

Assault Tactics

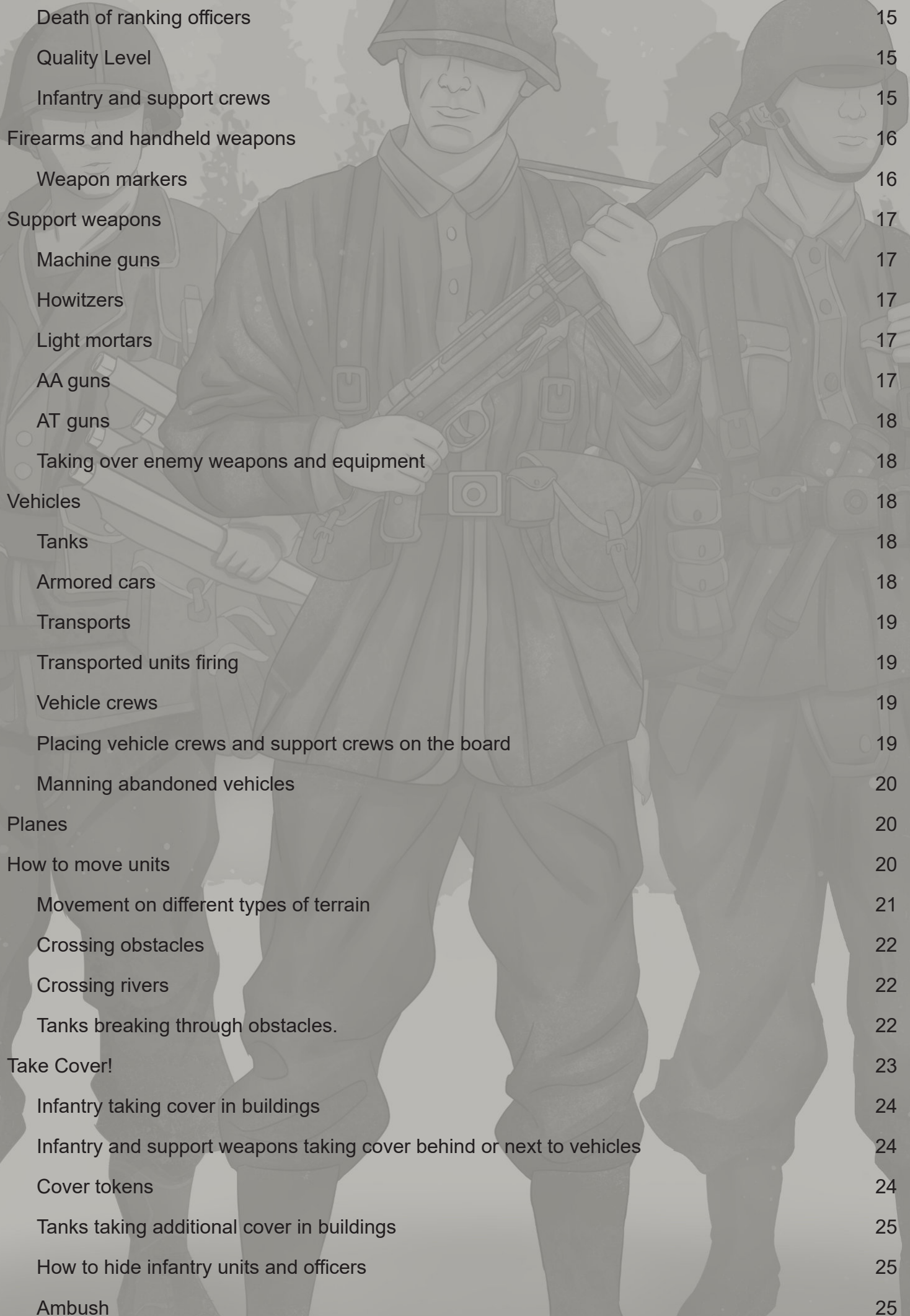
boardgame & tabletop
core rules v.1.0

A World War Two skirmish game
by Tankette Publishing

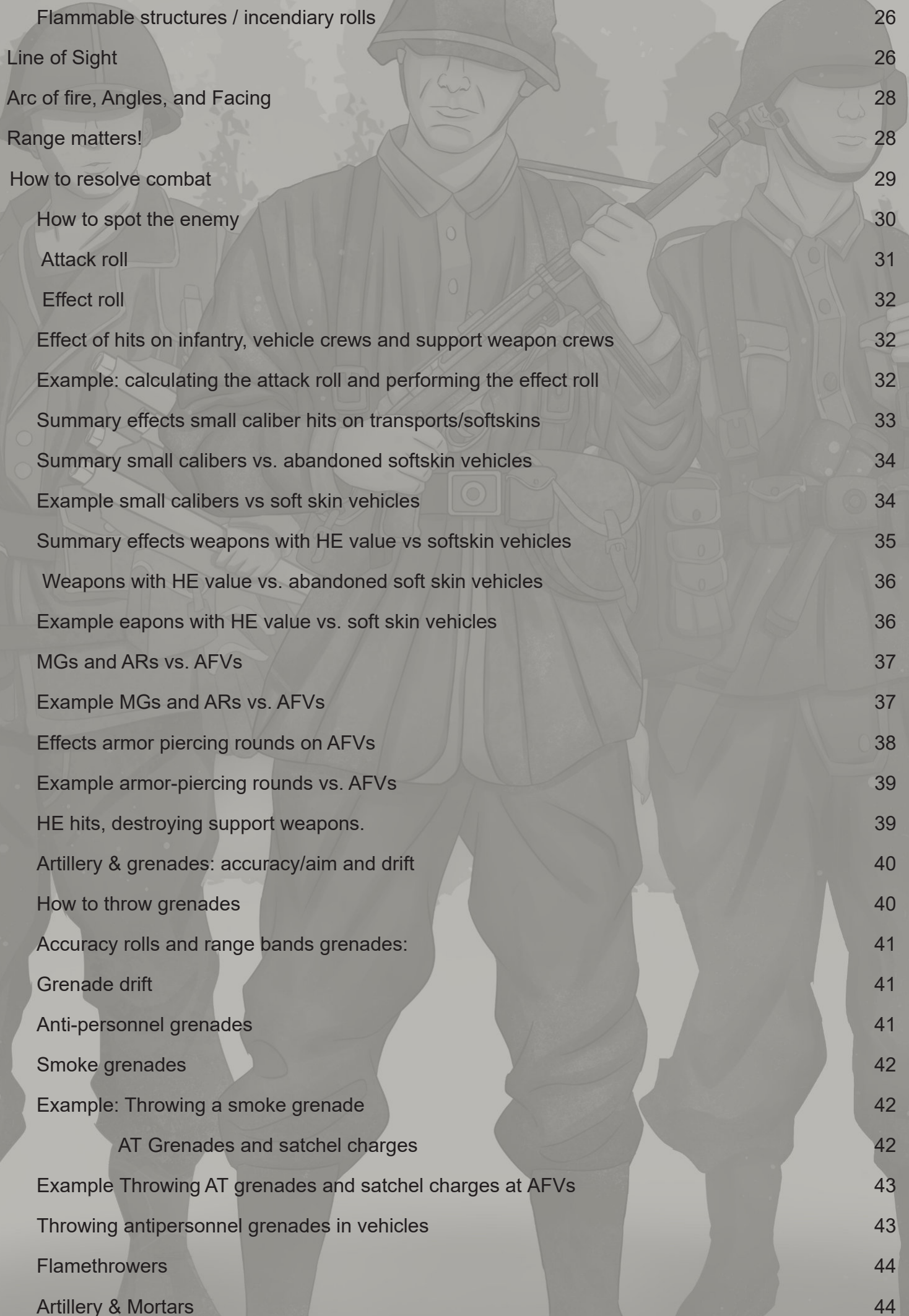


Table of contents

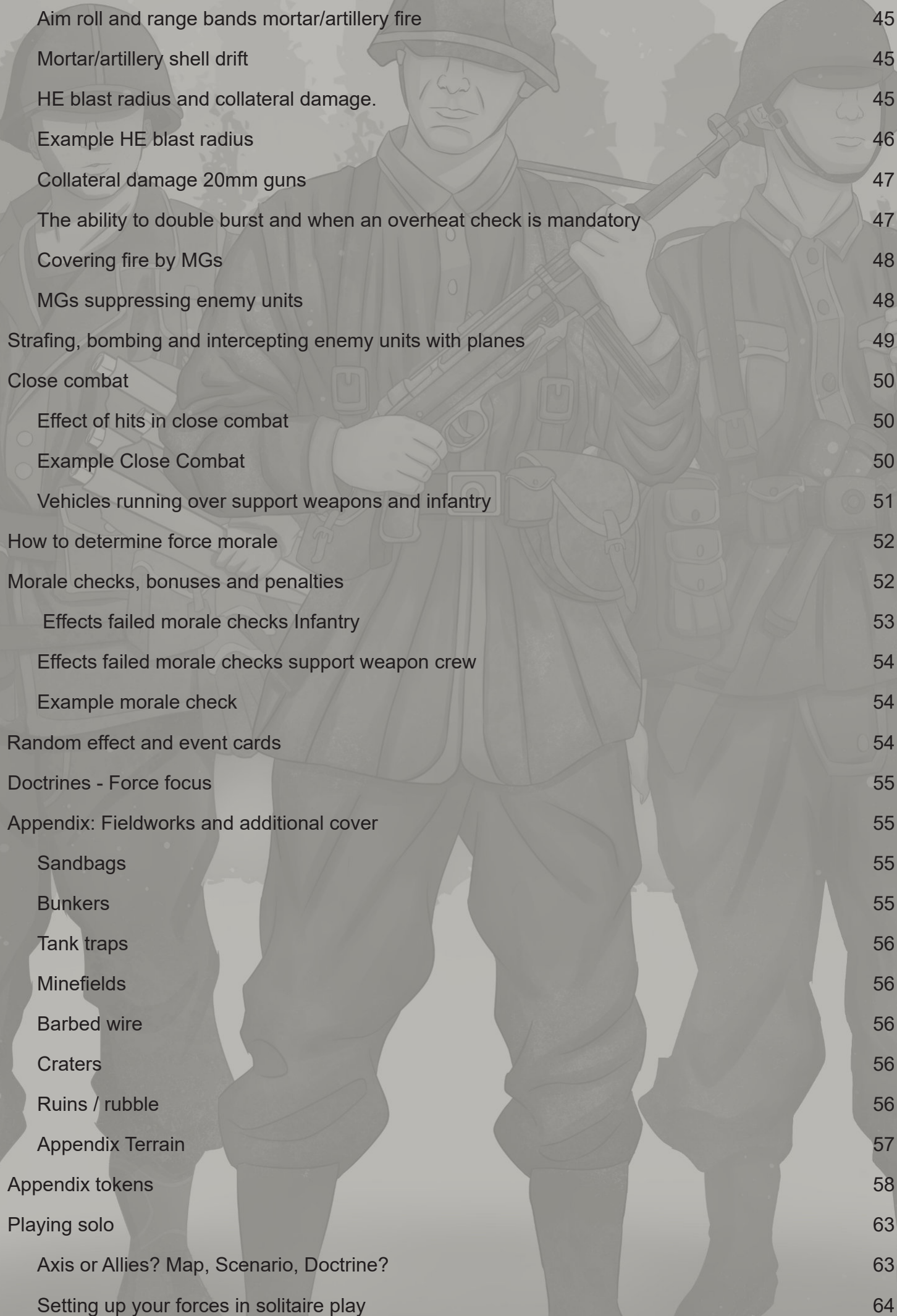
Introduction to Assault Tactics	1
What you need to play on the tabletop	1
What you need to play the print & play boardgame	2
Scale	2
For those with no experience in wargaming...	3
Basic tips for newbies	3
Strategy tips for newbies:	4
How to set up a game	4
Playing with more than 2 players.	5
How to win a game	5
Mission objectives / Scenarios	5
Probing the enemy lines	6
King of the hill	6
Keep the supplies coming / clear the road	6
Delay the enemy advance	7
Breakthrough / hold the line	7
Escape the pocket	8
Pocket battle	8
Prisoner of war	8
Basics	9
Points	9
Doctrines	9
Force and unit quality	9
Kill Count	9
Deployment	10
Actions & Action Counter	11
Units	13
Limit for stacking units	13
Unit stats	13
Ranking officers	14



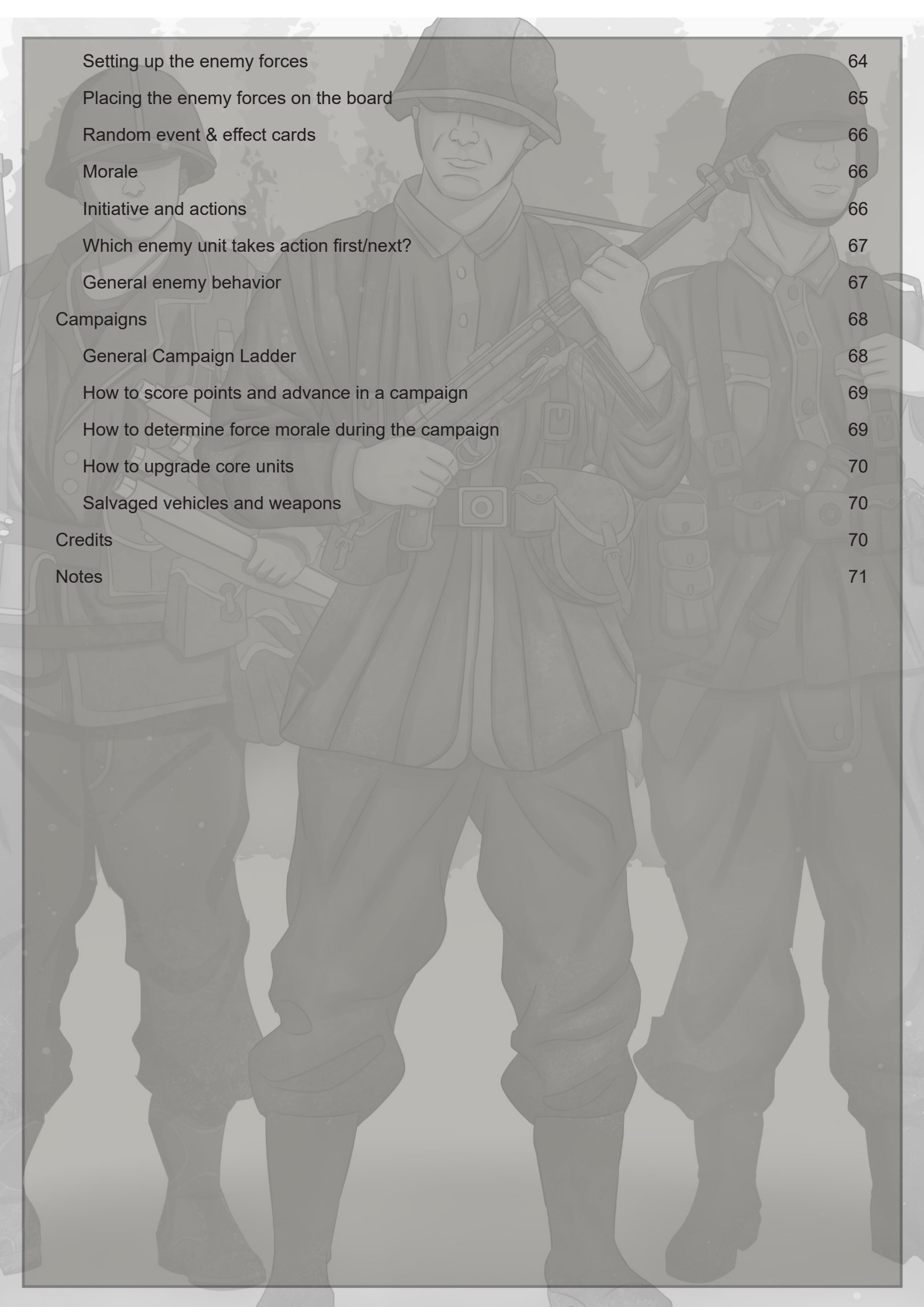
Death of ranking officers	15
Quality Level	15
Infantry and support crews	15
Firearms and handheld weapons	16
Weapon markers	16
Support weapons	17
Machine guns	17
Howitzers	17
Light mortars	17
AA guns	17
AT guns	18
Taking over enemy weapons and equipment	18
Vehicles	18
Tanks	18
Armored cars	18
Transports	19
Transported units firing	19
Vehicle crews	19
Placing vehicle crews and support crews on the board	19
Manning abandoned vehicles	20
Planes	20
How to move units	20
Movement on different types of terrain	21
Crossing obstacles	22
Crossing rivers	22
Tanks breaking through obstacles.	22
Take Cover!	23
Infantry taking cover in buildings	24
Infantry and support weapons taking cover behind or next to vehicles	24
Cover tokens	24
Tanks taking additional cover in buildings	25
How to hide infantry units and officers	25
Ambush	25



Flammable structures / incendiary rolls	26
Line of Sight	26
Arc of fire, Angles, and Facing	28
Range matters!	28
How to resolve combat	29
How to spot the enemy	30
Attack roll	31
Effect roll	32
Effect of hits on infantry, vehicle crews and support weapon crews	32
Example: calculating the attack roll and performing the effect roll	32
Summary effects small caliber hits on transports/softskins	33
Summary small calibers vs. abandoned softskin vehicles	34
Example small calibers vs soft skin vehicles	34
Summary effects weapons with HE value vs softskin vehicles	35
Weapons with HE value vs. abandoned soft skin vehicles	36
Example weapons with HE value vs. soft skin vehicles	36
MGs and ARs vs. AFVs	37
Example MGs and ARs vs. AFVs	37
Effects armor piercing rounds on AFVs	38
Example armor-piercing rounds vs. AFVs	39
HE hits, destroying support weapons.	39
Artillery & grenades: accuracy/aim and drift	40
How to throw grenades	40
Accuracy rolls and range bands grenades:	41
Grenade drift	41
Anti-personnel grenades	41
Smoke grenades	42
Example: Throwing a smoke grenade	42
AT Grenades and satchel charges	42
Example Throwing AT grenades and satchel charges at AFVs	43
Throwing antipersonnel grenades in vehicles	43
Flamethrowers	44
Artillery & Mortars	44



Aim roll and range bands mortar/artillery fire	45
Mortar/artillery shell drift	45
HE blast radius and collateral damage.	45
Example HE blast radius	46
Collateral damage 20mm guns	47
The ability to double burst and when an overheat check is mandatory	47
Covering fire by MGs	48
MGs suppressing enemy units	48
Strafing, bombing and intercepting enemy units with planes	49
Close combat	50
Effect of hits in close combat	50
Example Close Combat	50
Vehicles running over support weapons and infantry	51
How to determine force morale	52
Morale checks, bonuses and penalties	52
Effects failed morale checks Infantry	53
Effects failed morale checks support weapon crew	54
Example morale check	54
Random effect and event cards	54
Doctrines - Force focus	55
Appendix: Fieldworks and additional cover	55
Sandbags	55
Bunkers	55
Tank traps	56
Minefields	56
Barbed wire	56
Craters	56
Ruins / rubble	56
Appendix Terrain	57
Appendix tokens	58
Playing solo	63
Axis or Allies? Map, Scenario, Doctrine?	63
Setting up your forces in solitaire play	64



Setting up the enemy forces	64
Placing the enemy forces on the board	65
Random event & effect cards	66
Morale	66
Initiative and actions	66
Which enemy unit takes action first/next?	67
General enemy behavior	67
Campaigns	68
General Campaign Ladder	68
How to score points and advance in a campaign	69
How to determine force morale during the campaign	69
How to upgrade core units	70
Salvaged vehicles and weapons	70
Credits	70
Notes	71

Introduction to Assault Tactics



"Assault Tactics" is a dynamic wargame for up to six players. The game focuses on tactical man-to-man and vehicle-to-vehicle combat. As a player, you have to make multiple decisions in a heartbeat: Do I want to have more mobile or static force? Which weapons will my soldiers use? Which additional equipment do they bring to the battlefield? Shall I rely on battle-hardened veterans or rookies that have not seen any action on the field yet? Do I salvage enemy weapons or solely rely on my own?

This game is meant to start a whole series covering all the decisive battlegrounds of WW2. It is heavily inspired by known computer games and tabletop systems. For Tankette Publishing, it is the first wargame released. You can grab all the stuff on our website: www.tankette-publishing.com

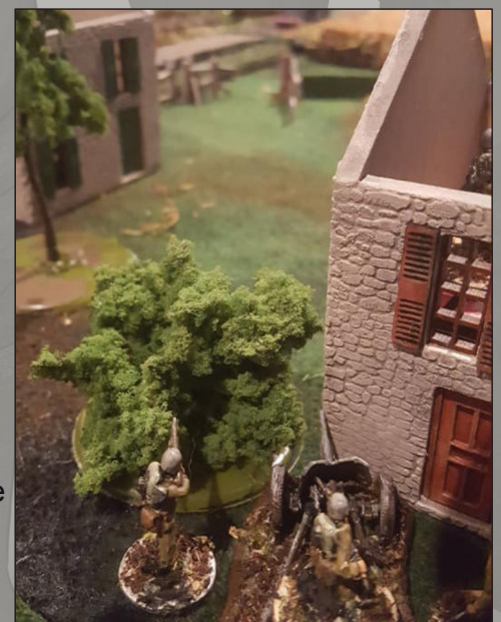
You can play Assault Tactics on the tabletop using miniatures or (print and play) board game.

The goal is to create a realistic, balanced, and atmospheric experience of combat.

