but it can never be higher than the base value listed on the display or lower than 0. Any increases over this base value or below 0 are ignored. The base value is used to determine the Troop Quality for individual Units. A Unit's Troop Quality can be higher than the Division's current value and can exceed the Division's highest base value from other game effects.

If a German Division has a Current Troop Quality of 3, no Formation Activations may be purchased for that Division this turn.

If a German Division has a Current Troop Quality of 2 or less, no Division or Formation Activations may be purchased for that Division this turn.

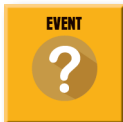
If a Soviet Division has a Current Troop Quality of 2, no Formation Activations may be purchased for that Division this turn.

If a Soviet Division has a Current Troop Quality of 1, no Division or Formation Activations may be purchased for that Division this turn.

20.0 RANDOM EVENTS

20.1 The Little Land Random Events

The Event chit is added to the Cup every turn. When it is drawn from The Cup, roll a die and look up the number rolled on the Random Events Table to see what happens.



Random Events Table

0. German Hero: The German player may place a German Hero counter in the Available Heroes box of any in play German Division. When this Division is active, the Hero may be placed on any Unit of that Division before activating. If a Formation Chit of that Division is in play, the Hero may be placed with any Unit of that Formation before activating the chosen Hex benefits from all the modifiers on the Hero marker. Remove any DG Markers, Suppressions and/or Pinned Markers that might be on this Unit.

You may not spend a Command Point on this Unit to guarantee a Troop Quality Check, but you can guarantee such a check by expending the Hero marker. If you use the hero in this way, remove the Hero marker from the Unit. A Hero marker stays in effect until used to pass a Troop Quality Check. There is a maximum of two heroes; once both have been played then treat this result as no effect. Heroes die in the same way Leaders can die (see 13.3).

1. Soviet Hero: The Soviet Player may place a Soviet Hero counter in the Available Heroes box of any in play German Division. When this Division is active, the Hero may be placed on any Unit of that Division before activating. If a Formation Chit of that Division is in play, the Hero may be placed with any Unit of that Formation before activating the chosen Hex benefits from all the modifiers on the Hero marker. Remove any DG Markers, Suppressions and/or Pinned Markers that might be on this Unit.

You may not spend a Command Point on this Unit to guarantee a Troop Quality Check, but you can guarantee such a check by expending the Hero marker. If you use the hero in this way, remove the Hero marker from the Unit. A Hero marker stays in effect until used to pass a Troop Quality Check. There is a maximum of two heroes; once both have been played then treat this result as no effect. Heroes die in the same way Leaders can die (see 13.3).

- 2. Hitler Interference:** Hitler takes notice of the battle. See the scenario special rules for what occurs.
- 3. Stalin Interference:** Stalin takes notice of the battle. See the scenario special rules for what occurs.
- 4. German NCO has a good idea:** The German player may choose any in play German division and add 3 Dispatch Points to that Division's total.
- 5. A Soviet Commissar is effective** The Soviet player may choose any in play Soviet division and add 3 Dispatch Points

to that Division's total.

- 6. Friendly Fire:** The German player may make one air strike, using a Soviet Air Strike marker against a Soviet Unit from the owning Division that is adjacent to any German unit. If there's no eligible target, if it is night or raining or no Air Strikes are available, then treat as no effect.
- 7. Artillery Accident:** The Soviet Player may choose any hex with Indirect Fire Units and attack that hex with an unmodified 6 yellow attack. Place a Medium Barrage on the hex.
- 8. Commissar relieved:** The Soviet player may replace a currently in-use Commissar with the Leader that was replaced by the Commissar or the Soviet Player may remove an NKVD Barrier marker in any friendly occupied hex.
- 9. German Initiative:** The German player may place a Prepared Assault marker on any Soviet Unit and immediately launch a Prepared Assault on that hex. There is no Dispatch Point cost to do this and all adjacent German units are Active, and any German Indirect Fire that is in the same Division as the assaulting Units may Indirect Fire.

