



BURST OF FIRE

**RULES FOR TACTICAL WORLD WAR 2
INDIVIDUAL LEVEL MINIATURE SKIRMISHES**

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Burst of Fire

RULES FOR INDIVIDUAL SCALE WORLD WAR 2 MINIATURE SKIRMISHES



Burst of Fire (formerly known as Assault Tactics) is a tactical wargame with action-packed miniature skirmishes on an individual level set during World War Two.

The goal of Burst of Fire is to create a realistic, tactically challenging, atmospheric and fun gaming experience.

Up to six people can play. Each player will put together a detachment that belongs to an infantry, support or armored doctrine.

The shape of the detachment is determined by the doctrine. Detachments may consist of commanding officers, squad leaders, soldiers, support weapons, vehicles and/or planes.

When putting your force together, you have to make multiple decisions:

- Do I want to have a more mobile or static force?
- Which main and side weapons will my soldiers use?
- What 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?

Units on the field will have to deal with the physical and mental strain of combat situations as well as unforeseen events.

Burst of Fire is heavily inspired by miniature games like Bolt Action, Chain of Command, Warhammer, but also by conflict simulations like Conflict of Heroes and computer games like Company of Heroes and Assault Squad.

BURST OF FIRE FIRST STEPS

What you need to play

- **Core rules**
 - Seems like you found them on Wargame Vault
- **Unit & weapon lists**
 - You can find some at the end of the manual and more on our website soon
- **Miniatures**
 - In case you don't have any, grab our 2D minis from Wargame Vault
- **Terrain**
 - In case you don't have any, grab our 2D terrain from Wargame Vault
- **Battle mat**
 - We recommend a size of at least 4 by 4 feet
- **Action & combat score tracker**
 - You can find both on pages 77 and 78
- **Burst of Fire tokens**
 - You can find the tokens on page 79
- **Random Event & Effect cards**
 - Find them on pages 80 to 83
- **Friends who share your passion for tactical wargames**

<https://www.wargamevault.com/browse/pub/25801/TankettePublishing>

SCALES TO PLAY (OR SIZE DOESN'T ALWAYS MATTER)

Burst of Fire was developed in 20mm scale but you can play with miniatures from 6mm to 28mm on your tabletop.

One centimeter equals 1.4 meters in reality.

One inch equals 11.5 feet in reality.

On the field, one miniature represents one soldier, support weapon, plane, or vehicle. Because of the scale, most weapons have no limitations on range.

A Karabiner 98, for example, had an effective range of 500 meters. Games in 20mm scale rarely exceed 200 meters of distance.

Eyes on the Victory

TAKE IT STEP BY STEP!


- The main goal is to employ a strategy that leads you and your team to victory. You can achieve success by securing vital strategic positions on the battlefield, or by destroying so many enemy units that they withdraw from the battlefield.
- To create a realistic experience, there is a great variety of rules in Burst of Fire. But do not be afraid—the rules are completely modular.
- Beginners should start by getting used to single game mechanics. Start with a small map and pick five 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.



STRATEGY TIPS FOR ALL PLAYERS

The survival of your units and their performance in battle are the keys to victory.

- Don't rely on cheap units only. They will disappear in fire and smoke faster than you might think.
- Use a combination of weapons, don't only rely on infantry or armored vehicles.
- Never leave your soldiers out in the open. Stay in cover as much as possible.
- Avoid showing side or rear armor to enemy weapons.
- Tanks should always advance covered by infantry.
- Use terrain to your advantage. Hills, for example, are perfect to hide your advance from the enemy and, once climbed, provide a better firing position.
- Look for key positions on the map—maybe a stone building that gives your troops good cover from enemy fire.
- When your infantry is outnumbered, hide and make the enemy come to you. This is good for positions with at least light cover and a good line of sight.
- Anti-tank guns should always enter the field in ambush mode when defending.
- Use group actions commanded by your ranking officers wisely.
- Protect your ranking officer at any cost, but still keep him in play.
- Smoke is always a good idea to conceal your units.

 Every single game will add more to this list.

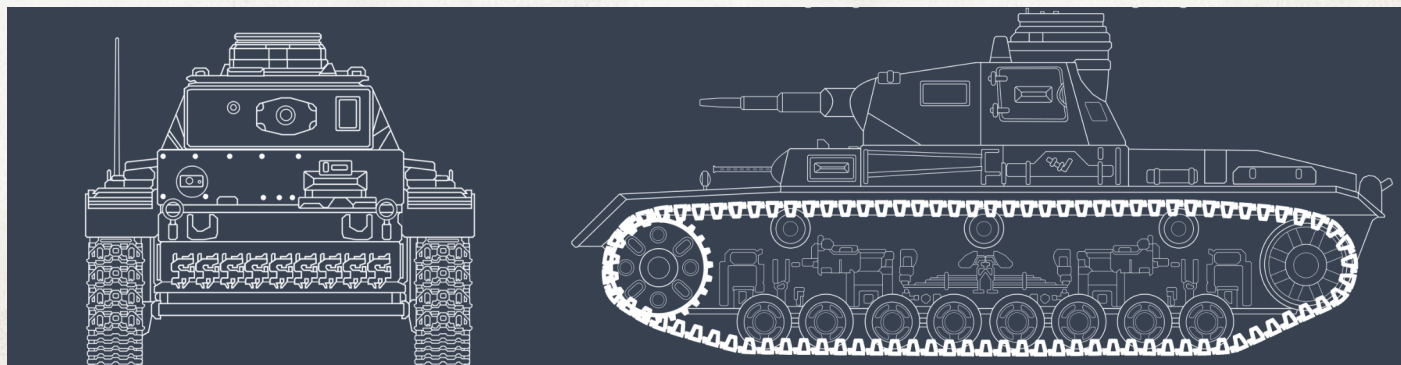
RANDOM EVENT & EFFECT CARDS



Some things on the battlefield are just not predictable. To simulate this, and strengthen the game's replay value, 25 random events and effects, including weather conditions, are available as this rulebook is being released.

Every player draws the number of Random Event & Effect Cards assigned to his doctrine right after he has completed his troops setup and before the first turn of the game starts.

Some effects have a bonus on an individual player, while others are equally bad or good for all players. The outcomes and duration of the effects are detailed on the cards.



Actions & Action Points Counter

Actions and how you spend them are the key to playing a successful game of Burst of Fire.

For every unit that is part of your force, you will receive one action point to spend per turn. Additionally, you will receive the number of orders a ranking officer may give per turn as action points.

Just a short example: You have bought 10 infantry and 2 vehicles. Your forces are commanded by a ranking infantry officer who may give 5 orders per activation and be activated twice per turn. So that makes $10 + 2 + 5 + 5 = 22$ actions per turn.

Available action points are tracked on the Action Point Counter. The Action Point Counter is reset before the beginning of every turn. You can download an Action Point Counter from our website.

Your force may also lose action points. Every time a unit is destroyed, your force loses one action point. If a ranking officer is killed, you lose a number of action points equal to the amount of orders he may give per turn.

Each unit can perform up to three actions per activation. The type of actions available depends on the unit. Units may always choose not to use the full amount of actions available to them, but even then, units can only be activated once per turn.

Only ranking officers can activate 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.

The following examples count as one action:

- single move
- fire weapon
- pivot outside of the firing arc
- turn turret more than 90 degrees
- mount transport or vehicle
- dismount from transport
- load cargo
- unload cargo
- hide
- unhide
- cross obstacle
- give orders

How to Set up a Game and Play Turns

This chapter will give you a quick overview on how you set up a game and the order in which you should play your turns.

GAME SETUP

- Build a map to your liking
- Determine cover/movement values of terrain and buildings
- Choose a scenario & determine your strategic targets
- Select nations or roll for random nations
- Select Doctrines & Detachments hidden from opposing players
- Select the number of available points to build your force
- We recommend 100 to 200 points when building your force from scratch
- For starters, we recommend you let the "Detachment bot" select a detachment for you from our website using the link: <https://tankette-publishing.com/burst-of-fire-solo/burst-of-fire-deployment-detachment-bot/>
- Draw Random Event & Effect Card(s)—follow instructions detailed on the card
- Roll 4D6 to see in which deployment zone your forces will enter the battlefield. Deploy troops.
- Set up your forces by the alternate placing of units. Roll a die, the higher number starts placement first.
- Promote one of your soldiers to squad leader.
- Roll for force morale.

HOW TO PLAY TURNS

- Determine initiative for the turn: Roll 1D6, and the highest number activates first.
- Activate units in alternating sequence. This goes on until one side has no actions left. From that point on, the other side will spend the rest of its actions in sequence.
- Remove non-permanent effect tokens before the beginning of every new turn if needed.
- Reset the Action Counter before the beginning of each turn.
- Check Combat Score before each new turn. When the Combat Score is at its maximum (50 by default), the game ends right there.
- Check mission objectives according to scenario/game mode description.
- When the mission objective is met, the game ends at the end of the ongoing turn.



How to Play With More than 2 Players

GAME SETUP

Force composition:

You may cut available points for creating your forces in order to make turns faster:

- 4 players: 100 points per player
- 6 players: 75 points per player

Deployment:

Teams share a deployment zone.

You may divide the deployment zones into flanks, left, right, (and middle when playing 3v3).

Combat score:

The maximum of 50 points on the combat score to win the game remains the same. Each player contributes to a shared team score.

Initiative:

Every player rolls a D6 at the beginning of each turn. The highest number starts. The lower numbers follow in line.

Unit Activation:

Activate units alternately according to initiative.

You may only command/activate your own units.

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

MOVEMENT

Units in Burst of Fire move in a variety of ways—depending on the unit type—by rolling one or multiple six-sided dice or by a default amount of inches/centimeters. One thing always stays the same though: **One move equals one action.**

While infantry and support weapons will always move the same (short) distance, vehicles have to roll a specific number of D6. The amount of D6 you have to roll is determined by the speed of the unit and can be found in the army lists.

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

For planes, special rules apply. They sweep over the battlefield and always leave it once their task is done.

So no need to roll the dice or use a ruler here.

Table: Units and movement

UNIT TYPE	RANGE SINGLE MOVE	NOTE
Soldiers on foot	10cm / 4in	May move at the double.
Soldiers on foot with heavy gear	10cm / 4in	May not move at the double.
Support weapons	5cm / 2in	May not move at the double.
Vehicles & Horses	1D6 to 8D6	May move at the double.
Vehicles towing support weapons	Range cut in half	May move at the double. Towing vehicle has to match towed support weapon.
Planes	Unlimited range	Do not move by rolling D6s but sweep over the battlefield and then stay off board.



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.

Some terrain types may not be entered by specific units at all.

Of course, out in the open, units are the most vulnerable.

Only infantry may lower their stance when out in the open. Infantry in lower stance must be spotted.

(See chapter "Spotting the enemy")

HOW TO CROSS OBSTACLES WITH INFANTRY

Sometimes, natural and artificial obstacles have to be crossed during combat—maybe a hedge or a stone wall.

There are three different types of obstacles in Burst of Fire: low obstacles (waist high), medium obstacles (soldier height), tall obstacles (more than a soldier height).

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.

Note: Soldiers cannot fire their weapon(s) while crossing an obstacle.

They may spend an action to cross the obstacle successfully and then fire. They may not fail the attempt and then fire.

The following table summarizes all types of movement, bonuses and penalties.

TYPE OF TERRAIN	ON FOOT	WHEELED	TRACKED	HORSE
Plains	No bonus or penalty	Abandon lowest die	Add highest die	Add highest die
Light woods	No bonus or penalty	Abandon 2 highest dice	Abandon lowest die	No bonus or penalty
Dense woods	No double move	May not enter	May not enter	No double move
Hills	No double move	Abandon 2 highest dice	Abandon 2 lowest dice	Abandon lowest die
Steep hills	No double move	1D6 per turn	1D6 per turn	1D6 per turn
Crops and rough ground	No bonus or penalty	Abandon 2 lowest dice	Abandon lowest die	Abandon lowest die
Cobblestone and paved roads	No bonus or penalty	Add 2 highest dice	Add highest die	Add lowest die
Dirt roads	No bonus or penalty	No bonus or penalty	Add lowest die	Add lowest die
Rivers	Limit speed to 5cm / 2in	May not enter	May not enter	Limit speed to 5cm / 2in

HOW TO CROSS 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 5cm / 2in per turn.

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

(See movement on different types of terrain)

Table: Infantry crossing obstacles

OBSTACLE SIZE	ROLL (1D6)
Small	2,3,4,5,6
Medium	3,4,5,6
High	4,5,6

AFVS BREAKING THROUGH OBSTACLES

Armored Fighting vehicles (AFVs) may break through structures and obstacles like walls and hedges.

The player has to roll 2D6 to see if the attempt is successful. This is the only action the unit may perform in this turn.

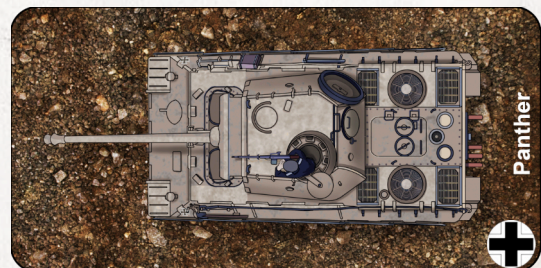


Table: AFVs breaking through obstacles

OBSTACLE SIZE	ROLL (2D6)
Small (e.g. hedges, fences)	4 or higher
Medium (e.g. breast high stone walls, sheds)	6 or higher
Big (e.g. wooden houses, stone walls taller than a soldiers height)	8 or higher
Very big (e.g. massive structures like stone houses)	10 or higher

FREEING STUCK AFVS



The crew may try to free the vehicle once per turn.

To do so, roll 2D6. When the result shows 6 or lower, the vehicle is released and may move next turn.

If the test fails, the unit is stuck and marked with a stuck token.

Table: Freeing stuck vehicles

EFFECT	ROLL (2D6)	CONSEQUENCE
Vehicle still stuck	6 or lower	Vehicle may not move. Retry next turn.
Vehicle freed	7 or higher	Vehicle may move next turn

Units & Weapons



How to Buy Units & Weapons with Points

The idea of Burst of Fire is to enable the player to recruit and equip a force that matches his style of play. Every player will receive a certain number of points before the game starts to buy weapons, vehicles, planes, support weapons, soldiers, and vehicles.

The number of points each player receives depends on the game mode. Players may also agree on an individual number of points before the game. We kindly suggest 100 to 200 points for each detachment. The parts a detachment may consist of is determined by the doctrine chosen by the players. Currently available are the doctrines "Infantry", "Armor", and "Support". Part of these doctrines are numerous detachments, for example cavalry detachments, armored recon detachments, or anti-air support detachments.

The cost of equipment and units is determined by the firepower, the experience they bring to the field, the mobility, and the number of passengers they may carry. You can find all available units and weapons in the corresponding lists.

Ranking Officers

In Burst of Fire, ranking officers represent senior leaders of the 2nd and 1st lieutenant level.

Ranking officers are a vital part of the command structure.

Each doctrine fields a ranking officer.

Ranking officers are not bought by the player but are assigned to every detachment. The abilities of each ranking officer can be found in the arsenal lists.

Every ranking officer may order several actions per turn. Orders will break up the alternating activation of units by each player.

All orders will be performed in a coherent sequence and documented on the Action Point Counter.



A ranking infantry officer has three soldiers in his command circle. He will most likely order his troops to engage in melee with the enemy that has taken position in the basement of a stone house that offers hard cover.

This way the officer will spend three actions he commanded to his soldiers and another action for giving the order.

The number of actions a ranking officer can order depends on the doctrine selected by the player.

Some officers may be activated numerous times per turn and therefore may issue more orders per turn. Orders can be issued in the command radius. The radius may differ from doctrine to doctrine. Enemy players may only interrupt orders if they opted for overwatch.

Another key task of ranking officers is to boost morale and attack levels. Also, ranking officers will strengthen the spirit of all troops currently inside the command radius, and give them bonuses of +2 on all attacks and +2 on all morale checks.

Ranking support and infantry officers may rally all units in their command radius once per game. To make a successful rally the ranking officer has to pass a morale check. Rallied units lose all of their suppressed tokens.

Just like infantry, ranking officers may carry primary and side weapons.

Each officer has two actions per activation. Giving orders or rallying counts as one action not depending on the number of orders.

Table: Example Ranking Officers

TYPE	COMMAND RADIUS	ACTIVATIONS PER TURN	ORDERS
Infantry	40cm / 16in	2	5
Armor	Armored forces without radios (e.g. Soviets): 80cm / 32in Armored forces with radios (e.g. Germans): unlimited	1	4
Support	40cm / 16in	2	3

DEATH OF RANKING OFFICERS

When a ranking officer dies, the command structure takes a severe hit. The total actions these officers may command is subtracted permanently from the Action Point Counter.

To prevent ranking officers from dying way too easily, friendly soldiers present in a 5cm / 2in range may take the bullet instead of the ranking officer. The following table is an example. Please find details in the army lists.

Squad Leaders

Each player may appoint a squad leader without any additional cost. Squad leaders strengthen the ability of infantry to stay in play despite enemy fire. Squad leaders may not issue orders like ranking officers, but have the ability to rally two units in a radius of 20cm / 8in per turn.

To make a successful rally the squad leader has to pass a morale check. Rallied units lose one of their suppressed and shock tokens.

For each soldier the squad leader tries to rally he will spend one action. Each squad leader will receive +1 on his own attacks and morale checks.

Mark your squad leader with a colored ring or token.

This squad leader has plenty of troops in his command radius of 20cm / 8in he can rally when the bullets start to fly.



Infantry and Support Weapon Crews

Infantry is available in the levels conscript, regular and elite (see table below).

Infantry may be equipped with individual weapons like carbines, light machine guns, and grenades. Infantry are also used to crew support weapons like machine gun emplacements, anti-air guns, or field guns.

The number of weapon crew members needed is detailed in the doctrine list.

QUALITY LEVELS OF INFANTRY AND CREWS

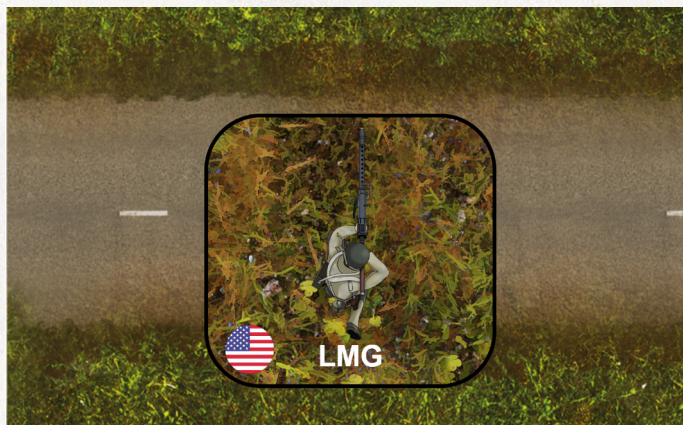
Depending on the quality level, units receive penalties or bonuses on attacks and morale checks. These penalties and bonuses always count per die rolled.

They apply to vehicle crews, support crews, and infantry. Regulars and Elites will receive badges, to show their advanced level.

Optional Rule: Your infantry and crew may gather experience on the field of battle and will ascend one quality level for every two kills. Track the kills by using dice, tokens, or keeping notes.

Table: Unit quality

LEVEL	BONUS/PENALTY ATTACKS	BONUS/PENALTY MORALE CHECKS
Conscript	-1	-1
Regular	0	0
Elite	+1	+1



Example: An infantryman is a conscript who carries an LMG. Players do not have to mark conscripts with a badge or token. He will receive a -1 on every attack roll and morale check.

When a support weapon is destroyed, its crew still may engage the enemy. All crew members are equipped with carbines by default but fight at a disadvantage of -2 on every attack roll.

Firearms and Handheld Weapons

Infantry may equip one primary and multiple different side weapons, like grenades for example.

The main weapons will mainly be used for ranged combat but in some cases may also help with melee.

Table: Primary and side weapons

Primary Weapons	Side Weapons
Pistol	Pistol
Rifle	Knife
Submachine Gun	AT Grenade
Light Machine-gun	Hand Grenade
Sniper Rifle	Smoke Grenade
Small Mortar	Bazooka and Panzerfaust / Panzerschreck
AT Rifle	
Flamethrower	

While using the side weapon, you can blow up objectives or bust enemy tanks. Side weapons like knives also improve your chances of winning a melee situation.

While side weapons like 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.

When a soldier dies, he will leave his primary and side weapons on the battlefield. Gear may be picked up by friendly or enemy units.



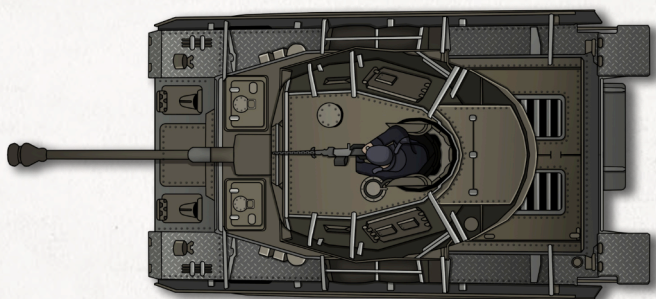
Vehicles

Burst of Fire offers an arsenal of historically accurate vehicles—consisting of tanks, armored cars, and transport units like trucks, half-tracks, motorcycles, etc.

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 arsenal lists.

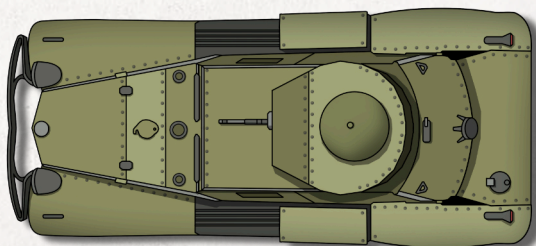
TANKS

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

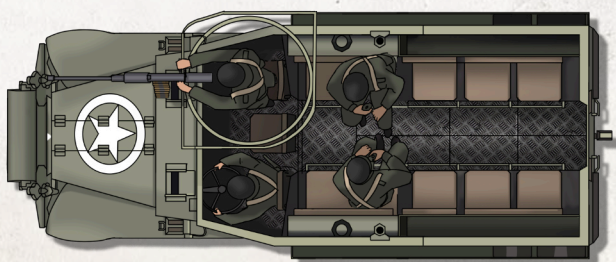
Armored cars are faster than tanks, but most likely less armored. They do pack a punch versus infantry and can knock out bigger tanks by flanking them or attacking them from the rear.



TRANSPORTS

Transport vehicles may carry a certain number of soldiers and towed weapons to the frontline fast.

The crew, driver, and gunner (if needed) are staffed by transported soldiers and may dismount to engage the enemy once the destination is reached.



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.

Crews have to be of the same quality level. Much like with infantry, the levels available are: conscript, regular, elite.

Crews are very effective inside 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 remaining crew members will receive pistols to fight on the battlefield.

They will suffer a -2 on every attack roll, and their melee value is documented in the master arsenal lists.

PLACING VEHICLE CREWS AND SUPPORT CREWS ON THE BOARD

Mark the vehicle with a colored object or badge (you can find badges in the Assault Tactics downloads) to show the quality of the crew.

The number of alive members is tracked by using a D6.

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.

Of course, a crew that was forced to bail because of an enemy hit may reenter the vehicle in the next turn without suffering any penalties.

TYPE OF VEHICLE	TYPE OF CREW	PENALTY MOVEMENT	PENALTY ATTACKS
AFV	Vehicle crew	Abandon highest die	-1
AFV	Infantry	Abandon highest and lowest die	-3
Unarmed transport	Vehicle crew	None	/
Unarmed transport	Infantry	None	/
Armed transport	Vehicle crew	Abandon lowest die	-1
Armed transport	Infantry	Abandon highest die	-1



Support Weapons

This applies to crewed weapons like medium and heavy machine guns, AT & AA guns, and howitzers.

Support weapons (medium and heavy mgs and mortars) may be loaded into or towed by transports (AT guns, AA guns, etc.). 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.



In Burst of Fire, anti-tank guns are regarded as support weapons. This soviet AT gun is crewed by elites and will receive a +1 on all attack rolls and morale checks.

MACHINE GUNS

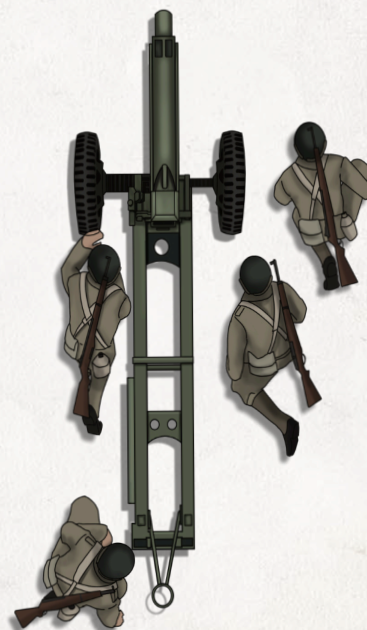
Machine guns are a very effective weapon vs. infantry. Multiple enemy units can be hit by a single burst of bullets. However, they do lack accuracy at greater ranges.

Light versions of machine-guns are carried as main weapons by infantry. Medium and heavy machine guns count as support weapons and have to be crewed accordingly.



FIELD GUNS / SMALL HOWITZERS

Howitzers and field guns are effective versus infantry, fortifications, 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 of sight.



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 main 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 50cm / 20in. The accuracy of mortars is not very high.

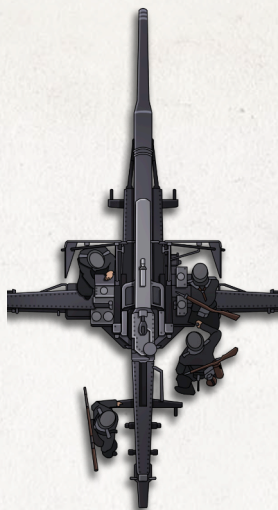
ANTI-AIR (AA) GUNS

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 unarmored planes. The AP value is used against armored planes like the soviet IL-2 for example.

AA guns may also fire at ground targets and have the ability to harm armored units.



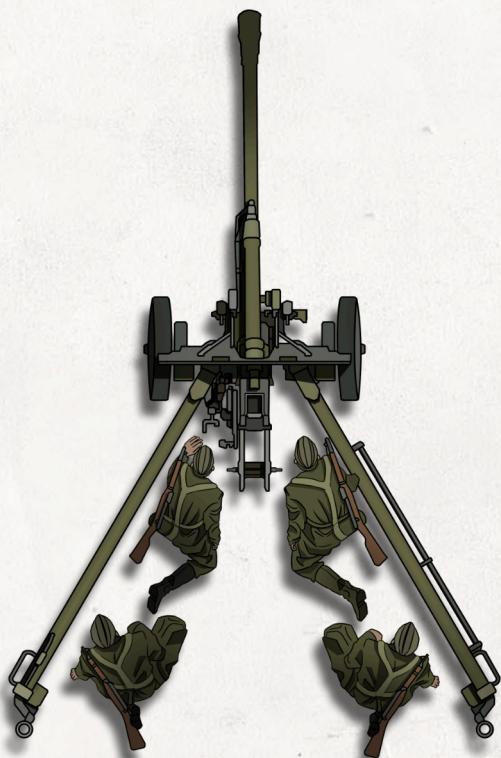
ANTI-TANK (AT) GUNS

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 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.

All weapons 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.

Doctrines & Detachments

THERE ARE THREE MAIN DOCTRINES AVAILABLE:

Infantry

Support

Armor

Each nation available in Burst of Fire has access to doctrines, but some may not have access to all doctrines. Each doctrine fields different detachments and ranking officers.

Doctrines and detachments determine the access to weapons, vehicles and sometimes the quality of crews and/or infantry. Also they come with different rules for the deployment of your troops and with different random effect & event cards they can pick from.

Detachments represent a specialization in the three mentioned doctrines. For example, when a player chooses the infantry doctrine, he can choose to operate a regular infantry detachment, a mechanized infantry detachment or a paratrooper detachment and more.

To build a detachment, use the lists for Soviets, US, and Germans at the end of this rule book or the additional lists that will be available on our website soon.



BATTLE
BRUSH
STUDIOS

Detachment and Unit Quality

The quality of a detachment and its individual units is determined by the equipment, the quality of command structure, the amount of training the men have received and the experience they may have already gathered in battle.

Three quality levels apply to infantry, support crews, and vehicle crews: conscript, regular, elite. You may use the badges from the print & play set or use colored bases or wrap key rings around the bases to make the different levels of quality visible.

Conscripts are inexperienced troops that come at a low cost and with a -1 penalty on morale rolls and any attack rolls.