Assault Tactics and its first supplement, Fall of the White Eagle, will only be available as a digital download. This is mostly an independent one-man project without a big publishing company in the background. Be sure to join the AT-Community on Facebook, YouTube and Instagram. I am looking forward to your questions and feedback! And now, have fun playing! Cheers, Chris

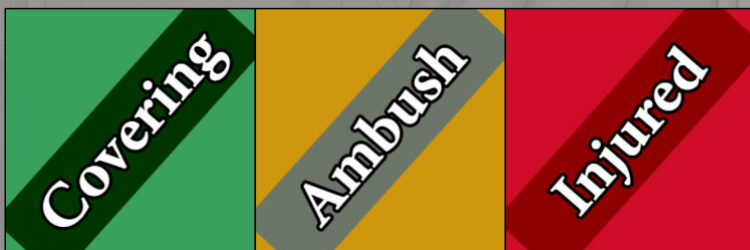
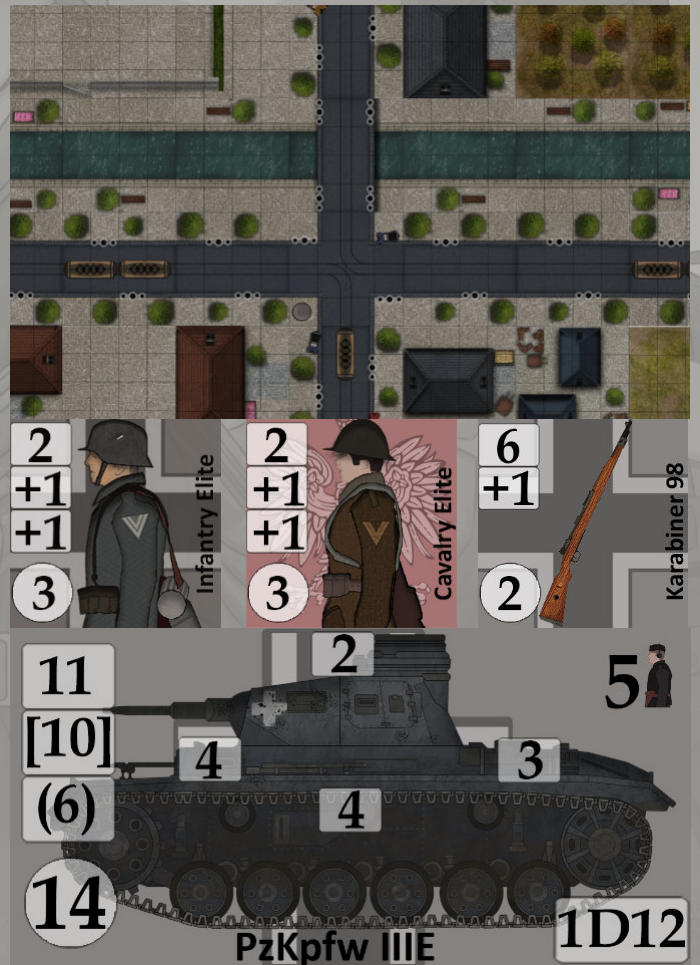
What you need to play on the tabletop

- Core rules
- Supplement(s) for specific army/doctrine lists (you can also take arsenal lists from our Facebook group)
- A gaming table at least 4 by 4 feet (depending on the scale you choose)
- Miniatures
- Terrain for cover and mission objectives
- A pencil and a sheet of paper
- A ruler
- Up to five friends sharing the same love for wargaming
- Two to four 20-sided dice (D20)
- Four 12-sided dice (D12)
- One 6-sided die (D6)
- Assault Tactics game counters for a quick look at the stats (optional)
- Assault Tactics effect tokens (optional)
- Assault Tactics weapon tokens (optional)
- Smoke markers (15 x 5 cm, 6 x 2 inches)
 - Assault Tactics random effect/event cards (included in the supplements)



What you need to play the print & play boardgame

- Core rules
- A printer or a copy shop around the corner
- 50 – 70 sheets of glossy photo paper
- MDF, rubber foam or cardboard to mount counters and map tiles on
- A cutting knife or scissors
- Glue / double sided tape / sticky photopaper
- A kitchen table
- The decision on how big your map is supposed to be.
- The size of the map you are going for will determine how many of the base tiles you will have to print. For a 65 cm by 60 cm map, you will need 4
- corner pieces, 2 bottom pieces, 2 top pieces, 4
- middle-row pieces. Besides the first 4 corner pieces, the rest should be middle-row pieces.
- Supplement(s) for army lists, weapon/unit counters, effect tokens, smoke markers, random effect/event cards and terrain pack.
- A pencil and a sheet of paper
- Up to five friends sharing the same love for wargaming



Scale

You can play Assault Tactics with anything from 10 mm to 28 mm miniatures on your tabletop (picture on the left shows a 20 mm miniature). Rolling one pip on the die means moving 5 centimeters/2 inches on the table. A table measuring at least 4 by 4 feet is recommended.

On the field, one counter or figure represents one soldier, support weapon, or a vehicle.

Because of the scale, most of the weapons do not have any range of limitations. A Karabiner 98, for example, had an effective range of 500 meters. Regular games rarely exceed 200 meters of distance.

The board game version of Assault Tactics - Fall of the White Eagle, uses square based movement. A square equals 5 centimeters or 2 inches on the tabletop. You can also easily combine tabletop and print and play boardgame elements.

For those with no experience in wargaming...

Let's start this little chapter with a bet: Everyone knows at least one wargame - Chess! Two players try to pin the enemy king by killing as many enemy troops as needed to cut every way off the enemy king might use to flee from the field of battle.

The game may have originated in India in the 6th century BC. One could argue that the wargame community is at least as old as the game of chess.



Since then, wargaming has come a long way. Today simulations and action games are played on digital devices and still in two analog ways: boardgames and tabletop systems. There are games suited for beginners and experts because of their tactical and strategical depth level.

Wargames not only delight hobby players with a particular interest in historical facts and/or military. Sometimes they are used by the army itself to help the soldiers to develop their tactical abilities. The main goal is to employ a strategy that leads to victory. You can achieve success by securing a vital strategic position on the battlefield or by eradicating enemy forces. Or you can try keeping your enemies at bay till they surrender.

Boardgames are mostly 2D and use counters to represent units.

Tabletops were meant to be played in 3D. They use miniatures, weapons, planes, and tanks in a model terrain. Tactical Assault can be played in both (combined) ways.

Basic tips for newbies

To create a realistic experience, there is a great variety of rules in Assault Tactics. Do not be scared! Beginners should start by getting used to single game mechanics. Start with a small map and pick 5 regular soldiers for each side equipped with rifles and grenades. Consult the relevant chapters in the rulebook for moving infantry, small arms fire, and how to throw grenades and build up from there.

After that, you can go with different ranks and ranking officers on the field and maybe bump up the number of soldiers. Finally, you can add morale checks to the mix.

The next step uses armored fighting vehicles (AFVs) and antitank (AT) weapons and figures out the game mechanics for shooting and moving. Then play with infantry, AFVs, and support weapons at the same time. After that, add planes and random events to the mix.

As soon as you have figured out the mechanics on the battlefield, you can dive into the different doctrines. What's the meaning of the Kill Count? What roles do different scenarios and objectives play?

Long story short: Get to know the system step by step, it will take time, but you will be rewarded for sure.



Strategy tips for newbies:

1. Don't rely on cheap units only. They will disappear in fire and smoke faster than you might think.
2. Use a combination of weapons, don't only rely on infantry or armored vehicles.
3. Never leave your soldiers out in the open. Stay in cover as much as possible.
4. Avoid showing side or rear armor to enemy weapons.
5. Tanks always should advance covered by infantry.
6. Use terrain to your advantage.
7. Look for key positions on the map. Maybe a stone building that gives your troops good cover from enemy fire.
8. If you are outnumbered, hide, and make the enemy come to you. Use positions with good cover and line of sight.
9. Use group actions commanded by your ranking officers wisely.
10. Protect your ranking officer at any cost but still, keep him in play.

How to set up a game

1. Make your map, mark buildings with floor tokens for open floors set the height of obstacles.
2. Mark buildings and obstacles with cover tokens.
3. Choose a scenario.
4. Select or roll for nations.
5. Determine attacker / defender (if needed).
6. Select doctrines. You can perform this step hidden from other players.
7. Roll for additional points (see default values in the description of doctrines) and select your forces hidden from the opponent.
8. Determine on which board edge / deployment zone your forces will enter the battlefield and deploy your troops.
9. Roll for force morale.
10. Set up your forces by the alternate placing of units. Roll a die; the higher number starts placement. Units can only be placed in the deployment zones.
11. Determine initiative for the turn: Players roll a die. The highest number gets to move/attack first.
12. Activate units alternately. This goes on until one side does not have any actions left. From that point on, the other side will spend the rest of its actions in sequence.
13. Remove non-permanent effect tokens before the beginning of every new turn if needed.
14. Reset Action Counter before the beginning of each turn.
15. Check Kill Count before each new turn. If the Kill Count is at its' maximum, the game ends right there.
16. Check mission objective. If the Mission Objective is met, the game ends at the end of the opponent's turn.
17. Repeat steps 11 to 16 in each turn.
18. After the game, the winner and loser shake hands and "fight" cold beverages and snacks together.

Playing with more than 2 players.

Deployment: Teams share a deployment zone/board edge. You may divide the sectors into flanks, left, right, and middle.

Kill Count is multiplied by the number of players in one team. 2 x 50 p.e.

Initiative: Every player rolls a D20 at the beginning of each turn. The highest number starts. The lower number follows in line. You may randomize the activation sequence by rolling for initiative with each player.

Players are still activating units in an alternating fashion (German player 1, Polish player 1, German player 2, and so on.)

Players are only allowed to activate their own units.

Ranking Officers cannot order actions to units of another friendly player.

The game won't be over until all players of one side withdraw or one or more players of one side have completed the mission objective.

You may cut resources to make turns faster: 4 players (75 percent for each player); 6 players (50 percent) p.e.



How to win a game

There are three ways to win a game in Assault Tactics:

1. Complete the mission objective.
2. Push the Kill Count to its limit and make the enemy withdraw from the battlefield, thereby completing the objective.
3. A certain number of turns has ended. (Playtesting has shown that 5 is a good number). Points on the Kill Count and partially fulfilled mission objectives will declare the winner.

Mission objectives / Scenarios

Currently there are eight scenarios available that can be played as skirmishes. Players can also combine these scenarios in order to create a campaign ladder. This step is detailed in the campaign chapter.

These scenarios represent different situations command and soldiers face on the battlefield. Ranging from scout missions, that symbolize the start of a conflict, to breakout missions, that usually happen when things clearly tend to go south.

In some cases these scenarios use specific deployment zones and distribution of resources (additional points). Assigned additional points depend on the doctrine the player has chosen. Doctrines are detailed in supplements like Fall of the White Eagle.

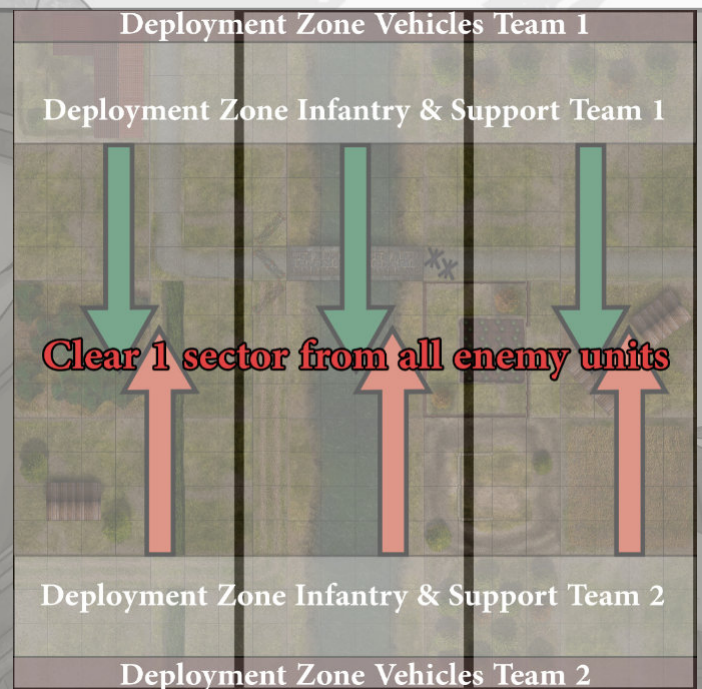
Probing the enemy lines

Orders for both sides: Probe the enemy defenses to gather more information about the opposition and create a weak spot in their defenses.

The mission will end as soon as one sector (middle, left flank, right flank) of the enemy deployment zone is freed from enemy units or a maximum Kill Count of 20 is reached.

Assigned additional points:

Team A 100 %
Team B 100 %



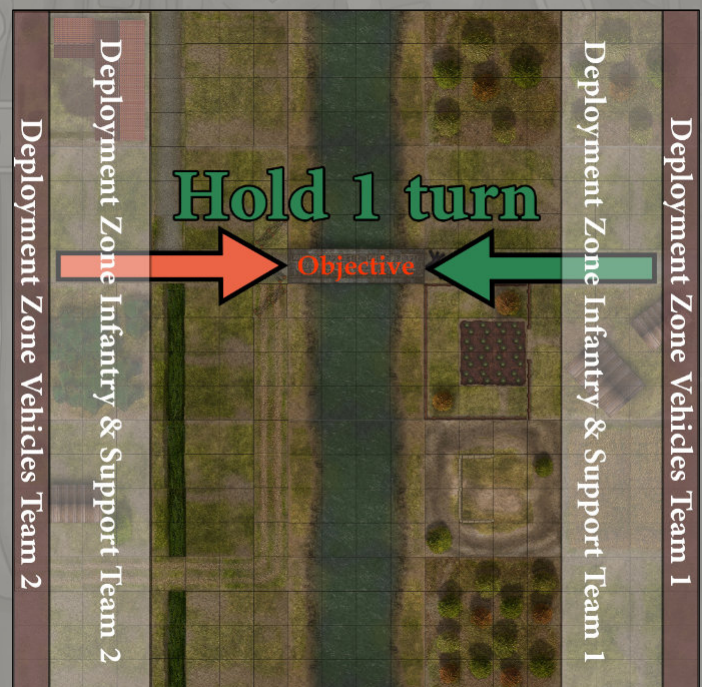
King of the hill

Orders for both sides: You and your men are ordered to take a strategically vital position to create a foothold. Hold the position for at least 1 turn.

Setup: One or more mission objective markers are placed in the middle of the map. The objective(s) may be a bridge, a building, a hill, or something else deemed strategically vital by the high command. Whoever occupies the mission objective and holds it for one entire turn wins.

Assigned additional points:

Team A 100%
Team B 100%



Keep the supplies coming / clear the road

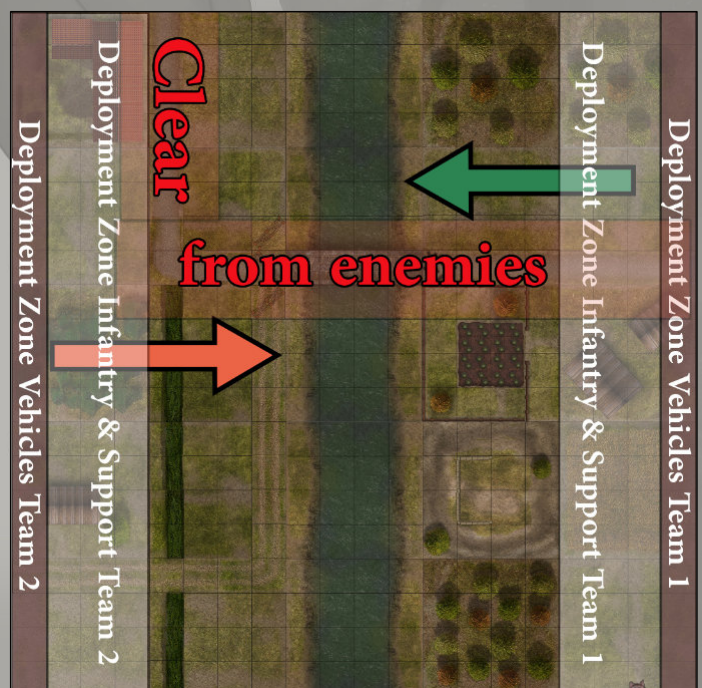
Orders attacker: To establish a safe supply route to the front, your men must clear all adjacent squares, 5 cm / 2 in, to the road from all enemy units.

Orders defender: This supply route is not only vital to the enemy but also to our cause. our men must clear all adjacent squares, 5 cm / 2 in, to the road from all enemy units. Then our engineers can safely put up additional fieldworks.

The game ends when one side is forced to withdraw, or the road is cleared.

Assigned additional points:

Team A 100%
Team B 100%



Delay the enemy advance

Orders attacker: We have to advance fast and keep the enemy from building a cohesive line of defense. Keep vital structures intact and secure buildings, there might be important documents and weapon stashes.

Orders defender: On the retreat, your men have to destroy all structures that may be deemed vital to the opposition.

Structures can be destroyed by being set on fire or blown apart with HE value weapons (flamethrowers, satchel charges, tank guns, field guns, etc.). See chapter "Take cover" for details on flammable structures. If the objective is a stone bridge or similarly massive structure, it will absorb 3 hits before being destroyed.

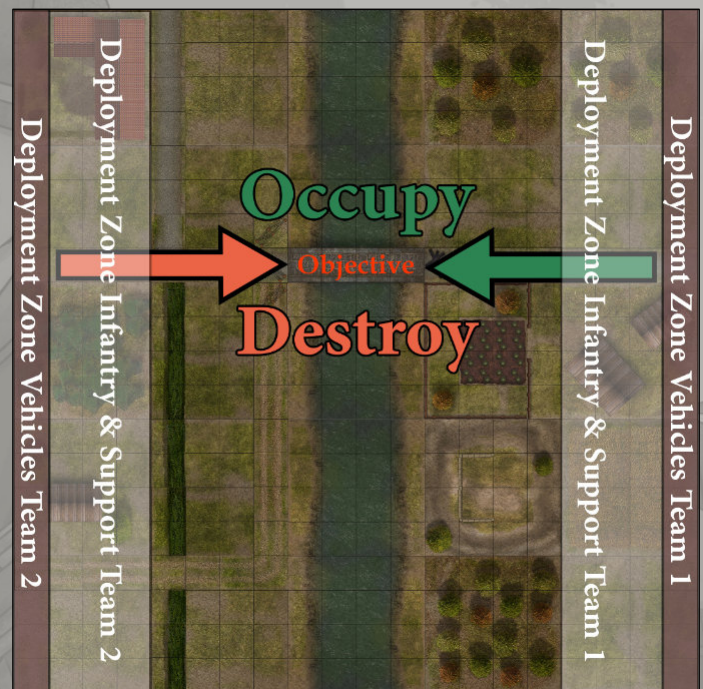
Setup: Objectives are marked with an objective marker. The lowest Roll on the die decides which player or team will be on the retreat. Note: If there is more than two objectives, you can set a minimum of objectives that have to be captured / destroyed, 2 out of 3 p.e.

The highest Roll on the D20 determines the attacker.

Assigned additional points:

Attacker 100%

Defender 75%



Breakthrough / hold the line

Orders attacker: Your men have been ordered to punch through the enemy lines. You have to reach the edge of the enemy deployment zone with 5 units minimum.

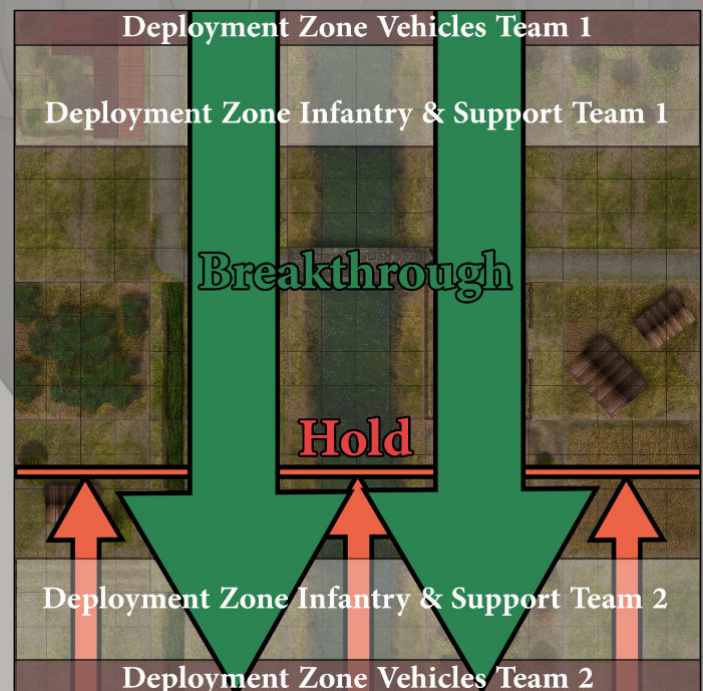
Orders defender: Hold the line. Do not let any enemy units reach the outer edge of our deployment zone or make the enemy withdraw. If you hold the line for more than 6 turns, victory is guaranteed.

The highest Roll on the D20 determines the attacking player/team.

Assigned additional points:

Attacker 100%

Defender 75%



Escape the pocket

Orders attacker: The enemy is trying to escape the pocket. Close the gap in the encirclement.

Orders Defender: Your men are almost encircled by the enemy. To save lives and preserve as many fighting men as you can, you have to retreat through a corridor. Escort at least five units to the escape corridor safely.

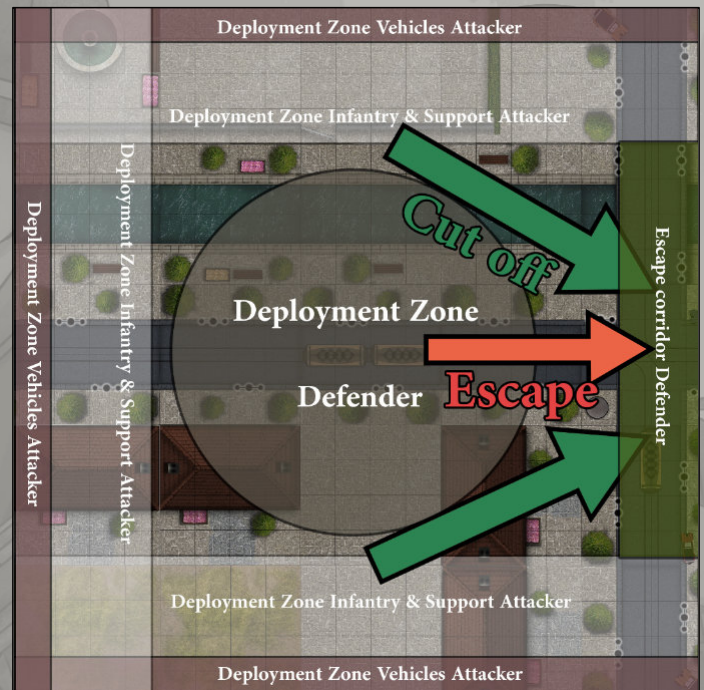
Special deployment: The attacker deploys along three board edges. The defending units start in the middle of the map.

The highest Roll on the D20 determines the attacker.

Assigned additional points:

Attacker 100%

Defender 50%



Pocket battle

Orders attacker: You have surrounded the enemy. Crush resistance and destroy the enemy forces or make them surrender.

Orders defender: You are encircled by the enemy. To preserve as many fighting men as you can, break out or make the enemy withdraw because of heavy casualties.