21.0 SOVIET NAVAL SUPPORT

The three Azov Flotilla Units are available per the Scenario Special Rules and when in play, are placed in the Soviet Shore Bombardment box. These Units are direct fire units but may use a spotter to place fire. They have unlimited range on the map.

21.1 Naval Fire

When the Marine Division Chit is drawn the Azov Flotillas are active. If in the Soviet Shore Bombardment Box, they may fire at any German Unit that can be spotted by any Soviet Marine Division Unit. The Germans may not fire on these Units.



21.2 How to Fire Task Forces

Declare all fire from the Azov Flotillas before resolving the effectiveness of the Direct Fire. These attacks never leave barrages and all normal modifiers to Direct Fire apply.

22.0 AMPHIBIOUS LANDING

Units placed in Amphibious Landing hexes as reinforcements have a Suppressed Marker placed on their hex. Any Unit in one of these hexes can be seen regardless of LOS blocking terrain (but maximum range must still be respected).



23.0 PARACHUTE OPERATIONS

THANKS TO JACK RADEY

Units that are arriving via Parachute Landing are dropped during the reinforcement phase. To perform a Paratroop, the Soviet player holds the dropping Unit 3 feet above the designated hex in the reinforcement schedule as best they can. Let go of the Unit and apply the following:



- If it lands on at least 50% of a Paratroop Entry Hex, reposition the Unit into the Paratroop Entry Hex and the Soviet Player may place the Unit in either a Column or Deployed state.
- If it lands in a Clear or Village hex that isn't a Paratroop Entry Hex and it lands on its Column side, place a 1 DG marker on the hex and leave the Unit in Column. Additional Units landing in the same hex will add another DG to the hex..
- If it lands in a Clear or Village hex that isn't a Paratroop Entry Hex and it lands on its Deployed side, place a 1 DG marker on the hex, add a Suppressed Marker leave the Unit Deployed. Additional Units landing in the same hex will add another DG to the hex but will add no additional effects.
- If it lands in any other type of hex, the Unit is eliminated

(Note: this rule was tested using 1/8th inch plexiglass over the map)

24.0 VICTORY IN THE GAME

24.1 Tracking Victory Points

In most scenarios, the players track their Victory Points by using the "Victory Point Track" on the Turn Record Display chart. Should either player acquire 29 Victory Points, no additional Victory Points are awarded to that player but for each additional Victory Point gained, subtract one from the opposing player's total. Should one side ever have 29 Victory Points and the other side have 0 Victory Points, the game is over and the player with 29 is awarded victory.



24.2 Tracking Casualties

The Soviet or German Player is awarded victory points for eliminating certain Units as stated in the Victory Conditions section of the scenario. Note that Units lost to any cause count as eliminated for victory points. If a half victory Point is awarded, round down to determine the number of victory points gained. Thus five ½ point value Units eliminated would count as 2 victory points.

24.3 Victory Hexes

Several hexes on the map are marked as Victory Hexes. Which player controls a Victory Hex at the start of play is stated in the Scenario rules. The opposing player is considered to control them (and they can then count for victory points) once a friendly Unit moves into the Victory Hex and no enemy Fire Zone is on the hex.



25.0 SCHNAPPS & VODKA

At the beginning of most scenarios, the German Player is given a Schnapps Marker and the Soviet Player is given a Vodka Marker. These allow the players one opportunity per day to re-roll one die roll if they don't like the original roll. Each Marker can only be used once per roll (although both Schnapps and Vodka can be used if available on the same roll after it has been re-rolled). In other words, a die roll result has been rolled and the German Player does not like the roll. If he has Schnapps available, he may re-roll this roll. If the Soviet has Vodka available and now doesn't like the new roll, he may re-roll it once as well. But after that, no more re-rolls are allowed. At the start of every game day (the 0700 turn), both players receive their Schnapps and Vodka respectively again. The Soviet Player must choose first if he wishes to re-roll and he must state this before another die roll has been made or another Action performed. If the Soviet Player doesn't choose to use his re-roll, the German Player then chooses.