Regulars have absorbed a sound training and already have gathered some experience in the field and therefore are a bit costlier. They come with no penalties or bonuses on morale and attack rolls.

Elites are the backbone of every force. They are seasoned veterans, and the most expensive class you can buy. They come with a +1 bonus on all attack and morale rolls.

Squad Leaders: Before the game you may appoint one soldier to be squad leader.

Squad leaders may try to rally two suppressed soldiers per turn in their radius (10 cm / 4 in) by passing a morale check for each soldier to be rallied. To promote a soldier to squad leader is free of any cost. Squad leaders receive an additional +1 to morale and +1 for all attack rolls.

Optional rule

Experience: Your units may gather experience on the field of battle and will ascend one quality level for every two kills. Track the kills by using dice, tokens or keeping notes.

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

Detachments

For every detachment the availability of vehicles, weapons, soldier quality, perks, number of Random Event & Effect Cards drawn, and set up rules vary.

Each detachment is commanded by a ranking officer.

The number of action points a detachment may spend during one game turn is calculated by the following formula:

Number of orders a ranking officer may give + number of units in the detachment.

SQUAD SIZES

- Germans have infantry squad sizes of 10 men per squad
- Soviets – 11 men per squad
- and US – 12 men per squad



The following detachments are available for build as of now and have a more general character. More nation specific Detachments will follow in the future on our website.



REGULAR INFANTRY

Commanded by: ranking infantry officer

Maximum number of infantry soldiers: unlimited

Available infantry quality: conscript, regular, elite

Maximum number of support weapons: 2

Support weapon crew quality: conscript, regular

Maximum number of armored vehicles: 1 armored car

Available vehicle crew quality: conscript

No planes available

Random Event & Effect Cards drawn: 2

Available Deck:

- Minefield
- Field Promotion
- Heavy Fog
- Medic
- Close Combat Training
- Camo Uniforms
- War Hero
- Reinforcements
- Barbed Wire
- Artillery Barrage
- Traitors

Special deployment rules: None

Perk: Before setup roll 2D6. Should the result be 6 or lower, roll another 4D6 for additional points. These additional points may be spent for additional infantry and handheld primary and side weapons.

MOTORIZED INFANTRY

Commanded by: ranking infantry officer

Maximum number of infantry soldiers: unlimited

Available infantry quality: conscript, regular, elite

Maximum number of support weapons: 2

Available support weapon crew quality: conscript, regular

Maximum number of armored vehicles: 1 armored car

Available vehicle crew quality: conscript

No planes available

Random Event & Effect Cards drawn: 1

Available Deck:

- Swift Movement
- Field Promotion
- Rain & Mud
- Medic
- Close Combat Training
- Camo Uniforms
- War Hero
- Reinforcements
- Performance Enhancers
- Support Drop
- Enemy Propaganda
- Mechanic

Special deployment rules: 1 transport may deploy 50cm / 20in from the table edge owned by the player.

Perk: Infantry may embark or disembark transports without having to spend an action for it.



BORDER GUARD

Commanded by: *ranking infantry officer*

Maximum number of infantry soldiers: *unlimited*

Available infantry quality: *conscript, regular*

Maximum number of support weapons: 3

Available support weapon crew quality: *conscript, regular*

Maximum number of armored vehicles: 1

Available vehicle crew quality: *conscript*

No planes available

Random Event & Effect Cards drawn: 1

Available Deck:

- Minefield
- Field Promotion
- Heat
- Medic
- Close Combat Training
- Camo Nets
- War Hero
- Reinforcements
- Barbed Wire
- Artillery Barrage
- Traitors
- Tank Traps

Special deployment rules: All units may deploy 50cm / 20in from the table edge owned by the player.

Perk: Units in cover will receive another +1 on the cover level.

LIGHT RECONNAISSANCE / CAVALRY

Commanded by: *ranking infantry officer*

Maximum number of infantry soldiers: *unlimited*

Available infantry quality: *regular, elite*

Maximum number of support weapons: 2

Available support weapon crew quality: *regular, elite*

Maximum number of armored vehicles: 3 *armored cars / light tanks*

Available vehicle crew quality: *regular*

Maximum number of planes: 1 *fighter*

Available pilot / crew quality: *conscript, regular*

Random Event & Effect Cards drawn: 2

Available Deck:

- Swift Movement
- Field Promotion
- Rain & Mud
- Medic
- Close Combat Training
- Camo Uniforms
- War Hero
- Performance Enhancers
- Support Drop
- Traitors
- Artillery Barrage
- Panzer Ace

Special deployment rules: 1D6 of soldiers may start in medium range to the enemy forces. Each detachment will receive 1D6 of horses for free.

Perks: Soldiers mounted on horses ignore all penalties caused by different types of terrain. During battle 1D6 of targets will be automatically spotted. The attacker chooses the targets.



PARATROOPER / AIRBORNE

Commanded by: ranking infantry officer

Maximum number of infantry soldiers: unlimited

Available infantry quality: elite

Maximum number of support weapons: 2

Available support weapon crew quality: regular, elite

Maximum number of armored vehicles:

1 armored car / light tank / mobile anti-tank

Available vehicle crew quality: regular, elite

Maximum number of planes: 1

Available pilot / crew quality: regular, elite

Random Event & Effect Cards drawn: 2

Available Deck:

- Swift Movement
- Field Promotion
- Heavy Fog
- Medic
- Close Combat Training
- Camo Uniforms
- War Hero
- Camo Nets
- Performance Enhancers
- Support Drop
- Enemy Propaganda
- APCR

Special deployment rules: 1D6 of paratroopers may deploy anywhere behind enemy lines. 1 support weapon may deploy in close range to the enemy.

Perk: Soldiers ignore all penalties on attack rolls caused by injury. The detachment may ignore the first two suppressed tokens dealt to it during the game.

MOUNTAIN TROOPS

Commanded by: ranking infantry officer

Maximum number of infantry soldiers: unlimited

Available infantry quality: regular, elite

Maximum number of support weapons: 4

Available support weapon crew quality: conscript, regular, elite

Maximum number of armored vehicles: limited to horses

Available vehicle crew quality: regular, elite

No planes available

Random Event & Effect Cards drawn: 2

Available Deck:

- Swift Movement
- Field Promotion
- Heavy Fog
- Medic
- Close Combat Training
- Camo Uniforms
- War Hero
- Camo Nets
- Performance Enhancers
- Support Drop
- Enemy Propaganda
- APCR

Special deployment rules: When deployed in mountain terrain 1D6 of infantry may deploy in close range to the enemy. Each detachment will receive 1D6 of horses.

Perks: Mountain troops do not receive any penalty when moving through different types of terrain.



ARMORED RECONNAISSANCE

Commanded by: ranking tank officer

Maximum number of infantry soldiers: 1 squad
(size depends on nation)

Available infantry quality: conscript

Maximum number of support weapons: 1

Available support weapon crew quality: conscript

Maximum number of armored vehicles: unlimited armored cars /
light tanks / soft-skinned vehicles

Available vehicle crew quality: regular, elite

Maximum number of planes: 1 fighter

Available pilot / crew quality: conscript

Random Event & Effect Cards drawn: 1

Available Deck:

- Swift Movement
- Field Promotion
- Heat
- Mechanic
- Prototype
- Optics Upgrade
- War Hero
- Artillery Barrage
- Performance Enhancers
- Panzer Ace
- Traitors
- APCR

Special deployment rules: 2 vehicles may deploy in medium range to the enemy.

Perk: Vehicles may reroll the lowest die of each movement action.

TANK CORPS

Commanded by: ranking tank officer

Maximum number of infantry soldiers: 1 half squad
(size depends on nation)

Available infantry quality: conscript

No support weapons

Maximum number of armored vehicles: unlimited light,
medium, heavy tanks

Available vehicle crew quality: conscript, regular, elite

Maximum number of planes: 1

Available pilot / crew quality: conscript

Random Event & Effect Cards drawn: 1

Available Deck:

- Swift Movement
- Reinforced Armor
- Heat
- Mechanic
- Prototype
- Optics Upgrade
- War Hero
- Artillery Barrage
- Performance Enhancers
- Panzer Ace
- Traitors
- APCR

Special deployment rules: 1 tank may enter on a board edge on the enemy right or left flank.

Perk: All crews will ignore their first morale check of the game.



ANTI-TANK AND ARTILLERY SUPPORT

Commanded by: ranking support officer

Maximum number of infantry soldiers: 1 squad
(size depends on nation)

Available infantry quality: conscript, regular

Maximum number of support weapons: unlimited machine guns, anti tank and artillery

Available support weapon crew quality: conscript, regular, elite

Maximum number of armored vehicles: 3 mobile anti-tank / artillery

Available vehicle crew quality: conscript, regular

No planes available

Random Event & Effect Cards drawn: 1

Available Deck:

- Tank Traps
- Field Promotion
- Heat
- Medic
- Close Combat Training
- Minefield
- War Hero
- Camo Nets
- Artillery Barrage
- Support Drop
- Enemy Propaganda
- APCR

Special deployment rules: 2 support weapons may deploy in medium range to the enemy.

Perk: Anti tank and artillery units in ambush mode are not automatically spotted when the enemy is in close range.

ANTI-AIR AND AIR SUPPORT

Commanded by: ranking support officer

Maximum number of infantry soldiers: 1 squad
(size depends on nation)

Available infantry quality: conscript, regular

Maximum number of support weapons: unlimited anti air

Available support weapon crew quality: conscript, regular, elite

Maximum number of armored vehicles: 3 mobile anti-air

Available vehicle crew quality: conscript, regular

Maximum number of planes: unlimited

Available pilot / crew quality: conscript, regular, elite

Random Event & Effect Cards drawn: 1

Available Deck:

- Tank Traps
- Field Promotion
- Heat
- Medic
- Close Combat Training
- Minefield
- War Hero
- Camo Nets
- Artillery Barrage
- Support Drop
- Enemy Propaganda
- APCR

Special deployment rules: 2 support weapons may deploy in medium range to the enemy.

Perk: All planes will ignore the first morale check of the game. Anti air guns may fire at enemy planes at any time, even during the enemy turn.



How to Deploy a Detachment

After every player has chosen a detachment, it is time to bring it onto the table. To determine which player or team may place its detachments first, roll a D6.

Higher number may determine the deployment sector first. To do so, one of the players rolls 4D6. They add the rolled pips on the dice to determine the deployment sector for their detachment.

ROLL (4D6)	DEPLOYMENT SECTOR
4,8,12,16,20	North
5,9,13,17,21	East
6,10,14,18,22	South
7,11,15,19,23	West
24	Reroll

Deployment sectors are always directly facing each other. So, only a north/south or east/west pairing is possible.

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

- Infantry and support weapons may be deployed anywhere in a 50cm / 20in range from the edge of the deployment zone.
- Tanks and mounted troops have to start along the board edge.
- Deployment may vary because of the chosen game mode and doctrine / detachment.



Combat Score

By killing and forcing enemy units to surrender, you score points on the Combat Score.

The default maximum Combat Score is 50.

When the Combat Score reaches its limit, the enemy will withdraw from the field of battle and you have won the game.

However, the maximum value may be adjusted freely to make the games longer or shorter.

Also, some game modes and scenarios might use a different maximum on the Combat Score.

The Combat Score is determined by the cost of the killed unit. The cost can be found in the arsenal lists for each nation.

So, it is one thing to lose a conscript soldier or tank crew member worth 1 point, and a whole other thing to lose a medium or heavy tank including its crew easily worth 30 plus points.

Be sure to always protect your leaders.

Killed ranking officers weigh in with 10 points, and killed squad leaders with 5 points on the Combat Score.

You can grab the template for the Combat Score card from our website for free.

Note: Handheld weapons and gear will be left in the field and do not weigh in on the Combat Score. Other players may pick them up and use them.



Below: The German player is in the lead.

They have scored 27 points on the combat score while their American opponent has only managed to score 6 points so far.

COMBAT SEQUENCE

Combat in Burst of Fire is always resolved in multiple steps.

- Calculate range band
- Spot roll (if needed)
- Aim/accuracy roll
- Drift roll (if needed)
- Calculate attack roll (add/subtract range and level bonus/penalty)
- Perform attack roll
- Calculate collateral damage and blast radius (if needed)
- Perform effect roll
- Place effect tokens
- Adjust Combat Score (if required)
- Perform morale check
- Place effect tokens
- Adjust Combat Score (if required)

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

Table: Dice rolls during combat

LEVEL	DICE	NOTE
Spot Roll	1D6	Only needed when target is not in close range or in the open
Accuracy / Aim Roll	4D6	Only needed for artillery or any kind of grenades
Drift Roll	8D6	Only needed for artillery or any kind of grenades
Attack Roll	4D6	Must match or be below attack value of the weapon. Add bonuses. Subtract penalties.
Effect Roll	2D6	Only applies when enemy unit is hit
Morale Check	2D6	Only applies when unit is hit. Must match or be below force morale rating. Add bonuses. Subtract penalties.

Effects of hits and morale checks are symbolized by the corresponding tokens the player will place next to the unit.

Some of the tokens are permanent, while some of them only last for a turn. (See Appendix tokens)



Range Matters!

Because of the scale used in Burst of Fire, most weapons do not have limitations on maximum range.

A Karabiner 98, for example, had an effective range of 500 meters, while games in Burst of Fire rarely exceed 200 meters of distance. However, artillery pieces do have a minimum range of 50 cm / 20 in.

In Burst of Fire, 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 Burst of Fire: far, medium, and close range. The closest two offer bonuses for attacking units.

Below are the General range bands with bonuses for all weapons except grenades:

Table: Range bands

RANGE BAND	DISTANCE	ATTACK BONUS
Far	More than 100cm / 40in	0
Medium	Less than 100cm / 40in	+3
Close	Less than 50cm / 20in	+5



How to Protect Your Units & Take Cover

Soldiers, support weapons, and vehicles may take cover in or behind structures. Cover offers protection from enemy rounds and a boost in morale.

Table: Cover

COVER LEVEL	PENALTY ATTACKER	MORALE BONUS UNIT IN COVER
Soft	-1	+1
Medium	-2	+2
Hard	-3	+3

- Hills and wooden structures, such as buildings, trees, and also gun shields, provide soft cover.
- Stone structures and sandbags provide medium cover.
- Bunkers are the only structures that provide hard cover.

Cover bonuses add up. Example: a unit behind sandbags, (medium cover, 2) located on a hill (soft cover, 1), will receive a cover bonus of 3. So every enemy unit firing at the unit in cover will suffer a penalty of -3 on every attack roll. At the same time the unit behind cover will do every morale check at a +3.

- Units firing at a target in soft cover will suffer a -1 on every attack roll.
- Units firing at a target in medium cover will suffer a penalty of -2 on every attack roll.
- Units firing at a target in hard cover will suffer a penalty of -3 on every attack roll.
- Units in soft cover gain a morale boost of +1
- Units in medium cover gain a morale boost of +2
- Units in hard cover gain a morale boost of +3



Note:

- Vehicles or wrecks may be used as cover. Soft-skinned wrecks or vehicles grant soft cover, while armored vehicles grant medium cover.
- Burning wrecks or vehicles may not be used as direct cover but block line of sight.

TAKING COVER IN BUILDINGS

Example: A sniper is taking cover in a stone building. The stone building offers medium cover. Each attacker will suffer a -2 when attacking the sniper.

At the same time the sniper is on the 2nd floor of the building and will gain a +1 elevation bonus on every attack. Also, he will gain a +2 on every morale check he has to pass.

- Infantry in buildings will be harder to spot and receive a bonus on cover (depending on cover level), morale (depending on cover level) and melee (+1).
- One support weapon (e.g. a medium machine gun) or two handheld weapons (e.g. a carbine and a submachine gun) may fire from one single window.
- Also, when at least on the 2nd floor, units will receive an elevation bonus of +1 on every attack roll
- AFVs may also try to take cover beside or in buildings. (See AFVs breaking through structures)
- **Special:** Infantry out in the open may lower their stance and go prone. Prone infantry in far or medium range will have to be spotted by the attacker. For medium range the attacker has to roll at least equal or below 5 on the D6. For far range 4 or below on the D6.

CREATING ADDITIONAL COVER FOR AFVS

AFVs may seek additional cover in woods, buildings, on hills, or behind walls. The cover level is added to the armor of each AFV.

So when a tank has 4 armor on the left side and the side is covered by a stone building, the tank will have an armor level of 6 (4 armor +2 hard cover). AFVs may even try to take additional cover by breaking into wooden and stone buildings.



A Soviet KV85 backed up and took additional cover in a ruin. The tank adds a +2 for all armor levels.

HOW TO HIDE INFANTRY UNITS AND OFFICERS

The closer the enemy gets, the easier their units can be hit. Infantry and ranking officers may hide behind cover, in woods, houses, or even in hills.

To do so, they have to spend one action. They are then marked with a hide token. These units may use an action to unhide and another one to shoot or move.

Hiding infantry cannot actively engage the enemy without un hiding. Also hidden units may only be spotted by units that are in close range.

Special rule: Snipers may ignore hide tokens, spot hiding units from far and medium range, and shoot at them if spotted successfully.

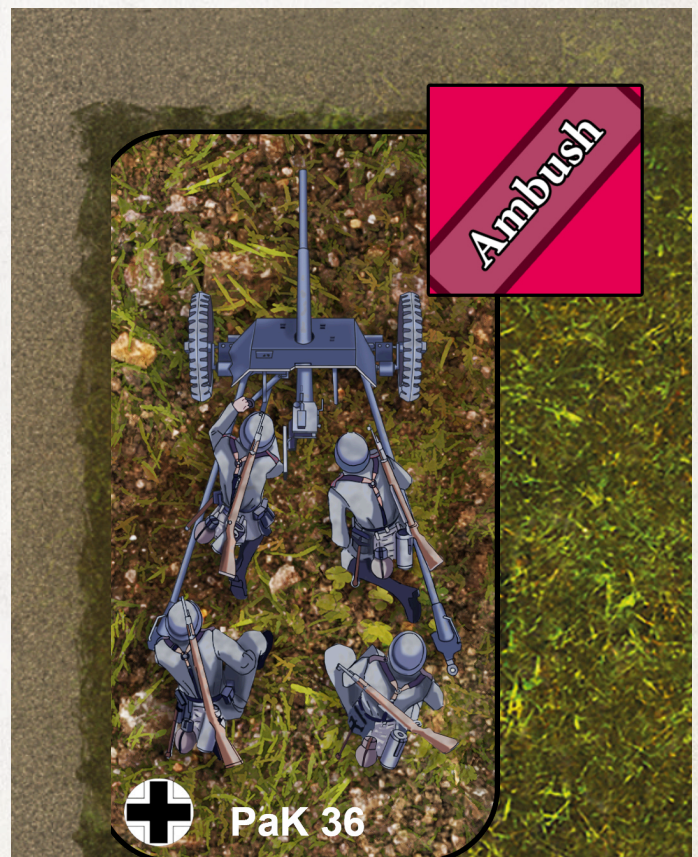
HOW TO AMBUSH ENEMY UNITS

AT and AA guns may try to ambush enemy units in order to strike first. When in ambush mode, these units may only be revealed and attacked from close range.

They are marked with an ambush token before the game starts. As soon as these units have been activated once they will lose their ambush token.

Note:

AT and AA guns may not enter ambush mode during a game but only before the first turn.



This anti-tank gun is in ambush mode. It may not be spotted by units from far or medium range.

As soon as the gun has attacked, it will lose the ambush token. It also loses its ambush token when an enemy unit gets in close range.

Fieldworks and Additional Cover

In Burst of Fire, players will be able to buy and set up fieldworks like sandbags, barbed wire, minefields, or bunkers before the game.

Some fieldworks can also be attributed to a player by drawing a matching Random Event & Effect Card.

Fieldworks may not be moved but can be destroyed with high explosive ammo, and are mostly used by infantry and support weapon heavy detachments.

When buying fieldworks or drawing a matching Random Event & Effect Card, players may place these fieldworks in a sector of their liking. A sector is 20 x 20 cm, 8 x 8 in long and wide.

SANDBAGS

Sandbags offer soft cover for infantry, support weapons, and tanks. Attackers suffer a penalty of -1 on every attack roll.

HE ammo can destroy these fieldworks. Also, AFVs can overrun the structure and destroy it. When destroyed, sandbags do not offer any kind of cover anymore.

BUNKERS

Bunkers are the only "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 37mm 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 37mm 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.



Structures & Cover

Catching fire

Structures provide cover but also have the danger of catching fire. Every time a structure is shot at with HE shells, there is a chance that the structure will burn.

When close to, or in, a structure catching fire, all units hiding in, or behind it, have to pull back at least 10cm / 4in.

Units pulling back will lose their actions for the current turn.

When hit with HE, roll 2D6 to see if the structure catches fire. Any double on the dice will set the structure on fire.

Table: Structures catching fire

ROLL TO CATCH FIRE (2D6)	CONSEQUENCE
Any double (1&1, 2&2, etc.)	All units in or adjacent to the structure have to pull back at least 10cm / 4in. These units may not be activated for the turn

Special: flamethrowers will set every building/structure on fire with the first hit.

Mark structures on fire with a burn token.

These structures may not be entered.



Line of Sight

A clear line of sight is key when attacking enemy units, but in combat there are often structures and buildings blocking line of sight.

Units covered by these structures and buildings may not be shot at by small caliber weapons or vehicles/support weapons using HE rounds.

To get a clear line of sight, a sniper has to pop around the corner of a stone building e.g.

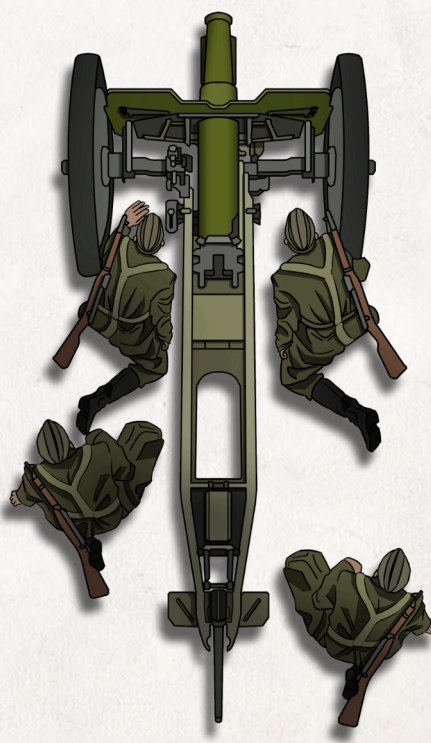
Tanks that are not in a clear line of sight may be shot at with armor piercing rounds (AP) when part of their body or turret is visible, or they have been previously spotted by friendly units.

They gain an armor bonus. (See creating additional cover for AFVs).

Note: Units that are more than 5cm / 2in deep into the woods or 5cm / 2in behind hedges, cannot be seen.

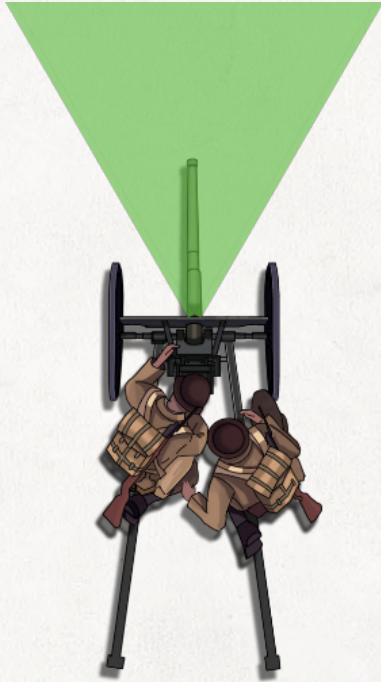
HOW DOES LINE OF SIGHT WORK FOR ARTILLERY AND PLANES?

- Artillery may shoot over obstacles due to their higher arching trajectory.
- Friendly infantry units with direct line of sight to the target may spot for artillery and planes.
- Planes may drop bombs behind obstacles. They do not have to spot.

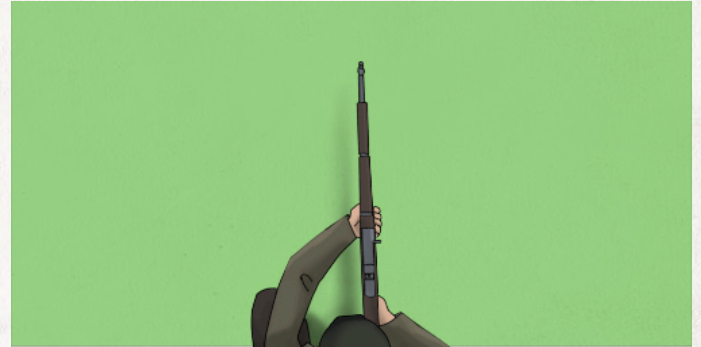


Arc of fire

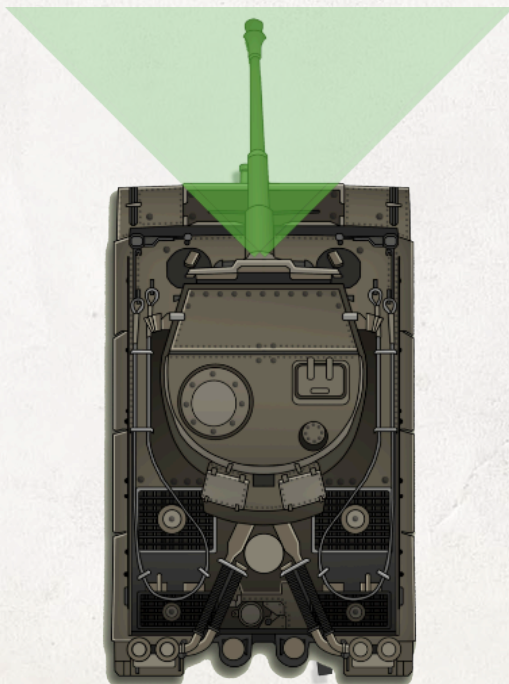
- (Armored) vehicles with turrets and support weapons have a firing arc of 90 degrees.
 - Infantry can fire at 180 degrees without having to pivot.
 - Fighter planes and tactical bombers may strafe units in a corridor that equals their wingspan.
- (Armored) vehicles, without a turret, and support weapons may only fire at an angle of 60 degrees without pivoting. **Note:** If units do not meet the angle to hit the enemy, they have to spend one action and pivot or turn themselves or their turret.



Support weapons may fire in a arc of 60 degrees without pivoting



Infantry may fire in an arc of 180 degrees without spending an action to pivot.



Tanks with turrets may fire in a arc of 90 degrees without pivoting or spending an action to turn the turret.



Planes may fire at enemies with their mgs and autocannons within their wingspan.

HOW TO SPOT THE ENEMY

Enemy units that are not in the open, or in close range, have to be spotted before they may be attacked.

Generally speaking, it is harder to spot infantry than to spot support weapons, vehicles, and armored fighting vehicles.

The closer the target is, the easier it is to spot. Also, the lower the cover level is, the easier the enemy unit can be spotted.

The spot roll is part of the attack action.

If the attacker fails to spot the enemy, he may not engage the target. The combat sequence is broken up and one action is spent.

A successful spot plus firing at the target is also worth one action.

Special: Infantry out in the open may lower their stance. This will not guarantee any cover, but makes it harder for the enemy to spot.

To spot crouching infantry in the open at medium range, the attacker has to roll a 2 or higher on the D6. To spot crouching infantry in the open at far range, the attacker has to roll a 3 or higher on the D6.

TYPE OF COVER AND RANGE	ROLL TO SPOT INFANTRY (1D6)	ROLL TO SPOT VEHICLES AND SUPPORT WEAPONS
prone/medium	2 and more	infantry only
prone/far	3 and more	infantry only
soft/medium	3 and more	2 and more
soft/far	4 and more	3 and more
medium/medium	4 and more	3 and more
medium/far	5 or 6	4 and more
hard/medium	5 or 6	4 and more
hard/far	6	5 or 6

OVERWATCH

All units and weapons, except for artillery pieces, may opt for overwatch at the beginning of a turn in order to support friendly troops. Overwatch is possible once per turn within the arc of fire of the weapon or unit.

Units will perform this duty until the player orders otherwise at the beginning of a turn of his liking. Mark the unit with an overwatch token.

Suppose an enemy unit decides to shoot at one of your units. In that case, the unit on overwatch will shoot at the enemy unit first and try to break up the enemy attack or even destroy the enemy shooter before they can do any harm.

To exercise overwatch, perform the attack roll first (4D6), when successful, check for effect on (2D6) and morale (2D6) of the enemy unit.

Every time overwatch is successful, the enemy attack is broken up.

Anti-air guns may also shoot at enemy planes in their arc of fire that attack friendly units.