Special deployment: The defender starts out in the middle of the map, while the attacker deploys along all board edges.

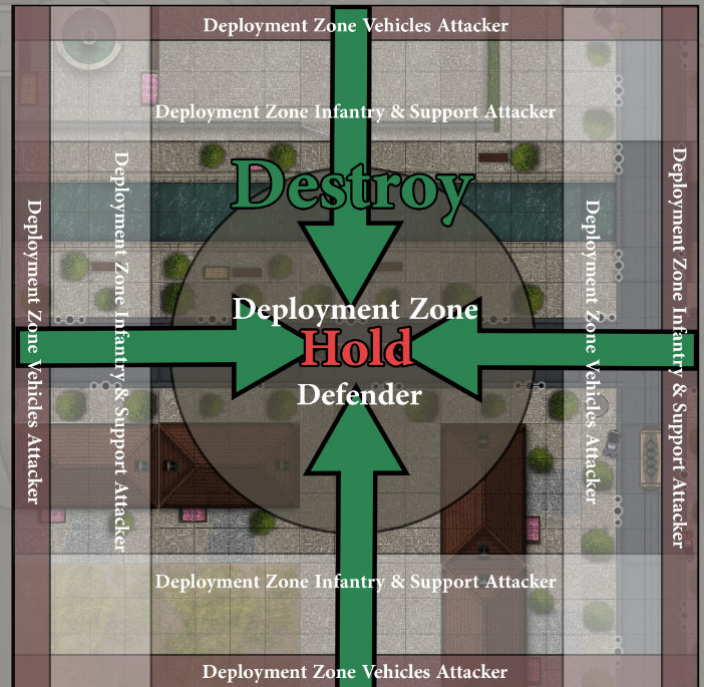
The defender has to hold on for at least four turns without getting beat by the enemy stuffing the Kill Count or getting wiped from the board. If the defender manages to hold out or even break out and move three units to one board edge, he wins.

The highest Roll on the D20 determines the attacker.

Assigned additional points:

Attacker 125%

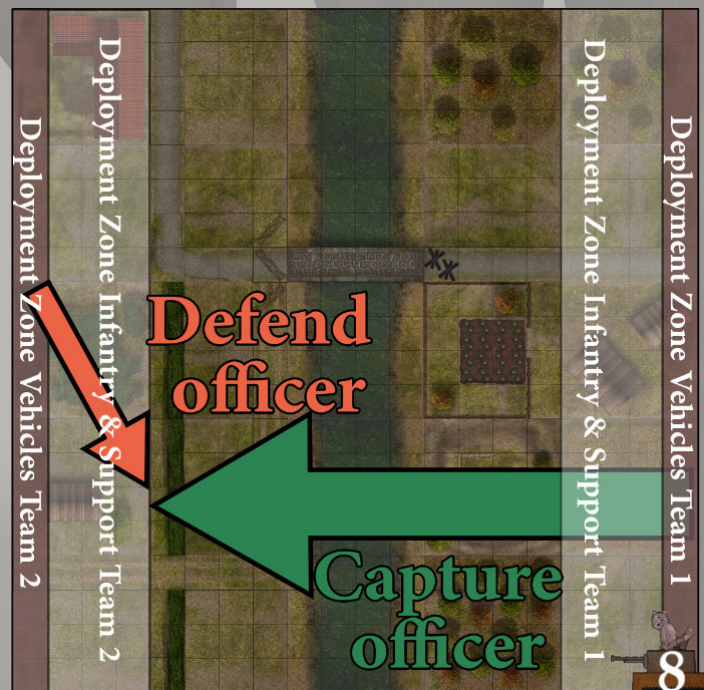
Defender 50%



Prisoner of war

Orders attacker: Your men have to capture an enemy ranking officer. We need the man alive for a show trial to demoralize the enemy.

Orders defender: Keep the ranking officer alive for 5 turns at all cost and make the enemy withdraw because of heavy losses.



Ranking officers are captured if the enemy is in the same square as him and there are no friendly units near the same or adjacent squares (friendly units must be within 10 cm or 4 inches). If the commander is accidentally killed and not captured, the game is lost to the attacker.

The highest roll on the D20 determines the attacker.

Assigned additional points:

Attacker 150%

Defender 50%

Basics

Points

The idea of Assault Tactics is to enable the player to recruit and equip a force that matches his style of play. Equipment and personnel are bought with points. Values are documented in the doctrine lists.

Doctrines

Availability of units varies with the selected doctrines. Some of the principles incorporate fast and/or powerful units. While others may rely on strength in numbers or have a strong command structure. Details for each available doctrine are laid out in the corresponding doctrine lists found in the supplements. Of course, you are encouraged to make your own doctrines and support lists and share them with the Assault Tactics community.

Force and unit quality

The quality of a force and its individual units is determined by the equipment, the quality of command structures, the amount of training the men have received and the experience they may have already gathered in this or other theaters of war.

Three quality levels are applying to infantry, support crews, and vehicle crews: conscript, regular, elite.

Conscripts are green troops that come at a low cost and with penalties on morale and the ability to handle weapons.

Regulars have absolved a sound training and already may have gathered some experience on the field of battle or in maneuvers and, therefore, are a bit costlier. They pretty much do what they are told and come with no penalties or bonuses on morale and the ability to handle weapons.

Elites are the backbone of every force. They are the most expensive class you can buy, but they also come with a bonus on all attack and morale rolls.

Note: Not all levels are available to every doctrine. Availability is shown in the corresponding lists.

Kill Count

By killing and surrendering enemy units, you score points on the Kill Count. If the Kill Count reaches its limit, the enemy will withdraw from the field of battle and fight another day. The default maximum Kill Count is 50. However, this value may be adjusted freely to make the games longer or shorter. Also, some (historical) scenarios might use a different maximum on the Kill Count.

Killed units are worth the points they cost. The cost can be found in the unit lists of all supplements and on the unit/weapon counters. So, it is one thing to lose a conscript soldier worth 1 point and a whole other thing to lose a medium or a heavy tank. Killed ranking officers weigh in with 10 points.

Note: While every fallen infantryman will be counted, vehicle and support crews as a whole will only be accounted for their experience level. So, one (conscript), two (regular), or three (elite)

points are noted on the Kill Count if a crew dies. For example, 5 killed conscript crew members equal only one point on the Kill Count.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21		23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47		49	50

Only two more points needed: the Polish are close to victory.

Prototypes cannot be bought but are assigned randomly by drawing the corresponding random event/effect card.

You can calculate the points a unit or prototype is worth by the following formula:

Firepower (MG + (HE) + [AP]) + Armor (frontal + side + rear + top) + Mobility value (number of dice rolled) divided by 3 = xx points.

No matter if it is a handheld weapon or a tank, given values will be added and divided by 3.

Only the values of **transport** vehicles will be divided by 4, because the capacity will count as an extra value. Firepower (MG + (HE) + [AP]) + Armor (frontal + side + rear + top) + Mobility value (number of dice rolled) + capacity (possible number of passengers) divided by 4 = xx points.

The worth of **planes** is calculated by the following formula: Firepower (MG + (HE) + [AP]) + Mobility value (default number is 24) divided by 3 points = xx points

Deployment

One of the players rolls a D12 to determine his deployment sector:

1,2,3 = North
4,5,6 = East
7,8,9 = South
10,11,12 = West

Deployment zones are always directly facing each other. Only a South / North or East / West pairing is possible.

Infantry may be deployed anywhere in 10 squares, 50 cm, 20 inches range from the board edge. Tanks and mounted troops have to start along the board edge.

Special deployment (See scenarios/mission objectives):

Open pocket: The defending player rolls for the location of the escape corridor.

Pocket battle: Deployment zones are set from the beginning.

Players place their troops in an alternating fashion. The player who rolled for the deployment sector also may place the first unit. To save time, you may also place your units simultaneously.

Actions & Action Counter

Each unit may perform a certain number of actions per activation. The number of actions depends on the unit type and, in some cases, on the number of crew members.



The German player spends 3 actions. The nation token is moved 3 action points down the action point counter.

Units may always choose not to use the full amount of actions available to them.

Even if not going for the maximum amount of actions, regular units may only be activated once per turn. Ranking officers may be activated multiple times per turn, depending on their doctrine. Units that have performed one or more actions during their activation are hit with a spent marker.

Each action performed is documented on the action point counter.

The following counts as one action:

- single move
- firing a weapon
- pivot
- turning a turret more than 90 degrees
- mounting a transport or vehicle
- dismounting from a transport or vehicle
- load cargo
- unload cargo
- hide
- unhide
- crossing an obstacle
- Giving orders

Type	Number of actions	Possible/not possible actions
Ranking officers	2	<ul style="list-style-type: none"> • move and issue orders • shoot and issue orders • double move • move and shoot
Infantry/cavalry on foot	2	<ul style="list-style-type: none"> • move at the double • move and fire primary or secondary weapon • move and hide • unhide and move • unhide and shoot • mount vehicle • dismount vehicle
Vehicle crew	2	<ul style="list-style-type: none"> • move and enter abandoned vehicle
Infantry carrying LMGs	2	<ul style="list-style-type: none"> • move and shoot • shoot twice (If so, check for overheating) • No moving at the double. • mount vehicle • dismount vehicle
MGs (support weapon)	2	<ul style="list-style-type: none"> • pivot and shoot • move • May shoot twice (If so,



		<ul style="list-style-type: none"> check for overheating) no moving at the double no move and shoot
AT Guns and Howitzers	2	<ul style="list-style-type: none"> pivot and shoot move no moving at the double no move and shoot
Transports	2	<ul style="list-style-type: none"> may start the game with mounted troops without using an action. may load cargo and move. move twice move and unload. If armed with an MG they may do all of the above and use one or two actions for shooting.
Armed vehicles with 3 crewmembers or less	2	<ul style="list-style-type: none"> pivot and shoot turn the turret and shoot move and turn the turret move and shoot fire primary and then secondary weapon fire two secondary weapons move at the double
		<ul style="list-style-type: none"> load tank riders and drive/shoot unload tank riders and drive/shoot
Armed vehicles with 4 or more crew members	3	<ul style="list-style-type: none"> turn the turret, move and shoot turn turret, fire primary and one secondary weapon. pivot, move and shoot pivot and move at the double move at the double and fire secondary or primary weapon move and fire secondary and primary weapon fire primary and then two separate secondary weapons load tank riders, drive and fire primary or secondary weapon. unload tank riders, drive and fire primary or secondary weapon
Planes	1	<ul style="list-style-type: none"> Attack ground targets Intercept enemy planes

Units

There are seven different types of units in Assault Tactics:

- Ranking Officers
- Infantry
- Crews
- Support weapons
- Armored fighting vehicles (AFVs)
- Transports
- Planes



This Flak 36 is a support weapon and currently crewed by four regular soldiers.

Limit for stacking units

Counters for soldiers may be stacked, as well as the weapon counters and effect tokens. You can also choose to indicate the number of soldiers currently in the same square using a die or number tokens. One square fits one (or part of a) support weapon with a crew, one (or part of a) vehicle plus crew, or up to three soldiers.

Unit stats

Each unit has different stats. These stats are detailed in the doctrine lists and on the unit counters.

The following stats are available:

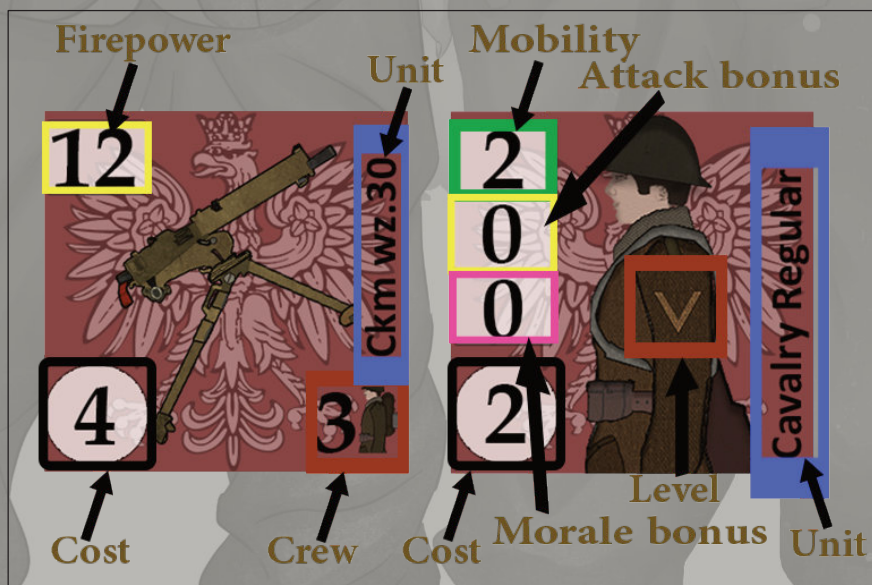
Cost: Marks the number of points a player has to spend to incorporate the unit into his force.

Actions: Marks the number of actions this specific unit may perform during an activation. The number of available actions depends on the unit itself. See also chapter “Actions”.

Mobility: Marks the ability of how fast a unit can move on the battlefield.

- The range of movement for infantry is set to 10 cm / 4 in / 2 squares per move. These units may double move once per turn if not carrying any heavy gear.

- Vehicles and horses move by rolling a set amount of D6s or D12s. (Slowest vehicles move with 1D6, which is below 10 kilometers or about 6 miles per hour. Fastest vehicles – excluding planes – move by rolling 4D12s about 100 kilometers or 60 miles per hour).



- Planes have „unlimited“ range and sweep over the battlefield if not stopped by enemy anti-air. They are parked off-map if not in action.

Firepower: Marks the ability to damage enemy units. There are three indicators available.

- Firepower vs. soft skins/non-armored units. Used by small calibers like machineguns or handheld weapons. On the counters, this is represented by a number: 12 p.e.
- High explosive value: Applies to AA guns, field guns, bombs, AT-weaponry, grenades, and tank guns. On the counters, this value is represented by a number in (...). (12) p.e.
- Armor penetration: Applies to AA guns, field guns, bombs, AT-weaponry, and tank guns. On the counters, this value is represented by a number in [...]. [12] p.e.

Armor: Marks the ability to bounce enemy shells. Armored units can only be harmed by units with armor penetration value or if grenades are dropped in their interior. The armor works of a vehicle are divided into four sectors:

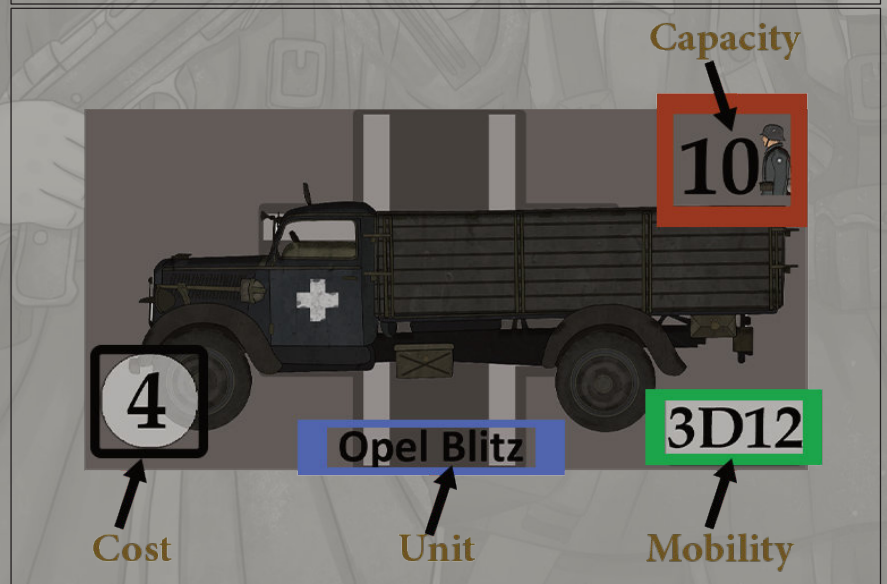
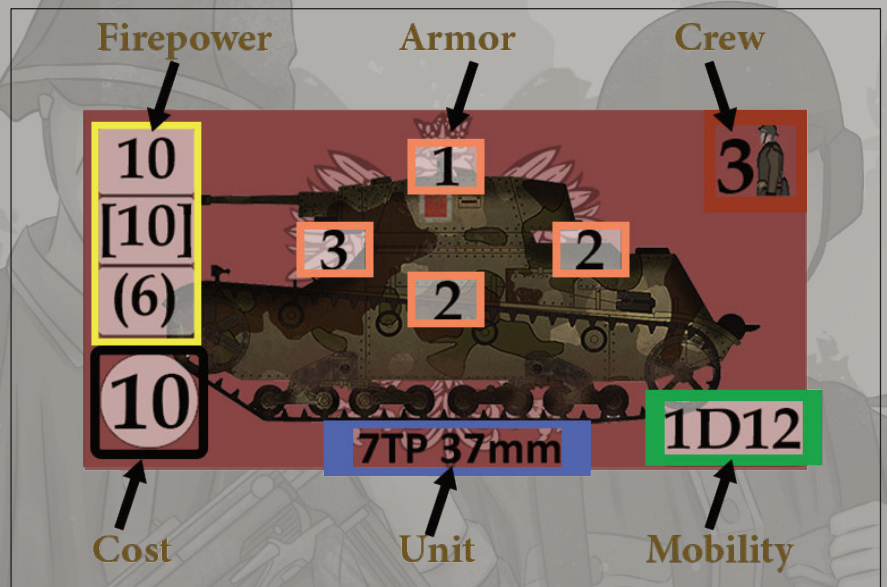
- Frontal armor
- Side armor
- Rear armor
- Top armor

One armor point reflects about 15 mm of armor in reality.

Top armor applies to vehicles getting hit by bombing runs, arching shots fired by artillery, or units directly aiming for the turret.

Crew members: Marks the number of crew members needed to be fully operational. Applies to all support weapons and armored vehicles.

Capacity: Marks the number of passengers a transportation vehicle can carry.



Ranking officers

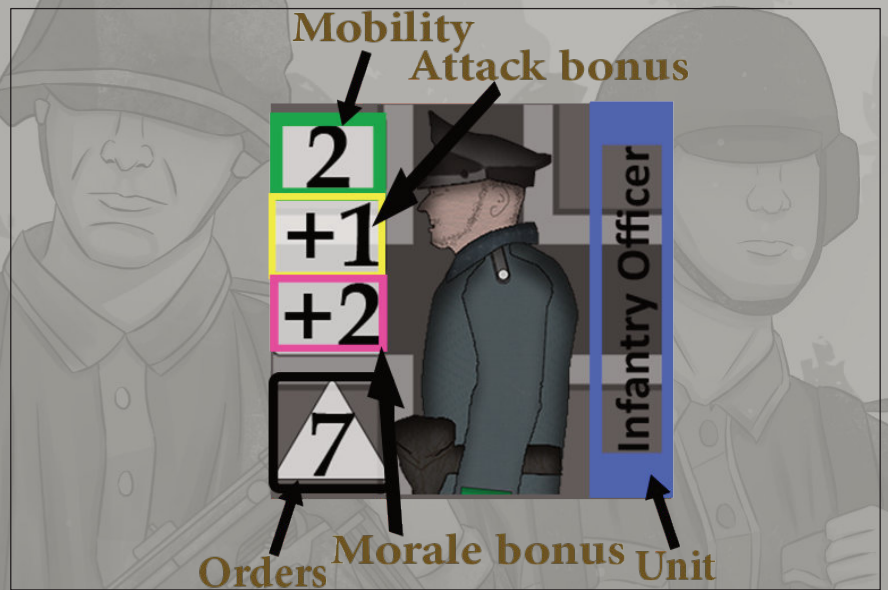
Ranking officers are not bought by the player but assigned to every force. Each doctrine fields one ranking officer (per player). They cannot be purchased with points.

In Assault Tactics, ranking officers represent senior leaders on the 2nd and 1st lieutenant-level. They are a vital part of the command structure, the eyes, and ears of headquarters while operating directly on the battlefield. Their key task is to boost morale and attack levels and order group actions to take out vital enemy positions and units.

Every ranking officer may order several actions that will take place simultaneously without the other player interfering (except for covering fire). The number of actions a ranking officer can order, depends on the doctrine that has been selected by the player. On the bottom left of each counter (marked by a triangle), you will find the number of actions a ranking officer may order.

Much like infantry, ranking officers have to be equipped with primary and secondary weapons.

There are no lower leading ranks in Assault Tactics - they are represented by normal and elite levels on the field.



Death of ranking officers

If ranking officers die, the command structure takes a severe hit. The total of actions these officers may command is subtracted permanently from the action counter.

Operation Meatshield:

To prevent from ranking officers dying way too easily, soldiers in the same square (5 cm / 2 in range) may take a bullet and absorb critical hits instead of the ranking officers.

Quality Level

Depending on the quality level, units receive penalties or bonuses on attacks and morale. These penalties and bonuses always count per die rolled. They apply to vehicle crews, support crews, and infantry.

Level	Bonus/penalty
Conscript	-1 attack, -1 morale
Regular	No bonus or penalty
Elite	+1 attack, +1 morale

Infantry and support crews

Infantry is available in the levels conscript, regular and elite (see table above). Infantry may be equipped with individual weapons like carbines, light machine guns, and grenades.

Infantry is also used to crew support weapons like machine gun emplacements, anti-air guns, or field guns. The number of crew members needed is shown in the corresponding lists or on the counters.



The IG 18 has to be manned by three crew members. Here, the crew consists of conscripts. So every attack roll receives a -1 penalty. Every morale check is resolved with a -1 penalty.

If a support weapon is destroyed, its crew still may engage the enemy. All crew members are equipped with carbines by default.

Firearms and handheld weapons

Infantry may equip one primary and two secondary weapons. The primary weapons will be used for ranged combat.