Optional – but a great Command and Control aid as well as being enjoyable. We recommend the following Schnapps for the German Player to enjoy while playing:

De Kuyper Pucker Cherry Schapps Liqueur (cheap and good either straight or as a mixed)

For the Soviet Player, we recommend the following Vodka to enjoy:

A classic is sometimes the best, Stolichnaya Elit can't be beat.

26.0 FORMATION ATTACHMENT

Several "Divisions" in CSS: Little Land are too small or do not have a significant number of their division present to be full-fledged Divisions in game turns. These are the following:

Soviet Formation:

242nd Motorized Division

German Formations:

KG von Hake

KG Busche

These Formations are attached to other divisions. When attached,

place all Formation markers (Direct Commands, Dispatch Points, Fatigue Points, and Current Troop Quality) on the Division to which they are attached. Each German attachment adds 2 to the Direct Command and Dispatch Rating of the Division to which they are attached; while the Soviet Attachment adds one to all of the Division to which the 242nd is attached. The Attached Formations may have their chits purchased normally but at a cost of 1 for the Division Chit and 1 to purchase immediately during play (you may not place the Formation chit of these forces into the cup. You pay the cost from the attached Division/Formation chits.

You may add to the attached Formation chits when you roll for Dispatch Points or Direct Commands.

Formations that have no HQ (such as 164R of the Romanian Division) but are part of a division may only have one activation per Division chit – they may never have a second activation. They also never suffer the multiple Formations in a hex penalty.

Units that have no division nor HQ (such as Partisans and the vehicles of the 5th Guards Tank Brigade) may only move when the Direct Command is in play. When in play, these Units may perform one action at no cost. Should any of these Units rout, they are eliminated from play. These units are always considered in command and if stacked with other Units from other divisions, no multiple Formation penalty is paid.

27.0 NKVD BARRIERS & COMMISSARS

27.1 NKVD Barriers

NKVD Barrier Units can appear in one of two ways. The Soviet Player may choose to place one prior to a rout check voluntarily or, if the Soviet Player takes a rout check and fails it, roll a die. If you roll an odd number, place the NKVD Unit in the hex with the Unit that failed the check. Resolve the rout first, then place the NKVD Unit in this case.

A hex with an NKVD Unit has all of its values changed by the values on the NKVD unit. In addition, no Soviet Unit in a hex with an NKVD Unit may move to a hex that is farther away from any German Unit than the hex it is currently in.

The NKVD Unit is considered “attached” to the Unit that failed the rout check if that caused its creation – or, if voluntarily placed, the German Player may choose the Unit to which it is attached. It will follow this unit into whatever hex that Unit moves.

You can only remove an NKVD unit from a hex through a random event.

27.2 NKVD Commissars

When the Soviet Player rolls a 9 in a Direct or Indirect fire attack, the Leader with the Formation that made the fire (the Soviet player may choose if more than one Formation is in the firing hex) is replaced by the Commissar from that Formation. If the Formation Leader has already been replaced or it is a Divisional

Unit that made the fire, a Commissar is not placed.

The Commissar becomes the Leader for the Formation. In addition, all Units in that Formation have a -1 deducted from their TQ as long as the Commissar is in play. During the Leader movement phase, the German player may move the Commissar to any other Unit of that Formation – all modifiers to values as noted on the Commissar apply to all Soviet Unit in the same hex or adjacent to the same hex.

The TQ change is only applied once for the entire Formation.

Commissars can only be removed by random event.