The unit on overwatch may only use its maximum number of attacks per round. Machine guns shooting twice will have to check for overheating. Overwatch takes place during the enemy turn. To keep track, hit every unit that has actively performed its overwatch duty and spent its maximum number of shots for the turn with a spent marker.

Going into overwatch itself does not spend an action. But an action is spent per shot at attacking enemy units. These actions will be subtracted from the action counter in the next turn of the player that is exercising overwatch.

COVERING FIRE

All units and weapons, except for artillery pieces and anti tank weapons, may opt at the beginning of a turn to give covering fire in order to support friendly troops. Covering fire is possible within the arc of fire of the weapon or unit. Units will perform this duty until the player orders otherwise at the beginning of a turn of his liking. The unit is marked with a "covering" token.

Unlike overwatch, covering fire will not be able to hurt enemy units but make it harder for them to hit their target. Attacking units will receive a penalty of -2 on all attack rolls per unit that is giving covering fire. As long as they are in covering fire mode, units will automatically spend one action for the maximum number of shots they can fire at the beginning of each turn. Units giving covering fire may not perform any other action for the turn.

Covering fire takes place during the enemy's turn. To keep track, hit every unit that has actively performed its covering fire duty, and spent their maximum number of shots for the turn, with a spent marker.



ACCURACY ROLL & DRIFT ROLL: ARTILLERY, GRENADES & PANZERFAUSTS

An accuracy roll is mandatory when using artillery, hand grenades or handheld AT weapons armed with hollow charges and rockets like the Panzerfaust, Panzerschreck and Bazooka. During combat grenades or shots from recoilless rifles as the Panzerfaust may be misplaced by soldiers handling them. 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, rocket, or grenade. The accuracy/aim roll is performed with 4D6.

Every time the accuracy roll fails, it is followed by the drift roll, using 8D6. Because if the needed accuracy is not met, the explosion may harm other enemies or even friendly units. Accuracy and drift rolls are followed by the attack roll to see if the explosion will harm the target(s).

Note: bonuses, for elite soldiers and crews, as well as penalties, for conscript soldiers or crews handling the weapon, will be added to, or subtracted from, the accuracy roll and not from the attack roll.



ATTACK ROLL

The attack roll uses 4D6 to determine if the enemy unit is hit and, in some cases, how many enemy units are hit (see chapter range matters concerning machineguns and autocannons).

The number of the attack roll has to be below the number of the attack value shown on the unit card. Penalties and bonuses are subtracted from or added to the number needed on the roll.

Table: Calculating the attack roll bonuses and penalties

SITUATION	BONUS (+) ADDED TO OR PENALTY (-) SUBTRACTED FROM THE NEEDED ROLL
Elite soldier or crew	+1
Squad leader	+1
Officer nearby / officer in vehicle	+2
Target in medium range	+4
Target in close range	+8
Conscript level soldier or crew	-1
Attacker shocked	-1
Cavalry firing from horseback	-1
Target in soft cover	-1
Attacker injured	-2
Target in medium cover	-2
Infantry firing from (armored) moving vehicle or horseback	-2
Attacker targeted by covering fire	-2 (per enemy giving covering fire)
Target in hard cover	-3
Target covered by smoke	-5

HIGH EXPLOSIVE BLAST RADIUS

Multiple units may be affected by exploding grenades, shells, or bombs. The bigger the shell, the bigger the blast radius. All infantry units and soft-skinned vehicles in the blast radius—no matter if friend or enemy—have to roll 4D6 to determine if hit. All infantry units and soft-skinned vehicles in the blast radius have to pass a morale check.

The attacker rolls 4D6 for every possibly hit unit in the blast radius. Like in other attack rolls, the rolled number has to match or be below the attack value, after adding bonuses and subtracting penalties. Suppose the enemy is hit, then the hit's effect has to be determined.

Table: Blast radius

CALIBER HE SHELL	BLAST RADIUS
Hand grenades & 20mm & flame thrower	5cm / 2in
37 to 47mm & satchel charges & geballte Ladung	10cm / 4in
75 to 88mm & exploding vehicles	20cm / 8in
Calibers above 88mm & bombs	25 cm / 10 in

EFFECT ROLL

The effect roll happens when a unit is hit and determines the severity of a hit. The effect is determined by rolling 2D6.

Each effect changes the condition of a unit and may come with penalties on further attacks and morale checks. Effects are symbolized by effect tokens.

Combat Infantry & Handheld Weapons

Despite the technical evolution on the battlefield, infantry still formed the backbone of every force.

The soldiers were sent to the field with a plethora of handheld weapons.

Table: Effects of hits on infantry in combat

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8,11	Killed	Remove unit from the field Leave gear on the field Adjust combat score
3,6,9,12	Injured	Place injured token on or besides unit Unit will suffer a permanent -1 on attack Unit may not double move Unit suffers a -2 on all morale checks Another injury will lead to death Unit may only be healed by medic
4,7,10	Suppressed	Place suppressed token on or besides unit Unit may not be activated in this or the next turn Two suppressed tokens will make the unit surrender Unit may be rallied by ranking officer or squad leader

Note: While effects on infantry apply to a single soldier, effects on crew members are played cumulatively and are not attributed individually.

This means you roll 2D6 until you have reached the number of crew members possibly effected. Every two injury tokens lead to a death of one crew member. Every two suppressed tokens will make one crew member surrender, and so on.



Melee

Engaging in melee presents a higher chance of killing enemy infantry or at least of making enemy units surrender.

Infantry units may engage in melee if the target(s) is(are) within a range of 10cm / 4in. Each infantry level and ranking officers have their own melee value.

Table: Melee values for infantry, crews, squad leaders, and officers

TYPE	ROLL NEEDED IN MELEE (4D6)	MELEE BONUS
Conscript	15 and below	Weapon bonus
Regular	16 and below	Weapon bonus
Elite	17 and below	Weapon bonus
Squad leader	Depends on quality level	Weapon bonus +1
Ranking officer	18 and below	Weapon bonus

The melee value is boosted by some main and side weapons. You can identify these weapons by their melee bonuses shown in the doctrine lists.

Also, when defending a building, any infantry unit or ranking officer will also get a +1 on their melee value.

To engage in melee, the attacker and the attacked player roll 4D6 per attacking soldier simultaneously.

If the number (+ bonuses / - penalties) matches the melee value, the enemy is hit.

Table: Effects of hits in melee

ROLL (2D6)	EFFECT	CONSEQUENCE
6 or less	Kill	Adjust combat score
7 or more	Injury	Mark unit with injured token Unit will suffer -1 on attack rolls and -2 on morale checks Mark unit with injured token Injury may only be healed by a medic Another injury leads to death

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 4D6 to see if the target is hit. Hand grenades have a limited range.

The maximum range of throwing a grenade accurately is 25cm / 10in, which is about 35 meters / 115 feet in 20mm scale. Targets within 5cm / 2in are hit automatically.

Grenades may be hurled into vehicles, vehicle hatches, windows, and over open-top cover.

Table: Accuracy roll for grenades

DISTANCE	NEEDED ROLL (4D6)
Less than or equal to 5cm / 2in	Auto hit
5 to 10cm / 2 to 4in	18 or lower
10 to 15cm / 4 to 6in	16 or lower
15 to 20cm / 6 to 8in	14 or lower
20 to 25cm / 8 to 10in	12 or lower

GRENADE DRIFT

If misplaced, the grenade will drift and may even hurt friendly troops. Drift distance is determined by rolling 1D6.

Roll 8D6 to determine drift direction. The drift direction table is the same for all.

Table: Drift distance for grenades

ROLL (1D6)	DRIFT DISTANCE
1,2	5cm / 2in
3,4	10cm / 4in
5,6	15cm / 6in

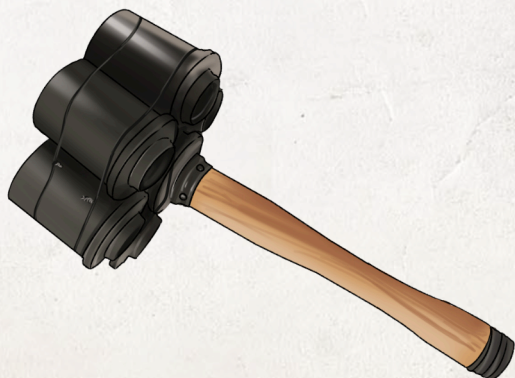


Table: Drift direction for hand grenades, mortar & artillery

ROLL (8D6)	DRIFT DIRECTION
8,16,24,32,40	North
9,17,25,33,41	Northeast
10,18,26,34,42	East
11,19,27,35,43	Southeast
12,20,28,36,44	South
13,21,29,37,45	Southwest
14,22,30,38,46	West
15,23,31,39,47	Northwest
48	Reroll

ANTI-PERSONNEL GRENADES

Anti-personnel grenades have a HE value that has an effect on all soldiers in the blast radius.

If the square is hit, all soldiers have to check if they are hit.

To do so roll 4D6. The outcome has to be below or a match to the HE value of the grenade.

Then roll for the hit's effect. Units that have been hit must pass a morale check.

THROWING ANTI-PERSONNEL GRENADES INTO VEHICLES AND BUNKERS

Soldiers can drop a grenade into the hatch of an AFV or try to hit the open top of a vehicle. Roll 4D6 to see if the attempt was successful.

To hit an open-top vehicle that is currently standing still, the accuracy roll for throwing grenades in general applies. A vehicle stands still as long as it did not move during the current turn.



To hit an open-top vehicle that has been on the move use the following table.

Table: Accuracy roll for throwing grenades into open top vehicles

DISTANCE	NEEDED ROLL (4D6)
Less than or equal to 5cm / 2in	14 or lower
5 to 10cm / 2 to 4in	12 or lower
10 to 15cm / 4 to 6in	10 or lower
15 to 20cm / 6 to 8in	8 or lower
20 to 25cm / 8 to 10in	6 or lower

It is far more difficult for soldiers to run up to a tank, open a hatch, and drop a grenade into the vehicle. For that purpose the soldier with the grenade has to be in single move distance (equal to or below 10cm / 4in) of the targeted armored vehicle.

The further the soldier will have to run the more exhausted and stressed he will be. Also, the targeted vehicle has to stand still.

A vehicle stands still as long as it did not move during the current turn. To drop a grenade into an AFV standing still use the following table.

Table: Accuracy roll for dropping a grenade into an AFV that is standing still

DISTANCE	NEEDED ROLL (4D6)
Less than or equal to 5cm / 2in	12 or lower
5 to 10cm / 2 to 4in	10 or lower

Optional rule for dropping grenades into AFVs – grenade bouncing:

If the soldier has not hit the hatch, roll 2D6. If 6 or lower, the grenade bounces right back at the soldier's feet. Roll 2D6 to check the effect on the soldier and another 2D6 for a morale check afterwards.

Note: The rules for throwing an anti-personnel grenade into AFVs with closed tops also apply to throwing grenades in bunkers.

SMOKE GRENADES

Smoke grenades work like anti-personnel grenades, except they conceal friendly units instead of harming enemy units. Once placed, the smoke covers an area of about 15 x 15cm / 6 x 6in. Place smoke markers accordingly. The effect of smoke grenades lasts for 3 turns. Mark the number of turns the effect is already lasting with a token or die.

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

AT GRENADES AND SACHEL CHARGES

AT grenades and satchel charges are heavier than anti-personnel or smoke grenades.

Therefore, their range is even more limited. When misplaced, roll for grenade drift. When the target is hit, the attack roll determines if the enemy armored unit is penetrated.

The roll on 4D6 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 chapter morale checks).

Table: Accuracy roll AT grenades and satchel charges

DISTANCE	NEEDED ROLL (4D6)
Less than or equal to 5cm / 2in	Auto hit
5 to 10cm / 2 to 4in	14 or lower
10 to 15cm / 4 to 6in	12 or lower

Like other weapons with HE value, AT grenades and satchel charges may also be used in order to destroy enemy structures.

THE GRENADE IS WELL PLACED AND GOES OFF...

When placed successfully, the grenade goes off. No attack roll is needed to see if the crew members or passengers were hit. Simply because it is highly unlikely for a grenade to not have an effect on passengers or crew member in such close quarters.

Roll 2D6 for effect on each crew member or passenger. All crew members still alive have to pass a morale check. To perform a morale check roll 2D6. Effects on crew members are played cumulatively and are not attributed individually.

This means you roll 2D6 until you have reached the number of crew members possibly effected. Every two injury tokens lead to a death of one crew member. Every two suppressed tokens will make one crew member surrender, and so on.

Additionally, when the open top or inside of a vehicle is hit by a grenade, roll 2D6 for effect and check the table for HE vs. soft-skinned vehicles. This is the only time this table will also apply to armored vehicles, because on the inside both types of vehicles are somewhat soft.



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)

The attacker may use flamethrowers to set cover like buildings or woods on fire or to 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 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 5cm / 2in of the targeted unit has to check for a possible hit and 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.

Panzerfausts, Bazookas and Panzerschrecks

Panzerfausts, Bazookas and Panzerschrecks are considered as side weapons in Burst of Fire.

They may be carried by infantry and be used to destroy, or at least damage, enemy armored vehicles.

While the Panzerfaust was a recoilless rifle armed with a self propelled warhead, the bazooka and its german counterpart, the Panzerschreck, were not recoilless rifles but in fact handheld rocket launchers.

During World War Two these weapons were limited in range and accuracy.

Check the table in the next column for a look at their maximum effective range.

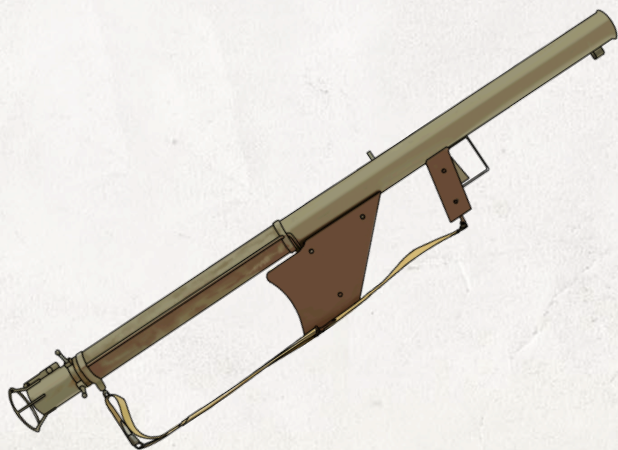


Table: Maximum range of Panzerfausts, Panzerschrecks and Bazookas

WEAPON	MAXIMUM EFFECTIVE RANGE
Panzerfaust 30 (also Faustpatrone)	20cm / 8in
Panzerfaust 60	40cm / 16in
Panzerfaust 100	75cm / 30in
Bazooka	75cm / 30in
Panzerschreck	110cm / 44in

Like with hand grenades or artillery, the attacker must perform an accuracy roll (4D6) first to see if the shooter correctly aims at the target. Like with artillery and hand grenades, bonuses for troop experience (conscript, regular, elite) are added.

Table: Accuracy roll Panzerfaust

DISTANCE TO TARGET	NEEDED ROLL
Below 15cm / 6in	20 or lower
15 to 30cm / 6 to 12in	18 or lower
30 to 45cm / 12 to 18in	16 or lower
45 to 60cm / 18 to 24in	14 or lower
60 to 75cm / 24 to 30in	12 or lower
more than 75cm / 30in	10 or lower

Table: Accuracy roll Panzerschreck and Bazooka

DISTANCE TO TARGET	NEEDED ROLL (4D6)
Below 30cm / 12in	20 or lower
30 to 45cm / 12 to 18in	18 or lower
45 to 60cm / 18 to 24in	16 or lower
60 to 75cm / 24 to 30in	14 or lower
more than 75cm	12 or lower

Every successful accuracy roll is followed by an attack roll (2D6). If the attack roll is successful, the effect roll follows.

Use table for effects of hits by armor piercing rounds vs. armored vehicles.

Every unsuccessful accuracy roll is followed by a drift (8D6) roll.

Table: Drift direction Panzerfausts, Panzerschrecks and Bazookas

ROLL (8D6)	DRIFT DIRECTION
4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44	Shot missed to the right side of the target
5, 9, 13, 17, 21, 25, 29, 33, 37, 41, 45	Shot missed to the left side of the target
6, 10, 14, 18, 22, 26, 30, 34, 38, 42, 46	Aimed too low, explosion in front of the target
7, 11, 15, 19, 23, 27, 31, 35, 39, 43, 47	Aimed too high, shell will not explode on the map
48	Reroll

Like with hand grenades, the drift distance is determined by rolling a D6.

Table: Drift distance Panzerfausts, Panzerschrecks and Bazookas

ROLL (1D6)	DRIFT DISTANCE
1,2	5cm / 2in
3,4	10cm / 4in
5,6	15cm / 6in

In case the rocket or hollow charge drifts onto the position of an armored vehicle, use its AP value to determine if the unit is hit. On soft targets use the HE value.

Note: This isn't an action movie, so no active firing a Bazooka or Panzerfaust at single soldiers. It may happen inadvertently though, when a Panzerfaust, Panzerschreck or Bazooka is misfired.

AMMO FOR PANZERFAUSTS, PANZERSCHRECKS AND BAZOOKAS

Panzerfausts are disposables. They may be fired once per game, but a soldier may carry multiple Panzerfausts.

Bazookas and Panzerschrecks have a maximum ammo of three shots per game.

Combat: Support Weapons

MACHINE GUNS AND AUTOCANNONS IN COMBAT

Automatic rifles, submachine guns, light / medium / heavy machine guns, and 20mm cannons may fire twice per turn to simulate their higher rate of fire.

Because of the higher rate of fire, for machine guns and autocannons, lower ranges also come with the possibility of hitting multiple targets.

Table: Machine guns and autocannons hitting multiple units

RANGE BAND	DISTANCE	NUMBER OF UNITS THAT MAY BE SHOT AT BY MACHINE GUNS PER ATTACK	NUMBER OF UNITS THAT MAY BE SHOT AT BY AUTOCANNONS PER ATTACK
Far	More than 100cm / 40in	1	1
Medium	Less than 100cm / 40in	1D3	1D3
Close	Less than 50cm / 20in	1D6	1D3

Additionally, machine guns and autocannons have the ability to possibly harm multiple targets per activation. These targets have to be in a radius of 5cm / 2in from the original target.

So, the attacker assigns a target.

If there are multiple units in said radius around the original target roll 1D6 to see how many units are possibly hit.

Each target may only be hit once per activation.



Table: Machine guns hitting multiple targets

ROLL (1D6)	NUMBER OF TARGETS POSSIBLY HIT
1	1
2	2
3	3
4	4
5	5
6	6

Table: Autocannons hitting multiple units

ROLL (1D6)	NUMBER OF TARGETS POSSIBLY HIT
1,2	1
3,4	2
5,6	3

After the amount of possibly hit units has been determined, the attacker has to perform an attack roll with 2D6 to see if he has hit said units. Hit units have to roll 2D6 for effect and another 2D6 to pass a morale check.

Note: Also respect the blast radius of HE shells fired by autocannons. Each hit has a blast radius of 5cm / 2in. All units in this radius also have to check if hit. To do so, the attacker has to perform an attack roll for each unit in the blast radius, no matter if friend or enemy.

MACHINE GUNS OVERHEATING

When opting for the double burst on MGs, that means shooting twice in one turn, the player must roll a 2D6 to check if the gun is overheating.

An overheated gun has to cool down for one turn. A cool-down token is placed beside or under the miniature or token. SMGs, 20mm cannons, and assault rifles do not have to check for overheating.

Table: Overheat check for machine guns

ROLL (2D6)	EFFECT	CONSEQUENCE
2-6	Machine gun overheats	Machine gun has to cool down and may not be activated next turn Place a cooldown token next to the miniature / unit token
7-12	Machine gun does not overheat	Machine gun may be activated next turn

Note: machine guns and autocannons that are not mounted on vehicles do need a crew.

For light machine guns you need a gunner and a loader.

Heavier stationary machine guns and autocannons need a crew of at least three men.

When a machine gun or autocannon loses 50 percent of its crew, it also loses the ability to shoot twice per turn.

MACHINE GUNS SUPPRESSING ENEMY UNITS

Any machine gun may try to suppress enemy infantry, vehicles, planes, 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 4D6 (just like an attack roll) 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.

Units with multiple crew members are suppressed for one turn when the number of suppressed tokens matches the number of crew members.

One shot is good for one suppressed token.

Use the following table to see if the attempt to suppress was successful.

Table: Machine guns suppressing enemy units

UNIT TYPE	NEEDED ROLL TO SUPPRESS (4D6)
Infantry	18 or lower
Soft-skinned vehicles and support weapons without shield	14 or lower
AFVs with armor below 2 and support weapons with shield	12 or lower
AFVs with armor 2 and more	10 or lower
Planes	7 or lower

Note: Bonuses for range bands and veterancy are added to the number players need to roll. Penalties for cover, injuries, conscript status are subtracted from the number.



Combat: Artillery & Mortars

Artillery and mortars weren't that accurate during World War Two.

To be fair, some of it depended on the model of the weapon itself.

To make the game more accessible, in Burst of Fire, accuracy for mortars and artillery will be handled similarly.

In Burst of Fire, artillery and mortars have a minimum range of 50cm / 20in.

The farther away the target, the harder it is to hit accurately.

If hit by a bigger shell, the outcome will be most likely disastrous for men and vehicles alike.

Table: Accuracy roll for artillery & mortar fire on targets standing still

DISTANCE	NEEDED ROLL (4D6)
50 to 75cm / 20 to 30in	16 or lower
75 to 100cm / 30 to 40in	14 or lower
100 to 125cm / 40 to 50in	12 or lower
more than 125cm / 50in	10 or lower

Artillery pieces 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.

When not aimed correctly, the shell will drift and may even hurt friendly troops. Mortar and artillery drift is determined by rolling a D6.

Drift direction is determined by rolling 8D6.

Table: Drift direction for hand grenades, mortar & artillery

ROLL (8D6)	DRIFT DIRECTION
8,16,24,32,40	North
9,17,25,33,41	Northeast
10,18,26,34,42	East
11,19,27,35,43	Southeast
12,20,28,36,44	South
13,21,29,37,45	Southwest
14,22,30,38,46	West
15,23,31,39,47	Northwest
48	Reroll

Table: Drift distance for artillery shells

ROLL (8D6)	DRIFT DIRECTION
1	5cm / 2in
2	10cm / 4in
3	15cm / 6in
4	20cm / 8in
5	25cm / 10in
6	30cm / 12in



Combat: Planes

INTERCEPTING, STRAFING, AND BOMBING ENEMY UNITS WITH PLANES

Tactical bombers and fighter planes may choose to strafe multiple enemy units with the firepower of their MGs and/or autocannons in order to harm or suppress enemy units.

Suppose a player chooses to go for a strafing run. First of all the player chooses a corridor that matches the wingspan of the plane and covers the full length of the table.

The attacker then rolls 2D6 to see how many units in the corridor his plane can possibly harm or suppress in this strafing run. The number of attacked units equals the number of action points that have to be spent for the strafing run. For all strafing runs, the range band is always medium.

Perform an attack roll (4D6) for every targeted unit. Every hit unit checks 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.

Tactical bombers and fighters 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. Tactical bombers and fighters may only attack one target per turn when going on a bombing run. The attack may be broken up by interceptors or enemy AA.

ANTI-AIR GUNS ATTACKING PLANES

AA guns will use their HE or AP value to shoot at enemy planes. Autocannons may try to get off multiple shots on the plane. Roll 4D6 to see if the attack is successful, and use the following table to determine the effect.

Table: Effects of hits on planes

ROLL (2D6)	EFFECT	CONSEQUENCE
2,3	Plane explodes	The plane may not be activated for the remainder of the game Adjust combat score (cost of plane plus cost of pilot)
4,5,6	Heavy damage	The plane may not be activated for the remainder of the game
7,8,9	Minor damage - bodywork pierced	Mark plane with a pierced token Another pierced token will cause heavy damage
10,11,12	Pilot injured	Mark the plane with an injured token Penalty of -1 for all attack rolls Another injury token will kill the pilot

Table: Machine guns and autocannons hitting multiple units during strafing runs

RANGE BAND	DISTANCE	NUMBER OF UNITS THAT MAY BE SHOT AT BY MACHINE GUNS PER ATTACK	NUMBER OF UNITS THAT MAY BE SHOT AT BY AUTOCANNONS PER ATTACK
Medium	Less than 100cm / 40in	1D3	1D3

Every time a plane is hit, an effect roll (2D6) follows, and a morale check (2D6) is mandatory.

When in overwatch, and the attacking plane within their arc of fire, anti air guns may try to break up the attack sequence of the plane or to maybe even shoot it down.

DOGFIGHTS: PLANES INTERCEPTING ENEMY PLANES

To intercept enemy fighters or tactical bombers, the player needs a fighter plane. The interceptor will be marked with an intercept token at the beginning of the turn by the player. As soon as the enemy player tries to strafe or bomb friendly units, the fighter will intercept and engage in a dogfight. Only fighters can intercept enemy planes.

Interceptors may only intercept one enemy plane per turn. Every shot they fire at the enemy plane is worth one action. Interceptors act during the enemy turn. The number of actions they use will be spent at the beginning of the next turn by the player who assigned plane and pilot to this duty. Every successful interception will break up the enemy attack sequence.

Planes will use the HE or AP value of their weapons to shoot at enemy planes. These values are detailed in the arsenal lists. Autocannons and machine guns may try to get off multiple shots on the enemy plane. Dogfights in Burst of Fire are always fought in close range.

Roll 4D6 to see if the attack is successful. Always add or subtract bonuses or penalties for unit (in this case pilot and crew) quality to the needed attack roll. Every time a plane is hit an effect roll (2D6) follows. Use the following table to determine the effect.

Table: Effects of hits on planes

ROLL (2D6)	EFFECT	CONSEQUENCE
2,3	Plane explodes	<ul style="list-style-type: none"> The plane may not be activated for the remainder of the game Adjust combat score (cost of plane plus cost of pilot)
4,5,6	Heavy damage	<ul style="list-style-type: none"> The plane may not be activated for the remainder of the game
7,8,9	Minor damage - bodywork pierced	<ul style="list-style-type: none"> Mark the plane with a pierced token Another pierced token will cause heavy damage
10,11,12	Pilot injured	<ul style="list-style-type: none"> Mark the plane with an injured token Penalty of -1 for all attack rolls Another injury token will kill the pilot

After the effect of the hit is determined, a morale check (2D6) is mandatory. Every time a morale check fails, roll 2D6 for the effect of the failed morale check.

Always roll for the pilot first and then for the crew.

Use the following table to determine the effect of the failed morale check on the pilot and crew.

Combat: Vehicles

Most vehicles are equipped with one or multiple weapons. While transports often carry a machine gun, tanks or armored cars may have multiple weapons at their disposal. Therefore there are different ways they may engage the enemy. Sometimes the vehicle itself can turn into a weapon.

Table: Effects of hits on infantry in combat

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8,11	Killed	<ul style="list-style-type: none"> Remove unit from the field Leave gear on the field Adjust combat score
3,6,9,12	Injured	<ul style="list-style-type: none"> Place injured token on or besides unit Unit will suffer a permanent -1 on attack Unit may not double move Unit suffers a -2 on all morale checks Another injury will lead to death Unit may only be healed by medic
4,7,10	Suppressed	<ul style="list-style-type: none"> Place suppressed token on or besides unit Unit may not be activated in this or the next turn Two suppressed tokens will make the unit surrender Unit may be rallied by ranking officer or squad leader

SOFT-SKINNED VEHICLES ATTACKING SOFT-SKINNED TARGETS

Many transports—and other non armored soft-skinned vehicles—were, and are to this day, equipped with machine guns.

They may use them to engage other soft-skinned targets like unarmored units, support weapon crews, and infantry.

To do so in Burst of Fire units have to spot their enemy first and then perform an attack roll.