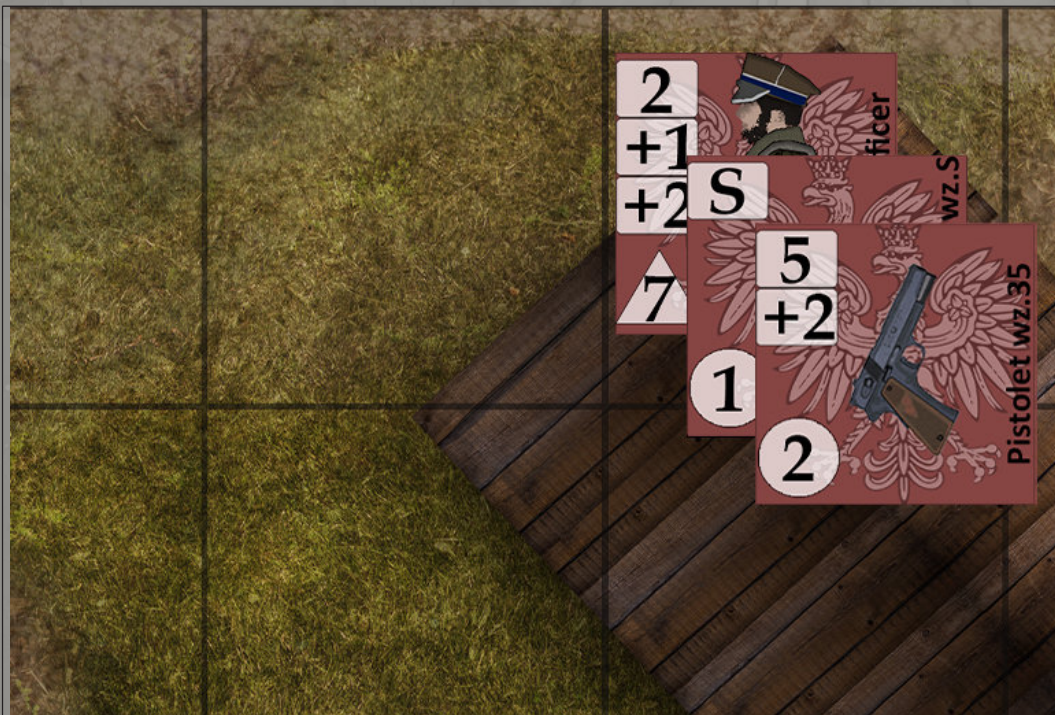
Primary weapons	Secondary weapons
Pistols	Grenades (AT, anti-personnel and smoke)
Carbines	Satchel charges
SMGs	Bayonets
LMGs	
Sniper rifles	
Small mortars	
AT rifles	
Flamethrowers	

While using the secondary weapon, you can blow up objectives or bust enemy tanks.

Secondary weapons also improve your chances of winning close-quarter combats.

While bayonets may be used multiple times each grenade and satchel charge can be used only once. Stats for every handheld weapon are shown in the corresponding lists and on the weapon markers.

Weapon markers



This officer carries a pistol and a smoke grenade. Weapon markers are usually stacked besides or under the unit counter.

Assault Tactics weapon markers may be used for the board game and tabletop variant. They indicate which primary and secondary weapon an individual unit is carrying. The markers may be stacked beside the miniature, below, or on top of the unit counter.

Players can find a close combat modifier, +2 p.e. and a firepower indicator, 11 and/or [11] and/or (11) p.e. on the counter and some cases, how many crew members are needed to operate these weapons properly.

If a soldier dies, he will leave his gear on the battlefield. It may be picked up by friendly or enemy units.

Support weapons

In Assault Tactics, weapons that need to be crewed by multiple men and are more of a stationary character are defined as support weapons. This term applies to medium and heavy machine guns, AT & AA guns, and howitzers.

All support weapons may be loaded into or towed by transports. As far as realism goes, keep in mind that a motorcycle most likely will not pull a heavy field gun. Also, one horse may tow a light AT gun but not a Flak 36 88mm.

Support weapons may be placed on hills, in buildings, bunkers, and behind sandbags. Additional cover will be dearly needed; otherwise, crews will die fast. AT & AA guns placed in buildings or bunkers may not be moved for the remainder of the game.



Machine guns

Machine guns are a very effective weapon vs. infantry. Multiple enemy units can be hit by a single burst of bullets. However, they do lack accuracy on greater ranges. Light versions of machine guns are carried as primary weapons by infantry. Medium and heavy machine guns count as support weapons and have to be crewed accordingly.

Howitzers

Howitzers effective versus infantry and tanks. When firing high explosive rounds, they can hit and harm multiple targets (See blast radius). They may lack accuracy but are able to fire at units that are not in direct line



Light mortars

Light mortars are small artillery pieces best used to eliminate enemy infantry that is not in direct sight or hiding behind open top cover. They count as primary weapons, because they can be carried by a single infantry unit. After all, they also have a support weapon character, because they only work properly with a certain number of soldiers assigned to it. Mortars are cheap to buy but have a minimum range of 10 squares. The accuracy of mortars is questionable.



AA guns

Anti-air guns are the only units that may actively fire at enemy aircraft. They can strike first and intercept enemy planes. Preventing them from strafing or bombing units.



They will use their HE values to shoot at planes. AA guns may also fire at ground targets and have the ability to harm armored units.

AT guns

Anti-tank guns may fire at ground targets, fortifications, and other buildings. To remain hidden from the enemy, AT guns may be placed on the board in ambush mode. They can only be revealed by infantry entering super close-range. Ambushing units may reveal themselves and shoot at the enemy in the same turn. Once AT guns have attacked, they stay exposed to the enemy. AT gun shields provide soft cover for the crew when being attacked from the front.



Taking over enemy weapons and equipment

Every weapon and equipment left behind may be taken over. Enemy crews/soldiers operate scavenged weapons during the same game at a penalty of -1 per attack roll. During campaigns, scavenged weapons may be operated without any penalty after the game they have been scavenged.

Vehicles

Assault Tactics offers an arsenal of historically accurate vehicles - consisting of tanks, armored cars, and transportation units like trucks, half-tracks, motorcycles, and horses.

All vehicles get specific bonuses or penalties for moving on different terrain types such as paved or dirt roads (See chapter moving on different types of terrain).

The stats for all vehicles are detailed in the corresponding lists and on the unit counters.

Tanks

Tanks are armored vehicles with (often) incredible firepower against infantry and other tanks, but apart from mobile armored reconnaissance slower in terms of movement.



Armored cars

Armored cars are faster than tanks but most likely less armored. They do bring a punch versus infantry and can knock out bigger tanks by flanking them or attacking them from the rear.



Transports

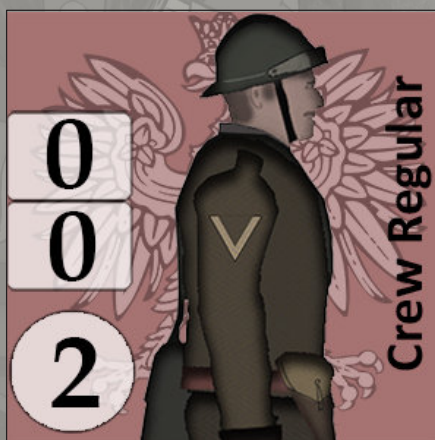
Transport vehicles may carry a certain number of soldiers to the front fast. The crew, driver, and gunner (if needed) are staffed by transported soldiers and may dismount to engage the enemy.

Transported units firing

Tank riders: Tanks may carry infantry to the front. For the sacrifice of accuracy, tank riders may fire at enemy targets while being transported.

Passengers open small vehicles: For the sacrifice of accuracy, passengers may fire at enemy targets while being transported in small open vehicles.

Mounted cavalry and infantry: Infantry and cavalry may shoot from horseback. Cavalry will have to sacrifice less accuracy on shooting than mounted infantry.



Vehicle crews

Each vehicle has to be manned by a certain number of crew members. The number of crew members needed is shown in the corresponding lists and on the vehicle counters. Crews have to be of the same quality level. Much like with infantry following levels are available: conscript, regular, elite.

Crews are only effective inside of the vehicle. Suppose the number of crew members is reduced by over 50 percent due to heavy losses. In that case, the vehicle suffers penalties in its effectiveness and may only perform one action per turn. (See chapter Actions for further detail.)

Suppose the vehicle is destroyed and/or abandoned. In that case, all a vehicle crew can do, is enter another vehicle or try not to get shot by hiding behind cover. Vehicle crews move like infantry.

Placing vehicle crews and support crews on the board

A crew counter corresponding to the crew quality is placed on the vehicle/support weapon counter or beside the vehicle/support weapon. The number of alive members is tracked by using a D6 or number tokens.

This Panzer III E is manned by an experienced crew. Crew members pass morale tests with a +1. All weapons are fired with a bonus of +1, and the tank moves at +1 per D12 rolled.



Manning abandoned vehicles

All abandoned vehicles can be taken over by enemy infantry or enemy crews that had to leave their own vehicle. However, the crew will not be used to the new vehicle and suffer penalties for operating the newly acquired vehicle.

Crew type	Penalty
Vehicle crew	-1 attack, -1 movement
Infantry	-3 attack, -3 movement

Of course, the “old” crew may reenter the vehicle in the next turn without suffering any penalties.

Planes

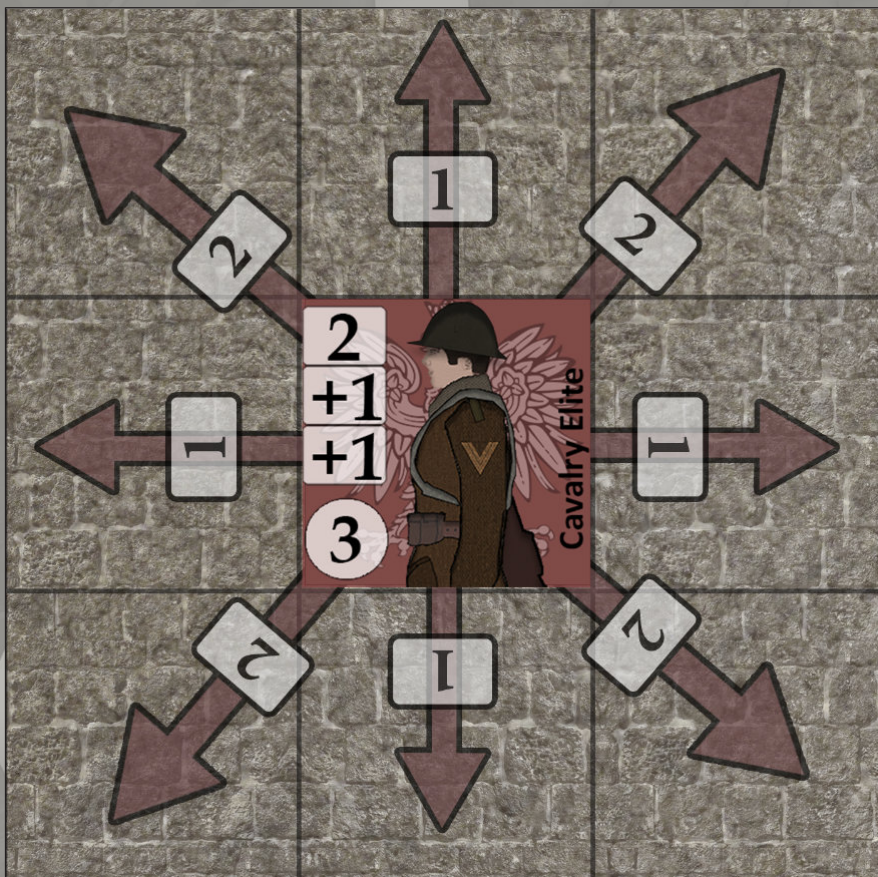
There are two types of planes in Assault Tactics: fighters and tactical bombers. Planes sweep the battlefield when attacking. They are placed off-board after having completed their task.

Fighters are armed with multiple machine guns. These planes may be used to attack/intercept enemy aircraft, strafe infantry, support weapons, and soft skin vehicles. They also may try to suppress enemy armored vehicles.



Tactical bombers are equipped with machineguns and (multiple) bombs, which have a high explosive and armor-penetrating firepower value. They may be used to attack infantry, support weapons, soft-skin vehicles, and destroy enemy armored vehicles and buildings or fortifications. Tactical bombers may attack one target at a time when using bombs. They also may strafe the enemy like fighter planes do.

How to move units



Units in Assault Tactics move in a variety of ways depending on the unit type. One move equals one action. While infantry and support weapons will always move the same (short) distance, vehicles have to roll for how far they will move.

There are four individual types of movement: by foot, tracked, wheeled, on horseback.

Movement is measured in squares for the boardgame and centimeters or inches for the tabletop variant. If you are playing the board game, keep in mind that moving diagonally means moving 2 squares.

The mobility of each unit is displayed on the unit counters or in the corresponding lists. Here is a quick look at how the different types of units move.

The following table gives a short summary of how all available types of units move.

Type	Mobility/range	Special note
Infantry/dismounted cavalry	2 squares 10 cm 4 in	May use two actions to move at the double.
Support weapons	1 square 5 cm 2 in	No moving at the double.
Horses	1D12	May move at the double
Vehicles	1D6 1 to 4 D12	May move at the double
Planes	"Unlimited"	Stay off board, no move at the double
Vehicles towing support weapons	50 percent of individual vehicle mobility/range	Keep realistic perspective: Towing vehicle has to match towed support weapon.

Movement on different types of terrain

On the battlefield, your units will encounter different types of terrain. Depending on the individual type of movement (by foot, tracked, wheeled, on horseback), your units will gain bonuses or suffer penalties on their range of movement. For vehicles, penalties and bonuses always count per die rolled. Some terrain types may not be entered by specific units or make them very slow. Planes do not move on terrain and enter the battlefield flying, so they are not part of the following table.

	On foot	Wheeled	Tracked	Horse
Plains	No bonus/penalty	-1 square -5 cm -2 in	+1 square +5 cm +2 in	+1 square +5 cm +2 in
Woods	No bonus/penalty	Limit to 1 square 5 cm 2 in	May not enter	No bonus/penalty
Hills	-1 square -5 cm -2 in	-2 squares -10 cm -4 in	-3 squares -15 cm -6 in	-1 square -5 cm -2 in
Wheat fields	No bonus/penalty	-2 squares -10 cm -4 in	-1 square -5 cm -2 in	No bonus/penalty
Crops	No bonus/penalty	-2 squares -10 cm -4 in	-1 square -5 cm -2 in	-1 square -5 cm -2 in
Cobblestone/paved roads	+1 square +5 cm +2 in	+2 squares +10 cm +4 in	-1 square -5 cm -2 in	+1 square +5 cm +2 in
Dirt roads	+1 square, +5 cm +2 in	No bonus/penalty	+1 square +5 cm +2 in	+1 square +5 cm +2 in
Rivers	Limit to 1 square 5 cm 2 in	No bonus/penalty	No bonus/penalty	Limit to 1 square 5 cm 2 in

Crossing obstacles

Sometimes, natural and artificial obstacles that have to be crossed during combat – may be a hedge or a stone wall. There are three different types of obstacles: low (waist high), medium (soldier height), high (more than a soldier height).

Soldiers cannot fire their weapon(s) while crossing an obstacle. To cross an obstacle, roll a D6. If the test is failed, the infantry unit is spent for the turn and may try again next turn. If the obstacle is crossed, the unit is also spent for the turn, but will be able to engage the enemy.

Obstacle type	Needed roll
Small	2,3,4,5,6
Medium	3,4,5,6
High	4,5,6



If you are playing the boardgame version, before the game starts, you will have to define how high the obstacles on the battlefield will be. Mark the obstacles with number tokens. 1 = low; 2 = medium; 3 = high.

Crossing rivers

Infantry and horses may cross rivers without using a bridge or any additional equipment like boats. If they do so, these units may only move at a limited range of 1 square, 5 cm, 2 in per turn.

Units crossing rivers will be an easy target for the enemy and will have a negative cover level of -2.

Tanks breaking through obstacles.

Tanks may break through wooden structures and obstacles like walls and hedges. The player has to roll a D12 to see if the attempt is successful. This is the only action the unit may perform in this turn.

Obstacle type	Needed roll
Fences, hedges, small obstacles	4,5,6,7,8,9,10,11,12
Breast high walls, small huts, medium obstacles	6,7,8,9,10,11,12
Wooden houses, tall obstacles	8,9,10,11,12
Stone buildings	11,12

If the test fails, the unit is stuck and marked with a stuck token. The crew may try to free the vehicle once per turn. To do so, roll a D12. If the die shows 6 or lower, the vehicle is released and may move next turn.

Roll	Effect	Consequence
1,2,3,4,5,6	Vehicle still stuck.	Vehicle may not move for the turn. Crew may try to free vehicle next turn.
7,8,9,10,11,12	Crew manages to free vehicle.	Vehicle may move next turn.

For this Durchbruchswagen, the attempt to break through was not successful. The vehicle is stuck and has to be freed by the crew. To release a vehicle, roll a D12. Anything higher than 6 frees the vehicle. May be attempted once per turn.



Take Cover!

Soldiers, support weapons, and vehicles may take cover in or behind natural or artificial structures. The possibility of a hit is minimized. Also, the feeling of being relatively secure from enemy fire comes along with a morale boost.

Hills and wooden structures, such as buildings and trees, also gun shield offers soft cover. Stone structures and sandbags offer hard cover. If shooting at a unit in cover, the enemy suffers a penalty on his attack roll. Different types of cover are marked with cover tokens.

Type of cover	Penalty enemy attack roll	Morale bonus friendly units
soft	-1	1
hard	-2	2
super hard (bunkers)	-3	3



Cover tokens

- 1 = soft cover
- 2 = hard cover
- 3 = super hard cover

The numbers on the tokens equal the numbers that have to be subtracted from any attack roll. (See chapter combat)

Infantry taking cover in buildings



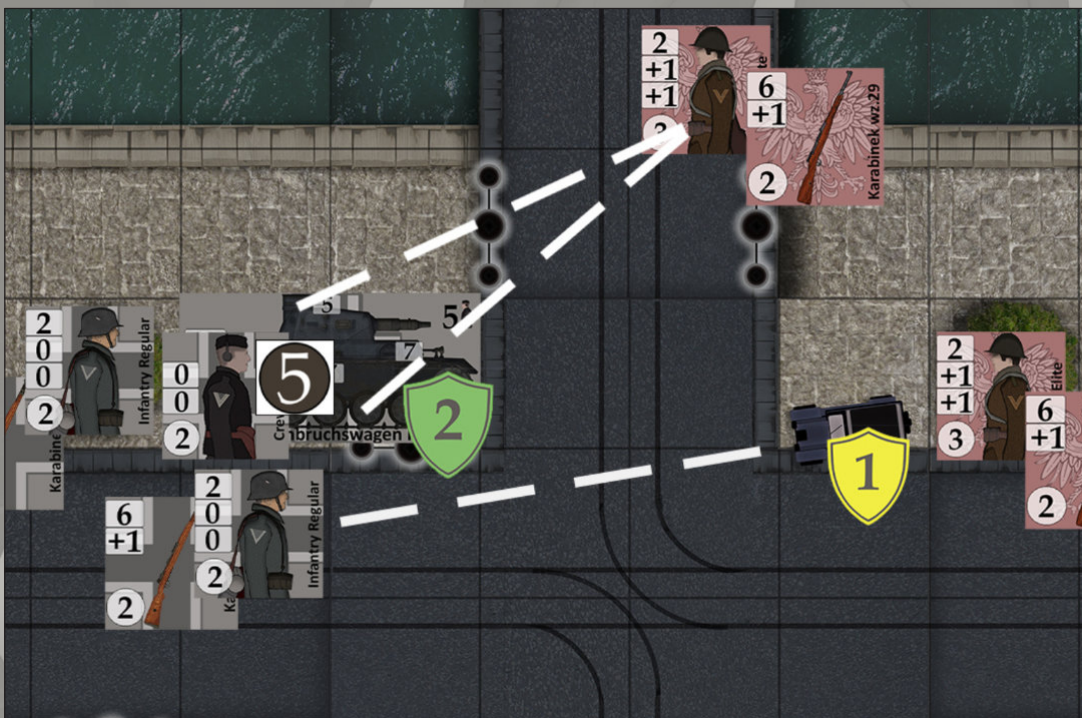
Infantry units are the most likely to take cover in buildings. These units will be harder to spot by taking cover and less vulnerable to enemy fire. More likely to pass morale checks and more powerful in close combat situations.

Also, if located at least on the 2nd floor, these units will receive an elevation bonus. 1 support weapon or 2 handheld weapons may fire per window. The sniper on the left will profit from being in hard cover and be able to fire at everything coming down the field.



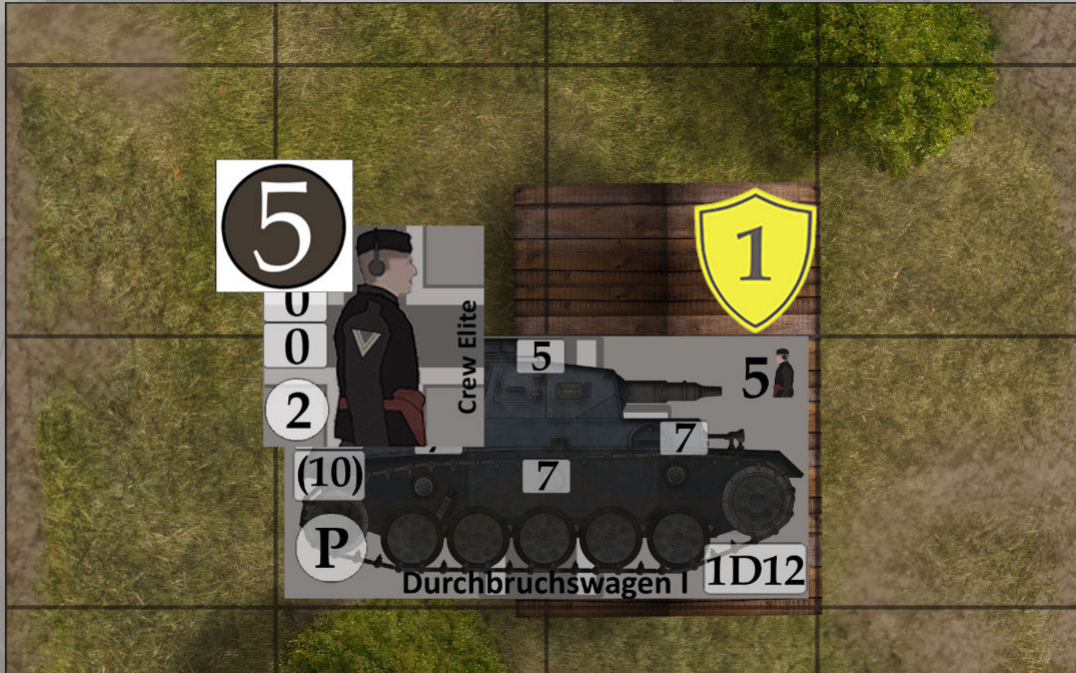
In the board game variant, you may mark your 2D overlay with one or multiple dice to show the number of windows per floor. Mark the number of floors of each building with a corresponding floor token. The token on the right marks a building with two floors. For the board game variant, infantry will enter any higher floor right away and not have to spend an additional action to climb higher floors or bell towers.