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COUNTER ERRATA:

- At the bottom right of Countersheet 5, four companies of the 229th Regiment have the same designation. We will replace these counters with corrected ones with the next CSS game.
- The two HAKOs (16 and 18) are duplicated. You will only need one each of these.
- Some Soviet HQs and Leaders have “ID” on them when they are actually Brigades and should be “IB”. We’ll have corrected Units in the next CSS game.



The Company Scale System will return soon in CSS: Fulda Gap

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1. PREPARATION PHASE

- A) Weather Determination (0700 Turn only)
- B) Check for Division Fatigue (0700 Turn only)
- C) Redistribute Schnapps and Vodka (0700 Turn only)
- D) Spending Dispatch Points
- E) Fatigue
- F) Getting More Dispatch Points
- G) Place any Reinforcements due to arrive this turn
- H) Perform Strategic Air Phase.

2. ACTION PHASE

- A) Put all purchased Chits in The Cup. Always add Event, Wind, and both Direct Command Chits.
- B) If this is an 0500 turn and there are any Illumination Rounds on the map, remove them.
- C) Should the Initiative Player wish to immediately play an available Formation Activation Chit before the draw of any Chit throughout the Action Phase, he may spend 2 Dispatch Points and play a Formation Chit (only if that Formation Chit was not purchased for this turn in Step 1D and has not been played in this Action Phase, i.e. you cannot buy the same Chit more than once per turn). If the Initiative Player does not wish to do this, the Reaction Player may do so. If neither player wishes to do this, draw a Chit from The Cup. Once a Chit has been drawn, this option is no longer available until the next Activation (i.e. you cannot wait to see the Chit draw before deciding whether to preempt it).
 - i) If the **Wind Chit** is drawn, remove all Barrages and Illumination Rounds from the map.
 - ii) If the **Random Event Chit** is drawn, roll on the Random Events Table (see 20.0) and resolve the Event.
 - iii) If a **Division or Formation Activation Chit** is drawn, do the following:
 - a) Move all Active Leaders to any hex of their command (see 13.1).
 - b) Attach Support Weapons (see 12.1).
 - c) Move Active Support Weapons from the Reallocating SW box to the Available SW box of the Active Division.
 - d) Detach Active Support Weapons currently on the map and place in the Reallocating SW box of the Active Division.
 - e) Remove all *Concentrated Fire*, *Sustained Fire*, and *No Opportunity Fire* Markers from any Active Units
 - f) Active Units may change from Deployed to Column and vice versa.
 - g) Perform any Prepared Assaults or Human Wave Assaults. All Units that assaulted, charged, or fired indirectly in support of an Assault are no longer Active for this Activation.
 - h) Place any new Prepared Assault or Human Wave Assault markers adjacent to Active Units.
 - i) Activate any Active Units and perform Actions (move, fire, engineer, rally).
 - j) Pay a Direct Command to Perform a Second Action with any In-Command Units.
 - k) Check for any Overstacking and apply DGs as needed.
 - iv) If the **Direct Command Chit** is drawn, do the following:
 - a) Roll a die for each Friendly Division, halve the result (rounding down) and add that number to the Division's Command Rating. Add this value to the Division's current Direct Command total. Maximum for each Division is 19 Points.
 - b) Perform the Air Game subroutine (see x.xx)
 - c) Activate Units as desired at a cost of one Direct Command per Unit.
 - 1) For each Unit (or stack) activated, remove any Concentrated Fire, No Opportunity Fire, or Sustained Fire Markers from the hex occupied by the Active Unit.
 - 2) The Active Unit (only) may change from Deployed to Column or vice versa.
 - 3) The Active Unit may perform one action of any type.
 - v) If there are no more Chits in The Cup, and neither player wishes to purchase a Formation Chit, proceed to the End Phase. If there are Chits remaining in the Cup, return to the start of Step 2C.

3. END PHASE

- A) Check to see if a Victory Condition has been met.
- B) Check to see if the game has ended.
- C) If not, advance the Turn Record to the next turn and return to the beginning of Step 1.