Table: Small caliber hits on soft-skinned transport vehicles

ROLL (2D6)	EFFECT	CONSEQUENCE
2,6	Vehicle stops and unloads passengers	<ul style="list-style-type: none"> Attacked player chooses in which direction to unload the passengers All passengers are unloaded in a range of 5cm / 2in from the soft-skinned vehicle Soft-skinned vehicle may be activated next turn
3,7,10	Vehicle breaks down	<ul style="list-style-type: none"> Attacking player chooses in which direction to unload the passengers All passengers are unloaded in a range of 5cm / 2in from the soft-skinned vehicle All passengers have to pass a morale check Soft-skinned vehicle may not be activated next turn Wreck may be used as cover Adjust combat score
4,8,11	Driver panics	<ul style="list-style-type: none"> Immediately roll for a double move of the vehicle. Vehicle will move in the opposite direction of where the enemy fire came from Soft-skinned vehicle may be activated next turn
5,9,12	Passenger killed	<ul style="list-style-type: none"> Attacked player chooses which passenger is killed If the attacker used a machine gun for the attack, roll 1D6 for the number of passengers killed Soft-skinned vehicle may be activated next turn Adjust combat score accordingly

Table: Effects of small caliber hits on abandoned soft-skinned vehicles

ROLL (2D6)	EFFECT	CONSEQUENCE
Even	Minor damage	<ul style="list-style-type: none"> No consequence
Odd	Vehicle breaks down	<ul style="list-style-type: none"> Vehicle/wreck may only be used as cover for the remainder of the game Adjust combat score

Table: Small caliber hits on horses

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8	Shell whizzes by, horse panics	<ul style="list-style-type: none"> Immediately perform a double move Roll 8D6 for direction of the double move Horse is spent for the current turn Horse may be activated / manned next turn
3,6,9,11	Horse injured	<ul style="list-style-type: none"> Horse may be activated / manned next turn but loses half of its mobility A second injury will lead to death
4,7,10,12	Horse dies	<ul style="list-style-type: none"> Rider has to check for effect (use table hits on infantry) Adjust combat score

(ARMORED) VEHICLES ATTACKING OTHER VEHICLES

Table: (Aimed) hits by armor piercing rounds on AFVs

ROLL (2D6)	EFFECT	CONSEQUENCE
2,7	Ammo storage hit / vehicle explodes	<ul style="list-style-type: none"> All crew members die The burning vehicle may not be used as cover The burning vehicle blocks line of sight Adjust combat score (cost of vehicle plus cost of crew)
3,8,12	Armor pierced	<ul style="list-style-type: none"> Mark the vehicle with a pierced token 2 pierced tokens will make the crew bail Crew has to pass a morale check (one check for all members)
4,9	Immobilized	<ul style="list-style-type: none"> Mark the vehicle with an immobilized token 2 immobilized tokens will make the crew bail Crew has to pass a morale check (one check for all members)
5,10	Crew member killed	<ul style="list-style-type: none"> Adjust the die showing how many crew members are alive Vehicles that are manned by less than 50 percent of the crew needed will lose one action Crew has to pass a morale check (one check for all members) Adjust combat score
6,11	Gun damage	<ul style="list-style-type: none"> Mark vehicle with a gun damage token Roll 2D6 to check if the main gun or (one of) the secondary gun(s) is damaged - a roll lower than 7 will have the main gun damaged Crew has to pass a morale check (one check for all members)
Successful hit on the tracks/tires (attack roll with penalty of -2)	Immobilized	<ul style="list-style-type: none"> Mark the vehicle with an immobilized token 2 immobilized tokens will make the crew bail Crew has to pass a morale check (one check for all members)
Successfully aimed hit at turret (attack roll with a penalty of -3)	Turret jam	<ul style="list-style-type: none"> Mark the vehicle with a turret token Vehicle may not turn its turret for the remainder of the game Crew has to pass a morale check (one check for all members)

VEHICLES ATTACKING WITH HIGH EXPLOSIVE AMMO

Vehicle guns often may be loaded with high explosive ammo. In Burst of Fire they may use this ammo on soft-skinned targets like infantry, support weapons, and transports.

Table: Effects of HE hits on infantry in combat

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8,11	Killed	<ul style="list-style-type: none"> Remove unit from the field Leave gear on the field Adjust combat score
3,6,9,12	Injured	<ul style="list-style-type: none"> Place injured token on or besides unit Unit will suffer a permanent -1 on attack Unit may not double move Unit suffers a -2 on all morale checks Another injury will lead to death Unit may only be healed by medic Another injury will lead to death
4,7,10	Suppressed	<ul style="list-style-type: none"> Place suppressed token on or besides unit Unit may not be activated in this or the next turn Two suppressed tokens will make the unit surrender Unit may be rallied by ranking officer or squad leader

Table: Effects of HE hits on soft skinned transports in combat

ROLL (2D6)	EFFECT	CONSEQUENCE
2,6	Shell explodes close to the vehicle, driver panics	<ul style="list-style-type: none"> Immediately roll for a double move of the vehicle. Vehicle will move in the opposite direction of where the enemy fire came from Soft-skinned vehicle may be activated next turn
3,7,10	Major damage, vehicle breaks down	<ul style="list-style-type: none"> Attacking player chooses in which direction to unload the passengers All passengers are unloaded in a range of 5cm / 2in from the soft-skinned vehicle All passengers have to pass a morale check Soft-skinned vehicle may not be activated next turn Wreck may be used as cover Adjust combat score
4,8,11	Vehicle explodes	<ul style="list-style-type: none"> All crew and passengers are killed Wreck may not be used as cover Adjust combat score
5,9,12	Passenger killed	<ul style="list-style-type: none"> Attacked player chooses which passenger is killed If the attacker used an autocannon for the attack, roll 1D3 for the number of passengers killed Soft-skinned vehicle may be activated next turn Adjust combat score accordingly

Table: Effects of HE hits on horse mounted infantry & cavalry in combat

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8	Shell whizzes by, horse panics	<ul style="list-style-type: none"> Immediately perform a double move Roll 8D6 for direction of the double move Horse is spent for the current turn Horse may be activated / manned next turn
3,6,9,11	Horse (and rider) injured	<ul style="list-style-type: none"> Horse (and rider) may be activated / manned next turn but loses half its mobility Rider suffers a permanent -1 on attacks and a permanent -2 on morale checks A second injury will lead to death of the horse (and rider)
4,7,10,12	Horse (and rider) dead	<ul style="list-style-type: none"> Rider leaves gear on the field Adjust combat score

Table: Effect of HE hits on abandoned soft-skinned vehicles

ROLL (2D6)	EFFECT	CONSEQUENCE
2,6	HE shell explodes close by and causes minor damage	<ul style="list-style-type: none"> Vehicle may be entered by infantry or crew Vehicle still operable, mobility reduced by 1D6 Vehicle may be used as cover
3,7,9,11,12	Vehicle breaks down	<ul style="list-style-type: none"> Vehicle may be used as cover Adjust combat score
4,8,10	Vehicle explodes	<ul style="list-style-type: none"> Infantry in a 10cm / 4in radius have to check if hit Soft-skinned vehicles in a 5cm / 2in radius have to check if affected by HE Vehicle burns, may not be used as cover Burning vehicle blocks line of sight Adjust combat score

Weapons with HE ammo aiming at support weapons have a chance of not only harming the crew, but also destroying the support weapon with a single 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 2D6 to see if the support weapon has taken damage in addition to the effect roll on the weapon crew.

Table: Effect of HE hits on support weapons

ROLL (2D6)	EFFECT	CONSEQUENCE
Even Total (2, 4, 6, 8, 10, 12)	Minor damage	<ul style="list-style-type: none"> Support weapon may not be moved for the remainder of the game Another minor damage will destroy the support weapon Check for the effect on every crew member Check for crew morale
Odd Total (3, 5, 7, 9, 11)	Support weapon destroyed	<ul style="list-style-type: none"> Check for the effect on every crew member Check for crew morale Adjust combat score (cost support weapon plus cost of killed crew members) Living crew members may continue fighting and are equipped with rifles by default



VEHICLES RUNNING OVER SUPPORT WEAPONS AND INFANTRY

All vehicles bigger than motorcycles may try to run over multiple infantry units in their path without having to stop. Targeted Infantry units may roll 2D6 in an attempt to evade. If the roll is 8 or lower, the unit jumps out of harm's way. Check for morale by rolling 2D6. Every roll of 9 or higher kills the infantry unit. The cost of the infantry unit is put on the enemy combat score.

Also, all vehicles bigger than cars may try to ram enemy support weapons. An attack roll of 8 or higher on 2D6 destroys the support weapon and adds their point value to the enemy combat score. Every crew member may try to evade. Crew members are handled like infantry in the game mechanics.

After ramming a support weapon, successfully or not, soft-skinned vehicles are broken for the rest of the game. Their cost is added to the enemy combat score. Armored vehicles have to stop after ramming the support weapon and may be activated next turn.

Table: Vehicles running over enemy infantry and crew members

ROLL (2D6)	EFFECT	CONSEQUENCE
8 and lower	Infantry / crew evades	<ul style="list-style-type: none"> Infantry / crew has to check for morale (2D6) Infantry / crew may be activated next turn
9 and higher	Infantry / crew killed	<ul style="list-style-type: none"> Adjust combat score by cost of infantry / crew member

Table: Vehicles ramming support weapons

ROLL (2D6)	EFFECT	CONSEQUENCE
7 or lower	Support weapon still operable	<ul style="list-style-type: none"> Attacking soft-skinned vehicles break down, their cost is added to the combat score The support weapon and its crew may be activated next turn
8 or higher	Support weapon destroyed	<ul style="list-style-type: none"> Attacking soft-skinned vehicles break down, their cost is added to the combat score of the attacked player The cost of the destroyed support weapon is added to the combat score of the attacking player



How to Determine Force Morale

Besides levels and firepower, morale is a strong factor to be victorious. Teams set their force morale by rolling one D6 before the start of the first turn. The result counts for every player of the same team.

Table: Calculating force morale

ROLL (1D6)	FORCE MORALE
1,2	8
3,4,5	9
6	10

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.

MORALE CHECKS

Flying bullets, explosions, and shrapnel put the psyche under duress. After every firefight, the receiving end of the shot—if still alive—has to perform a morale check.

The result will put the soldier, or crew, in a state that will influence their ability to fight.

Morale checks are resolved by rolling 2D6.

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. Bonuses and penalties may be accumulated, and are detailed in the following table.

Every time a soldier or crew member fails a morale check, roll 2D6 to determine the failed morale check's effect.

Table: Calculating morale checks bonuses and penalties

SITUATION	BONUS (+) ADDED TO OR PENALTY (-) SUBTRACTED FROM THE NEEDED ROLL
Elite soldier or crew	+1
Squad leader	+1
Soldier / crew in soft cover	+1
Officer nearby / officer in vehicle	+2
Soldier / crew in medium cover	+2
Soldier / crew in hard cover	+3
Conscript level soldier or crew	-1
Soldier / crew had to engage in melee	-1
Soldier / crew injured	-2
Soldier / crew attacked from behind	-2
Soldier / crew shocked	-2

Infantry require a morale check per soldier.

Crews require one test per crew member.

For soldiers, the effects of failed morale checks are handled individually. For crews they are played cumulatively.

So for example, a crew of four has to gather four shock tokens to get the effects of shock in play.

Table: Effects of failed morale checks on infantry

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8,11	Shock	<ul style="list-style-type: none"> Place a shock token next to miniature The soldier will suffer a -1 on attack rolls and a -2 on morale checks Two shock tokens make the unit surrender
3,6,9,12	Tactical retreat	<ul style="list-style-type: none"> Move miniature 10cm / 4in back in opposite direction of enemy fire
4,7,10	Surrender	<ul style="list-style-type: none"> Adjust combat score by the cost of the soldier Their gear will stay on the battlefield

Table: Effects of failed morale checks on vehicle crews

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8,11	Shock	<ul style="list-style-type: none"> Place a shock token next to the miniature A number of shock tokens equal to the number of pilot plus crew members will cause a permanent -1 on attacks and a -2 on morale checks A number of shock tokens that doubles the number of pilot plus crew members will make the crew surrender Adjust combat score by the cost of the crew The vehicle stays on the field and may be used by friendly or enemy crews / soldiers
3,6,9,12	Pull back	<ul style="list-style-type: none"> Place a pull back token next to the miniature A number pull back tokens equal to the number of crew members will trigger the effect The vehicle will back up until out of line of sight of the shooter The vehicle and its crew may not be activated next turn
4,7,10	Crew bails	<ul style="list-style-type: none"> Place a bail token next to the miniature A number of bail tokens equal to the number of crew members will trigger the effect The crew may reenter the vehicle next turn



Table: Effects of failed morale checks on support weapon crews

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8,11	Shock	<ul style="list-style-type: none"> Place a shock token next to the miniature A number of shock tokens equal to the number of crew members will cause a permanent -1 on attacks and a -2 on morale checks A number of shock tokens that doubles the number of crew members will make the crew surrender Adjust combat score by the cost of the crew The support weapon stays on the field and may be used by friendly or enemy crews / soldiers
3,6,9,12	Reposition	<ul style="list-style-type: none"> Place a reposition token next to the miniature A number of reposition tokens equal to the number of pilot and crew members will trigger the effect The crew will move the support weapon until a (another) firing position with at least light cover is reached The support weapon and crew may not be activated until they have reached the new position Keep in mind that support weapons may move a maximum of 10cm / 4in per turn
4,7,10	Crew bails	<ul style="list-style-type: none"> Place a bail token next to the miniature A number of bail tokens equal to the number of crew members will trigger the effect The crew may reenter the vehicle next turn

Table: Effects for failed morale checks for pilots and crew

ROLL (2D6)	EFFECT	CONSEQUENCE
2,5,8,11	Shock	<ul style="list-style-type: none"> Place a shock token next to the miniature A number of shock tokens equal to the number of pilot plus crew members will cause a permanent -1 on attacks and a -2 on morale checks A number of shock tokens that doubles the number of pilot plus crew members will make pilot and crew bail Adjust combat score accordingly.
3,6,9,12	Defensive spiral	<ul style="list-style-type: none"> Place a spiral token next to the miniature A number of spiral tokens equal to the number of pilot and crew members will trigger the effect Pilot and crew escape the attacker but may not be activated next turn
4,7,10	Crew bails	<ul style="list-style-type: none"> When a pilot bails the plane crashes. Adjust combat score by cost of crew and plane Place a bail token next to the miniature A number of bail tokens equal to the number of crew members will trigger the effect In case the pilot and crew bail, adjust combat score by cost of pilot, crew and plane

Note: Some tactical bombers have a pilot and crew. If the pilot dies or bails because of a failed morale check, the whole crew and plane will crash. Add the points pilot, crew and plane cost to the combat score.

Summary Unit Status / Tokens

In Burst of Fire, players use tokens to mark the status of their units.

Tokens are only used for statuses that keep the unit in play but effect its performance.

Any terminal effect removes the unit from the board.

SITUATION	MEANING
Abandoned	Marks vehicle without crew. Vehicle may be entered by infantry or crew.
Ambush	Unit hiding in ambush position. May not be attacked until auto spotted from close distance.
Armor pierced	An armor piercing shell has penetrated the target's armor. A maximum of 2 armor piercing tokens may be received before the crew bails.
Burning	Unit or building is destroyed and burning. May not be entered or used as cover.
Cool Down	When overheating machine guns cannot be activated for the next turn. The barrel has to cool down.
Covering fire	Unit providing covering fire for other units. Units that are the target of covering fire attack at a penalty of -2 per unit they are targeted by.
Crew bails	Caused by failed morale check of vehicle crew. The crew of a vehicle bails. Therefore the vehicle is nonfunctional for this turn. The crew may reenter the vehicle next turn.
Crouch	Infantry may lower their stance when out in the open. Crouching infantry has to be spotted by the attacker.
Defensive spiral	Caused by failed morale check. Plane crew will try to escape the enemy attack by performing a defensive spiral. The plane may not be activated next turn.
Gun damage	Caused by direct hit on the unit. Main or secondary gun damage. The damaged gun may not fire for the remainder of the turn. May only be repaired with <i>Engineer Random Event & Effect card</i> .
Hide	Infantry is hiding from enemy eyes behind cover or in a building. Hiding infantry may not be spotted. Hiding infantry has to use one action to unhide before performing any other action.

Immobilized	The vehicle has been immobilized by an enemy hit. It may not move for the remainder of the game. May only be repaired with <i>Engineer Random Event & Effect card</i> .
Injured	Infantry or crew member injured. Attacks at -1 and performs morale checks at -2. Another injured token will lead to death. May only be healed by <i>Medic Random Event & Effect Card</i> .
Intercept	Anti-air gun or plane is in intercept mode. They will engage enemy planes first and try to harm them before they can harm friendly units.
Overwatch	Units in overwatch mode may attack enemy units first which try to attack friendly units or move into the overwatching unit's line of sight.
Panic	Caused by direct hit to the unit. Unit will immediately perform a double move. Players have to roll 8D6 for the direction of the move.
Re-Position	Caused by failed morale check of support weapon crew. The crew will try to re-position the weapon into a new firing position with at least light cover. The support weapon and crew may not be activated until they have reached the new position.
Shock	Caused by failed morale check of infantry and crews. Shocked units attack at -1 and resolve morale checks at -2.
Spent	A unit is spent after it has been activated. Spent units may not be activated before next turn.
Stuck	After an unsuccessful attempt to break through an obstacle armored vehicles get stuck. The crew may try to free it once per turn. Stuck vehicles are immobile.
Suppressed	Caused by direct hit on infantry or support weapon crew. Suppressed units may not be activated for the remainder of the turn. Another suppressed token will lead to surrender.
Turret jam	Caused by direct armor penetrating hit. The turret of the vehicle may not be turned for the remainder of the game. May only be repaired with <i>Engineer Random Event & Effect card</i> .
Wreck	Vehicle is destroyed by direct enemy hit. May be used as cover by other units



You can download these tokens from our website

Burst of Fire Solo

For solitary play we strongly recommend you use the Burst of Fire solo module on our website. There you will find bots that will automatically pick an enemy detachment, tell you where to deploy enemy units, and also automatically activate enemy units.

All you have to do is roll for initiative at the beginning of each turn and take a close look at the bot descriptions.

www.tankette-publishing.com/burst-of-fire-solo

Of course, you can play against yourself. It is a good way to learn all the game mechanics.

Campaigns

Burst of Fire presents the opportunity to create your own campaigns. Campaigns may be played by 1-6 players.

General Campaign Ladder

There are nine scenarios/game modes 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.

Table: Campaign Ladder

Probing the enemy lines	Campaign start
Victory zones	
The supply road	
Delay the enemy advance	
Breakthrough / hold the line	
Avoid the pocket	
Surrounded	
Capture the enemy ranking officer	Campaign end

For the clear victor, it will be a story from scouting to encircling and crushing the enemy. But during times of war, there is often 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.

Both sides start out evenly matched. The roles of attacker / defender will be assigned after map 2 of the campaign ladder: Whoever loses the "victory zones" scenario will defend until he has won a 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.

When a player reaches the end of the ladder, the campaign is finished. The maximum number of games for campaigns is 10. As soon as 10 games are played and the end of the ladder is not met by any team or player, the total number of points determines the victor of this campaign.

HOW TO SCORE POINTS AND WIN 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 (Combat Score).

- A strategic victory is worth 7 points.

☞ Each lost game is still rewarded with 3 points.

☞ At the end of each game, numbers on the Combat Score are added to the victory points.

☞ Points scored become additional points and will be used during the campaign to upgrade core units.

☞ Always keep track of the 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.

The morale of your men will be influenced by the course of the campaign.

- Three losses in a row will make force morale drop by one point.
- Five losses in a row will make force morale drop by two points.

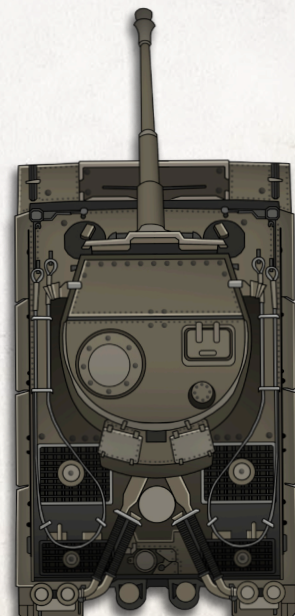
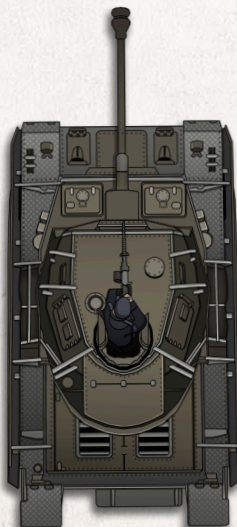
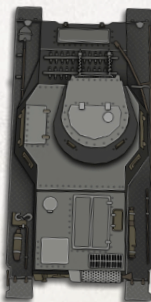
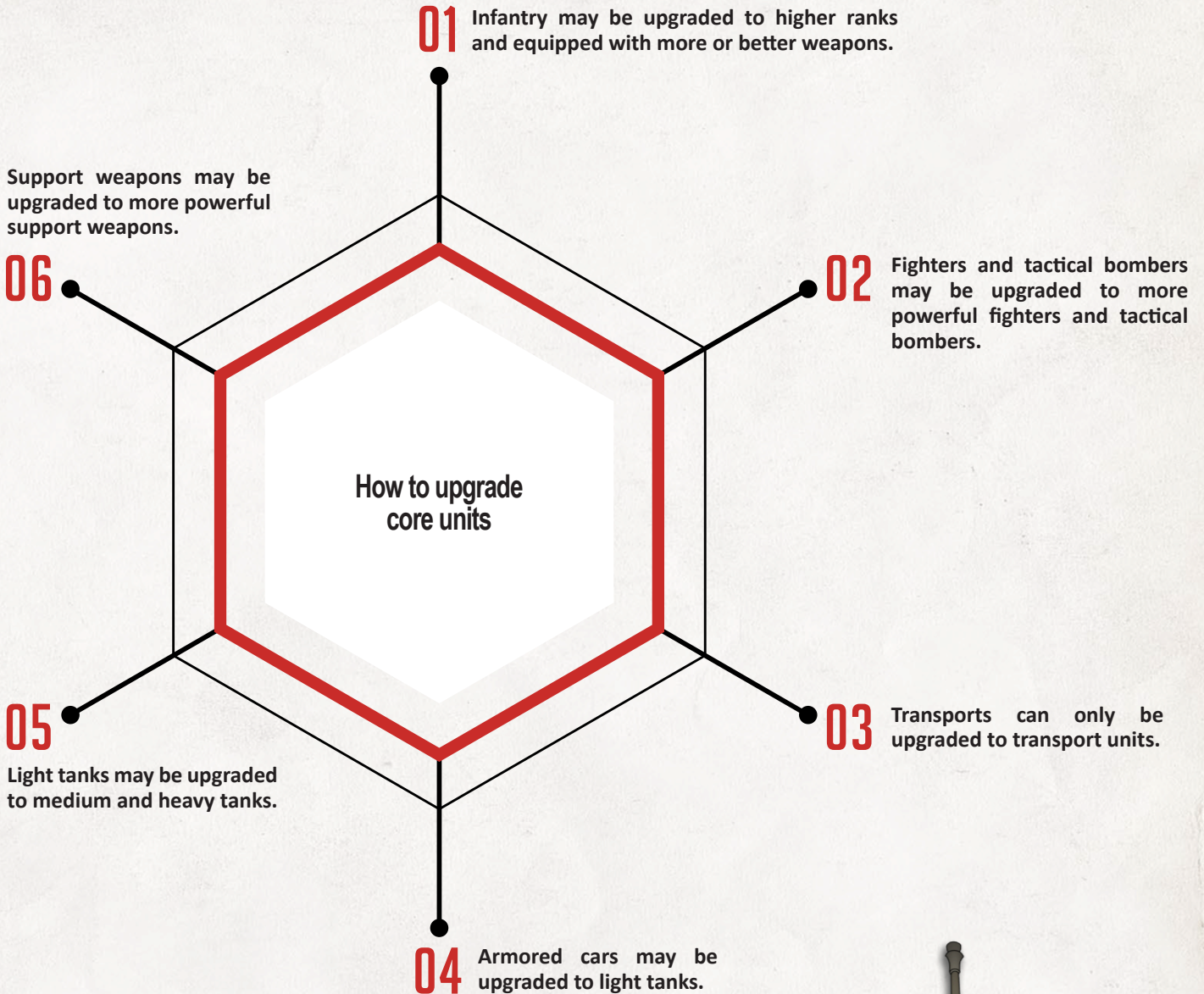
How to upgrade core units

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 strategic or decisive victories and/or killing enemy units.

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 additional points. 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.



Scenarios & Game Modes

There are nine game modes available.

Players can use the modes to create a campaign ladder.

This step is detailed in the campaign chapter.

The scenarios represent different situations the 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 spiral to an end.

In some cases these scenarios use specific deployment zones and distribution of points to assemble your forces.

Doctrines are detailed in the chapter Doctrines & Detachments.

For Detachment lists and examples go to the chapter “what you need to play”.

PROBING THE ENEMY LINES

Win conditions for both teams:

Probe the enemy defenses to gather more information about the opposition and create a weak spot in their defenses.

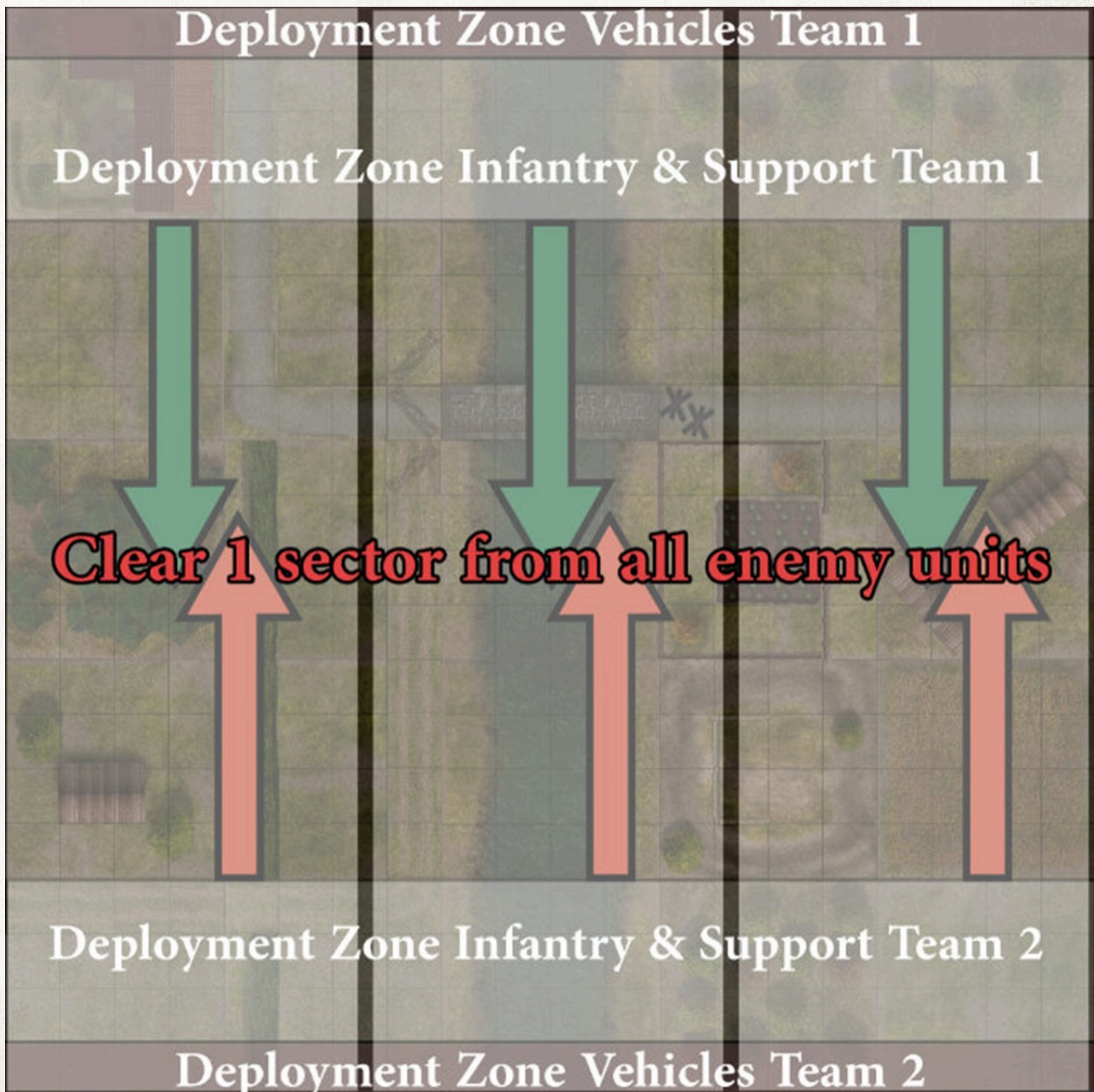
Free one sector of the board (middle, left flank, right flank) of enemy forces.

The game may end prematurely if one side reaches a Combat Score of 15.

Available points:

Team A 75

Team B 75



VICTORY ZONES

Win conditions for both teams:

Take a strategically vital position to create a foothold in the enemy line. Hold the position for at least one full 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.