Infantry and support weapons taking cover behind or next to vehicles



Infantry and support weapons may place themselves behind or next to vehicles. Soft skin vehicles offer soft cover, while armored vehicles offer hard cover. Mark the vehicles with cover tokens. Burning vehicles may not be used as cover. Wrecks may be used as cover.

Tanks taking additional cover in buildings



Tanks may try to take additional cover by trying to break into wooden and stone buildings.

Use the breakthrough check to determine if successful. If not successful, the unit is stuck. (See chapter tanks breaking through obstacles).

The **Durchbruchswagen** on the left has managed to take position in a wooden building and will receive an additional +1 on front and side armor on the parts that are covered by the building.

How to hide infantry units and officers

The closer the enemy gets, the easier his units can be hit. Infantry and ranking officers may hide behind cover, in woods or houses. To do so, they have to spend one action to hide. They are then marked with a hide token.

Infantry hiding in buildings, woods, behind trees, sandbags, on a hill, or in wheat fields cannot shoot or be shot at. These units may use an action to "unhide" and another one to shoot.

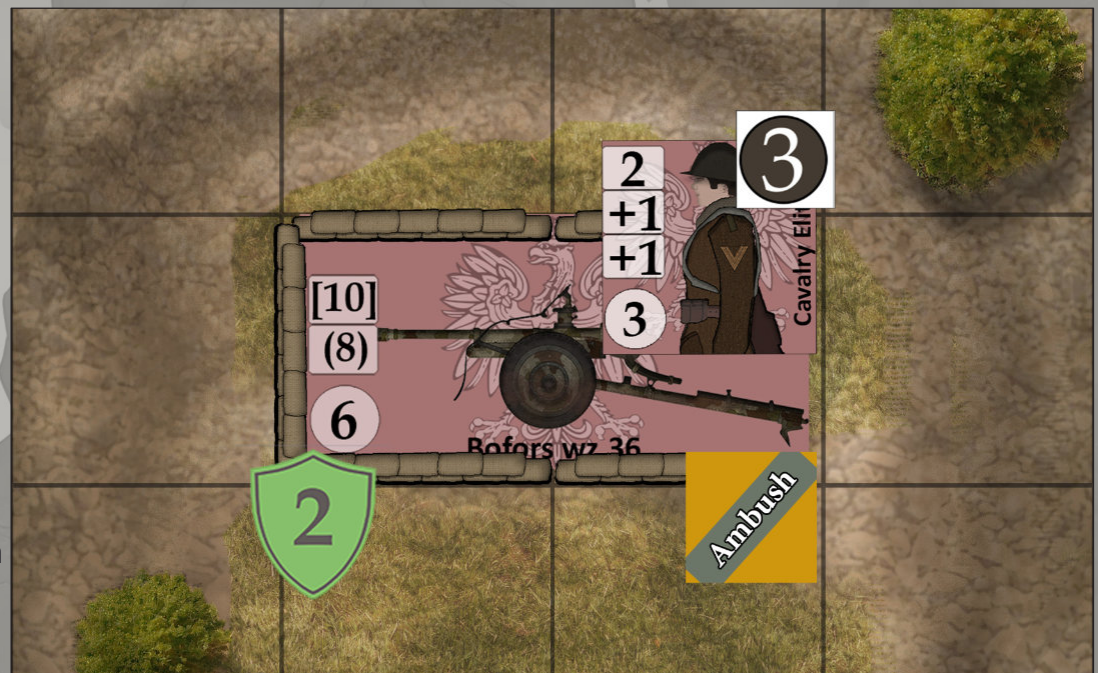
Note: Snipers may ignore hide tokens and spot hiding units.

Ambush

AT and AA guns may hide behind or in adequate structures and try to ambush enemy units. If in ambush mode, these units may only be revealed and attacked from super close range and will have the opportunity to strike first.

Units in ambush mode are marked with an ambush token.

The AT gun on the picture in the right is in ambush mode. The gun is placed in sandbag emplacement located on a hill. These two



factors each guarantee soft cover. As a consequence, the double soft is upgraded to hard cover (1+1=2). After having revealed themselves or having been spotted by enemies in super close range, AT and AA guns may not go on ambush mode again.

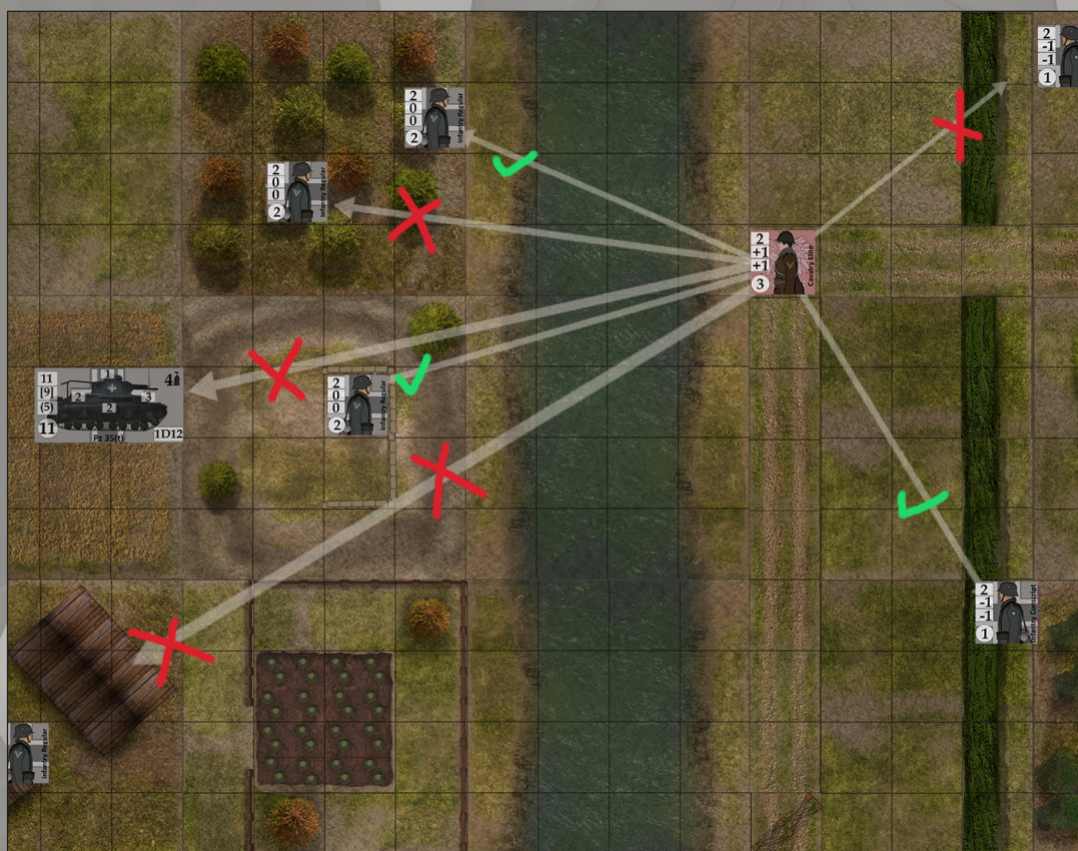
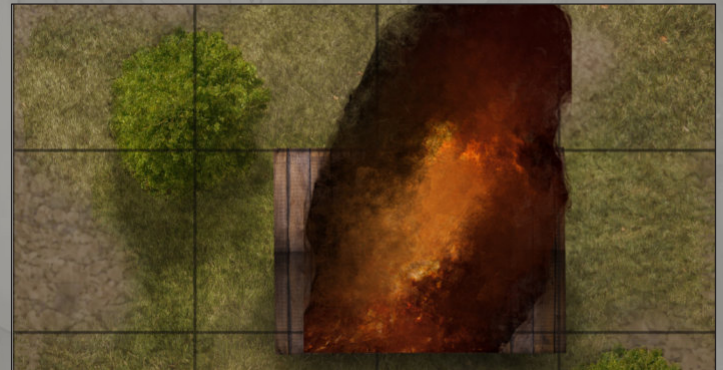
Flammable structures / incendiary rolls

Flammable structures may catch fire. If shot at by HE, roll a D12 to see if the structure catches fire. All units hiding in or behind burning structures have to bail and/or pull back at least 1 square, 5 cm, 2 in. The following list summarizes all obvious incendiary rolls.

Needless to say that solid stone structures, like fountains or stone bridges, will not catch fire, even when shot at by flamethrowers.

Type of structure	Roll needed to catch fire
Single trees, crates and barrels	6,7,8,9,10,11,12
Wooden houses	9,10,11,12
Stone houses and woods	11,12
<u>Special: Flamethrowers</u>	Structure always catches fire after being shot at.

If the structure is burning, one or more fire markers have to be placed on burning objects (see picture on the right). But in the end, it is up to the players to decide, which structures will catch fire.



Line of Sight

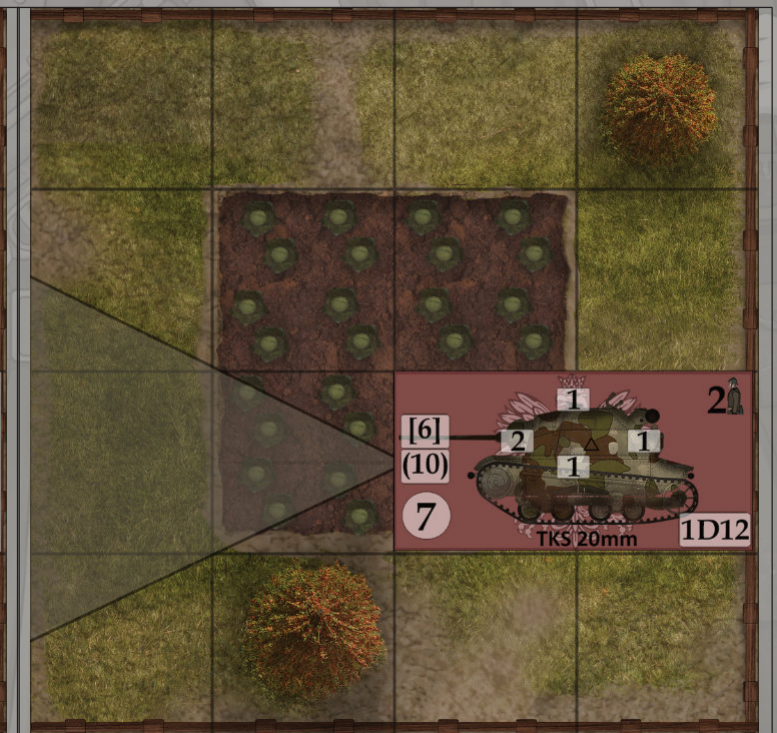
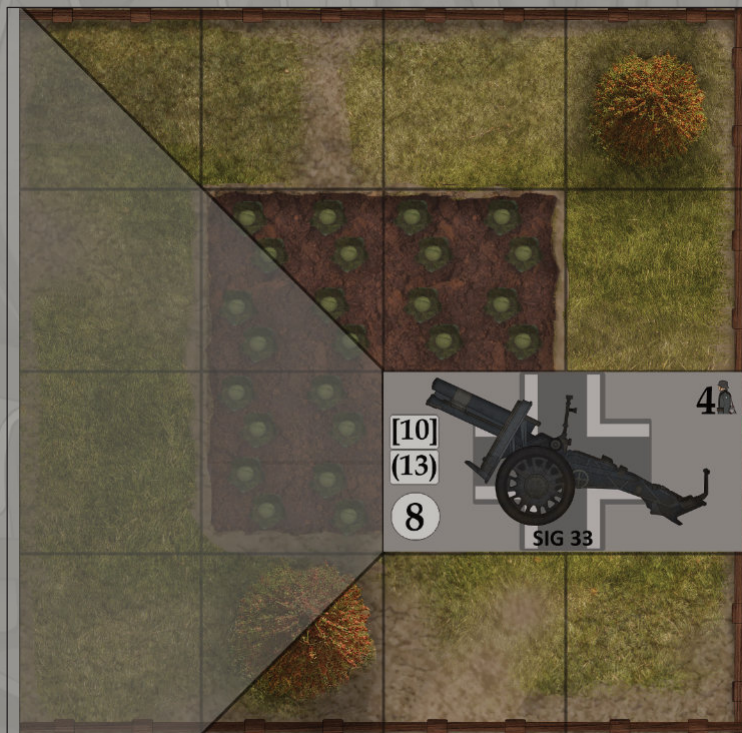
Units equipped with low arching weapons can only fire if the line of sight is clear.

Buildings, woods, hills, walls and hedges, bigger vehicles like tanks and armored cars block the line of sight.

Also, units that are more than one square, 5 cm, 2 in deep into the woods or one square, 5 cm, 2 in behind hedges, cannot be seen.

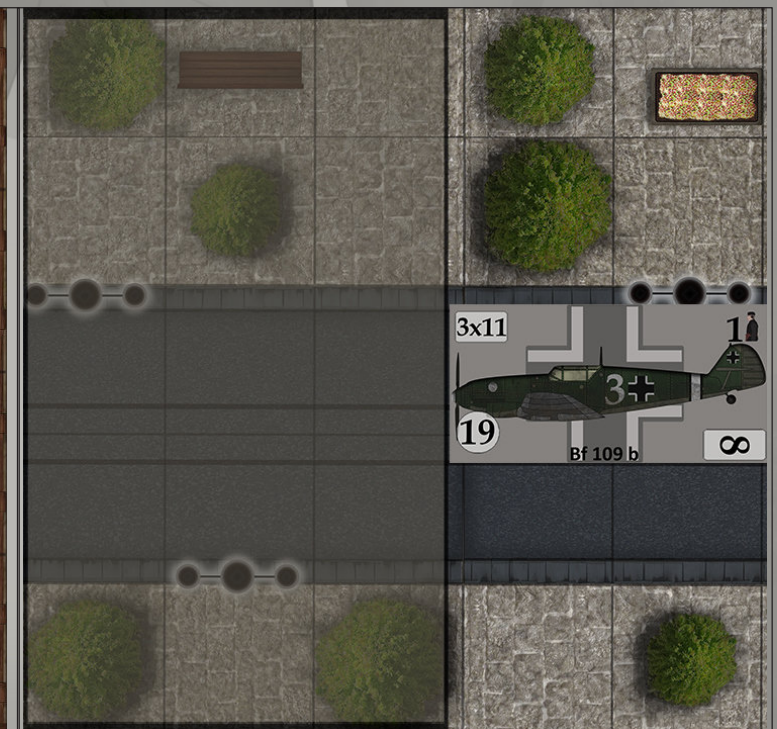
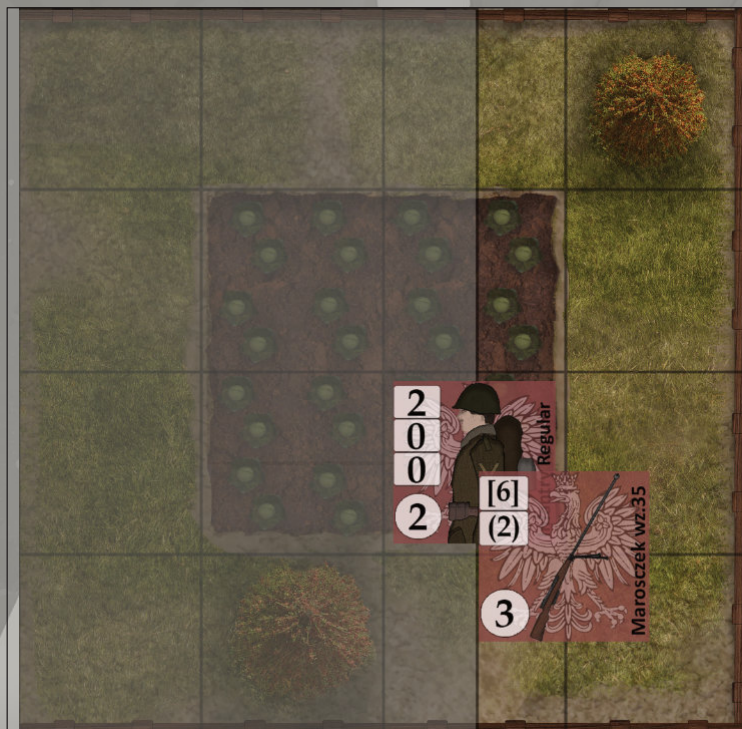


Only planes and artillery may fire at units that are not in their direct line of sight. However, targets have to be spotted by friendly units or be in super close range. For artillery minimum ranges have to be respected. (See chapter combat)



(Armored) vehicles with turrets and support weapons have a firing arc of 90 degrees.

(Armored) vehicles without a turret may only fire at an angle of 60 degrees without pivoting.



Infantry can fire at 180 degrees without having to pivot.

Fighter planes and tactical bombers may strafe units in a 5 square, 25 cm, 11 in wide corridor.

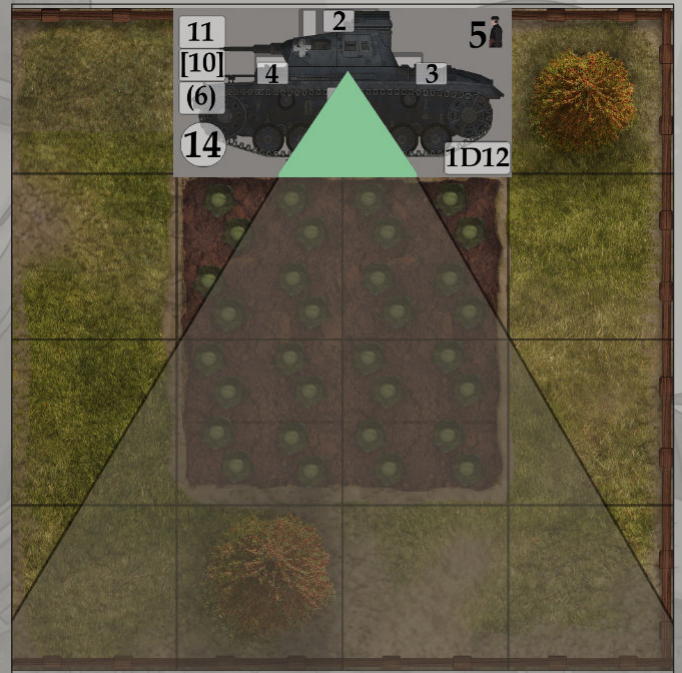
Arc of fire, Angles, and Facing

If units do not meet the angle, they have to use one action and pivot or turn their turret.

Tanks clearly do not want to offer the enemy a shot at their side armor and may rotate their turret with one action.

In the board game version, the rotation is shown by the corresponding token placed on the unit. The token is placed in the middle of the turret.

As far as facing goes: your unit is always facing the way the unit is looking or where the unit's front is pointing.



Range matters!

Because of scale, most of the weapons in this game do not have limitations on maximum range. A Karabiner 98, for example, had an effective range of 500 meters, while regular games in Assault Tactics rarely exceed 200 meters of distance. However, artillery pieces do have a minimum range of 10 squares, 50 cm, 20 in, because in most cases they were designed for ranged combat only.

In Assault Tactics the closer your troops advance to the enemy positions, the easier it will be for them to hit enemy soldiers and vehicles. There are three range bands in Assault Tactics. The closest two offer bonuses for attacking units.

General range bands with bonuses for all weapons except grenades, SMGs, LMGs, MMGs and HMGs:



Range band	Range	Attack bonus
Super Close	Below 15 squares 75 cm 30 in	+8
Close	Below 20 squares 100 cm, 40 in	+5
Regular	Over 20 squares 100 cm 40 in	0

Units on elevated positions like upper building floors (starting from the 2nd floor), bell towers, or high hills receive an additional range bonus. If attacking from an elevated position, units downgrade the enemy cover from hard to soft or soft to open. This is only the case if the enemy is hiding behind hedges, sandbags, walls, and other types of open-top cover. (See table on page 29)

Range band elevated	Range	Attack bonus
Super Close	Below 20 squares 100 cm, 40 in	+8
Close	Below 25 squares 125 cm 50 in	+5
Regular	Over 25 squares 125 cm 50 in	0

For **SMGs, LMGs, MMGs, and HMGs**, the range bands and connected bonuses work the opposite way. These weapons tend to lose accuracy on longer ranges and scatter bullets.

Range band	Range	Firepower modifier
Super Close	Below 15 squares 75 cm 30 in	100 %
Close	Below 20 squares 100 cm, 40 in	75 %
Regular	Over 25 squares 125 cm 50 in	50 %

How to resolve combat

Combat is always resolved in multiple steps.

1. Calculate range band
2. Spot roll
3. Aim/accuracy roll
4. Drift roll (if needed)
5. Calculate attack roll (add/subtract range and level bonus)
6. Perform attack roll
7. Calculate collateral damage and blast radius (if needed)
8. Perform effect roll
9. Place effect markers
10. Adjust Kill Count (if required)
11. Perform morale check
12. Place effect markers
13. Adjust Kill Count (if required)

Effects of hits and morale checks are symbolized by the corresponding tokens the player will place next to the unit. Some of the tokens have a permanent character, while some of them only last for a turn. (See Appendix tokens)

Here is a summary of the dice you need to roll during attacks.

Spot roll (if not in super close range)	D6
Accuracy/aim roll (only artillery and grenades)	D20
Drift roll	2D12
Attack roll (must match or be below indicated attack value)	D20
Effect roll	D12
Morale check (must match or be below force morale rating)	D12

How to spot the enemy

Enemy units hiding behind cover that is not in the super close range have to be spotted by the attacker. (See chapter range matters) The smaller and more concealed the target, the harder it is to spot. (See table for details.)

The spot roll is part of the attack action. If the attacker fails to spot the enemy, the attack is broken up, and one action is spent. A successful spot plus firing at the target is also worth one action.



Type of cover	Roll to spot infantry	Roll to spot vehicles and support weapons
soft	3,4,5,6 (2,3,4,5,6 for snipers)	2,3,4,5,6 (automatic spot for snipers)
hard	4,5,6 (3,4,5,6 for snipers)	3,4,5,6 (2,3,4,5,6 for snipers)



Attack roll

The attack roll simply determines if the enemy unit is hit and, in some cases, how many units are hit. The number of the attack roll has to be below the number of the attack value shown on the weapon counter. Penalties and bonuses are subtracted or added to the needed number.