How to capture a victory zone

A zone is captured if one or more soldiers and/or vehicles are in a circle of 10cm / 4in of the objective.

The higher number of soldiers decides which side captures the objective.

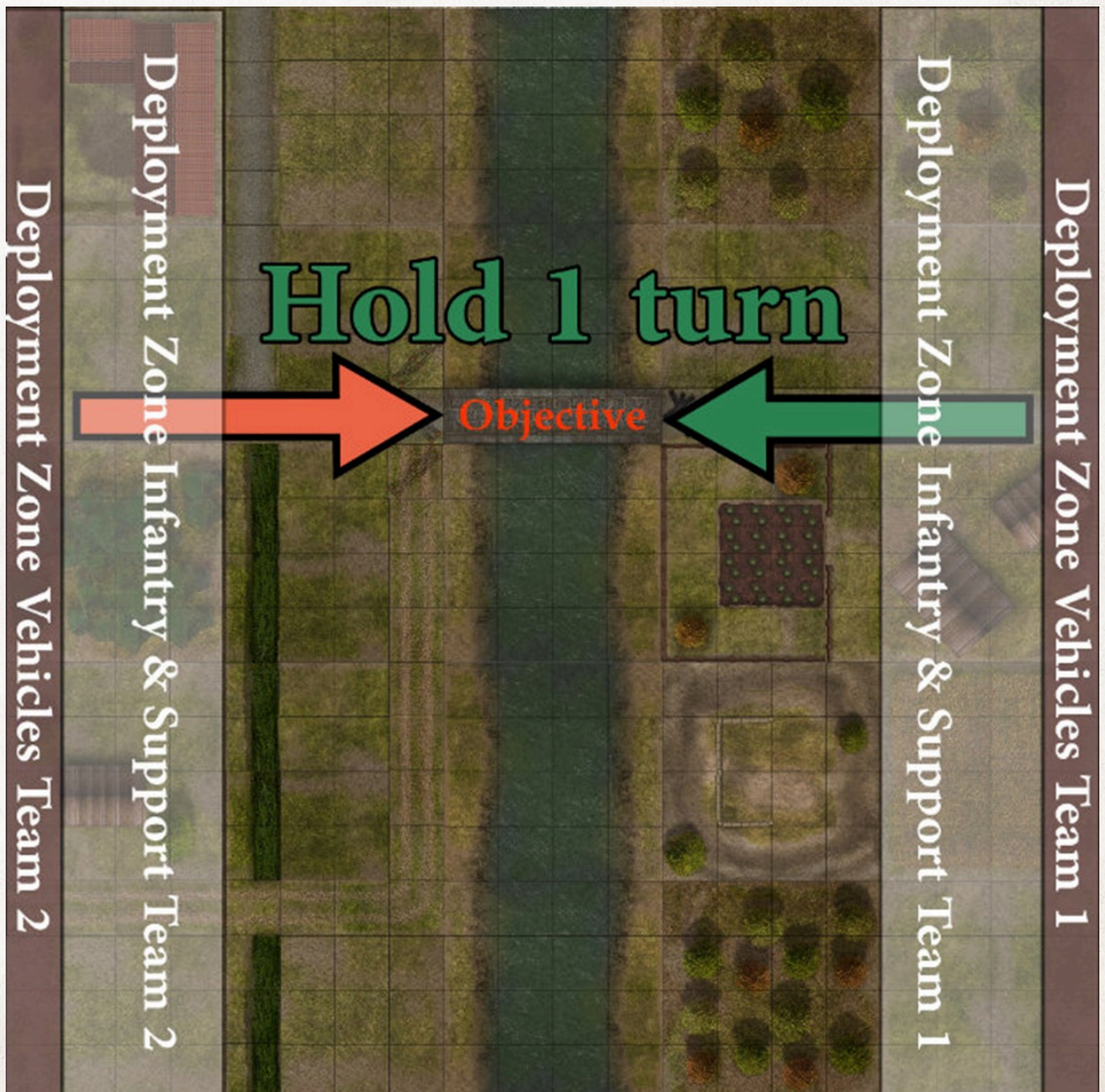
In this case vehicle crew members are counted as soldiers.

Rank and quality of soldiers do not matter in this regard.

Available points:

Team A 150

Team B 150



THE SUPPLY ROAD

Win conditions attacker:

To establish a safe supply route to the front, clear every space 15cm / 6in to the road from all enemy units trying to ambush our convoys.

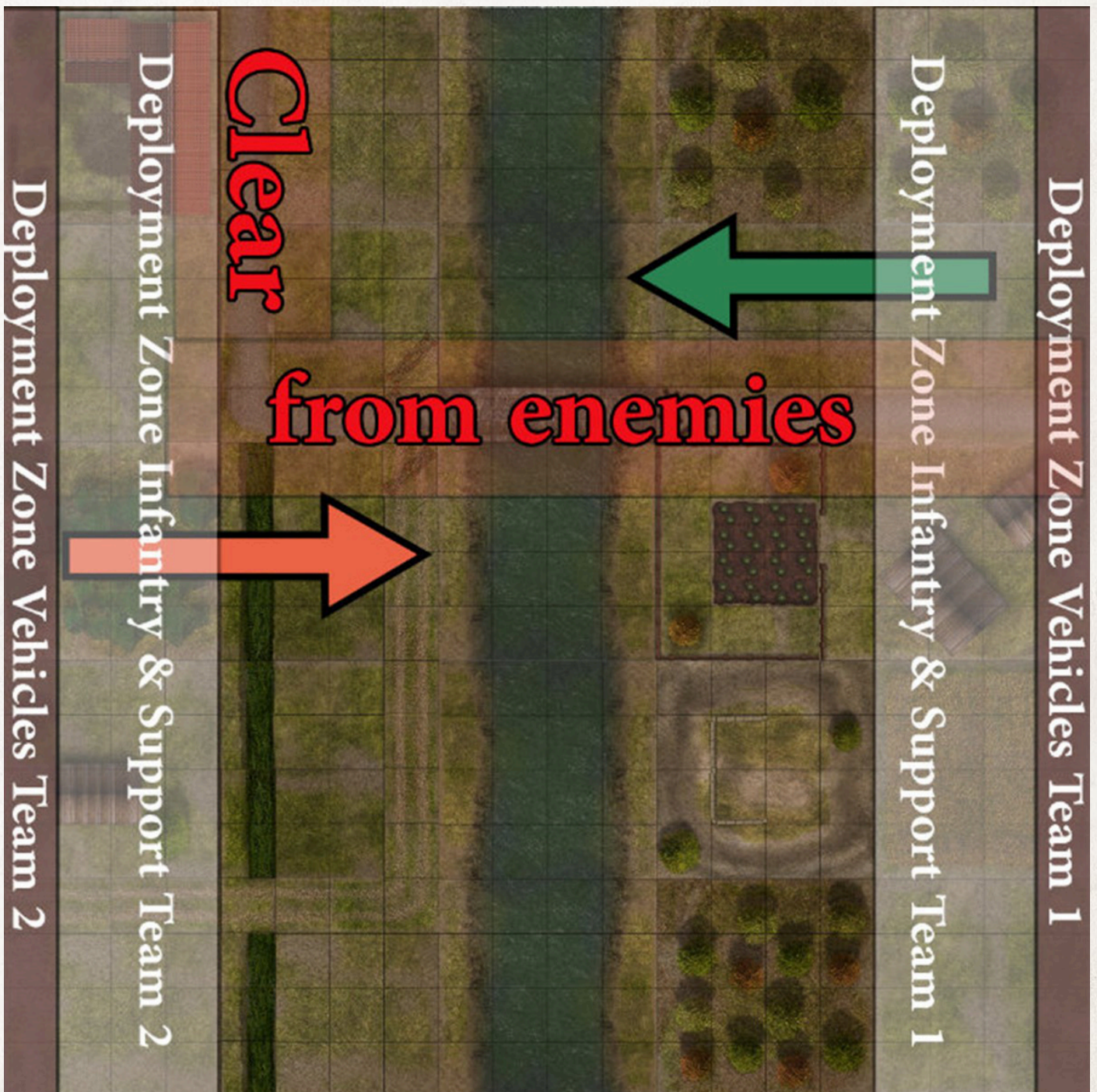
Win conditions defender:

At least one unit has to remain in the space the attacker has to clear by the end of turn 5. We have to sabotage their convoys.

Available points:

Attacker 150

Defender 120



DELAY THE ENEMY ADVANCE

The highest Roll on the D6 determines the attacker in non campaign games.

Win conditions attacker:

Advance fast, keep the enemy from building a cohesive line of defense. Keep vital structures intact. (e.g. Bridges, crossroads or buildings, that house important documents and weapon stashes)

Win conditions defender:

On the retreat, destroy all structures that may be deemed vital to the opposition.

How to destroy structures:

Structures can be destroyed by being set on fire or blown apart with HE value weapons (flamethrowers, satchel charges, tank guns, AT guns, etc., caliber has to be above handgrenade or 20mm). See chapter "Take cover" for details on flammable structures.

Small structures will be destroyed by two HE hits, medium structures by three hits and big structures by five hits. Players decide the size of structures/objectives before the game. Players track hitpoints by using dice.

Setup note:

Objectives are marked with an objective marker. The lowest roll on the dice decides which player or team will be on the retreat.

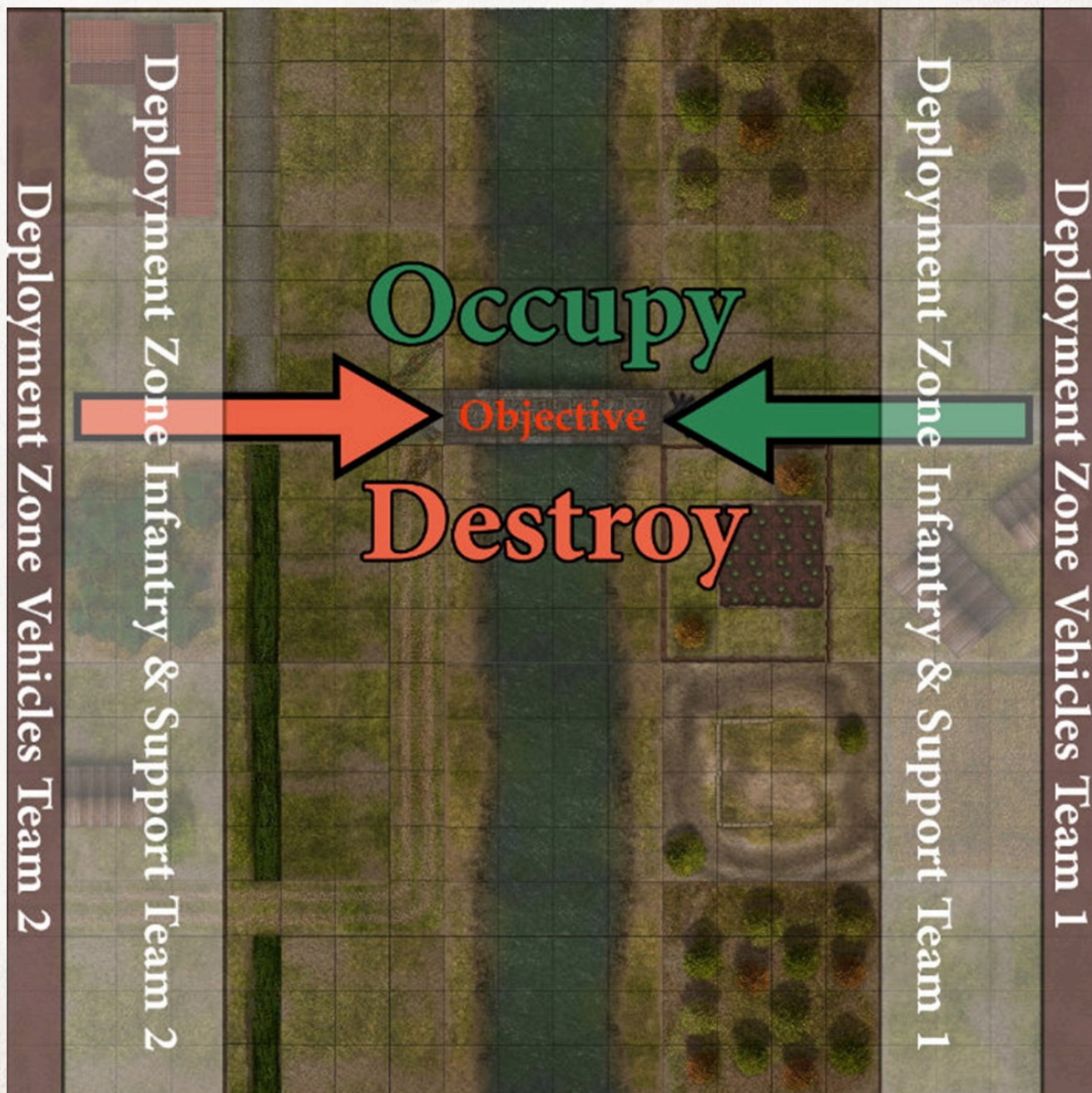
General note:

If there are more than two objectives, you can set a minimum of objectives that have to be captured / destroyed, e.g. 2 out of 3.

Available points:

Attacker 150

Defender 100



BREAKTHROUGH / HOLD THE LINE

The highest Roll on the D6 determines the attacking player/team in non campaign games.

Win conditions attacker:

Punch through the enemy lines. You have to reach the edge of the enemy deployment zone with 5 units minimum.

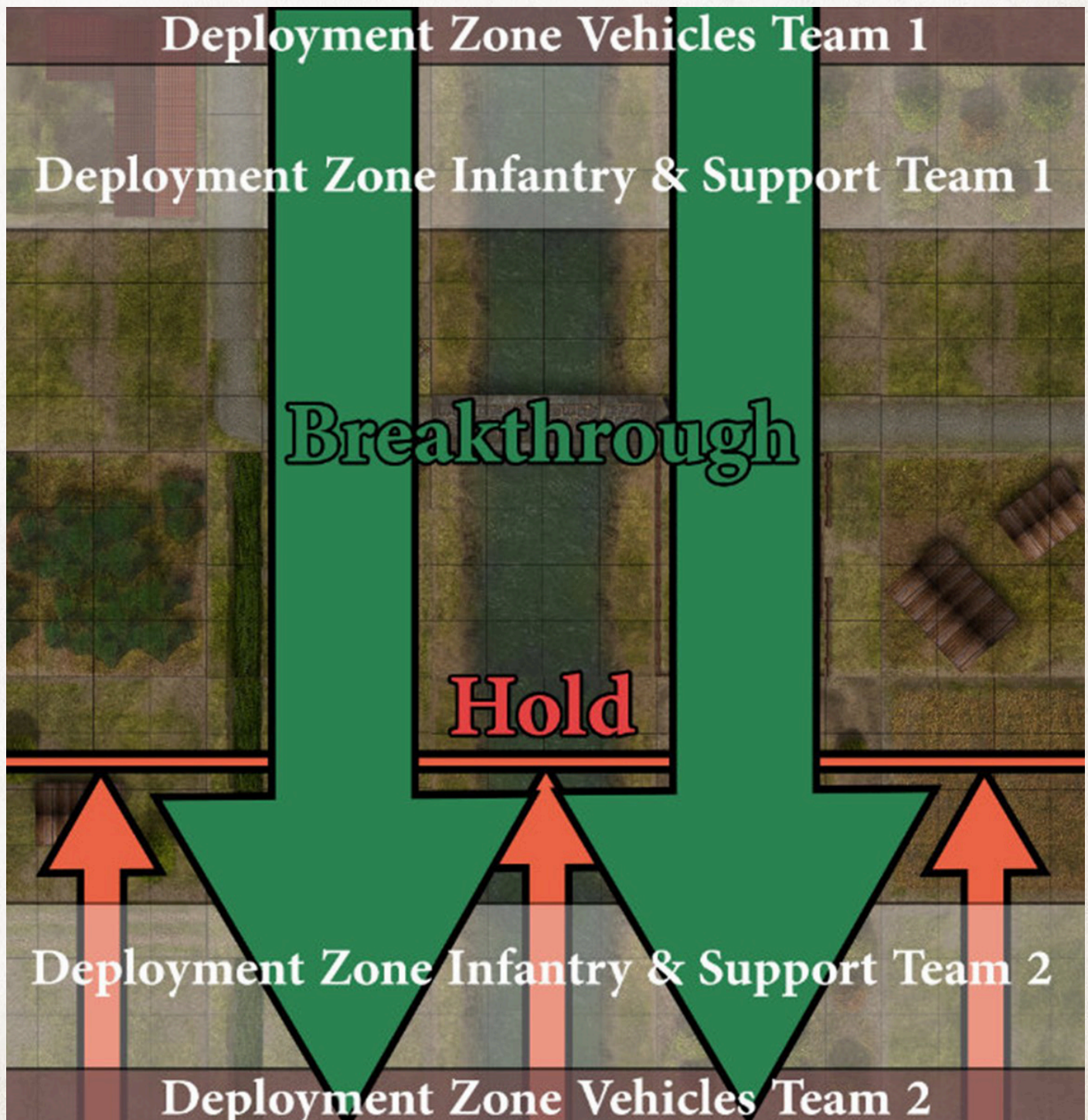
Win conditions defender:

Hold the line. Do not let more than 4 enemy units reach the outer edge of our deployment zone or make the enemy withdraw. If you hold the line for more than 5 turns, victory is guaranteed.

Available points:

Attacker 150

Defender 100



AVOID THE POCKET

The highest Roll on the D6 determines the attacker in non campaign games.

Win conditions attacker:

The enemy is trying to avoid being surrounded by our troops and has only a small corridor to escape left. Close the gap and do not let more than five enemy units escape through the corridor!

Win conditions defender:

Your men are almost encircled by the enemy. To save lives and preserve as many fighting men as possible, escort at least five units to the escape corridor safely.

Deployment note:

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

Setup escape corridor:

Roll 4D6 in order to determine the direction of the escape corridor.

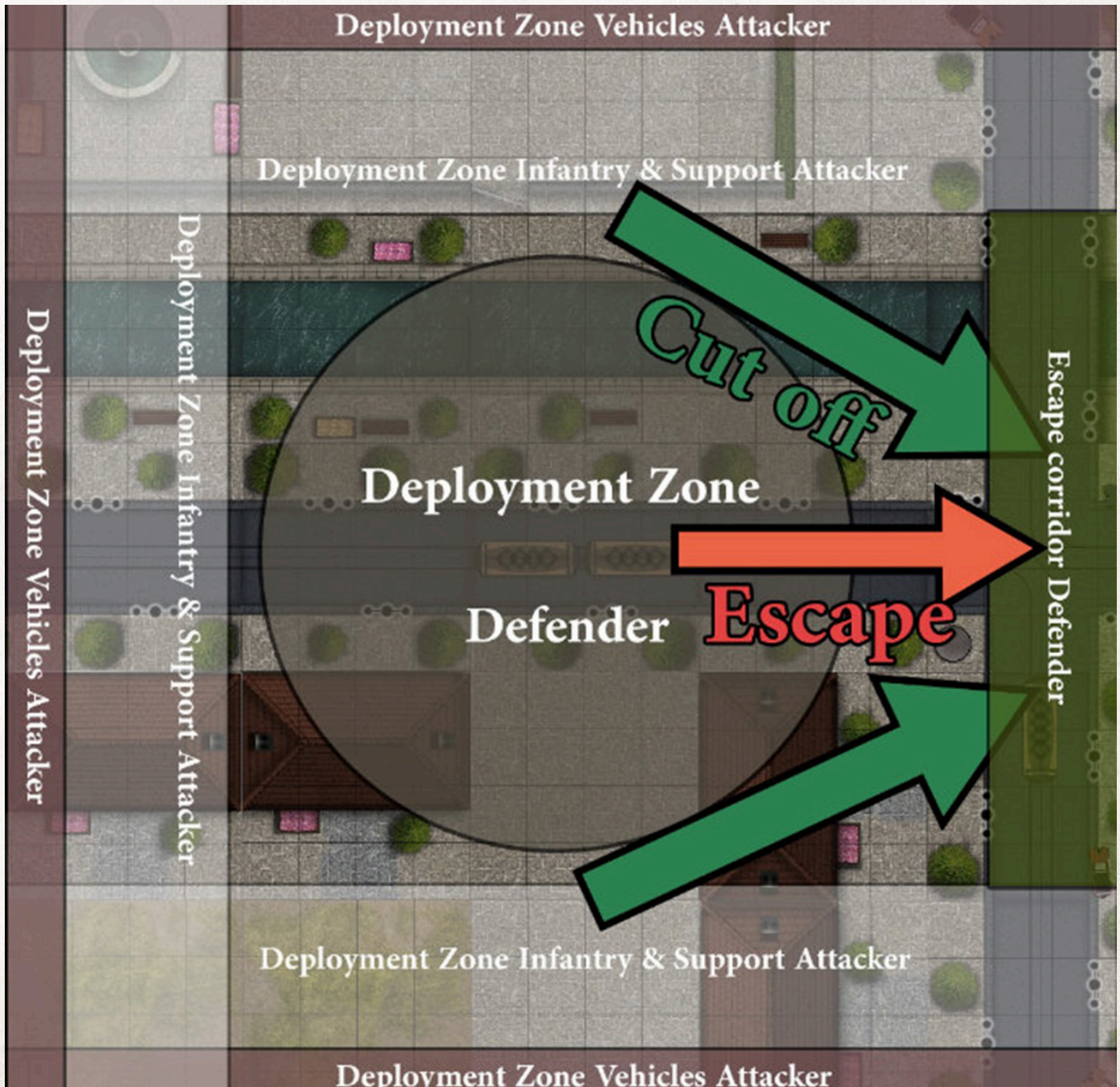
The escape corridor is located between the deployment zones of the players/teams. As soon as the units reach the board edge within the corridor, they have successfully avoided the encirclement.

ROLL (4D6)	ESCAPE CORRIDOR
4,8,12,16,20	North
5,9,13,17,21	East
6,10,14,18,22	South
7,11,15,19,23	West
24	Reroll

Available points:

Attacker 150

Defender 50



SURROUNDED

The highest Roll on the D6 determines the attacker in non campaign games.

Win conditions attacker:

The enemy is surrounded. Crush resistance and destroy the enemy forces or make them surrender.

Win conditions 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. Hold position for at least 4 turns or break out by turn 4. The breakout is successful when three defending units reach any board edge.

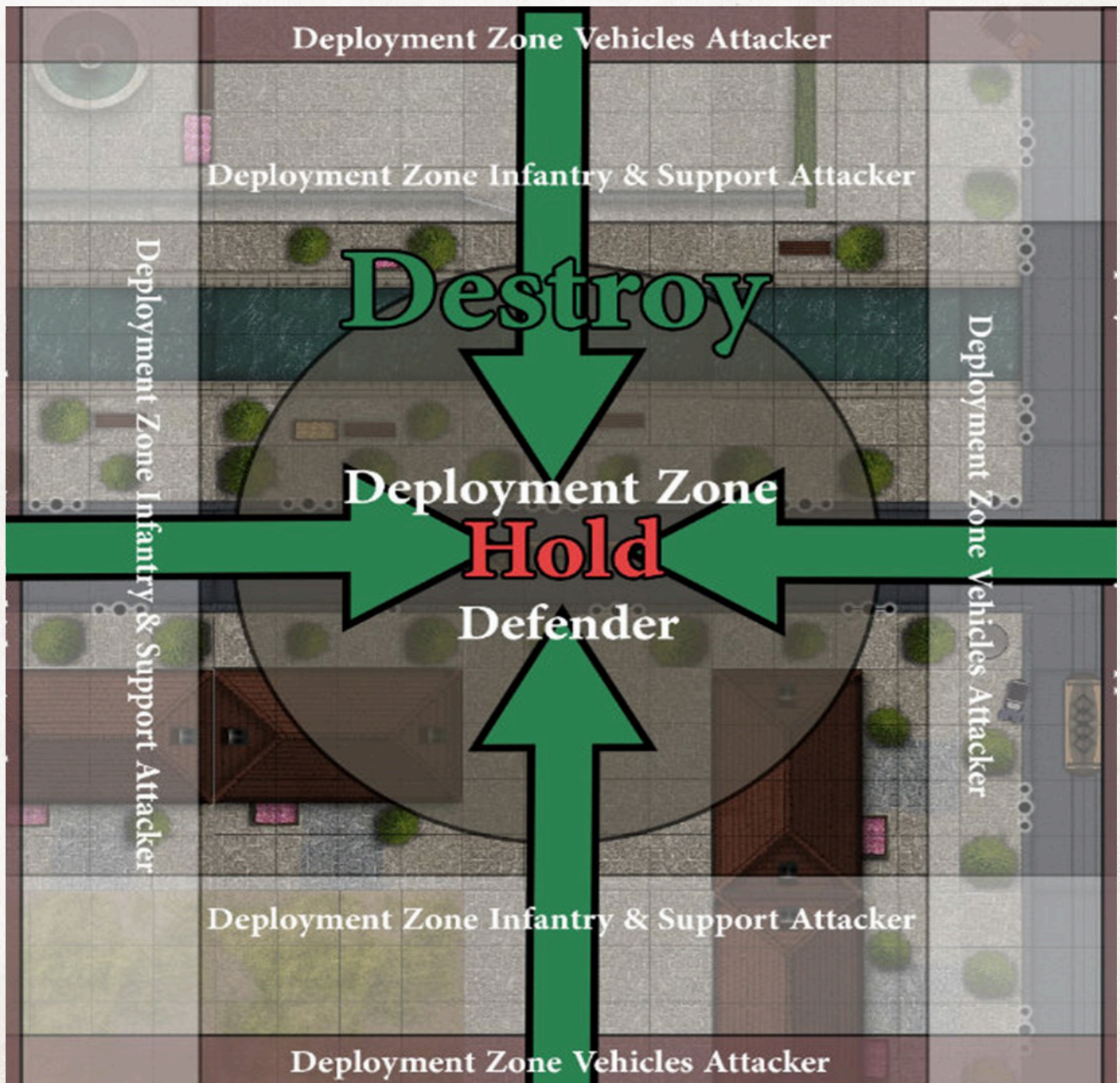
Deployment note:

The defender starts in the middle of the map, while the attacker deploys along all board edges. Vehicles may only be deployed along the board edges that are farthest away from the enemy positions.

Available points:

Attacker 150

Defender 50



CAPTURE THE ENEMY OFFICER

The highest roll on the D6 determines the attacker in non campaign games

Win conditions attacker:

Capture the enemy ranking officer, he is needed alive for a show trial to break the remnants of enemy morale.

Win conditions defender:

Keep the ranking officer alive for 5 turns at all cost or make the enemy withdraw because of heavy losses.

How to capture an enemy officer:

Ranking officers are captured when the enemy is within 10cm or 4in and there are no friendly units in the same space.

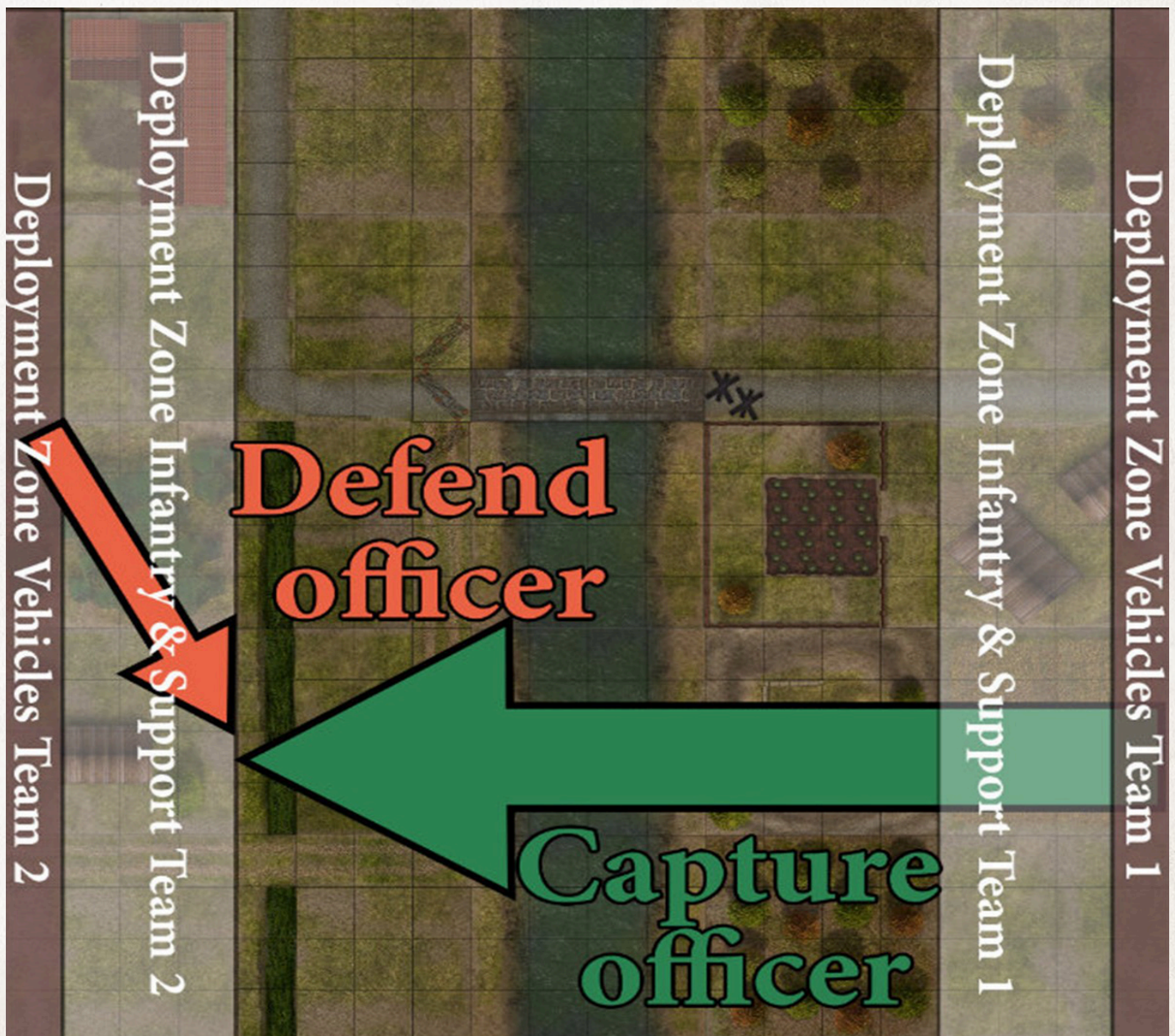
When the commander is accidentally killed and not captured, the game is lost to the attacker.

(Note: The defender may not kill his own ranking officer, that's cheating and not an option)

Available points:

Attacker 150

Defender 50



COMBAT ONLY

In this game mode both sides will try to push the Combat Score to its limit of 50 points. The limit may be adjusted freely.

It is all about applying the best strategy and overpowering the enemy. Both sides have the same amount of points available to spend on their force. The game will end after a maximum of 5 turns or any number of turns the players agree on.

Available points:

Team A 200

Team B 200



Unit & Weapon Stats

Each unit and weapon has its own stats. You can find these stats in the master lists. To keep it simple each stat has a symbol attached to it.



Armor

The armor value marks the ability to bounce enemy armor penetrating shells. Armored units can only be harmed by units with armor penetration value or if grenades are dropped in their interior.

Vehicle armor is divided into four sectors: Front, Side, Rear, and Top armor. In the lists it will read like this 1/2/3/4.

Note: One armor point represents about 15mm of armor thickness in reality. Top armor applies to vehicles getting hit by bombing runs, arching shots fired by artillery.



Attacks vs. infantry and soft-skinned vehicles with small calibers

The firepower represents the ability to damage enemy infantry units and soft-skinned vehicles with small caliber ammo. You will find the firepower of each unit detailed in the detachment lists or the unit cards. Applies for small calibers like machine guns or rifles.



Attacks with high explosive ammo (HE)

The explosion symbol marks the ability to damage non armored targets with high explosive (HE) ammo. Applies to AA guns, field guns, bombs, AT-weaponry, grenades, and tank guns.



Attacks with armor penetrating ammo (AP):

The tank symbol marks the ability to damage armored targets with armor

penetrating (AP) ammo.

Applies to AA guns, field guns, bombs, AT-weaponry, and tank guns.



Cost

The dollar sign marks the cost and therefore the number of points a player has to spend to make the unit part of his force.



Crew members (vehicles)

The steering wheel marks the number of crew that vehicles need to be fully operational. Applies to all vehicles. Any drop below 50 percent of the needed crew will make the unit loose one of its actions per turn.

For gameplay purposes we suggest to have place a small die next to the vehicle showing the number of crew members alive.



Crew members support and infantry weapons

The AT gun and crew symbol marks the number of crew members infantry weapons and support weapons need to be fully operational. For any infantry weapon any drop below 50 percent of the needed crew members will make the unit loose one of its

actions per turn.

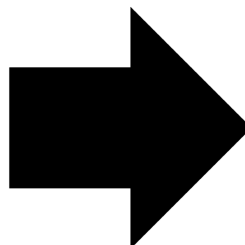
Support weapons with less than half of the needed crew may only be activated every other turn.

For gameplay purposes we suggest to have place a small die next to the support weapon showing the number of crew members alive.



Melee modifier

Some weapons and gear come with a bonus or penalty during melee situations. Penalties will be subtracted from the melee ability of a soldier while bonuses will be added to the melee ability of a soldier.



Mobility

Marks the ability of how fast a unit can move on the battlefield. Infantry and support weapons move at a set pace. The range of movement for infantry is set to 10cm / 4in per move. One move equals one action. Infantry may double move once per turn if not carrying any heavy gear.

The range of movement for support weapons is set to 5cm / 2in per move. They may be towed by other vehicles in order to reach their point of destination faster. Infantry may mount transports to do the same.

Vehicles and horses move by rolling a set amount of D6s. Like infantry, one move equals one action. Slowest vehicles move with 1D6, which is below 10 kilometers or about 6 miles per hour. Fastest vehicles move by rolling 8D6s, this equals a speed up to 100 kilometers or 60 miles per hour. Vehicles and horses may double move.

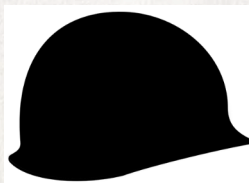
Planes would be too fast to measure in the chosen scale, they have „unlimited“ range and sweep over the battlefield if not stopped by enemy anti-air. Planes are “parked” off- map, when not in action.

One point of mobility equals one D6 to roll. The mobility of a unit is detailed in the arsenal lists.



Number of attacks per turn

Marks the number of attacks infantry units or support weapons may perform during one turn. The number of attacks per turn is detailed in the arsenal lists.



Passenger / Tank rider capacity

Marks the number of passengers a transportation or (armored) fighting vehicle can carry.

The maximum number is detailed in the arsenal lists. For gameplay purposes we suggest to have place one or two small dice next to the vehicle showing the number of passengers riding along.

Master Lists - Soviet Arsenal

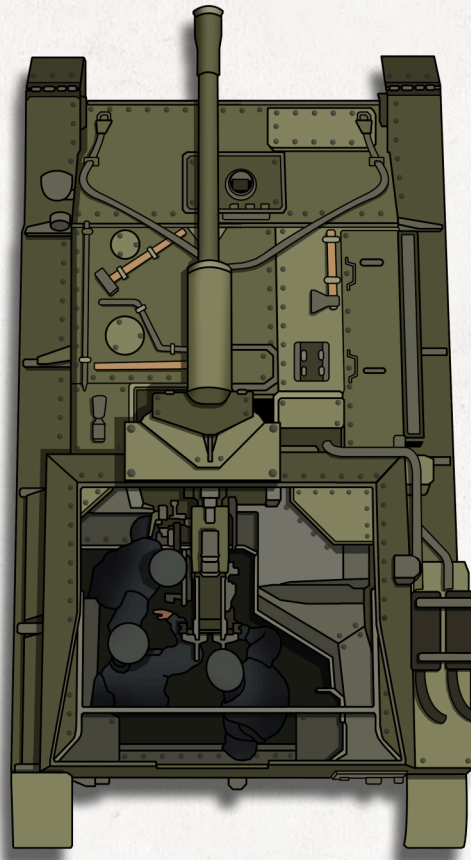


Table: Ranking Officers

DOCTRINE	ACTIVATIONS PER TURN	NUMBER OF ORDERS	COMMAND RADIUS	NOTES
Infantry	2	6	40cm / 16in	From 1943 on: In case of infantry casualties, roll a D6. Every result of 5 or 6 will replace the fallen soldier with a conscript carrying a M91 / 30 rifle that spawns next to the infantry officer.
Armor	1	8	80cm / 32in	From 1943 on: In case of armored vehicle casualties, roll a D6. Every result of 6 will replace the destroyed vehicle with the same vehicle including a conscript crew that spawns at the board edge where the player started.
Support	2	4	40cm / 16in	From 1943 on: In case of crew casualties, roll a D6. Every result of 5 or 6 will replace the fallen crew member that spawns next to the support officer.

Table: Infantry and Crew

TYPE	ATTACK MODIFIER	MORALE MODIFIER	MELEE BASE VALUE	COST	NOTES
Conscript Infantry	-1	-1	15	1	
Regular Infantry	0	0	16	2	
Elite Infantry	1	1	17	4	
Squad Leader	1	1	Quality Level +1	0	Will be appointed by player
Conscript Crew	-1	-1	12	1	
Regular Crew	0	0	13	2	
Elite Crew	1	1	14	4	

HANDHELD WEAPONS

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

Type: Primary or Side weapon

FP: Small caliber firepower, high explosive and armor penetration

Shots: Number of shots per round

Melee: Melee penalty or bonus

Soldiers: Number of soldiers needed to work 100 percent

Moves: Number of moves a soldier may do per turn when weapon is equipped

Cost: Cost of purchase

Table: Pistols

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 45	Nagant M1895	Primary or Side	5	1	1	1	2	2	
39 – 45	TT33	Primary or Side	7	1	2	1	2	4	
39 – 45	Mauser C96	Primary or Side	6	1	2	1	2	3	

Table: Rifles

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 45	M91/30	Primary	8	1	1	1	2	3	
39 – 45	M91/30 Sniper	Primary	15	1	1	1	2	5	
40 – 45	SVT-40	Primary	11	2	1	1	2	4	Semi-automatic
40 – 45	SVT-40 Sniper	Primary	15	2	1	1	2	10	Semi-automatic
44 – 45	M44	Primary	9	1	2	1	2	4	

Table: Machine Guns & Submachine Guns

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 45	PPD	Primary	10	2	2	1	2	7	SMG
41 – 45	PPSh 41	Primary	11	2	2	1	1	8	SMG
41 – 45	Thompson	Primary	12	2	2	1	2	9	SMG
40 – 45	DP 27	Primary	12	2	-2	1	1	9	When firing twice check for overheat
42 – 45	DS 39	Primary	15	2	-3	2	1	13	When firing twice check for overheat
42 – 45	Bren Gun	Primary	13	2	-2	1	2	11	When firing twice check for overheat / Part of the lend lease program

Table: Grenades

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 45	Molotov Cocktail	Side	14 HE 12 AP	1	0	1	2	5	blast radius grenade / sets targets on fire
39 – 45	F1	Side	11	1	0	1	2	2	blast radius grenade
41 – 45	RG 41/42	Side	13	1	0	1	2	4	blast radius grenade
41 – 45	RG 41/42 (smoke)	Side	Smoke	1	0	1	2	1	15x15cm / 6x6in smoke screen
40 – 45	RPG 40	Side	10 HE 12 AP	1	0	1	2	4	blast radius grenade / AT grenade
43 – 45	RPG 43	Side	12 HE 13 AP	1	0	1	2	5	blast radius grenade / AT grenade

Table: Anti-Tank & Mortars

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 – 45	PTRD / PTRS 41	Primary	5 HE / 9 AP	1	-3	1	1	5	AT Rifle
41 – 45	Ampulomet	Primary	14 HE 12 AP	1	-3	2	1	8	Molotov launcher
39 – 45	RM38	Primary	12 HE 5 AP	1	-3	2	1	6	50mm Mortar, min range of 50cm / 20in
39 – 45	Dyakanov	Side	13	1	0	1	2	4	Rifle Grenade Launcher for M91, minimum range...
42 – 45	M1 Bazooka	Primary	11 HE 14 AP	1	-3	1	2	10	Max effective range 110cm / 44in Part of the lend lease program

Table: Flamethrowers

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 41	Roks-2	Primary	14 HE 12 AP	1	5	1	1	11	Max effective range 40cm / 16in

Table: Knives & Bayonets

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 – 45	NR-40	Side			2	1	2	1	Knife

SUPPORT WEAPONS

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

Power: Small caliber firepower

Shots: Caliber & maximum number of shots per turn

HE/AP: High explosive attack value / armor piercing attack value

Shield: A Front Shield causes -1 on attack rolls when attacking from the front)

Crew: Number of crew needed for weapon to be 100 percent operable

Move: How far a support weapon may move per turn

Cost: Cost of purchase

Notes: Any additional information

Table: Machine Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
39 – 45	Maxim 1910	13	2	0	Yes	3	10cm / 4in	8	MG may only move or fire in the same turn When firing twice check for overheat
39 – 45	DSHK 1938	17	2	2/4	Yes	3	10cm / 4in	14	MG may only move or fire in the same turn When firing twice check for overheat

Table: Anti-Air Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
39 – 45	Bofors L/60	0	2 (40mm)	14/10	No	5	5cm / 2in	16	Gun may only fire or move in the same turn / Part of the lend lease program
41 – 45	M1940	0	2 (25mm)	13/9	Yes	5	5cm / 2in	14	Gun may only fire or move in the same turn / Part of the lend lease program
39 – 45	M1939	0	1 (85mm)	15/17	No	7	0	13	Gun may only be moved by being towed

Table: Anti-Tank Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
39 – 42	M1937	0	1 (45mm)	11/13	Yes	5	5cm / 2in	8	Gun may only fire or move in the same turn
39 – 44	ZIS 2	0	1 (57mm)	12/14	Yes	5	5cm / 2in	9	Gun may only fire or move in the same turn
42 – 45	ZIS 3	0	1 (76mm)	13/15	Yes	5	5cm / 2in	10	Gun may only fire or move in the same turn
44 – 45	BS 3	0	1 (100mm)	14/18	Yes	8	0	14	Gun may only be moved by being towed

Table: Artillery

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
39 – 45	BM-37	0	1 (82mm)	15/10	No	3	10cm / 4in	8	Mortar may only fire or move in the same turn / Min range of 50cm / 20in
39 – 45	M1927	0	1 (76mm)	14/12	Yes	6	5cm / 2in	11	Gun may only fire or move in the same turn
39 – 45	M1938	0	1 (122mm)	17/13	Yes	8	0	13	Gun may only be moved by being towed

VEHICLES

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

Type: Type of vehicle

FP: Small caliber firepower

Shots: Caliber & maximum number of shots per turn

HE/AP: High explosive attack value / armor piercing attack value

Armor: Armor value front/side/rear/top

Crew: Number of crew needed to work 100 percent

Riders: Number of additional passengers / tank riders

Move: Number of D6 rolled per action to move the vehicle

Cost: Cost of purchase

Notes: Any additional information

Table: Transports

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 - 45	Horse	Horse	0	0	0	Softskin	1	1	4D6	3	
39 - 45	PMZ-A-750	Wheeled	0	0	0	Softskin	1	2	6D6	5	
41 - 43	GAZ-64	Wheeled	12	2 (MG)	0	Softskin	1	3	7D6	13	
41 - 45	Dodge WC	Wheeled	0	0	0	Softskin	1	6	6D6	6	
39 - 45	ZIS-5	Wheeled	0	0	0	Softskin	1	10	5D6	7	
39 - 45	S-60 / S-65	Tracked	0	0	0	1/1/1/0	1	2	1D6	3	Used to tow heavy guns
43 - 45	M5	Halftrack	16	2 (MG .50 cal)	3/5	1/1/1/0	2	12	5D6	24	Part of the lend lease program
42 - 45	M3 Scout Car	Halftrack	13	2 (MG .50 cal)	0	1/1/1/0	2	6	5D6	15	Part of the lend lease program

Table: Armored Cars

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 - 42	BA-27	Wheeled	12	2 (MG coax.) 1 (37mm)	10/12	1/1/1/1	4	0	3D6	19	
39 - 45	BA-20	Wheeled	12	2 (MG coax.)	0	1/1/1/1	2	0	5D6	16	
39 - 42	BA-6	Wheeled	12	2 (MG coax.) 2 (MG hull) 1 (45mm)	11/13	1/1/1/1	4	0	4D6	28	
41 - 45	BA-10	Wheeled	12	2 (MG coax.) 2 (MG hull) 1 (45mm)	11/13	2/2/1/1	4	0	4D6	29	

Table: Light Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 - 42	T26 Twin MG	Tracked	12	2 (MG coax. turret 1) 2 (MG coax. turret 2)	0	2/2/1/1	3	4	2D6	21	
39 - 42	T26 37mm	Tracked	12	2 (MG coax.) 1 (37mm)	10/12	2/2/1/1	3	4	2D6	20	
41 - 43	T26 45mm	Tracked	12	2 (MG coax.) 2 (MG) 1 (45mm)	11/13	2/2/1/1	3	4	2D6	29	
39 - 44	T37/T38	Tracked	12	2 (MG coax.)	0	1/1/1/1	2	4	2D6	12	Amphibious - no movement penalty when crossing rivers
39 - 42	T40	Tracked	12	2 (MG coax.) 2 (20mm)	12/8	1/1/1/1	2	2	3D6	25	Amphibious - no movement penalty when crossing rivers
41 - 43	T60	Tracked	12	2 (MG coax.) 2 (20mm)	12/8	2/2/1/1	2	2	3D6	27	
42 - 45	T70	Tracked	12	2 (MG coax.) 1 (45mm)	11/13	3/2/2/1	2	2	3D6	22	
39 - 44	BT2	Tracked	12	2 (MG coax.) 1 (37mm)	10/12	1/1/1/1	2	6	4D6	22	
39 - 44	BT5	Tracked	12	2 (MG coax.) 1 (45mm)	11/13	1/1/1/1	3	6	4D6	23	
39 - 44	BT7	Tracked	12	2 (MG) 2 (MG coax.) 1 (76mm)	13/15	2/2/1/1	3	6	5D6	33	
41 - 45	M3 Stuart	Tracked	13	2 (MG .30 cal) 1 (37mm)	10/12	3/2/2/1	4	4	4D6	23	Part of the lend lease program

Table: Medium Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 44	T28	Tracked	12	2 (MG turret no. 1) 2 (MG turret no. 2) 1 (76mm main turret)	14/12	2/2/2/1	6	10	3D6	32	3 actions per turn
41 – 44	T34 57	Tracked	12	2 (MG Hull) 2 (MG coax.) 1 (76mm)	14/16	6/6/2/1	4	6	3D6	35	
40 – 44	T34 76	Tracked	12	2 (MG Hull) 2 (MG coax.) 1 (76mm)	13/15	6/6/2/1	4	6	3D6	34	
44 – 45	T34 85	Tracked	12	2 (MG Hull) 2 (MG coax.) 1 (85mm)	15/17	7/6/2/2	5	6	3D6	37	
42 – 45	M4 Sherman	Tracked	13 (MG .30 cal) 16 (MG .50 cal)	2 (MG Hull .30 cal) 2 (MG .50 cal) 1 (75mm)	3/5 (.50 cal) 12/14 (75mm)	3/2/2/1	5	6	3D6	37	Part of the lend lease program
42 – 45	Valentine Mk. III / IV	Tracked	12	2 (MG coax.) 1 (40mm)	10/12	4/3/3/1	4	6	2D6	23	Part of the lend lease program

Table: Heavy Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 41	T35	Tracked	12	2 (MG coax. main turret) 8 (MG coax. 4 secondary turrets)	14/12 (76mm main turret) 11 / 13 (45mm) 2 secondary turrets)	2/2/2/1	9	16	2D6	73	3 actions No double move
39 – 45	KV1	Tracked	12	2 (MG coax.) 2 (MG hull) 1 (76mm)	13/15	6/5/5/3	5	6	2D6	35	
41 – 45	KV8	Tracked	12	2 (MG coax.) 2 (MG hull) 1 (45mm) 1 (Flame)	11/13 (45mm) 16/12 (Flame)	6/5/5/3	5	6	2D6	43	Flamethrower may only fire in direction of main gun
41 – 45	KV2	Tracked	12	2 (MG coax.) 2 (MG hull) 1 (152mm)	18/16	5/5/5/3	6	4	2D6	35	3 actions No double move
43 – 45	KV85	Tracked	12	2 (MG) 2 (MG coax.) 2 (MG hull) 1 (85mm)	15/17	6/5/5/3	4	8	2D6	45	No double move
44 – 45	IS1	Tracked	12	2 (MG) 2 (MG coax.) 2 (MG hull) 1 (85mm)	15/17	8/6/4/3	4	8	2D6	46	No double move
44 - 45	IS2	Tracked	17 (DshK) 12 (MOG)	2 (HMG) 2 (MG coax.) 2 (MG hull) 1 (122mm)	2/4 (DshK) 16/18	8/6/4/3	4	12	3D6	48	No double move

Table: Self-propelled Anti-Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
42 – 45	SU76	Tracked	12	2 (MG coax.) 1 (76mm)	13/15	2/2/1/0	4	2	2D6	22	
43 – 45	SU85	Tracked	0	1 (85mm)	15/17	4/3/2/2	4	6	3D6	23	
44 – 45	SU100	Tracked	0	1 (100mm)	14/18	7/4/3/2	4	8	3D6	25	

Table: Self-propelled Anti-Air

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 44	GAZ AAA	Wheeled	18	2 (MG)	0	Softskin	2	4	4D6	16	
44 – 45	ZSU37	Tracked	0	2 (37mm)	13/9	2/2/1/0	6	2	3D6	19	

Table: Self-propelled Artillery

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
41 – 44	SU26	Tracked	0	1 (76mm)	14/12	2/2/1/1	5	6	2D6	14	
43 – 45	SU122	Tracked	0	1 (122mm)	16/18	3/3/2/1	6	6	4D6	19	3 actions per turn / Targets for main gun have to be in far or medium range band
43 – 45	SU152	Tracked	17	2 (DshK) 1 (152mm)	17/19	5/4/2/1	5	8	2D6	31	No double move

Table: Command Vehicles

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
41 – 43	GAZ-64	Wheeled	12	2 (MG)	0	Softskin	1	3	7D6	13	
41 – 43	T26 45mm	Tracked	12	2 (MG coax.) 2 (MG) 1 (45mm)	11/13	2/2/1/1	3	4	2D6	29	
39 – 44	BT5	Tracked	12	2 (MG coax.) 1 (45mm)	11/13	1/1/1/1	3	6	4D6	23	
39 – 44	BT7	Tracked	12	2 (MG) 2 (MG coax.) 1 (76mm)	13/15	2/2/1/1	3	6	5D6	33	
40 – 44	T34 76	Tracked	12	2 (MG Hull) 2 (MG coax.) 1 (76mm)	13/15	6/6/2/1	4	6	3D6	34	
44 – 45	T34 85	Tracked	12	2 (MG Hull) 2 (MG coax.) 1 (85mm)	15/17	7/6/2/2	5	6	3D6	37	
39 - 45	KV1	Tracked	12	2 (MG coax.) 2 (MG hull) 1 (76mm)	13/15	6/5/5/3	5	6	2D6	35	
44 - 45	IS1	Tracked	12	2 (MG) 2 (MG coax.) 2 (MG hull) 1 (85mm)	15/17	8/6/4/3	4	8	2D6	46	No double move
44 - 45	IS2	Tracked	15 (HMG) 12 (MG)	2 (HMG) 2 (MG coax.) 2 (MG hull) 1 (122mm)	16/18	8/6/4/3	4	12	3D6	48	No double move

PLANES

Table: Fighters

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	ARMOR	CREW	MOVE	COST	NOTES
41 – 44	Jak 1	12	3 (MG wing) 1 (20mm) 1 (200 lb bomb)	12/8 (20mm) 16/14 (bomb)	Softskin	1	Sweeps over the map and stays off map afterwards	53	Will attack 2D6 targets in its path when strafing. Uses one action per target. Only 2 bombs may be dropped per game.
44 – 45	Jak 3	12	2 (MG wing) 3 (20mm)	12/8 (20mm)	Softskin	1		52	Will attack 2D6 targets in its path when strafing. Uses one action per target.
41 – 45	Jak 7	17	2 (HMG wing) 1 (20mm)	2/4 (HMG wing) 12/8 (20mm)	Softskin	1		46	Will attack 2D6 targets in its path when strafing. Uses one action per target.
42 – 45	Jak 9	17	2 (HMG wing) 1 (20mm) 1 (200 lb bomb)	2/4 (HMG wing) 12/8 (20mm) 16/14 (bomb)	Softskin	1		52	Will attack 2D6 targets in its path when strafing. Uses one action per target. Only 2 bombs may be dropped per game
41 – 45	Mig 1	17 (HMG) 12 (Wing MG)	1 (HMG) 2 (MG wing)	2/4	Softskin	1		40	Will attack 2D6 targets in its path when strafing. Uses one action per target.
41 – 45	Mig 3	17 (HMG) 12 (Wing MG)	3 (HMG wing) 2 (MG coax.) 3 (82mm rockets)	2/4 (HMG wing) 15/17 (82mm rockets)	Softskin	1		81	Will attack 2D6 targets in its path when strafing. Uses one action per target. May fire rockets twice per game.

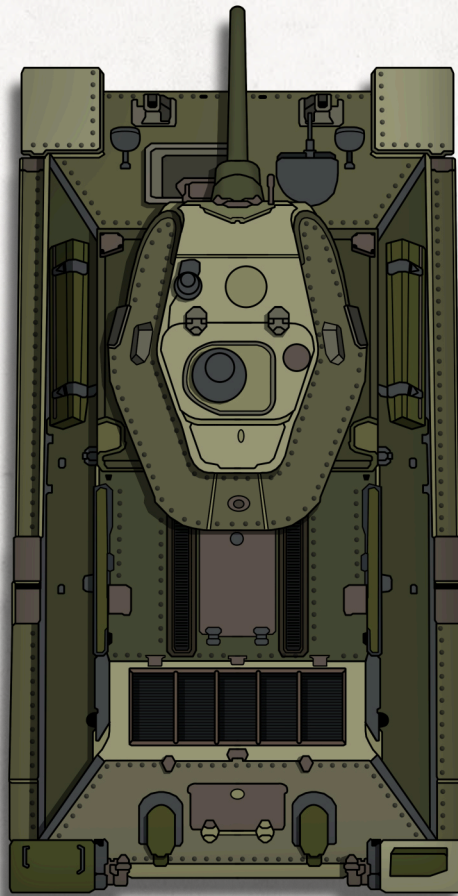
Table: Tactical Bombers

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	ARMOR	CREW	MOVE	COST	NOTES
41 – 44	IL 2	12 (MG wing) 17 (HMG)	2 (MG wing) 1 (HMG) 2 (23mm) 1 (200lb bomb)	2/4 (HMG) 12/8 (23mm) 16/14 (bomb)	1/1/1/1	2	Sweeps over the map and stays off map afterwards.	63	Will attack 2D6 targets in its path when strafing. Uses one action per target. 6 bombs may be dropped per game.
44 – 45	IL 10	0	1 (20mm) 4 (23mm) 2 (82mm rockets)	12/8 (20mm and 23mm) 15/17 (82mm rockets)	1/1/1/1	2	Sweeps over the map and stays off map afterwards.	80	Will attack 2D6 targets in its path when strafing. Uses one action per target. May fire rockets twice per game.
39 – 45	SU-2	12 (MG wing) 15 (Twin MG)	4 (MG wing) 1 (Twin MG) 1 (200lb bomb)	16/18	Softskin	2	Sweeps over the map and stays off map afterwards.	56	Will attack 2D6 targets in its path when strafing. Uses one action per target. 3 bombs may be dropped per game.
43 – 45	SU-6	17	2 (HMG wing) 2 (37mm) 1 (200lb bomb)	2/4 (HMG) 13/9 (37mm) 16/14 (bomb)	Softskin	2	Sweeps over the map and stays off map afterwards.	64	Will attack 2D6 targets in its path when strafing. Uses one action per target. 4 bombs may be dropped per game.

MG = MG may fire in any direction

MG Hull / Wing / Nose = MG may only fire in driving/flying direction

MG coax. = MG may fire in direction where turret is pointing



“The Red Army and Navy and the whole Soviet people must fight for every inch of Soviet soil, fight to the last drop of blood for our towns and villages...onward, to victory!”