Bonuses	Penalties
+1 elite status	-1 conscript status
+2 officer nearby	-1 target in soft cover
+5 target in close range	-1 attacker frightened
+8 target in super close range	-1 attacker firing from horseback (cavalry)
	-2 target in hard cover
	-2 attacker injured
	-2 attacker firing from horseback (infantry)
	-2 attacker firing from open top vehicle
	-3 target in bunker
	-5 target covered by smoke

Effect roll

The effect roll determines the severity of a hit on any unit. The effect is determined by rolling a D12. Each effect changes the condition of a unit and may have consequences on fighting and passing morale checks. Effects are symbolized by effect tokens. (See Appendix tokens)

Effect of hits on infantry, vehicle crews and support weapon crews

Roll	Effect	Consequence
1,2,3,4	Kill	<ul style="list-style-type: none"> Remove counter / figure from the board Adjust Kill Count
5,6,7,8	Hit the dirt (Suppressed)	<ul style="list-style-type: none"> Place Suppressed token besides miniature/counter No action next turn. Three suppressed tokens lead to death
9,10,11,12	Injured	<ul style="list-style-type: none"> Place injured token besides miniature/counter The unit suffers a permanent -1 on attack and -2 on morale Two injury tokens lead to death

Example: calculating the attack roll and performing the effect roll

An elite German soldier has climbed the bell tower of a church. He is equipped with a K98 Scharfschützengewehr - a sniper rifle.

The target, a Polish ranking infantry officer, is located in a close range stone building. The sniper has to spot the enemy officer first. The attacking player rolls a D6 and scores a "5". The target is successfully spotted.

The sniper rifle counter shows the firepower of 14 vs non-armored units. Additionally, the elite status of the soldier will provide a +1 on every attack roll. Also,



the target is in close range - that's another +5 on the attack roll. After adding all the bonuses, that makes a total of 20 for the attack roll. However, a stone building provides hard cover. That means a -2 is needed on the attack roll total. The attacker needs to score 18 on his attack roll.

On his roll the attacker scores a 15. The enemy ranking officer is hit. Now, the defender rolls a D12 for effect: 3 – the ranking officer is killed. His Action Point value is lost permanently. The German kill count climbs 10 points. The Polish forces also lose 6 actions for all upcoming turns because their command structure has been decisively weakened.

Summary effects small caliber hits on transports/softskins

Roll	Effect	Consequence
1,2,3	<ul style="list-style-type: none"> Vehicle stops and unloads cargo 	<ul style="list-style-type: none"> Defender chooses the location to unload. Unload all passengers in a 1 square/ 5 cm / 2 in radius. Vehicle may be used again next turn.
4,5,6	<ul style="list-style-type: none"> Vehicle breaks down and unloads all cargo. in a 5 cm radius. 	<ul style="list-style-type: none"> The attacker chooses the location the passengers unload to. Unload all passengers in a 1 square/ 5 cm / 2 in radius. Check morale of unloaded passengers. The vehicle cannot be used for the remainder of the game except for cover. Mark the vehicle with a wreck token. Adjust Kill Count
7,8,9	<ul style="list-style-type: none"> The shell whizzes by the vehicle The driver is alerted 	<ul style="list-style-type: none"> The vehicle continues driving at double speed. The player the unit belongs to has to roll immediately for a double move. Unit may be activated next turn.
10,11,12	<ul style="list-style-type: none"> Passenger(s) hit. 	<ul style="list-style-type: none"> Roll a D12 for the effect on the soldier

		(see hits on infantry and crews) <ul style="list-style-type: none"> • If attacked by SMG, LMG or HMG, roll a D6 to see how many passengers are hit by the salvo. • Check for effects and morale (if needed)
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Summary small calibers vs. abandoned softskin vehicles

Roll	Effect	Consequence
1,2,3,4,5,6,7,8	<ul style="list-style-type: none"> • No effect 	<ul style="list-style-type: none"> • No consequence
9,10,11,12	<ul style="list-style-type: none"> • Vehicle breaks down 	<ul style="list-style-type: none"> • The vehicle cannot be used for the remainder of the game except for cover. • Mark the vehicle with a wreck token. • Adjust Kill Count

Example small calibers vs soft skin vehicles

A Polish cavalry regular equipped with a prototype Mors 39 SMG opens fire on a Kübelwagen transporting three German conscripts in super close range.

The attacker rolls a D20 to see if the vehicle is hit. He needs to score at least 9 (firepower of the SMG) + 8 (rangebonus) = 17. The attacker rolls a 12 and has hit the target. Then a roll by the defender for effect follows. He rolls a 12 - passengers hit.

Since the attacker used an SMG, another roll of a D6 is needed to determine how many passengers have been hit. The attacker scores a 3. 3 passengers are hit (see table above). The defender rolls 3 D12 for effect: 10 (injured), 12 (injured), 2 (kill).



The killed German conscript is worth 1 point on the Kill Count. The soldiers still alive have to pass a morale check at -2 due to being injured. Both of them fail the check and surrender. Another 2 points (=2 conscripts) in favor of the Polish player are noted on the Kill Count. The vehicle is abandoned and free to be entered by friendly or enemy units. An Abandoned token is placed on the vehicle counter / next to the miniature.

Summary effects weapons with HE value vs softskin vehicles

Roll	Effect	Consequence
1,2,3	<ul style="list-style-type: none"> The shell punches through the bodywork 	<ul style="list-style-type: none"> The vehicle is still operational. The vehicle stops and unloads all passengers in a 1 square/ 5 cm / 2 in radius. The defender chooses the location the cargo unloads to. Mark the vehicle with a pierced token. The vehicle may be used again next turn. Another pierced token means the vehicle is broken.
4,5,6	<ul style="list-style-type: none"> Vehicle broken 	<ul style="list-style-type: none"> The attacker chooses the location the passengers unload to. Unload all passengers in a 1 square/ 5 cm / 2 in radius. Check morale of all passengers. The vehicle cannot be used for the remainder of the game except for cover. Mark the vehicle with a wreck token. Adjust Kill Count
7,8,9	<ul style="list-style-type: none"> Vehicle explodes 	<ul style="list-style-type: none"> Mark the vehicle with a burn token. All passengers die Adjust Kill Count Check for collateral damage
10,11,12	<ul style="list-style-type: none"> Passengers hit 	<ul style="list-style-type: none"> Roll a D12 for the effect on the soldier (see hits on infantry and crews)

- If attacked by a 20mm gun, roll a D6 to see how many passengers are hit by the salvo.
- Check for effects and morale (if needed)
- Place effect tokens according to the effect.

Weapons with HE value vs. abandoned soft skin vehicles

Roll	Effect	Consequence
1,2,3	<ul style="list-style-type: none"> • Vehicle broken 	<ul style="list-style-type: none"> • The vehicle cannot be used for the remainder of the game except for cover. • Mark the vehicle with a wreck token. • Adjust Kill Count
4,5,6,7,8,9	<ul style="list-style-type: none"> • No effect 	<ul style="list-style-type: none"> • No consequence
10,11,12	<ul style="list-style-type: none"> • Vehicle explodes 	<ul style="list-style-type: none"> • Mark the vehicle with a burn token. • All passengers die • Adjust Kill Count • Check for collateral damage

Example weapons with HE value vs. soft skin vehicles

A TKS tankette armed with a 20 mm cannon has spotted 3 infantrymen in a Kübelwagen and opens fire.

The HE attack value on the counter shows a 10. The enemy is in super close range, so the attack value climbs to 18. The crew is at a



regular status, so no further bonuses or penalties. The attacker rolls a 7 on the D20 and hits the Kübelwagen.

The defender rolls a 9 on the D12, and the vehicle explodes. All passengers die. There are no enemy or friendly units nearby that could have been affected by the blast radius. A burn token is placed on the destroyed vehicle. Remember: burning vehicles may not be used as cover.

MGs and ARs vs. AFVs

Machine guns and automatic rifles may try to drive off armored vehicles that are in super close range. This tactic was often used by allied troops in World War Two. They aimed their fire at the viewing slots for the tank crews. In this game, the better armored the vehicle, the harder it will be to make the enemy vehicle back up.

Armor level	Roll needed
<ul style="list-style-type: none"> Armor 1-3 	<ul style="list-style-type: none"> 8 or lower
<ul style="list-style-type: none"> Armor 4-6 	<ul style="list-style-type: none"> 6 or lower
<ul style="list-style-type: none"> Armor higher than 6 	<ul style="list-style-type: none"> 4 or lower.

If successful, the vehicle has to pull back until out of the line of sight of the attacker. The vehicle may be activated next turn and is not hit with any further penalties. The crew will not have to check for morale.

Like other attacks, this one is resolved by rolling a D20. This tactic will not work on vehicles in close or regular range.

Example MGs and ARs vs. AFVs

A regular level support weapon crew handling an MG34 on a tripod is attacking a 7TP in super close range and opens fire to drive the vehicle back and stop its advance.

The 7TP has a frontal armor value of 3. To stop the advance, the MG needs to roll an 8 or lower.

The attack roll is 6 - the 7TP has to back off until out of line of sight.

However, if the MG had failed the attempt, it would have been able to spend another action and try again. If so, the player has to check the MG for overheating afterward.



Effects armor piercing rounds on AFVs

Roll	Effect	Consequence
1,2	<ul style="list-style-type: none"> Ammo storage hit - vehicle explodes. 	<ul style="list-style-type: none"> Mark the vehicle with a burn token. All crew members die Adjust Kill Count Check for collateral damage
3,4,5	<ul style="list-style-type: none"> Armor pierced 	<ul style="list-style-type: none"> Mark the vehicle with a pierced token. a second pierced token will make the crew bail automatically. Crew has to check for morale. (One roll for all!) Place effect tokens of morale check accordingly
6,7	<ul style="list-style-type: none"> Immobilized 	<ul style="list-style-type: none"> Mark vehicle with a immobile token The vehicle may not move for the remainder of the game. Crew has to check for morale. (One roll for all!)
8,9,10	<ul style="list-style-type: none"> Crew member killed 	<ul style="list-style-type: none"> Adjust the number of crew members alive. Vehicles that lose 50 percent of their crew or only have one crewmember left may only perform one action per turn. Check morale of the remaining crew
11,12	<ul style="list-style-type: none"> Gun damage 	<ul style="list-style-type: none"> Mark vehicle with a Gun damage token Roll another D12 to see which weapon is affected. <ul style="list-style-type: none"> 1-6: Main weapon. 7-12: Secondary

		<p>weapon</p> <ul style="list-style-type: none"> The damaged gun may not be fired for the remainder of the game. Check for crew morale
Successfully aimed fire at tracks	<ul style="list-style-type: none"> Immobilized 	<ul style="list-style-type: none"> (See above)
Successfully aimed fire at turret	<ul style="list-style-type: none"> Turret jammed 	<ul style="list-style-type: none"> Mark vehicle with turret token. Vehicle may not turn its turret for the remainder of the game. Check for crew morale

Example armor-piercing rounds vs. AFVs

The crew of a Schneider 75 mm AT gun has spotted a Durchbruchswagen driving on the other side of a river. The attacking player chooses to take a shot at the tracks to render the fearsome prototype (at least for the time) immobile. The Schneider gun's armor penetration is 11 and receives a +8 because the target is in super close range..

At the same time, the attacker suffers a -2 on the attack roll because of trying to aim the shot very precisely. So, the attacker needs a 17 or lower.

The attack roll is 5. The tracks are destroyed, and the tank will not move for the remainder of the game. An immobile token is placed on the tank. The tank crew has to check for morale.



The Schneider gun can now keep pounding at the side armor of the Panzer IV Ausf.B. While the tank's damage may only be repaired if the mechanic card (see random event / effect cards) is in the player's hand.

On the next step the attacker could try to disable the turret of the vehicle. After that it would be easy bait for infantry equipped with anti tank weapons.

HE hits, destroying support weapons.

Weapons with HE value aiming at support weapons do have a chance of destroying enemy gear and harming the crew with one shot. Suppose the attacker manages to score a hit by rolling a number lower or equal to the HE value. In that case, the player may roll a D12 to see if the support weapon has taken damage in addition to the effect roll on the weapon crew.

Roll	Effect	Consequence
1,2,3,4,5,6,7,8	<ul style="list-style-type: none"> • Gear still operable 	<ul style="list-style-type: none"> • Support weapon may be fired / moved next turn • Check for collateral damage on the crew • Check for crew morale
9,10,11,12	<ul style="list-style-type: none"> • Gear destroyed 	<ul style="list-style-type: none"> • Adjust Kill Count • Check for collateral damage on the crew • Check for crew morale • If the crew is still alive it may continue fighting as infantry armed with carbines.

Artillery & grenades: accuracy/aim and drift



An accuracy/aim roll is mandatory when using artillery or throwing grenades. Grenades may be misplaced by the soldiers throwing them, and artillery like mortars mostly did not have good accuracy during World War 2.

The accuracy/aim roll will determine if the targeted location is hit by the shell/grenade. If the needed accuracy is not met, the explosion may harm others or even friendly units.

The accuracy/aim roll is performed with a D20 and followed by the drift roll using two D12 if needed.

Accuracy and drift roll are followed by the attack roll to see if the explosion will harm the target(s).

How to throw grenades

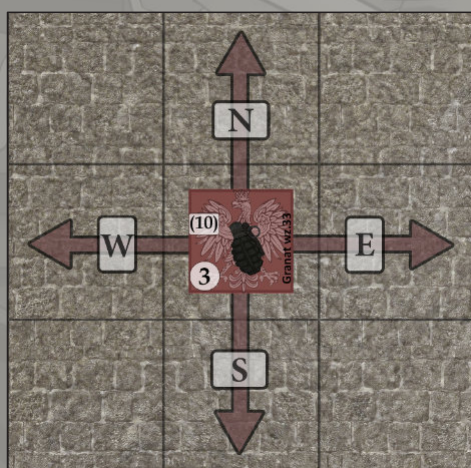
If a soldier carries any kind of grenade, he may use one of his actions to throw the grenade at a target. Roll a D20 to see if the target square is hit.

Hand grenades have a limited range. The maximum range of throwing a grenade on point is five squares. Adjacent squares are hit automatically. Grenades may be hurled in vehicles, vehicle hatches, windows and over open top cover.



Accuracy rolls and range bands grenades:

Distance	Needed roll (If not met roll for drift)
1 square 5 cm 2 in	Automatic hit
2 squares 10 cm 4 in	16 or lower
3 squares 15 cm 6 in	14 or lower
4 squares 20 cm 8 in	12 or lower
5 squares 25 cm 10 in	10 or lower



Grenade drift

If misplaced, the grenade will drift and may even hurt friendly troops. Hand grenade drift is always 1 square, 5 cm, 2 inches.

Roll 2 D12 to determine drift direction.

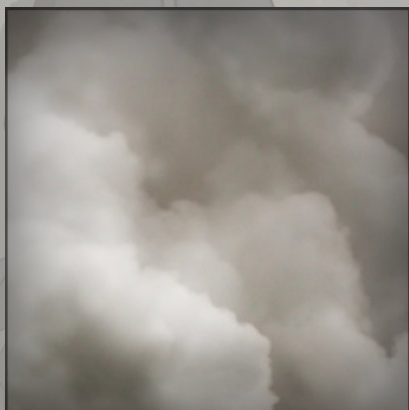
Roll	Direction of drift
1,2,3	northwest
4,5,6	north
7,8,9	northeast
10,11,12	east
13,14,15	southeast
16,17,18	south
19,20,21	southwest
22,23,24	west



Anti-personnel grenades

Anti-personnel grenades have a HE value that has an effect on all soldiers in the targeted square. If the square is hit, all soldiers have to check if they are hit (roll of a D20 has to be below or a match to the HE value of the grenade). Then roll for the hit's effect and pass a morale test afterward.

Smoke grenades



Smoke grenades work like regular grenades, except they conceal friendly units instead of harming enemy units. Once placed, the smoke covers a straight line of 3 squares/15cm/6in. Place smoke marker accordingly. On the picture in the left you can see a boardgame smoke marker.

The effect of smoke grenades lasts for 3 turns. Mark the number of turns the effect is already lasting with one of the corresponding number tokens. Exchange the number token in each turn.

Units hiding in/behind smoke can hardly be seen. Attackers may fire at a penalty of -5 into the smoke.

Example: Throwing a smoke grenade

Polish infantry has fortified a position on a hill close to the riverbank.

The Germans take cover behind an Sd.Kfz. 221. The armored car is in danger of getting destroyed by the AT rifle that one enemy soldier is carrying.

With the armored car gone, the German infantry will most likely get chewed up by the BAR-equipped by the other soldier.



The Germans decide to block the enemy's line of sight by throwing a smoke grenade right in front of the enemy. The effect will last for 3 turns and present an opportunity to cross the river and engage the enemy in close combat. The targeted square is 5 squares away, and so the attacker has to roll a 10 or lower on the D20 to hit.

The attacker rolls a 6 and misses the targeted square. He rolls 2 D12 and scores a total of 16, and the grenade lands in the square to the south. Luckily, the smoke still blocks the enemy's line of sight, and the attackers can cross the river.

Of course, the defenders could opt to leave their fortified position and regain line of sight. But then the Sd.Kfz.221 and its machineguns would pose a deadly threat.

AT Grenades and satchel charges

AT Grenades and satchel charges are heavier than anti-personnel or smoke grenades. Therefore, their range is even more limited. If misplaced, the rules of grenade drift apply. If the target is hit, another roll determines if the the enemy armored unit is penetrated.

The roll on the D20 has to match or be below the AP value of the grenade/satchel charge. After that, the effects on the vehicle (see AP vs. AFVs) and the morale of the crew have to be determined (see morale checks).

AT grenades and satchel charges may also be used in order to destroy enemy structures.



Distance	Needed roll
1 square 5 cm 2 in	Aim successful
2 squares 10 cm 4 in	12 or lower

Example Throwing AT grenades and satchel charges at AFVs

A German regular has somehow managed to sneak up on the back of a Polish 7TP with twin MG turrets and wants to hurl a "Geballte Ladung" - an AT grenade - at the AFV from behind.

The attacker needs to hit the targeted square first. It is two squares away. The aim roll must be a 12 or lower on the D20. (AFV counters span 2 squares in the board game version. In Assault Tactics, it does not matter which square is hit to gain an effect on the tank, but the direction the grenade is coming from does.) The attacker scores a 7 - the target square is hit.



Now the attacker has to roll again to see if the grenade has an effect on the vehicle. The armor penetration value of the AT grenade is 10, the rear armor value of the 7TP stands at 2. So the attacker has to roll 8 to affect the vehicle. The roll is a 3 – vehicle hit and affected.

The defender then has to roll for effect on the tank and scores an 11 on the D12 - gun damage. In this case, he does not have to roll for the damage on the primary or secondary weapon. Because this 7TP is equipped with double turrets, armed with one Hotchkiss MG each, and has no secondary weapon. One of the turrets may not fire for the remainder of the game. A gun damage token is placed on the TP7 counter. The crew has to check for morale.

In this case, he does not have to roll for the damage on the main or secondary weapon. Because this 7TP is equipped with double turrets, armed with one Hotchkiss MG each, and has no secondary weapon. Therefore, one of the Mgs is not operable anymore.

Throwing antipersonnel grenades in vehicles

Maximum distance	Type	Needed roll
1 square 5 cm 2 in	AFV / vehicle closed top (drops grenade in hatch / window)	10 or lower
2 squares 10 cm 4 in	AFV / vehicle open top	14 or lower

Soldiers can drop a grenade in the hatch of an AFV or try to hit the open top of a soft skin vehicle. For that purpose, the soldier has to be in range (see table). Roll a D20 to see if the soldier is able to place the grenade.

If placed successfully, the grenade goes off. No attack roll needed, because it would be highly unlikely for a grenade to not have an effect on passengers or crew member in such close quarters. Roll for effect on the crew or passengers. All are handled as one. If not dead, pass a morale test for every crew member or passenger.

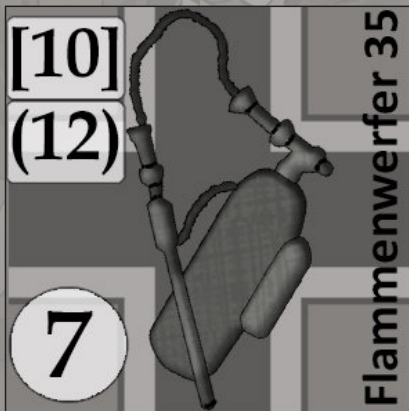
If a softskin vehicle is hit by a grenade, the vehicle will be destroyed.

The rule for throwing an antipersonnel grenade in AFVs with closed tops also applies to throwing grenades in bunkers.

Special - grenade bouncing: If the soldier has not hit the hatch, roll a D20. If 10 or lower, the grenade bounces right back at the soldier's feet. Roll a D12 for the effect and morale afterward.



Flamethrowers



Flamethrowers are powerful weapons against infantry and tanks. They present the opportunity to effectively attack multiple (entrenched) units at the same time. Their blast radius is similar to grenades. (See table HE blast radius and collateral damage)

The attacker may use flamethrowers to set cover like buildings or woods on fire or destroy key structures like wooden bridges to keep the enemy from advancing. If the attacker intends to do so, no attack roll is needed. The attacker just has to spend one action on setting the target on fire.

Other than that, flamethrowers are handled like any other primary handheld weapon. They have a blast radius similar to grenades. So every unit in a

radius of 1 square / 5 cm / 2 in of the targeted unit has to check for hit and possibly effect. All units in the blast area have to check for morale.

If used against soldiers manning bunkers, no attack roll is needed. All soldiers in the bunker have to check for effect and morale.

However, flamethrowers do come with a restricted range of 8 squares, 40 cm, 16 in.

Artillery & Mortars

Artillery and mortars in most cases were not exactly of great accuracy during World War Two. To be fair, some of it depended on the model itself. To make the game more accessible, in Assault Tactics, accuracy for mortars and artillery will be handled the same.

Fieldguns and mortars may fire at units that are not in direct line of sight. Their shells can possibly harm multiple units. All units in the blast radius, depending on the shell size, have to check for possible hits and effects. Every unit in the blast radius has to pass a morale check.

Artillery and mortars do have a minimum range of 10 squares, 50 cm, 20 in. The farther away the target, the harder to hit exactly. If hit by a bigger shell, the outcome will be most likely disastrous for men and vehicles alike.



Aim roll and range bands mortar/artillery fire

Range over 10 squares 50 cm 20 in	Aim roll 12 or lower
15 squares 75 cm 30 in	10 or lower
20 squares 100 cm, 40 in	8 or lower
More than 20 squares 100 cm, 40 in	6 or lower
Moving objects	-2 on aim roll

Mortar/artillery shell drift

Roll	Direction of drift
1,2,3	northwest
4,5,6	north
7,8,9	northeast
10,11,12	east
13,14,15	southeast
16,17,18	south
19,20,21	southwest
22,23,24	west

HE blast radius and collateral damage.