Joseph Stalin

Master Lists - German Arsenal

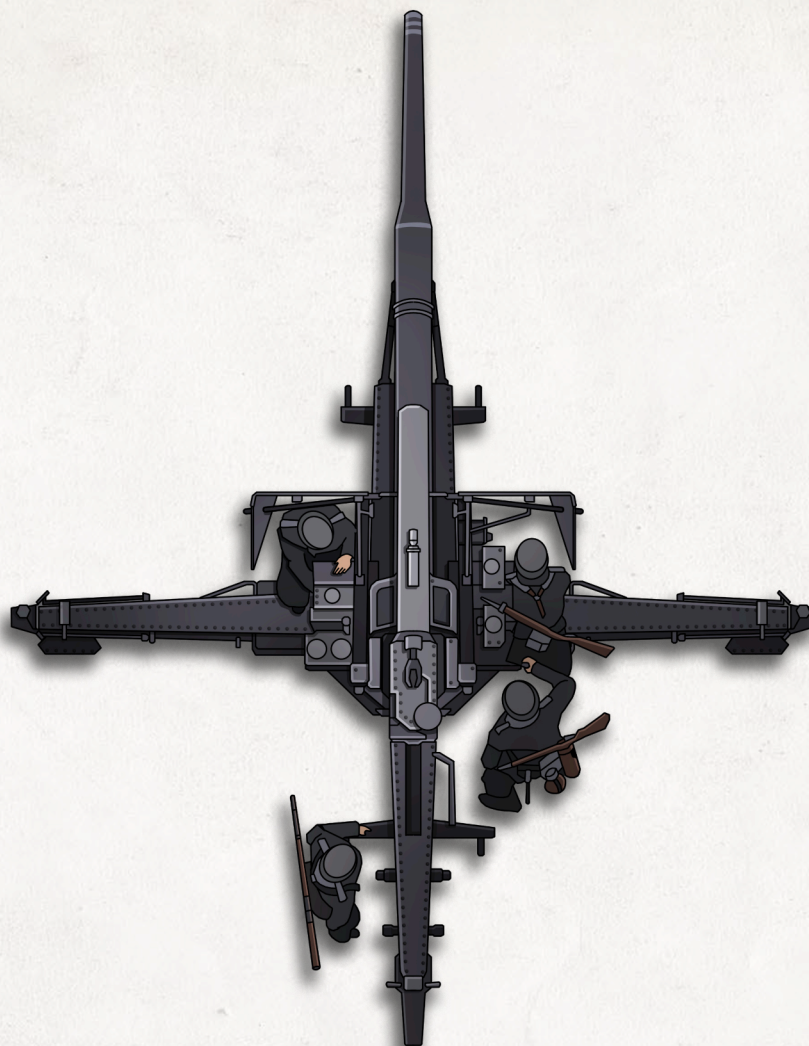


Table: Ranking Officers

DOCTRINE	ACTIVATIONS PER TURN	NUMBER OF ORDERS	COMMAND RADIUS	NOTES
Infantry	2	5	40cm / 16in	All games set after February 1943: -1 force morale.
Armor	1	6	Unlimited	All games set after February 1943: -1 force morale. May activate same vehicle(s) twice during same turn
Support	2	4	40cm / 16in	All games set after February 1943: -1 force morale.

Table: Infantry and Crew

TYPE	ATTACK MODIFIER	MORALE MODIFIER	MELEE BASE VALUE	COST	NOTES
Conscript Infantry	-1	-1	15	1	
Regular Infantry	0	0	16	2	
Elite Infantry	1	1	17	4	
Squad Leader	1	1	Quality Level +1	0	Will be appointed by player
Conscript Crew	-1	-1	12	1	
Regular Crew	0	0	13	2	
Elite Crew	1	1	14	4	

HANDHELD WEAPONS

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

Type: Primary or Side weapon

FP: Small caliber firepower, high explosive and armor penetration

Shots: Number of shots per round

Melee: Melee penalty or bonus

Soldiers: Number of soldiers needed to work 100 percent

Moves: Number of moves a soldier may do per turn when weapon is equipped

Cost: Cost of purchase

Table: Pistols

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 45	Pistole 08	Primary or Side	5	1	1	1	2	2	
39 – 45	Walther PPK	Primary or Side	6	1	1	1	2	3	
39 – 45	Walther P38	Primary or Side	7	1	1	1	2	4	
39 – 45	Sauer 38H	Primary or Side	8	1	1	1	2	5	

Table: Rifles

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 45	Karabiner 98K	Primary	8	1	1	1	2	2	
40 – 45	Gewehr 33/40	Primary	9	1	1	1	2	3	
41 – 45	Gewehr 98/40	Primary	10	1	1	1	2	4	
42 – 45	Scharfschützengewehr 98K	Primary	15	1	1	1	2	7	
43 – 45	Gewehr 43	Primary	11	1	1	1	2	5	

Table: Machine Guns, Submachine Guns & Assault Rifles

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 41	MG 08/15	Primary	12	2	-3	2	1	6	When firing twice check for overheat
39 – 45	MG 34	Primary	14	2	-2	2	1	10	When firing twice check for overheat
39 – 45	MP 35	Primary	11	2	2	1	2	8	SMG
40 – 45	MP38/40	Primary	12	2	2	1	2	9	SMG
42 – 45	MG 42	Primary	16	2	-2	2	1	13	When firing twice check for overheat
43 – 45	FG 42	Primary	13	2	-2	1	2	11	SMG
45	StG 44	Primary	14	2	1	1	2	12	Assault Rifle

Table: Grenades

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 45	Granate 39	Side	11	1	0	1	2	2	Blast radius grenade
39 – 45	Stielgranate 24	Side	12	1	0	1	2	4	Blast radius grenade
39 – 45	Stielgranate 24 (Rauch)	Side	Smoke	1	0	1	2	1	15x15cm / 6x6in smoke screen
42 – 45	Gewehrgranate	Side	13	1	0	1	2	4	Blast radius grenade / minimum range 30cm / 12in – max range 140cm / 56in
43 – 45	Stielgranate 43	Side	14	1	0	1	2	5	Blast radius grenade

Table: Flamethrowers

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 41	Flammenwerfer 35	Primary	14 HE 12 AP	1	5	1	1	11	Max effective range 40cm / 16in
42 – 45	Flammenwerfer 41	Primary	16 HE 12 AP	1	5	1	1	12	Max effective range 40cm / 16in

Table: Anti-Tank & Mortars

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 42	Panzerbüchse 38/39	Primary	4 HE 8 AP	1	-3	1	1	4	AT Rifle
39 – 45	Geballte Ladung	Side	15 HE 13 AP	1	0	1	2	9	AT Grenade
39 – 45	LeGrw 36	Primary	12 HE 5AP	1	-3	2	1	6	50mm Mortar, min range of 50cm / 20in
42 – 45	Schwere Panzerbüchse 41	Primary	6 HE 9 AP	1	-4	2	1	5	
43 – 45	Panzerfaust 30	Side	11 HE 13 AP	1	0	1	2	7	Max effective range 20cm / 8in
44 – 45	Panzerfaust 60	Side	11 HE 14 AP	1	0	1	2	9	Max effective range 40cm / 16in
44 – 45	Panzerfaust 100	Side	11 HE 14 AP	1	0	1	2	11	Max effective range 75cm / 30in
44 – 45	Panzerschreck	Primary	12 HE 15 AP	1	-3	2	1	13	Max effective range 110cm / 44in

Table: Knives & Bayonets

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
39 – 45	Bajonett S84/98	Side	0	1	2	1	2	1	Fits all German rifles
42 – 45	Seitengewehr 42	Side	0	1	3	1	2	1	Fits all German rifles

SUPPORT WEAPONS

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

FP: Small caliber firepower

Shots: Caliber & maximum number of shots per turn

HE/AP: High explosive attack value / armor piercing attack value

Shield: A Front Shield causes -1 on attack rolls when attacking from the front)

Crew: Number of crew needed for weapon to be 100 percent operable

Move: How far a support weapon may move per turn

Cost: Cost of purchase

Notes: Any additional information

Table: Machine Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
39 – 41	MG 08/15	13	2	0	No	3	10cm / 4in	8	MG may only move or fire in the same turn When firing twice check for overheat
39 – 45	MG 34	15	2	0	No	3	10cm / 4in	11	MG may only move or fire in the same turn When firing twice check for overheat
42 – 45	MG 42	17	2	0	Np	3	10cm / 4in	14	MG may only move or fire in the same turn When firing twice check for overheat

Table: Anti-Air Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
39 – 45	Flak 30/38	0	2 (20mm)	12/8	No	5	5cm / 2in	13	Gun may only fire or move in the same turn
40 – 45	Flak 38 Vierling	0	2 (4x20mm)	14/10	Yes	5	5cm / 2in	17	Gun may only fire or move in the same turn
39 – 45	Flak 36/37	0	1 (88mm)	13/18	Yes	9	0	15	Gun may only be moved by being towed

Table: Anti-Tank Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
39 – 42	Pak 36	0	1 (37mm)	10/12	Yes	5	5cm / 2in	8	Gun may only fire or move in the same turn
39 – 44	Pak 38	0	1 (50mm)	12/14	Yes	5	5cm / 2in	10	Gun may only fire or move in the same turn
42 – 45	Pak 40	0	1 (75mm)	13/16	Yes	5	5cm / 2in	12	Gun may only fire or move in the same turn
43 – 45	Pak 43	0	1 (88mm)	13/18	Yes	5	0	15	Gun may only be moved by being towed

Table: Artillery

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
39 – 45	GrW 34	0	1 (80mm)	14/10	No	3	10cm / 4in	8	Mortar may only fire or move in the same turn
39 – 45	IG 18	0	1 (75mm)	14/12	Yes	6	5cm / 2in	12	Gun may only fire or move in the same turn
43 – 45	SIG 33	0	1 (150mm)	16/12	Yes	7	0	14	Gun may only be moved by being towed

VEHICLES

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

Type: Type of vehicle

FP: Small caliber firepower

Shots: Caliber & maximum number of shots per turn

HE/AP: High explosive attack value / armor piercing attack value

Armor: Armor value front/side/rear/top

Crew: Number of crew needed to work 100 percent

Riders: Number of additional passengers / tank riders

Move: Number of D6 rolled per action to move the vehicle

Cost: Cost of purchase

Notes: Any additional information

Table: Transports

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 45	Horse	Horse	0	0	0	Horse	1	1	4D6	3	
40 – 45	Kübelwagen	Wheeled	14	2 (MG)	0	Softskin	2	4	5D6	14	
41 – 45	Kettenkrad	Halftrack	0	0	0	Softskin	1	3	4D6	4	
41 – 45	Krad	Wheeled	14	2 (MG coax.)	0	Softskin	2	1	7D6	14	
39 – 45	Opel Blitz	Wheeled	0	0	0	Softskin	1	10	6D6	7	
39 – 45	Sdkfz 250/1	Halftrack	14	2 (MG)	0	1/1/1/0	2	4	4D6	14	
42 – 45	Sdkfz 250/1 (sPzB 41)	Halftrack	0	1 (28mm)	6/9	1/1/1/0	2	4	4D6	10	
43 – 45	Sdkfz 250/8 Kanonenwagen	Halftrack	16	2 (MG) 1 (75mm)	15/13	1/1/1/0	3	4	4D6	24	
43 – 45	Sdkfz 250/9	Halftrack	0	2 (20mm)	12/8	1/1/1/0	3	4	4D6	18	
43 – 45	Sdkfz 250/10 (3,7 cm PaK)	Halftrack	0	1 (37mm)	10/12	1/1/1/0	3	4	4D6	12	
39 – 45	Sdkfz 251/1	Halftrack	14	2 (MG)	0	1/1/1/0	2	3	3D6	15	
42 – 45	Sdkfz 251/1 (sPzB 41)	Halftrack	0	1 (28mm)	6/9	1/1/1/0	2	3	3D6	11	
43 – 45	Sdkfz 251/9 Stummel	Halftrack	0	1 (75mm)	14/12	1/1/1/0	3	3	3D6	13	
42 – 45	Sdkfz 251/10 (3,7 cm PaK)	Halftrack	0	1 (37mm)	10/12	1/1/1/0	3	3	3D6	12	
43 – 45	Sdkfz 251/16	Halftrack	0	1 (flame)	14/12	1/1/1/0	2	3	3D6	16	
42 – 45	Sdkfz 251/17	Halftrack	0	2 (20mm)	12/8	1/1/1/0	3	3	3D6	18	
45	Sdkfz 251/22	Halftrack	0	1 (75mm)	12/16	1/1/1/0	3	3	3D6	13	

Table: Armored Cars

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 41	Steyr ADGZ	Wheeled	12	2 (MG coax.) 4 (MG hull) 1 (20mm)	12/8	1/1/1/1	6	4	5D6	43	3 actions per turn
39 – 41	Sdkfz 221	Wheeled	14 (MG)	2 (MG coax.)	0	1/1/1/1	2	0	6D6	15	
42 – 45	Sdkfz 221 (sPzB 41)	Wheeled	0	1 (28mm)	6/9	1/1/1/1	2	0	6D6	10	
39 – 45	Sdkfz 222	Wheeled	14	2 (MG coax.) 2 (20mm)	12/8	2/1/1/1	3	0	6D6	28	
39 – 40	Sdkfz 231 (6 wheel)	Wheeled	14	2 (MG coax.) 2 (20mm)	12/8	1/1/1/1	4	4	5D6	29	
39 – 44	Sdkfz 231 (8 wheel)	Wheeled	14	2 (MG coax.) 2 (20mm)	12/8	2/2/1/1	4	4	6D6	30	
44 – 45	Sdkfz 234/1	Wheeled	16	2 (MG coax.) 2 (20mm)	13/9	2/2/1/1	4	4	6D6	33	
43 – 45	Sdkfz 234/2 Puma	Wheeled	16	2 (MG coax.) 1 (50mm)	12/14	2/2/1/1	4	4	6D6	29	
43 – 45	Sdkfz 234/3 Stummel	Wheeled	16	2 (MG coax.) 1 (75mm)	14/12	2/2/1/1	4	4	6D6	29	

Table: Light Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 41	Panzer I (A/B)	Tracked	15	2 (Twin MG)	0	1/1/1/1	2	4	2D6	14	
39 – 43	Panzer II (A-C)	Tracked	14	2 (MG coax.) 1 (20mm)	12/8	1/1/1/1	3	4	3D6	27	
41 – 43	Panzer II (D-E)	Tracked	14	2 (MG coax.) 1 (20mm)	12/8	2/2/1/1	3	4	4D6	29	
41 – 43	Panzer II Flamm	Tracked	14	2 (MG coax.) 1 (flame)	14/12	2/2/1/1	3	4	4D6	24	
43 – 45	Panzer II Luchs	Tracked	14	2 (MG coax.) 1 (20mm)	13/9	2/2/1/1	3	4	4D6	30	
39 – 42	Panzer 35t	Tracked	13	2 (MG coax.) 2 (MG hull) 1 (37mm)	9/11	2/2/1/1	4	4	2D6	29	
39 – 42	Panzer 38t (E-G)	Tracked	13	2 (MG coax.) 2 (MG hull) 1 (37mm)	11/13	3/2/2/1	4	4	3D6	31	

Table: Medium Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 40	Panzer III (A-D)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (37mm)	10/12	1/1/1/1	5	6	2D6	31	
39 – 40	Panzer III (E-F)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (37mm)	11/13	2/2/2/2	5	6	3D6	33	
40 – 42	Panzer III (G)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (50mm)	12/14	2/2/2/2	5	6	3D6	34	
40 – 43	Panzer III (H)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (50mm)	12/14	4/4/2/2	5	6	3D6	35	
41 – 44	Panzer III (J)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (50mm)	12/15	3/3/2/2	5	6	3D6	35	
42 – 45	Panzer III (N)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (75mm)	13/16	5/3/2/2	5	6	3D6	36	
42 – 45	Panzer III (Flamm)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (flame)	14/12	3/3/2/2	5	6	3D6	35	
39 – 41	Panzer IV (B-C)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (75mm)	14/12	2/1/1/1	5	6	3D6	33	
41 – 45	Panzer IV (D-E)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (75mm)	14/12	2/2/2/1	5	6	3D6	34	
41 – 45	Panzer IV (F)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (75mm)	12/15	3/2/2/2	5	6	3D6	35	
42 – 45	Panzer IV (F2-G)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (75mm)	13/15	3/2/2/2	5	6	3D6	36	
43 – 45	Panzer IV (H-J)	Tracked	14	2 (MG) 2 (MG Hull) 2 (MG coax.) 1 (75mm)	13/16	5/2/2/2	5	6	3D6	45	
43 – 45	Panzer V Panther	Tracked	14	2 (MG) 2 (MG Hull) 2 (MG coax.) 1 (75mm)	13/16	6/3/3/2	5	6	4D6	47	

Table: Heavy Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
42 – 45	Panzer VI Tiger I	Tracked	14	2 (MG) 2 (MG Hull) 2 (MG coax.) 1 (88mm)	13/18	7/5/5/3	5	10	3D6	49	No double move
44 – 45	Panzer VI Tiger II	Tracked	14	2 (MG) 2 (MG Hull) 2 (MG coax.) 1 (88mm)	14/19	10/5/5/3	5	10	2D6	51	No double move

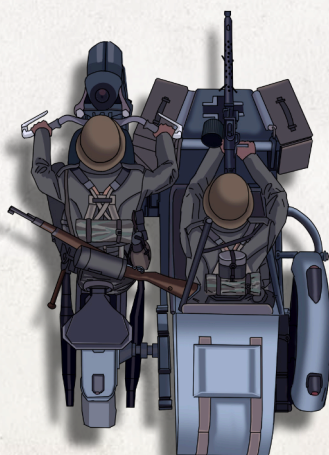


Table: Self-propelled Anti-Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
40 – 43	Panzerjäger I	Tracked	0	1 (47mm)	12/14	1/1/1/0	3	4	3	13	
42 – 45	Marder II	Tracked	0	1 (75mm)	13/15	2/1/1/0	4	4	3	14	
42 – 45	Marder III	Tracked	0	1 (75mm)	13/16	2/1/1/0	4	4	2	14	
40 – 43	StuG III (A-E)	Tracked	14	2 (MG) 1 (75mm)	14/12	3/2/2/1	4	10	3	26	
43 – 45	StuG III (F)	Tracked	14	2 (MG) 1 (75mm)	13/15	5/2/2/1	4	10	3	27	
43 – 45	StuG III (G)	Tracked	14	2 (MG) 1 (75mm)	13/15	5/4/2/1	4	10	3	28	
43 – 45	StuG IV	Tracked	16	2 (MG) 1 (75mm)	13/16	5/4/2/1	4	10	3	30	
43 – 45	Nashorn / Hornisse	Tracked	14	2 (MG) 1 (88mm)	13/17	2/1/1/0	5	2	3	23	
44 – 45	Hetzer	Tracked	16	2 (MG) 1 (88mm)	13/16	4/2/2/1	4	4	3	27	
44 – 45	Jagdpanzer IV L43/L48	Tracked	0	1 (75mm)	13/15	4/2/2/1	4	6	3	16	
44 – 45	Jagdpanzer IV L70A	Tracked	0	1 (75mm)	13/16	5/3/2/1	4	6	3	17	
43 – 45	Ferdinand / Elefant	Tracked	14	2 (MG Hull) 1 (88mm)	13/17	13/5/5/2	5	6	1	30	No double move
44 – 45	Jagdpanther	Tracked	14	2 (MG Hull) 2 (MG) 1 (88mm)	13/17	5/3/3/2	5	6	3	37	
44 – 45	Jagdtiger	Tracked	14	2 (MG Hull) 2 (MG) 1 (88mm)	14/20	17/5/5/4	6	10	3	45	3 actions No double move

Table: Self-propelled Anti-Air

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
44 – 45	SdKfz 10/5	Halftrack	0	2 (20mm)	12/8	Softskin	3	4	3D6	17	
44 – 45	SdKfz 7/1	Halftrack	0	2 (20mm quad)	17/12	Softskin	3	2	3D6	22	
44 – 45	SdKfz 7/1	Tracked	0	2 (20mm)	12/8	1/1/1/0	4	4	3D6	18	
44 – 45	Flakpanzer IV Ostwind	Tracked	14	2 (MG Hull) 2 (37mm)	11/13	3/2/2/0	5	2	3D6	30	
44 – 45	Flakpanzer IV Möbelwagen	Tracked	0	2 (37mm)	11/13	3/2/2/0	5	2	3D6	21	
44 – 45	Wirbelwind	Tracked	14	2 (MG Hull) 2 (20mm)	12/8	3/2/2/0	5	2	3D6	27	

Table: Self-propelled Artillery

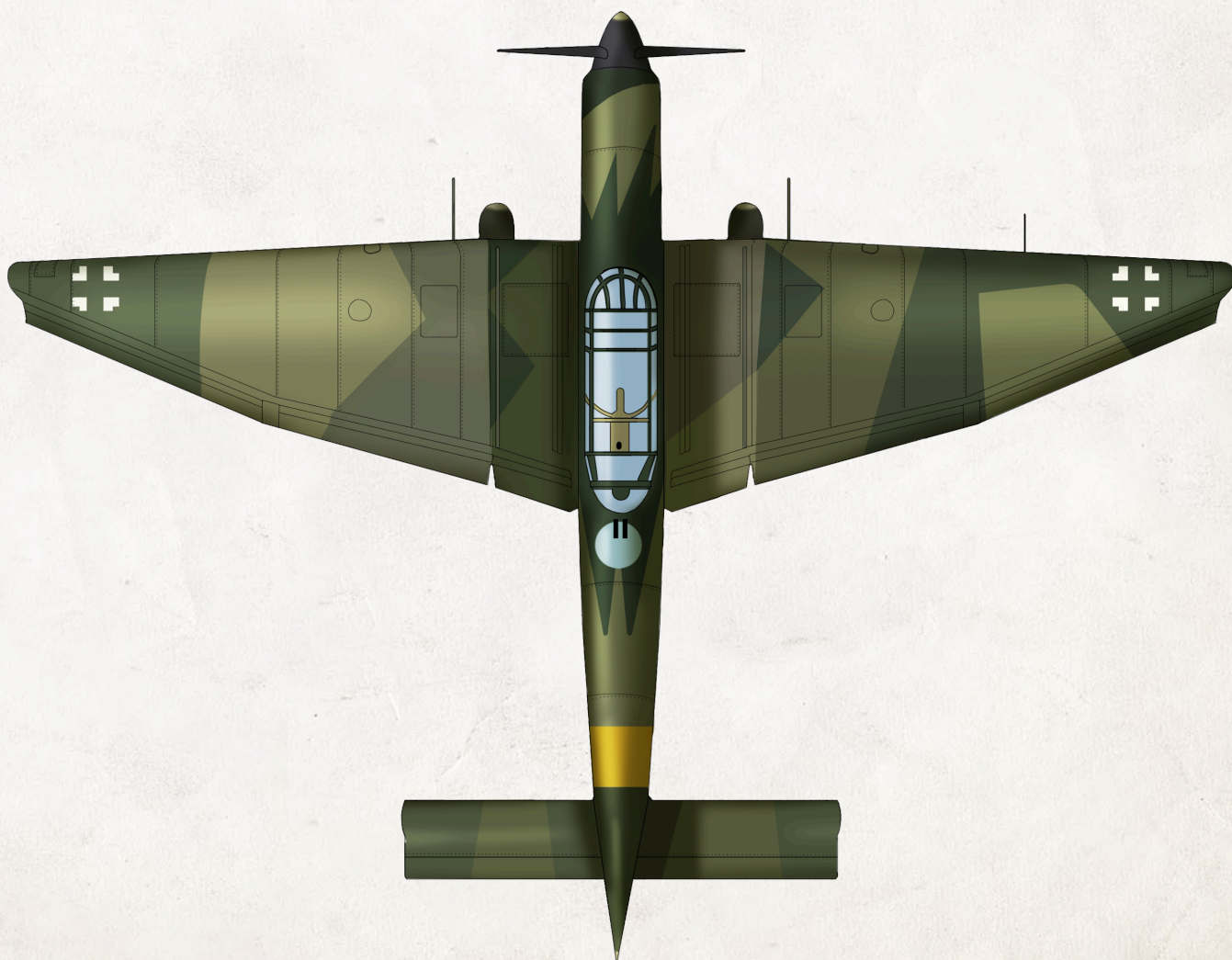
YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 41	Bison sIG	Tracked	0	1 (150mm)	16/12	1/1/1/0	4	0	2D6	12	
41 – 42	Sturmpanzer II Bison	Tracked	0	1 (150mm)	16/12	2/1/1/0	4	4	3D6	14	
42 – 43	Sturm-Infanterieschütz 33B	Tracked	14	2 (MG) 1 (150mm)	16/12	5/3/2/2	4	10	1D6	27	
42 – 45	StuH 42	Tracked	14	2 (MG) 1 (105mm)	15/12	4/2/2/1	4	10	3D6	26	
42 – 45	Sturmpanzer IV Brummbär	Tracked	14	2 (MG Hull) 1 (150mm)	17/12	7/4/2/1	4	6	3D6	28	

“With Russia smashed, Britain’s last hope would be shattered. Germany will then be master of Europe and the Balkans.”

Adolf Hitler

Table: Command Vehicles

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 45	Sdkfz 251/1	Halftrack	14	2 (MG)	0	1/1/1/0	2	8	3D6	15	
39 – 41	Panzerbefehlswagen	Tracked	14	2 (MG Hull)	0	1/1/1/1	3	4	3D6	13	
39 – 45	Sdkfz 232 Funk	Wheeled	0	2 (20mm)	12/8	2/2/1/1	4	4	6D6	21	
44 – 45	Sdkfz 234/1	Wheeled	16	2 (MG coax.) 2 (20mm)	13/9	2/2/1/1	4	4	6D6	33	
43 – 45	Sdkfz 234/2 Puma	Wheeled	16	2 (MG coax.) 1 (50mm)	12/14	2/2/1/1	4	4	6D6	29	
39 – 40	Panzer III (E-F)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (37mm)	11/13	2/2/2/2	5	6	3D6	33	
41 - 44	Panzer III (J)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (50mm)	12/15	3/3/2/2	5	6	3D6	35	
41 - 45	Panzer IV (D-E)	Tracked	14	2 (MG Hull) 2 (MG coax.) 1 (75mm)	14/12	2/2/2/1	5	6	3D6	34	
43 - 45	Panzer IV (H-J)	Tracked	14	2 (MG) 2 (MG Hull) 2 (MG coax.) 1 (75mm)	13/16	5/2/2/2	5	6	3D6	45	
43 - 45	Panzer V Panther	Tracked	14	2 (MG) 2 (MG Hull) 2 (MG coax.) 1 (75mm)	13/16	6/3/3/2	5	6	4D6	47	
43 - 45	StuG III (F)	Tracked	14	2 (MG) 1 (75mm)	13/15	5/2/2/1	4	10	3D6	27	



PLANES

Table: Fighters

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	ARMOR	CREW	MOVE	COST	NOTES
39	Bf 109 C/D	13	2 (MG wing) 2 (MG nose)	0	Softskin	1	Sweeps over the map and stays off map afterwards.	41	Will attack 2D6 targets in its path when strafing. Uses one action per target.
39 – 40	Bf 109 E	13	2 (MG nose) 2 (20mm wing)	12/8	Softskin	1	Sweeps over the map and stays off map afterwards.	46	Will attack 2D6 targets in its path when strafing. Uses one action per target.
41 – 42	Bf 109 F	13	2 (MG nose) 1 (20mm nose) 2 (20mm wing)	12/8	Softskin	1	Sweeps over the map and stays off map afterwards.	53	Will attack 2D6 targets in its path when strafing. Uses one action per target.
42 – 44	Bf 109 G	17	2 (HMG nose) 2 (20mm wing) 1 (30mm nose)	2/4 (HMG) 12/8 (20mm) 14/10 (30mm)	Softskin	1	Sweeps over the map and stays off map afterwards.	61	Will attack 2D6 targets in its path when strafing. Uses one action per target.
44 – 45	Bf 109 K	17	2 (HMG nose) 1 (20mm nose) 1 (500kg bomb)	2/4 (HMG) 12/8 (20mm) 20/18 (500 kg)	Softskin	1	Sweeps over the map and stays off map afterwards.	55	Will attack 2D6 targets in its path when strafing. Uses one action per target. One 500kg bomb may be dropped per game.
41 – 42	FW 190 A-1	13	2 (MG nose) 2 (MG wing) 2 (20mm wing)	12/8 (20mm)	Softskin	1	Sweeps over the map and stays off map afterwards.	55	Will attack 2D6 targets in its path when strafing. Uses one action per target.
42 – 44	FW 190 A-3	13	2 (MG nose) 4 (20mm wing) 1 (250kg bomb)	12/8 (20mm) 18/16 (250kg)	Softskin	1	Sweeps over the map and stays off map afterwards.	71	Will attack 2D6 targets in its path when strafing. Uses one action per target. One 250kg bomb may be dropped per game.
44 – 45	FW 190 A-6	17	2 (HMG nose) 2 (HMG wing) 2 (30mm wing)	2/4 (HMG) 14/10 (30mm)	Softskin	1	Sweeps over the map and stays off map afterwards.	71	Will attack 2D6 targets in its path when strafing. Uses one action per target.
44 – 45	Me 262 A-2	0	2 (30mm) 1 (250kg bomb) 1 (500kg bomb)	14/10 (30mm) 18/16 (250kg) 20/18 (500kg)	1/1/1/1	1	Sweeps over the map and stays off map afterwards.	65	Will attack 2D6 targets in its path when strafing. Uses one action per target. Two 250kg bombs and one 500kg bomb may be dropped per game.