Multiple units may be affected by exploding grenades, shells, or bombs. The radius of the explosion is divided into an inner and outer circle. Units in the inner circle are more likely to be damaged, so the chance is 100 %. Units in the outer circle face a lower chance of being hit.

Type	Inner / outer circle	Possible damage to all units in the inner / outer circle
Hand grenades and Flamethrowers	1 square 5 cm 2 in	100,00%
37 to 47 mm, Satchel Charges, Geballte Ladung and mortar shells	1 square 5 cm 2 in	100 %
	2 squares 10 cm 4 in	50 %

75 mm and 88 mm	1 square 5 cm 2 in	100 %
	2 squares 10 cm 4 in	75 %
Everything bigger and bombs	1 square 5 cm 2 in	100 %
	2 squares 10 cm 4 in	100 %
Exploding vehicles	1 square 5 cm 2 in	10 HE
	2 squares 10 cm 4 in	8 HE

The attacker rolls a D20 for every possibly hit unit in the inner/outer circle. (Even his own units) Suppose the roll is below or equal to the HE value shown on the weapon/unit counter (the inner circle) or the percentage shown in the following list (outer circle). In that case, the enemy is hit, and the hit's effect has to be determined. The bigger the shell, the bigger the radius for possible collateral damage. All units in the blast radius have to pass a morale check.

Detailed informations on units and their blast radius are part of the army lists.

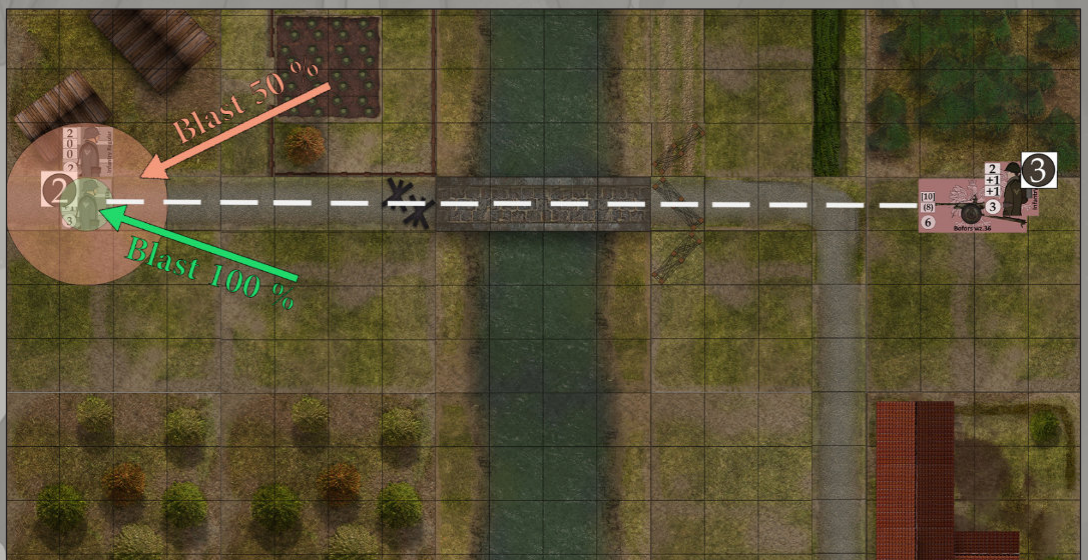
Example HE blast radius

The experienced crew of a Bofors AT-gun is trying to prevent German infantry from crossing a bridge using its HE value of 8.

The attacker receives a +1 bonus because the gun is handled by veterans and an additional +5 because the enemy is in close range - closer than 20 squares (100 cm/ 40 in). This requires a 14 on the D20 for this attack. Of course, the crew aims at the square where 2 German soldiers are stacked to gain the best result for this attack. The attack roll is an 8 - target hit. The defender has to roll two D12 for effect on both soldiers.

The defender rolls 8 and 11 - one suppressed and one injured. According tokens have to be placed besides or on the soldier counters / minitatures. The suppressed soldier may not move or shoot for the next turn, while the wounded soldier receives permanent penalties of -1 on attacks and -2 on further morale checks.

Now, the attacker rolls another D20 to see if the explosion hit the German soldier inside the adjacent square. 37mm HE rounds will cause 100 percent damage in the inner circle of the blast and 50 percent in the outer circle. Because of the 50 percent modifier of the blast's outer circle, the attacker has to roll 7 or better (always round up on uneven numbers).



The attack roll is a 12. The blast has had no immediate effect on the soldier in the outer circle. All 3 soldiers in the blast radius have to perform a morale check.

Collateral damage machine guns

Light, medium (see the MG34 below) and heavy machine guns scatter bullets. They may hit multiple units in a small area. The attacking player rolls a D6 to see how many units he has possibly hit.

So, if the die shows 5, the attacker may perform separate attack and effect rolls on three units in the radius for possible collateral damage. The attacker chooses which units are hit.

Area for Collateral damage	Firepower modifier	Units possibly affected
1 square	100%	Maximum of 3
5 cm		Roll a D6: 1,2 = 1 soldier, 3,4 = 2 soldiers, 5,6 = 3 soldiers
2 in		After that perform attack and effect roll

This rule does not apply to automatic rifles like the Rkm wz. 28 below or submachine guns like the Mors 39. Automatic rifles and submachine guns may hit two targets per turn by firing a double burst. Afterwards they do not have to check for overheating.

13
4
3
MG34

9
+1
P
3
Mors M1939

10
3
Rkm wz.28

[6]
(10)
5
3
2cm Flak 30

Collateral damage 20mm guns

20mm guns were often used for fighting enemy aircraft but also to shoot on infantry or light vehicles. The high rate of fire proved to be disastrous for enemy infantry. 20mm guns do have a blast radius or area for collateral damage like machine guns and may fire twice per turn.

The ability to double burst and when an overheat check is mandatory

Automatic rifles, submachine guns, light / medium / heavy machine guns and 20 mm cannons may fire twice per turn to simulate their higher rate of fire. If going for the double burst on MGs, the player must roll a D12 to check for overheating. If the barrel overheated, it has to cool down for one turn. A cool-down token is placed beside the miniature or on the weapon counter.

SMGs or ARs do not have to check for overheating.

Roll	Effect	Consequence
1,2,3,4,5,6	<ul style="list-style-type: none"> No overheating. 	<ul style="list-style-type: none"> MG may attack next turn.
7,8,9,10,11,12	<ul style="list-style-type: none"> The gun barrel has to cool down. 	<ul style="list-style-type: none"> No attack next turn. Mark MG with a cool down token

Covering fire by MGs

LMGs and HMGs may go on covering fire at the beginning of a turn. The MG crew will perform this duty until the player orders otherwise. The MG may cover units in the area of its regular arc of fire and line of sight. The unit is marked with a cover token.

Suppose an enemy unit decides to shoot at one of your units. In that case, the MG will first shoot at the enemy unit and try to suppress or kill the enemy shooter. If covering fire is successful, the enemy may not perform the attack anymore.

Covering fire may be performed twice per turn. If the MG has to fire a double burst to interrupt the enemy in his attack, check for overheating.

MGs suppressing enemy units

Any MGs may try to suppress enemy infantry, vehicles, and support weapons. While it will be relatively easy to suppress infantry, it will be harder to suppress a support weapon and a lot harder to suppress a tank.

Roll a D20 to see if the attempt to suppress the enemy unit was successful.

Suppressed units will be pinned for one turn and not be able to perform an action.

Up to two units may be suppressed per turn. If firing twice, check for overheating of the gun barrel.

Successful roll to suppress	Type of unit
1,2,3,4,5,6,7,8,9,10,11,12,13	Infantry
1,2,3,4,5,6,7,8,9,10	Soft skin vehicles / support weapons
1,2,3,4,5,6	Light tanks and armored vehicles
1,2,3,4	Medium tanks
1,2	Heavy tanks and planes

Planes may only be suppressed while performing an attempt to strafe or bomb enemy units (essentially AA intercepting enemy planes, but without the chance of harming the enemy). Rangebands do not matter in this regard.

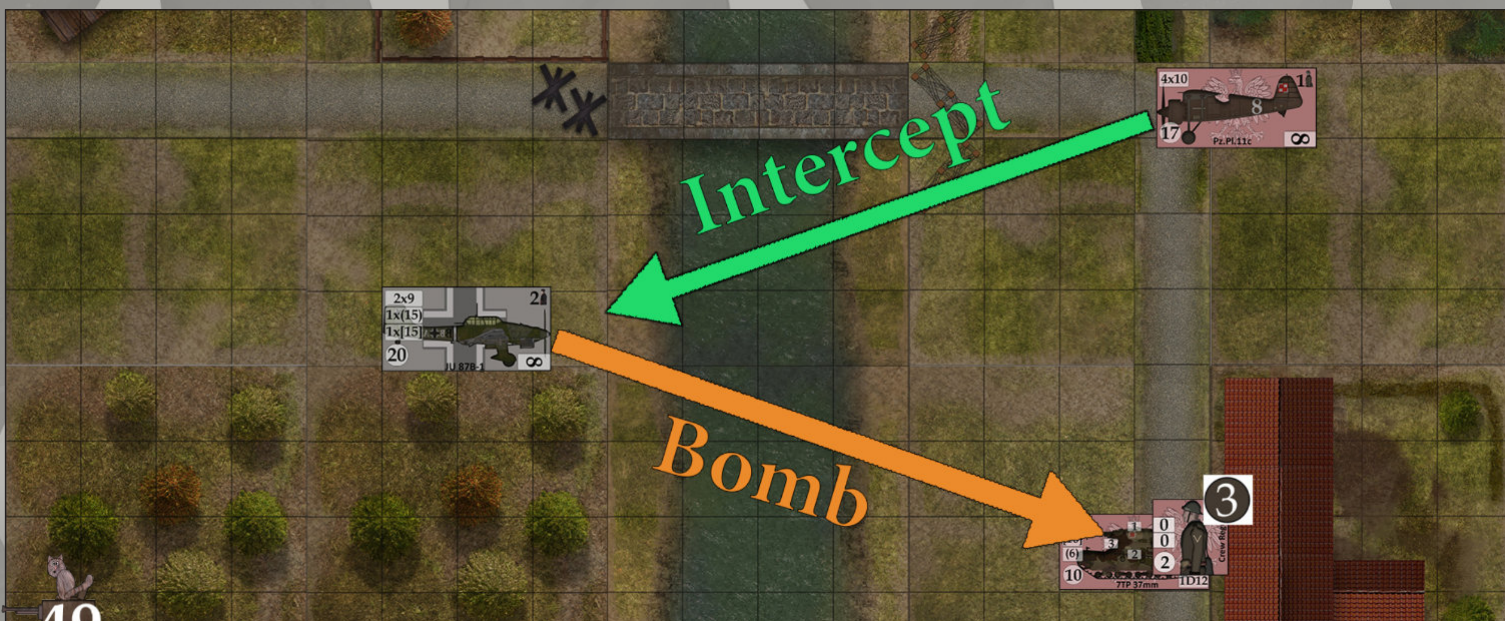
Strafing, bombing and intercepting enemy units with planes



Tactical bombers and fighter planes may choose to strafe multiple enemy units with the firepower of their MGs in order to harm or to suppress enemy units. Suppose a player chooses to go for a strafing run. First of all the player chooses a 5 square / 25 cm / 10 in wide corridor that covers the whole length of the table. After that he has to roll a D12 to see how many units located in the corridor his plane can possibly harm or suppress for this turn. Perform an attack roll for every targeted unit. Every hit unit has to check for effect and morale. The strafing run may be broken up by enemy machine guns, anti air or enemy interceptors.

In order to intercept enemy planes the opposing player may assign one of his fighter planes at the beginning of the turn to this duty. If the interceptor manages to hit the attacking plane, the attack is broken up and the attacker has to check for the effect on the plane.

Anti air may also try to break up enemy air attacks. They do not have to be assigned to this task before the turn starts. However, after an attack on an enemy plane, the AA will be spent for the turn and may not attack any additional targets. AA guns will use their HE value to shoot at enemy planes. If the AA manages to hit the attacking plane, the attack is broken up and the attacker has to check for the effect on the plane.



Medium and heavy machineguns may try to suppress enemy planes but can not physically harm them.

Tactical bombers may perform a certain number of HE / AP attacks per game by dropping bombs. The number of attacks depends on how well these units are armed. A JU 87B for example may perform two AP/HE attacks per game. Tactical bombers may only attack one target per turn when going on a bombing run. The attack may be broken up by interceptors or enemy AA.

Close combat

Type	Roll (add bonuses and subtract penalties)
Conscript	13
Regular	14
Veteran	15
Ranking officer	16



Close combat presents a higher chance of killing enemy infantry or at least of making it surrender. Infantry units may engage in close combat if the target(s) is (are) within a range of 2 squares, 10 cm, 4 in.

Each infantry level and ranking officers have a close combat value.

The close combat value is boosted by some primary and secondary weapons. You can identify these weapons by their close combat bonuses shown in the army lists or on the weapon counters (see weapon counter on the left). Also, when defending a building, any infantry unit or ranking officer will also get a +1 on their close combat value.

Effect of hits in close combat

When engaging in close combat, both sides act simultaneously. Attacker and defender may be hurt or killed during close combat.

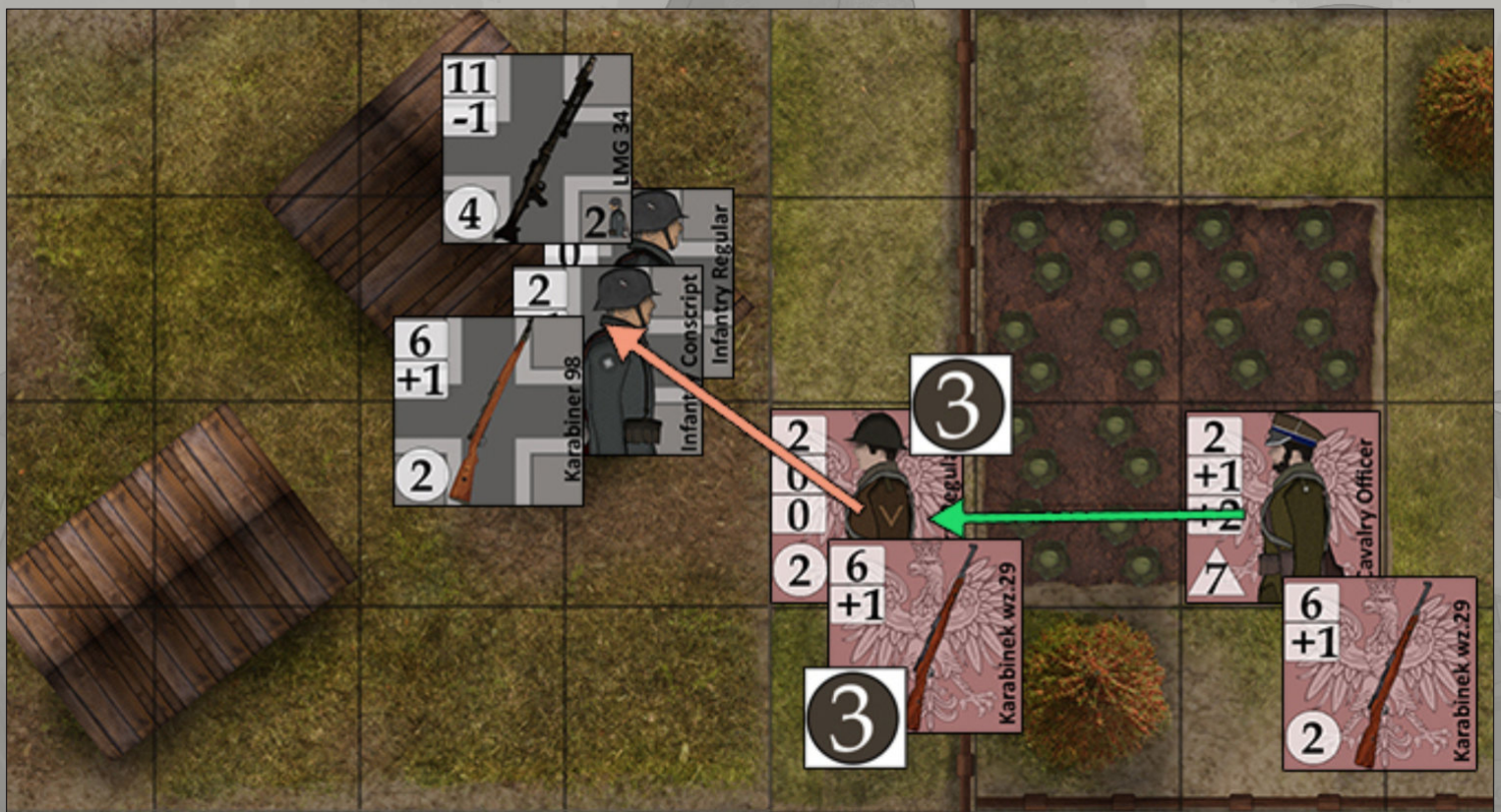
Roll	Effect	Consequence
1,2,3,4,5,6	Injured	<ul style="list-style-type: none"> Mark unit with injured token Unit will receive -1 on attack and -2 on morale
7,8,9,10,11,12	Kill	<ul style="list-style-type: none"> Remove unit from board Adjust Kill count

Example Close Combat

An MG 34 has been bothering Polish cavalry units for a while now. At the last turn, the machine-gun finally overheated and stopped spitting bullets for one turn.

Time for the Polish ranking officer to order a group attack on the MG nest. He orders three regulars to engage the enemy in close combat and spends 3 of 7 actions he may order per activation.

The cavalry regulars have a base close combat value of 14, but all of them carry carbines, which gives them a bonus of +1 on their attack roll. So every roll equal or below 15 on the D20 is a hit.



The German MG team consists of a conscript carrying a carbine (he is the loader for the LMG) and a regular handling an LMG 34. Conscripts have a close combat value of 13. A carbine would grant a +1 bonus, but it is rendered useless by the -1 penalty for conscripts handling weapons.

The rank of a regular does not come with any close combat bonus or penalty. The MG 34 is a clunky weapon in close combat and comes with a penalty of -1 in these situations.

Both soldiers are defending a building and receive a +1 bonus in combat. After every bonus or penalty has been taken into account, the conscript needs 14 on the D20 to hit and the regular 15.

The Polish player may roll all dice simultaneously because all of his soldiers need a 15 or lower.

Attacker roll: 3,7,8 - all hits.

Defender roll: conscript 6 - hit, regular 16 - miss.

Effect roll on the defender: 1,8,11 - one injury and two kills. In this case, the kills trump the injury.

Effect roll on the attacker: 5 - injured.

After the fight, the Polish soldiers claim the MG 34. The injured soldier is hit with an injured token. He suffers penalties of -1 on handling weapons and a -2 on further morale checks.

All surviving soldiers and the commander are hit with a spent marker. All soldiers also have to pass a morale check.

Vehicles running over support weapons and infantry

All vehicles bigger than motorcycles may choose to run over support weapons and Infantry units located in the open. Targeted Infantry units may roll a D12 in an attempt to evade. If the roll is 8 or higher, the unit jumps out of harm's way.

Targeted support weapons are "toast" and are put on the Kill Count. Every crewman can try to evade. If successful, perform a morale check.

After running over a support weapon, the vehicle has to stop, no matter how many squares it has left on its move.

How to determine force morale

Besides levels and firepower, morale is a strong factor to be victorious. For skirmish games, you can set the morale level of your troops by rolling a D6. Historical scenarios or campaigns may come with set values or calculate morale differently.

The force morale will be the base for every morale check you have to perform during combat. But keep in mind that there are situations that boost or drain base morale value on the battlefield. Bonuses and penalties may be accumulated.

Roll	Force Morale
1,2	8
3,4,5	9
6	10

Morale checks, bonuses and penalties

Flying bullets, explosions, and shrapnel put the psyche under duress. After every firefight, the receiving end of the shot – if alive – has to perform a morale check. The result will put the soldier or crew in a state that will influence the ability to fight. Morale checks are resolved by rolling a D12. Being in cover, out in the open, or injured situations will affect the morale check with either a bonus or a penalty. All bonuses and penalties are added or subtracted from the roll needed.

Morale check bonus	
+1	<ul style="list-style-type: none">• Elite• Unit in soft cover• Armored vehicle in adjacent square (2 square, 10cm, 4 in radius)
+2	<ul style="list-style-type: none">• Unit in hard cover• Commander in same or adjacent square (2 square, 10 cm, 4 in radius)
+3	<ul style="list-style-type: none">• Unit in super hard cover
Morale check penalty	
-1	<ul style="list-style-type: none">• Conscript level

-2

- Unit attacked in the open
- Unit frightened
- Unit attacked from behind
- Unit injured
- Unit had to fight in close combat

Vehicle and support crews only absolve one test that will count for the whole crew. AFV crews and passengers only have to pass a morale check if the vehicle is hit. Quick example morale check: 8 (force morale) -2 (out in the open) +1 (elite) +2 (hard cover) = 9 (needed roll on the D12). If the soldiers failed the morale check, roll a D12 to determine the failed morale check's effect.

Effects failed morale checks Infantry

Roll	Effect	Consequence
1,2,3,4	Frightened	<ul style="list-style-type: none">• -1 on all attacks• -2 on morale checks• Place a frightened token next to the miniature/counter• 3 frightened tokens make the soldier surrender
5,6,7,8,9	Tactical retreat	<ul style="list-style-type: none">• Move the miniature 2 squares / 10 cm / 4 in back. If possible move in cover.
10,11,12	Surrender	<ul style="list-style-type: none">• Adjust Kill Count• Miniature/counter is removed from the table

Effects failed morale checks tank/vehicle crew

Roll (Only one roll needed)	Effect (All crew members are handled as one)	Consequence
1,2,3,4	Frightened	<ul style="list-style-type: none">• -1 on all attacks• -2 on further morale checks• 2 frightened tokens make the crew bail. They may reenter the vehicle on the next turn.
5,6,7,8,9	Tactical retreat	<ul style="list-style-type: none">• Move the vehicle counter/miniature 2 squares / 10 cm / 4 in back. If possible move out of shooter's line of sight.
10,11,12	Crew bails	<ul style="list-style-type: none">• the tank may be looted by the opposition• Bailed crew may reenter the vehicle next turn• If a crew bails for the third time, it surrenders

Effects failed morale checks support weapon crew

Roll (Only one roll needed)	Effect (All crew members are handled as one)	Consequence
1,2,3,4	Frightened	<ul style="list-style-type: none"> -1 on all attacks -2 on further morale checks 2 frightened tokens make the crew bail. They may reenter the vehicle on the next turn.
5,6,7,8,9	Tactical retreat	<ul style="list-style-type: none"> Move the vehicle counter/miniature 2 squares / 10 cm / 4 in back. If possible move out of shooter's line of sight.
10,11,12	Crew bails	<ul style="list-style-type: none"> the tank may be looted by the opposition Bailed crew may reenter the vehicle next turn If a crew bails for the third time, it surrenders

Example morale check

An infantry veteran sporting an automatic rifle has spotted an enemy conscript firing his carbine from a stone house's window. A burst from the automatic rifle injures the enemy.

Now, the hit soldier has to check for morale. Force morale is at 8. Added to the force is a bonus of +2 per morale check for being in hard cover.

On the other hand, the soldier suffers a -1 penalty on every check for his conscript level and -2 because of his injury. That puts his morale value at 7.

The defender has to roll 7 or lower on the D12 to pass the morale check.

The defender rolls 8 - check failed. Now he has to roll the D12 again and scores 4 - frightened. The German soldier suffers additional penalties of -1 on further attacks and -2 on further morale checks. The German conscript will continue the game with a shaky morale value of 6.

The frightened token is put on top of the injured token. Another two frightened tokens would make the soldier surrender instantly. Another injured token means death.



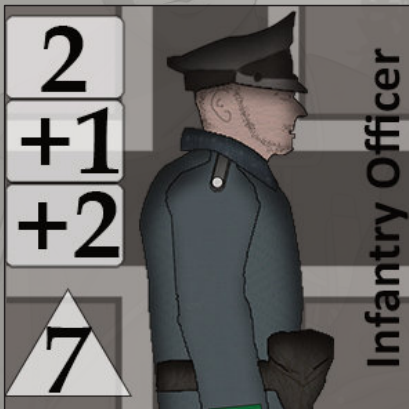
Random effect and event cards

Some things on the battlefield are just not predictable. To simulate this and strengthen the game's replay factor, 25 random events and effects, including weather conditions, are available as this rulebook is being released. They can be found in the "Fall of the White Eagle" supplement.



Every player draws the number of cards assigned to his doctrine right after he has completed his troops' setup and before the first turn of the game starts. Some of the effects have a bonus on an individual player, while others are equally bad or good for all players. The effects and duration of the effects are detailed on the cards.

Doctrines - Force focus



In Assault Tactics, all players choose a doctrine – the main focus on which arms and types of units to use. Doctrines will determine how well equipped the infantry, and support units can be, how mobile the force will be, how strong your numbers will be, and how much of a punch the force will deliver. Each doctrine has its own support list. Support lists are part of the supplements like "Fall of the White Eagle".

Support lists detail units available to each doctrine and how expensive they are. The points a unit is worth is calculated by total firepower, armor, speed and capacity (only transports). (See Kill Count) In the case of transports, capacity is also a factor to be respected.

Each doctrine comes with its own command structure and fields its own ranking officer. The number of actions per turn available varies with each doctrine. It reflects actual command structure and quality of communications on the field of battle.

Each doctrine fields a core worth 50 to 60 points. Core units may be upgraded before games or throughout a campaign, as long as they stay alive. Also, elite doctrines like paratroopers or cavalry can draw more than one random event/effect card.

There are four doctrines available at the release of this rulebook. They can be found in the Fall of the White Eagle supplement. More will follow.



Appendix: Fieldworks and additional cover

In Assault Tactics, players will be able to set up sandbags or bunkers before the game. These fieldworks are part of some of the infantry and cavalry based support lists. They may not be moved. Mechanized doctrines will not be able to create such fieldworks. To prevent outrageous hunkering down by players, some of the additional fieldworks only occur on random occasions. When drawing a matching effect/event card, players may also lay mines, bring out barbed wire or construct tank traps in a sector of their liking. A sector is 4 x 4 squares, 20 x 20 cm, 9 x 9 in big.

Sandbags

Sandbags always cover 1 square / 5 cm / 2 in in one direction. They offer soft cover for infantry, support weapons, and tanks. Attackers may try to destroy them with weapons of HE value.

Tanks can overrun the structure and destroy it; if hit or overrun, the sandbags are taken out of the game.



Bunkers

Bunkers are the only "super hard" cover, making every enemy unit attack at -3. Six soldiers or one support weapon plus crew will fit in a bunker. Bunkers can be destroyed by bombs. Also, flamethrowers and grenades will be very effective against soldiers inside.

Tank traps

Tank traps block the advance of any AFV, wheeled support weapon, and soft skin vehicle. Tank traps may not be taken apart by infantry. These fieldworks only can be destroyed by bombs or hit by HE shells bigger than 37 mm caliber.

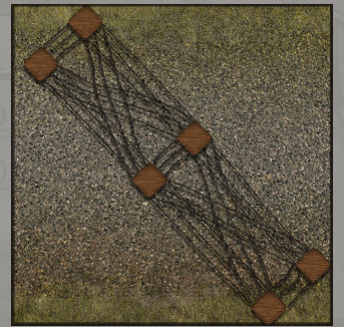


Minefields

Mines are not visible on the map but can affect every unit, be it friend or foe. Minefields may not be swept during a game. The sector stays mined no matter what. However, the opponent may mark the mined sector with mine tokens once the first unit has been affected.

Barbed wire

Barbed wire stops infantry, support weapons, wheeled vehicles, and horses from advancing. It may be destroyed by HE shells of at least 37 mm caliber or overrun by tanks.



Craters

Craters are not fieldworks, but they offer additional soft cover. Craters are placed after HE shells and bombs were dropped. Blast radius will decide how big the crater is.

Ruins / rubble

May be used not only for cosmetic and atmospheric purposes, ruins of stone buildings offer hard cover, destroyed wooden buildings offer soft cover. The ruin token is placed on the building / structure that has been destroyed.



Appendix Terrain

Explanation of symbols, top to bottom:

- Movement bonuses, limitations, penalties / breakthrough possible for tracked vehicles
- Movement bonuses, limitations, penalties / breakthrough possible for wheeled vehicles
- Movement bonuses, limitations, penalties / access possible for units by foot
- Movement bonuses, limitations, penalties / jump possible for units on horseback
- Cover level of terrain
- Ability of terrain to hide units
- Flammable

	-/+0
	-1
	-/+0
	-/+0
	✗
	✗
	✗

	-3
	-2
	-1
	-1
	Soft
	✓
	✗

	✓
	✗
	✓
	✗
	✗
	✓
	✓

	+1
	-/+0
	+1
	+1
	✗
	✗
	✗

	✓
	✗
	✓
	✗
	Soft
	✓
	✓

	-1
	-2
	-/+0
	-/+0
	✗
	✗
	✗



	✗
	1 square
	-/+0
	-/+0
	Soft
	✓
	✓

	-1
	-2
	-/+0
	-/+0
	✗
	✓
	✓

	✗
	✗
	1 square
	1 square
	✗
	✗
	✗



Appendix tokens

Token	Characteristics
	An abandoned vehicle may be occupied by enemy troops but also reentered by its crew. Abandoned vehicles may be used as cover.
	When experiencing enemy fire, transport units may become alerted. Drivers punch it and drive at double speed without mounting or unloading friendly troops for the next turn.

Ambush

Units may only be put in ambush mode during deployment. Units in ambush mode can only be discovered from super close range. Ambush mode technically gives AA and AT units a first strike on the enemy if not revealed before. Once revealed they may not go in ambush mode again.



Burning objects may not be accessed by infantry or be used as cover.

Cool down

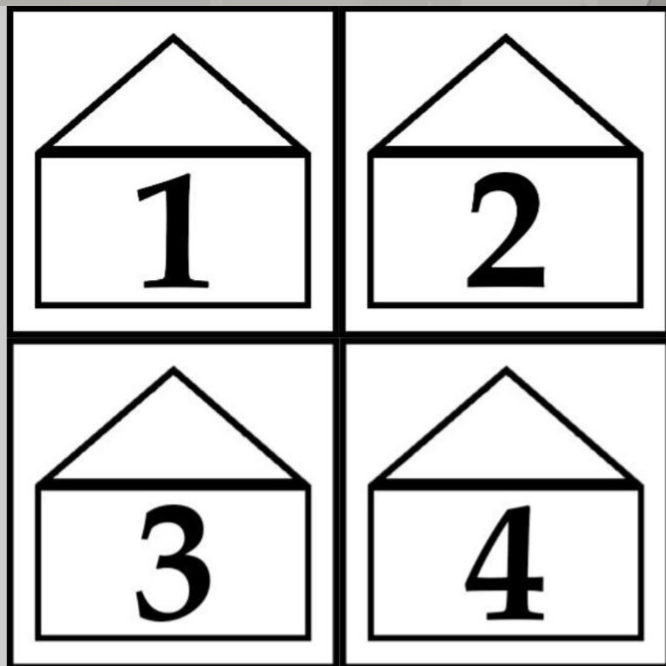
HMGs and LMGs may fire twice per turn (double burst). Afterwards they have to check for overheating. If overheated the barrels have to cool down and may not fire for 1 turn.

Covering

MGs may cover up to two friendly units per turn. They have the right to attack any attacking unit in their line of sight first and try to break up the attack.



Cover tokens mark the level of cover a structure will give to the unit in or behind it. The number on the token is always subtracted from the enemy attack roll and added to each roll when checking for morale.



Floor tokens mark the number of floors a building has. (Print and play only)



Infantry and crews that become frightened receive penalties of -2 on morale checks and -1 on attack rolls. Three frightened tokens lead to surrender.



During AFV combat, main and secondary guns may be damaged. They are not able to fire for the remainder of the game.



Infantry may hide in buildings or adequate terrain. These units cannot fire or be fired at. At the cost of one action they may unhide.



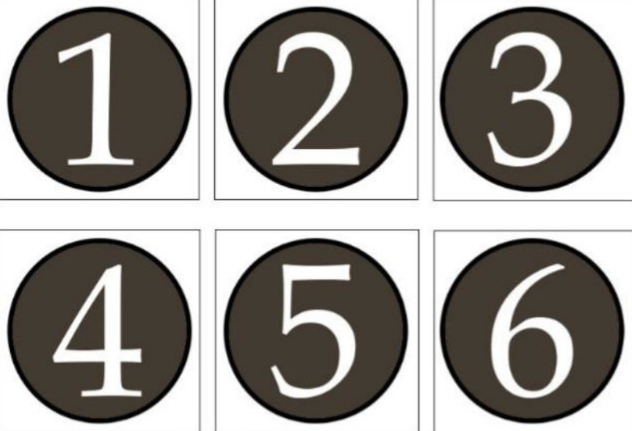
Injured units are hit with penalties of -2 on morale checks and -1 on every attack roll. The maximum range of movement is cut in half. Two injured tokens lead to death.

Immobile

Immobile units may not move for the remainder of the game. They are destined to get shot at by the side or rear.

Mines!

Use mines token to mark (possible) edges of minefields. You never know for sure until you stepped on it.



Use number tokens to mark crew strength and number of stacked infantry units.

Pierced


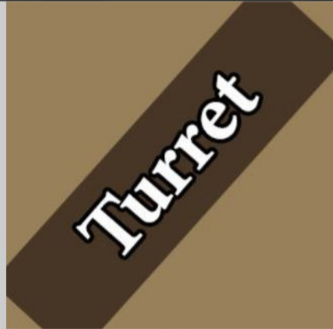
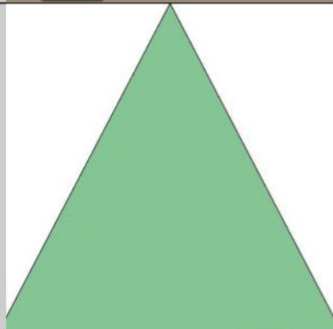

Enemy AP fire may pierce the armor of AFVs. Two pierced tokens make the crew bail and abandon the vehicle.

Spent

All units having performed one or more actions will be hit with a spent marker. They may be activated next turn.

Stuck

Vehicles breaking through stone or wooden structures may get stuck. The crew may try to free the vehicle once per turn.

		Infantry and crews suppressed by enemy fire may not perform any action for 1 turn.
		Turret damaged. The turret may not be turned for the remainder of the game. Pivoting is still an option.
		(Boardgame only) Shows the direction the turret is currently facing.
		Marks destroyed vehicles that are not burning. Wrecks may be used as cover.

Playing solo



Here is a look on how to set up solitaire play. In solitaire play, you will face yourself as an opponent. But you will not exactly know what the enemy forces will look like or where they will set up and push next.

To play these solitaire rules, you only need up to four additional bags or boxes to draw infantry, vehicles, support weapons, and primary and secondary weapons.

There is a strong possibility that the enemy will receive a card driven dynamic in the future.

Axis or Allies? Map, Scenario, Doctrine?

- Roll D6 for Axis / Allies
(1-3 = Axis; 4-6: Allies)
- Roll D6 for Doctrines
Germany for example (1,2 = Infantry; 3,4 = Mobile Reconnaissance; 5,6 = Armor)
Poland for example (1,2,3 = Cavalry; 4,5,6 = Infantry)
- Roll D6 for Map Design
(1,2 = City, 3,4 = Rural, 5,6 = Mix of both)
- Roll 2D20 and add numbers for random mission objective/scenario from the rulebook.
 - 1-5 = Probing the enemy lines
 - 6-10 = King of the hill
 - 11-15 = Keep the supplies coming / clear the road
 - 16-20 = Delay the enemy advance
 - 21-25 = Breakthrough / Hold the line
 - 26-30 = Escape the pocket
 - 31-35 = Pocket battle
 - 26-40 = Prisoner of war
- Roll D6 for attacker / defender (depending on scenario)
Higher number gets to attack

Setting up your forces in solitaire play

- Set up your core force.
- Roll for your additional points.
- Select your additional weapons and forces.
- Roll D12 for your deployment zone/board edge to start from.
(1-3, north; 4-6 = east; 7-9 = south; 10-12 = west)
The enemy always starts opposite to your position (north-south, for example).
- Put your forces on the board.



Setting up the enemy forces

- Set up core units of the enemy Doctrine.
- Roll for additional points and buy units as you see fit.
or
- Put infantry and any other weapons than carbines in separate boxes or bags. Fill another bag or box with vehicles and support weapons that fit the doctrine. Put regular and elite vehicle crews in an additional bag or box.
- Roll 1D20 for additional points to be spent on soldiers.
Equip each soldier with a carbine by default without any extra cost
Draw infantry/cavalry counters until points used.
- Roll 1D20 for additional handheld weapons and secondary weapons
Draw weapons from the bag until points used.
Higher infantry levels will always get the best weapons.
- Roll 1D20 for additional points to be spent on vehicles/support weapons
Subtract 1D6, the rolled amount has to be used for transport vehicles only.
Choose or draw fitting vehicles and support weapons until all points are used up.

Vehicles and support weapons have inexperienced crews by default. They do not have to be bought separately.

- Roll 1D6 for the number of possible support & vehicle crew upgrades
Place regular & elite crew counters in the bag.
Draw crew from the bag until all points used up.
- Always upgrade crews of most valuable vehicles.
- Always have a close look at matching support lists.

Placing the enemy forces on the board

- Roll a D6 for each unit to determine the deployment zone sector where the unit will be placed.
(1,2 = left flank; 3,4 = middle; 5,6 = right flank)

Place enemy units, the most valuable unit of each category is always placed first.

- AFVs.
- Transports
Roll a D12 to see how many infantry units it will transport without exceeding maximum capacity.
Lowest infantry levels will take the ride.
- Support weapons and crew, the most valuable unit is placed first.
Non towed AA and AT always deploy in ambush mode.
At least one AA/AT will start the game being towed.
- Place infantry: level decides which unit is placed first.
- Place ranking officer in the deployment sector with the most units he can command.



Random event & effect cards



After the troops are set up: Draw cards for each side before turn one and play the cards of your opponent like you would.

Morale

Both sides roll D6 for force morale.

Roll	Force Morale
1,2	8
3,4,5	9
6	10

Initiative and actions

- At the beginning of every turn roll a D20 for each side. The higher number gets the initiative and starts the turn.
- Sides activate units alternately after that.
If one side has used all actions, the other player will use all of his remaining actions in a row.

Which enemy unit takes action first/next?

Every turn, you have to determine which units will be activated by the enemy.

Roll D6 for sector units will activated in first.

(1,2 = left flank; 3,4 = middle; 5,6 = right flank).

Pecking order for activations:

Ranking officers

Units closest to the mission objective

AFVs

Support weapons with the most firepower

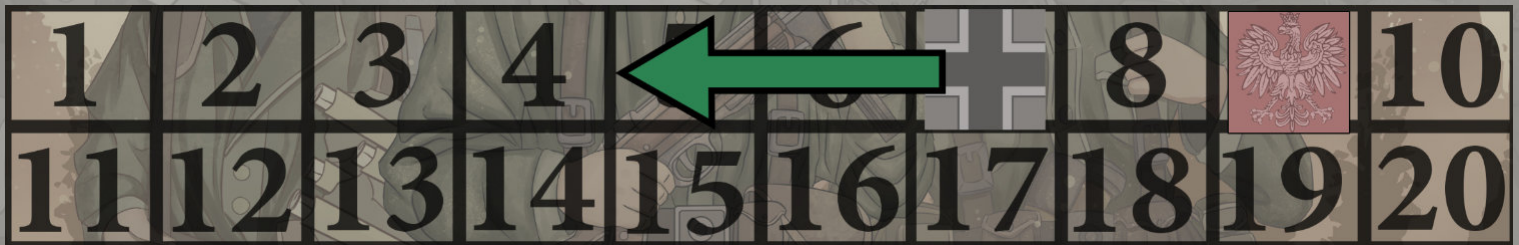
Elite

Regulars

Fastest units

Everything else...conscripts

Track enemy actions left for the turn on the Action Counter, use units in the adjacent sector.



If previously activated units were located in the middle roll D6 for the sector units will be activated in next.

(1-3: left flank, 4-6: right flank).

General enemy behavior



- The enemy will try to destroy as many units as possible and to reach the mission objective as fast as possible.
- The enemy always moves with a purpose towards (in order):
 - mission objective
 - the enemy (if not in super close range)
 - better cover
 - abandoned enemy gear
- Ranking officers always target the best friendly units in range with their orders and aim at the most dangerous enemy units.
- If in range, enemy infantrymen always will automatically use one action to scavenge superior weapons or refill support crews to make support weapons fully operable again.
- AT guns always shoot at AFV with the lowest armor value in firing angle first.
 - Artillery always aims for enemy support weapons and infantry with the lowest cover first.
 - Apart from that, the enemy always chooses a target that will bring the most points on the Kill Count or units that are threatening the mission objective.
- The first action of enemy mounted troops is to drive and unload in the best cover available.

Campaigns



Assault Tactics presents the opportunity to create your own campaigns or play campaigns that consist of historical scenarios. Historical scenarios are part of supplements like “Fall of the White Eagle”. Campaigns may be played by 1-6 players.

	Player 1 victory	Prisoner of War
		Pocket Battle
		Open pocket
		Keep the supplies coming / secure the road
		Breakthrough / hold the line
		Delay the advance
		King of the hill
	Player 1 start	Probing the enemy lines
	Player 2 start	Probing the enemy lines
		King of the hill
		Delay the advance
		Breakthrough / hold the line
		Keep the supplies coming / secure the road
		Open pocket
		Pocket Battle
		Prisoner of War
Player 2 victory		

General Campaign Ladder

There are eight scenarios available at present. Their sequence forms the campaign ladder. The ladder tells a story of a sequence of situations soldiers and commanders might experience during a campaign.

For the clear victor it will be a story from scouting to encircling and crushing the enemy. But during times of war, there often is an unexpected twist in the plot. It is highly recommended to create a different map for each scenario. You can also use the solitaire rules in order to generate random settings for the maps.

While both sides will start out evenly matched, the roles of attacker / defender will be assigned after Map 2: Whoever loses the “king of the hill” scenario will defend until winning one battle.

While the attacker will try to advance by scoring victories. The defender will try to stop the attacker from advancing and reverse the course of the campaign and his role from defender to the attacker. The roles are neutralized as soon as the attacker has lost a battle. Then the campaign ladder will reset to “probing the enemy lines”. This battle will be played on the previously played map.

As the attacker progresses, it will get more challenging for the defender to pull such a coup. Simply because of the momentum that will carry the attacker in the later stages of the campaign. Embodied by higher morale, stronger core units, and better access to resources.

If a player reaches the end of the ladder, the campaign is finished. The maximum number of games for campaigns is 10. After 10 games, if the end of the ladder is not met by any team or player, all points scored will be counted to determine the overall victor.



How to score points and advance in a campaign

- Points are scored by killing units and accomplishing decisive or strategic victories.
- A decisive victory is scored by accomplishing or keeping the enemy from accomplishing the mission objective. A decisive victory is worth 15 points.
- A strategic victory is achieved by making the enemy retreat due to heavy losses (Kill Count) and is worth 7 points.
- Each loss is still rewarded with 3 points.
- At the end of each game, numbers on the Kill Count are added to the victory points.
- These points will be used before the next scenario to upgrade core units.
- Always keep track of total score on a piece of paper.

How to determine force morale during the campaign

Morale will be determined at the beginning of the campaign by rolling a D6.

Roll	Force Morale
1,2	8
3,4,5	9
6	10

The morale of your men will be influenced by the course of the campaign. Three losses in a row will make the force morale of the defender drop by one point. Five losses in a row will make the force morale drop by two points.

How to upgrade core units

Both sides may upgrade their core units after each game is played. For this purpose, they may use the points they have gathered in the recently played scenarios by achieving strategical or decisive victories and/or killing enemy units.

Infantry may be upgraded to higher ranks and equipped with more or better weapons. Vehicles may be upgraded to more powerful/useful vehicles. However, they have to stay within their "boundaries". Transports can only be upgraded to other transport units.

Armored cars may be upgraded from light to medium tanks. Machineguns and such may be upgraded to other support weapons such as field guns.

Salvaged vehicles and weapons

The victor will claim all weapons and vehicles left behind by the enemy. This only applies to abandoned or scavenged vehicles, infantry- and support weapons.

In the next campaign game, these weapons and vehicles may be part of the foreign force and do not have to be bought with points (freebies!). In contrast to scavenging and operating enemy weapons during a game, crews and infantry will operate enemy vehicles and weapons without any restrictions or penalties.

Credits

A big thank you goes out to all of people, who contributed to make this game happen. You will always have a special place in my heart!

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This is a free to play title. Of course, donations are always welcome.

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Notes