Table: Tactical Bombers

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	ARMOR	CREW	MOVE	COST	NOTES
40 – 42	Bf 110 C	13	2 (MG nose) 1 (MG) 2 (20mm nose)	12/8 (20mm)	Softskin	2	Sweeps over the map and stays off map afterwards.	50	Will attack 2D6 targets in its path when strafing. Uses one action per target.
43 – 45	Bf 110 G	15	1 (Twin MG) 2 (20mm Hull) 2 (30mm Hull) 1 (500kg bomb)	12/8 (20mm) 14/10 (30mm) 20/18 (500kg)	Softskin	2	Sweeps over the map and stays off map afterwards.	71	Will attack 2D6 targets in its path when strafing. Uses one action per target. Two bombs may be dropped per game.
39 – 44	HS123	13	2 (MG wing) 1 (250kg bomb)	18/16 (250kg)	Softskin	1	Sweeps over the map and stays off map afterwards.	44	Will attack 2D6 targets in its path when strafing. Uses one action per target. Two bombs may be dropped per game.
42 – 45	HS129 B	13	2 (MG nose) 2 (20mm wing) 1 (37mm Hull)	12/8 (20mm) 11/13 (37mm)	Softskin	1	Sweeps over the map and stays off map afterwards.	56	Will attack 2D6 targets in its path when strafing. Uses one action per target.
29 – 41	JU 87 B	13	1 (MG) 2 (MG wing) 1 (250kg bomb)	18/16 (250kg)	Softskin	2	Sweeps over the map and stays off map afterwards.	48	Will attack 2D6 targets in its path when strafing. Uses one action per target. Four bombs may be dropped per game.
42 – 45	JU 87 D	13	1 (MG) 2 (20mm wing) 1 (250kg bomb) 1 (500kg bomb)	12/8 (20mm) 18/16 (250kg) 20/18 (500kg)	1/1/1/1	2	Sweeps over the map and stays off map afterwards.	67	Will attack 2D6 targets in its path when strafing. Uses one action per target. Four 250kg bombs and one 500 kg bomb may be dropped per game.

MG = MG may fire in any direction

MG Hull / Wing / Nose = MG may only fire in driving/flying direction

MG coax. = MG may fire in direction where turret is pointing

Master Lists - US Arsenal

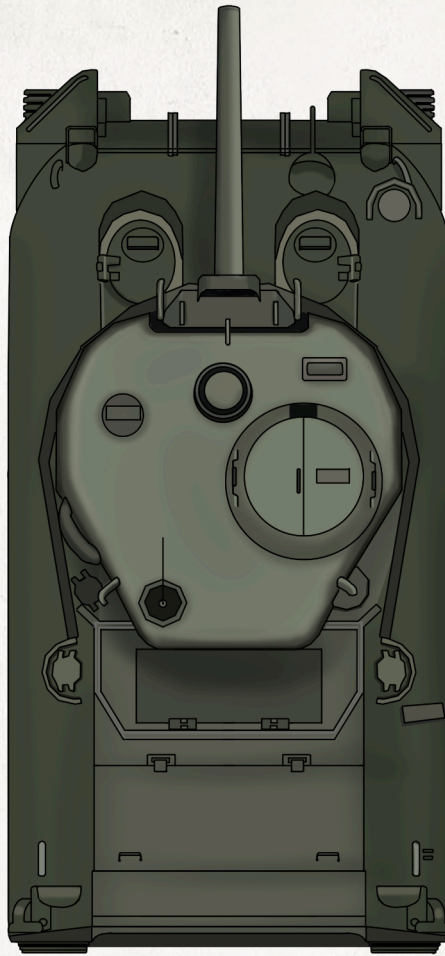


Table: Ranking Officers

DOCTRINE	ACTIVATIONS PER TURN	NUMBER OF ORDERS	COMMAND RADIUS	NOTES
Infantry	2	7	40cm / 16in	Receives 4D6 extra points for each game.
Armor	1	5	Unlimited	Receives 4D6 extra points for each game.
Support	2	4	40cm / 16in	Receives 4D6 extra points for each game. May activate same support weapon twice in same turn.

Table: Infantry and Crew

TYPE	ATTACK MODIFIER	MORALE MODIFIER	MELEE BASE VALUE	COST	NOTES
Conscript Infantry	-1	-1	15	1	
Regular Infantry	0	0	16	2	
Elite Infantry	1	1	17	4	
Squad Leader	1	1	Quality Level +1	0	Will be appointed by player
Conscript Crew	-1	-1	12	1	
Regular Crew	0	0	13	2	
Elite Crew	1	1	14	4	

HANDHELD WEAPONS

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

Type: Primary or Side weapon

FP: Small caliber firepower, High explosive and armor penetration

Shots: Number of shots per round

Melee: Melee penalty or bonus

Soldiers: Number of soldiers needed to work 100 percent

Moves: Number of moves a soldier may do per turn when weapon is equipped

Cost: Cost of purchase

Table: Pistols

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 - 45	Smith & Wesson M10	Primary or Side	5	1	1	1	2	2	
41 - 45	Colt M1903	Primary or Side	6	1	1	1	2	3	
41 - 45	Colt M1911	Primary or Side	7	1	2	1	2	4	
41 - 45	Smith & Wesson M1917	Primary or Side	8	1	2	1	2	5	

Table: Rifles

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 - 45	Springfield M1903	Primary	8	1	1	1	2	2	
41 - 45	Enfield M1917	Primary	9	1	1	1	2	3	
41 - 45	M1 Garand	Primary	10	1	1	1	2	4	
41 - 45	M1941 Johnson Rifle	Primary	11	1	1	1	2	5	
41 - 45	M1903 A4	Primary	15	1	1	1	2	7	Sniper rifle
41 - 45	Winchester M70	Primary	16	1	1	1	2	8	Sniper rifle

Table: Machine Guns, Submachine Guns & Assault Rifles

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 - 45	M1	Primary	11	2	1	1	2	8	Carbine
41 - 45	M1 Thompson	Primary	12	2	2	1	2	10	SMG
41 - 45	M3	Primary	13	2	2	1	2	11	SMG
41 - 45	BAR	Primary	13	2	-2	1	1	10	Automatic Rifle
41 - 45	M1941 Johnson	Primary	15	2	-2	1	1	13	LMG

Table: Grenades

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 - 45	Mk 2	Side	12 HE	1	0	1	2	2	Blast radius grenade
43 - 45	M7	Side	13 HE	1	0	1	2	4	blast radius grenade / minimum range 30cm / 12in / max range 140cm / 56in
41 - 45	M16/M18	Side	Smoke	1	0	1	2	1	15x15cm / 6x6in smoke screen

Table: Flamethrowers

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 - 45	M1A1	Primary	14 HE 12 AP	1	5	1	1	11	Max effective range 40cm / 16in
44 - 45	M1A2	Primary	16 HE 12 AP	1	5	1	1	12	Max effective range 40cm / 16in

Table: Anti-Tank

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 - 45	Boys	Primary	4 HE 8 AP	1	-4	1	1	3	AT Rifle
45	M18	Side	11 HE 12 AP	1	-3	2	1	8	Recoilless rifle Max effective range 110cm / 44in
45	M20 recoilless rifle	Primary	12 HE 13 AP	1	-3	2	1	9	Recoilless rifle Max effective range 110cm / 44in
42 - 45	M1/M9 Bazooka	Primary	11 HE 13 AP	1	-2	1	2	7	Max effective range 110cm / 44in

Table: Knives & Bayonets

YEARS	DESCRIPTION	TYPE	FP	SHOTS	MELEE	SOLDIERS	MOVES	COST	NOTES
41 - 45	M1905	Side	0	1	2	1	2	1	Fits M1903 Springfield rifle and M1 Garand
41 - 45	M4	Side	0	1	3	1	2	2	Fits carbines only

SUPPORT WEAPONS

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

FP: Small caliber firepower

Shots: Caliber & maximum number of shots per turn

HE/AP: High explosive attack value / armor piercing attack value

Shield: A Front Shield causes -1 on attack rolls when attacking from the front)

Crew: Number of crew needed for weapon to be 100 percent operable

Move: How far a support weapon may move per turn

Cost: Cost of purchase

Notes: Any additional information

Table: Machine Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
41 - 45	Browning M1917	12	2	0	No	3	10cm / 4in	6	When firing twice check for overheat
41 - 45	Browning M1919A4	14	2	0	No	4	10cm / 4in	10	When firing twice check for overheat
41 - 45	Browning M2	16	2	2/4	Np	4	10cm / 4in	12	When firing twice check for overheat

Table: Anti-Air Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
41 - 45	Oerlikon	0	2 (20mm)	12/8	No	4	5cm / 2in	13	
41 - 45	M1	0	2 (37mm)	13/9	Yes	4	5cm / 2in	15	
41 - 45	Bofors L/60	0	2 (40mm)	14/10	No	5	5cm / 2in	16	
41 - 45	M2	20	2 (.50 cal.)	4/6	Yes	4	5cm / 2in	17	

Table: Anti-Tank Guns

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
41 - 44	M3	0	1 (37mm)	10/12	Yes	5	5cm / 2in	7	
42 - 45	M1	0	1 (57mm)	12/14	Yes	6	5cm / 2in	9	
43 - 45	M5	0	1 (76mm)	12/15	Yes	9	0	10	

Table: Artillery

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	SHIELD	CREW	MOVE	COST	NOTES
41 - 45	M2	0	1 (60mm)	13/6	No	5	10cm / 4in	7	60mm Mortar, Min range of 50cm / 20in
41 - 45	M1917	0	1 (75mm)	13/11	Yes	5	5cm / 2in	10	
41 - 45	M116 Howitzer	0	1 (75mm)	14/12	No	7	5cm / 2in	12	
41 - 45	M101A	0	1 (105mm)	15/12	Yes	7	0	13	
43 - 45	M3	0	1 (105mm)	16/13	Yes	10	0	14	



VEHICLES

Explanation of Column Terms

Years: Years weapon was actively used by forces

Description: Weapon name

Type: Type of vehicle

FP: Small caliber firepower

Shots: Caliber & maximum number of shots per turn

HE/AP: High explosive attack value / armor piercing attack value

Armor: Armor value front/side/rear/top

Crew: Number of crew needed to work 100 percent

Riders: Number of additional passengers / tank riders

Move: Number of D6 rolled per action to move the vehicle

Cost: Cost of purchase

Notes: Any additional information

Table: Transports

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
39 – 45	Horse	Horse	0	0	0	Softskin	1	1	4D6	2	
40 – 45	Willis MB	Wheeled	13	2 (MG .30 cal)	0	Softskin	1	3	7D6	12	
41 – 45	Willis MB	Wheeled	16	2 (MG .30 cal)	3/5	Softskin	1	3	7D6	17	
41 – 45	Willis MB AT	Wheeled	0	1 (37mm)	10/12	Softskin	3	0	5D6	10	May only drive or shoot in the same turn
39 – 45	GMC CCKW	Wheeled	0	0	0	Softskin	1	10	5D6	5	
39 – 45	Dodge WC	Wheeled	0	0	0	Softskin	1	6	6D6	4	
42 – 45	Harley Davidson WLA	Wheeled	0	0	0	Softskin	1	1	7D6	3	
43 – 45	M2 Halftrack	Halftrack	16	2 (MG .50 cal)	3/5	1/1/1/0	2	7	5D6	18	
43 – 45	M3 Halftrack	Halftrack	13	2 (MG .50 cal)	0	1/1/1/0	2	12	5D6	15	
43 – 45	M3A1 Halftrack	Halftrack	16	2 (MG .50 cal)	3/5	1/1/1/0	2	12	5D6	20	

Table: Armored Cars

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
43 – 45	M20	Wheeled	16	2 (MG .50 cal)	3/5	2/1/1/0	2	2	6D6	17	
44 – 45	T17 Staghound	Wheeled	13	2 (MG .30 cal) 1 (37mm)	10/12	3/2/1/1	5	2	6D6	21	
43 – 45	M8 Greyhound	Wheeled	16/13	2 (MG .30 cal) 2 (MG .50 cal) 1 (37mm)	3/5 (.50 cal) 10/12 (37mm)	2/1/1/1	4	2	6D6	24	
41 – 45	M3 Scout Car	Wheeled	13	2 (MG .30 cal)	0	1/1/1/0	2	6	6D6	14	

Table: Light Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
41 – 43	M2A2	Tracked	13	2 (MG .30 cal) 1 (37mm)	10/12	2/2/2/1	4	4	4D6	21	
41 – 45	M3 Stuart	Tracked	13	2 (MG .30 cal) 1 (37mm)	10/12	3/3/2/1	4	4	4D6	22	
42 – 45	M5 Stuart	Tracked	13	2 (MG .30 cal) 1 (37mm)	10/12	4/3/2/1	4	4	4D6	23	
44 – 45	M24 Chaffee	Tracked	16/13	2 (MG .30 cal) 2 (MG .50 cal) 1 (75mm)	3/5 (.50 cal) 13/15 (75mm)	2/1/1/1	5	4	4D6	26	

Table: Medium Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
41 – 43	M3 Lee	Tracked	0	1 (37mm) 1 (75mm)	10/12 (37mm) 12/14 (75mm)	4/3/3/2	6	6	3D6	24	3 actions per turn
42 – 45	M4 Sherman	Tracked	16/13	2 (MG .30 cal) 2 (MG .50 cal) 1 (75mm)	3/5 (.50 cal) 12/14 (75mm)	3/2/2/1	5	6	3D6	27	
44 – 45	M4A3 Sherman (76)W	Tracked	16/13	2 (MG .30 cal) 2 (MG .50 cal) 1 (76mm)	3/5 (.50 cal) 12/15 (76mm)	4/3/3/1	5	6	3D6	28	
42 – 45	M4 Sherman (105)	Tracked	16/13	2 (MG .30 cal) 2 (MG .50 cal) 1 (105mm)	3/5 (.50 cal) 15/12 (105mm)	3/2/2/1	5	6	3D6	27	

Table: Heavy Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
45	M26 Perhing	Tracked	16/13	2 (MG .30 cal) 2 (MG .50 cal) 1 (90mm)	3/5 (.50 cal) 13/17 (90mm)	7/5/5/3	5	10	3D6	33	No double move
44 – 45	M4A3E2 Sherman Jumbo	Tracked	16/13	2 (MG .30 cal) 2 (MG .50 cal) 1 (75mm)	3/5 (.50 cal) 12/15 (75mm)	7/5/5/3	5	6	2D6	31	No double move

Table: Self-propelled Anti-Tanks

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
42 – 45	Dodge M6 Fargo	Wheeled	0	1 (37mm)	10/12	Softskin / Gunshield	3	0	6D6	10	
42 – 44	M3 GMC	Halftrack	0	1 (75mm)	12/14	1/1/1/0	4	2	3D6	12	
42 – 45	M10	Tracked	16	2 (MG .30 cal) 2 (MG .50 cal) 1 (75mm)	3/5 (.50 cal) 12/14 (75mm)	4/2/2/0	5	4	3D6	27	
43 – 45	M18 Hellcat	Tracked	16	2 (MG .30 cal) 2 (MG .50 cal) 1 (76mm)	3/5 (.50 cal) 12/15 (76mm)	1/1/1/0	5	4	6D6	26	
44 – 45	M36 Jackson	Tracked	16	2 (MG .30 cal) 2 (MG .50 cal) 1 (90mm)	3/5 (.50 cal) 13/17 (90mm)	7/2/2/1	4	6	3D6	30	

Table: Self-propelled Anti-Air

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
42 – 44	M13 GMC	Halftrack	18	2 (MG .50 cal)	7/9	1/1/1/0	5	0	5D6	20	
43 – 45	M16 GMC	Halftrack	20	2 (MG .50 cal)	9/11	1/1/1/0	5	0	4D6	22	
43 – 45	M15 GMC	Halftrack	18	2 (MG .50 cal) 1 (37mm)	10/12	1/1/1/0	7	0	4D6	22	
45	M19 GMC	Tracked	0	1 (40mm)	12/14	1/1/1/0	8	2	3D6	12	

Table: Self-propelled Artillery

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
41 – 45	M4 Mortar Carrier	Halftrack	13	2 (.30 cal) 1 (81mm)	14/10	1/1/1/0	6	0	5D6	20	Targets for mortar rounds have to be in far or medium range band
43 – 45	M8 Scott	Tracked	166	2 (.50 cal) 1 (75mm)	3/5 (.50 cal) 14/12 (75mm)	2/1/1/0	4	2	4D6	25	Targets for main gun have to be in far or medium range band
44 – 45	M21	Halftrack	16	2 (.50 cal) 1 (81mm)	3/5 (.50 cal) 14/10 (81mm)	1/1/1/0	6	2	4D6	23	Targets for mortar rounds have to be in far or medium range band
44 – 45	T34 Calliope	Tracked	13	2 (.30 cal) 1 (75mm) 1 (107mm)	12/5 (75mm) 16/14 (107mm)	3/2/2/1	5	6	3D6	31	Targets for rockets have to be in far range band

Table: Command Vehicles

YEARS	DESCRIPTION	TYPE	FP	SHOTS	HE/AP	ARMOR	CREW	RIDERS	MOVE	COST	NOTES
41 – 45	Willis MB	Wheeled	13	2 (MG .30 cal)	0	Softskin	1	3	7D6	12	
43 – 45	M8 Greyhound	Wheeled	16/14	2 (MG .30 cal) 2 (MG .50 cal) 1 (37mm)	3/5 (.50 cal) 10/12 (37mm)	2/1/1/1	4	2	6D6	24	
42 – 45	M5 Stuart	Tracked	13	1 (MG .30 cal) 1 (37mm)	10/12	4/3/2/1	4	4	4D6	23	
42 – 45	M4 Sherman	Tracked	16/13	2 (MG .30 cal) 2 (MG .50 cal) 1 (75mm)	3/5 (.50 cal) 15/13 (75mm)	3/2/2/1	5	6	3D6	27	

PLANES

Table: Fighters

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	ARMOR	CREW	MOVE	COST	NOTES
41 – 42	F2A Buffalo	17	2 (HMG wing)	3/5	Softskin	1	Sweeps over the map and stays off map afterwards.	41	Will attack 2D6 targets in its path when strafing. Uses one action per target.
41 – 45	P26 Peashooter	13	2 (MG wing) 1 (100lb bomb)	14/12	Softskin	1	Sweeps over the map and stays off map afterwards.	41	Will attack 2D6 targets in its path when strafing. Uses one action per target. May drop 2 bombs per game.
41 – 45	F4F-3 Wildcat	17	4 (HMG wing)	3/5	Softskin	1	Sweeps over the map and stays off map afterwards.	57	Will attack 2D6 targets in its path when strafing. Uses one action per target.
41 – 45	F4F-4 Wildcat	17	6 (HMG wing)	3/5	Softskin	1	Sweeps over the map and stays off map afterwards.	74	Will attack 2D6 targets in its path when strafing. Uses one action per target.
41 – 45	F6-F3 Hellcat	17	6 (HMG wing)	3/5	Softskin	1	Sweeps over the map and stays off map afterwards.	74	Will attack 2D6 targets in its path when strafing. Uses one action per target. One 500kg bomb may be dropped per game.
43 – 45	F6-F5 Hellcat	17	6 (HMG wing) 1 (127mm rocket)	3/5 (HMG) 17/19 (rocket)	Softskin	1	Sweeps over the map and stays off map afterwards.	86	Will attack 2D6 targets in its path when strafing. Uses one action per target. May fire up to 6 rockets per game.
44 – 45	F6-F5 Hellcat	17	6 (HMG wing) 1 (1000lb bomb)	3/5 (HMG) 20/18 (bomb)	Softskin	1	Sweeps over the map and stays off map afterwards.	87	Will attack 2D6 targets in its path when strafing. Uses one action per target. May drop 2 bombs per game.
42 – 45	P51 Mustang	17	6 (HMG wing) 1 (127mm rocket) 1 (100lb bomb)	3/5 (HMG) 17/19 (rocket) 14/12 (bomb)	Softskin	1	Sweeps over the map and stays off map afterwards.	95	Will attack 2D6 targets in its path when strafing. Uses one action per target. May fire up to 10 rockets per game and drop 1 bomb.
43 – 45	P47 Thunderbolt	17	8 (HMG wing) 1 (127mm rocket) 1 (1000lb bomb)	3/5 (HMG) 17/19 (rocket) 20/18 (bomb)	Softskin	1	Sweeps over the map and stays off map afterwards.	115	Will attack 2D6 targets in its path when strafing. Uses one action per target. May fire up to 10 rockets per game and drop 2 bombs.

Table: Tactical Bombers

YEARS	DESCRIPTION	FP	SHOTS	HE/AP	ARMOR	CREW	MOVE	COST	NOTES
41 – 45	SBD Dauntless	13 (MG) 17 (HMG wing)	2 (MG) 2 (HMG wing) 1 (200lb bomb)	3/5 (HMG) 16/14 (bomb)	1/1/1/1	2	Sweeps over the map and stays off map afterwards.	59	Will attack 2D6 targets in its path when strafing. Uses one action per target. 4 bombs may be dropped per game.
44 – 45	F4U-4B Corsair	0	4 (20mm) 1 (200lb bomb)	12/8 (20mm) 16/14 (bomb)	Softskin	4	Sweeps over the map and stays off map afterwards.	61	Will attack 2D6 targets in its path when strafing. Uses one action per target. 5 bombs may be dropped per game.

MG = MG may fire in any direction

MG Hull / Wing / Nose = MG may only fire in driving/flying direction

MG coax. = MG may fire in direction where turret is pointing

“We must be the great arsenal of Democracy.”

Franklin D. Roosevelt

Combat Score Card

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	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	48	49	50

Action Point Counter

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	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	48	49	50

Effect Tokens

Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent
Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent
Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent	Spent
Panic	Panic	Panic	Panic	Panic	Panic	Panic	Panic	Panic	Panic	Panic	Panic	Panic
Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock
Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock	Shock
Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured
Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured	Injured
Suppressed	Suppressed	Suppressed	Suppressed	Suppressed	Suppressed	Suppressed	Suppressed	Suppressed	Suppressed	Suppressed	Suppressed	Suppressed
Crouch	Crouch	Crouch	Crouch	Crouch	Crouch	Crouch	Crouch	Cool Down	Cool Down	Cool Down	Cool Down	Cool Down
Hide	Hide	Hide	Hide	Hide	Hide	Hide	Hide	Covering Fire	Covering Fire	Covering Fire	Covering Fire	Covering Fire
Overwatch	Overwatch	Overwatch	Overwatch	Overwatch	Overwatch	Overwatch	Overwatch	Intercept	Intercept	Intercept	Intercept	Intercept
Ambush	Ambush	Ambush	Ambush	Ambush	Ambush	Ambush	Ambush	Re-Position	Re-Position	Re-Position	Re-Position	Re-Position
Wreck	Wreck	Wreck	Wreck	Wreck	Burning	Burning	Burning	Burning	Abandoned	Abandoned	Abandoned	Abandoned
Armor Pierced	Armor Pierced	Armor Pierced	Armor Pierced	Armor Pierced	Armor Pierced	Armor Pierced	Turret Jam	Turret Jam	Turret Jam	Turret Jam	Turret Jam	Turret Jam
Immobile	Immobile	Immobile	Immobile	Immobile	Immobile	Immobile	Gun Damage	Gun Damage	Gun Damage	Gun Damage	Gun Damage	Gun Damage
Defensive Spiral	Defensive Spiral	Defensive Spiral	Defensive Spiral	Defensive Spiral	Defensive Spiral	Defensive Spiral	Stuck	Stuck	Stuck	Stuck	Stuck	Stuck

Random Event & Effect Cards #1



APCR

All guns with AP value gain +1 when shooting at enemy AFVs.

Effect will last for the whole game.



Artillery Barrage

Mark a sector hit by an artillery barrage. Check which units in the sector will be hit. (HE 13 / AP 10).

Play in any turn, then discard.



Barbed Wire

Wire a sector. It may not be entered by infantry units.

AFVs may drive over wire and make way for infantry. Lasts for the game.



Camo Nets

Enemy suffers -1 on attack rolls vs. all of your support weapons

Effect lasts for the whole game



Camo Uniforms

Enemy attacks vs. any of your infantry suffer a penalty of -1 per roll.

Effect will last for the whole game.



Close Combat Training

All of your infantry gains +1 in close combat situations.

Effect will last for the whole game.



Enemy Propaganda

Your force morale suffers a -1

Takes effect from turn 1.
Lasts for the game.



Field Promotion

Your force gains 1 additional action per turn.

Play before turn 1.
Lasts for the game.



Heat

All units on the field loose 1 action.

Play before turn 1.
Lasts for 1D6 turns.

Random Event & Effect Cards #2



Heavy Fog

All attack and movement values are cut in half. Planes stay grounded.

Play before turn 1.
Lasts for 1D6 turns.



Reinforcements

HQ has granted you 1D6 of additional recruits armed with carbines.
Play at the beginning of any turn, then discard.



Mechanic

Repairs 1D3 of damage done to your vehicles.

May be played in any turn.
Lasts until number of repairs is used.



Medic

Heals 1D6 of injured infantry and crew per game.

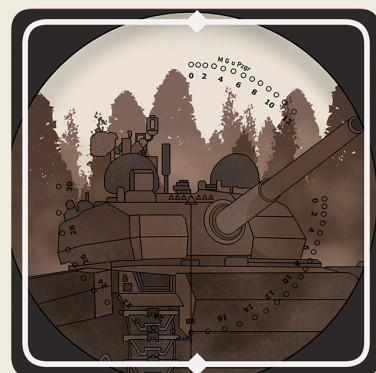
Discard when rolled number of healed injuries is reached.



Minefield

Mine a sector. Every unit entering the sector has to check if hit. (HE 11 / AP 9)

Minefield may not be cleared and lasts for the game.



Optics Upgrade

All of your AFVs gain +1 on any attack roll.

Play before turn 1.
Discard afterwards.



Panzer Ace

Upgrade 1 of your vehicle crews to elite.

Play before turn 1.
Discard afterwards.



Performance enhancers

All of your units gain 1 additional action for 1 turn.

May be played in any turn. Discard afterwards.

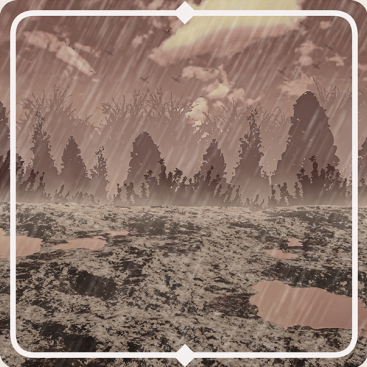


Prototype

Substitute one of your units or weapons for a prototype unit or weapon.

Play before turn 1.

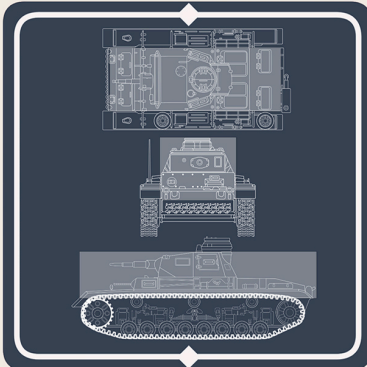
Random Event & Effect Cards #3



Rain and Mud

For vehicles all movement values are cut in half. Planes stay grounded.

Play before turn 1.
Lasts for 1D6 turns.



Reinforced Armor

All of your AFVs gain +1 on all armor values.

Effect will last for the whole game.



Support Drop

Gain an additional handheld or support weapon of your choice.

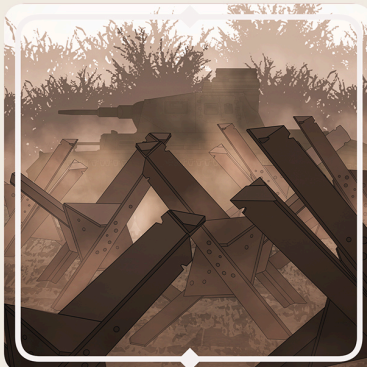
May be played in any turn. Discard afterwards.



Swift Movement

All of your infantry moves at +1.

Effect will last for the whole game.



Tank Traps

Lay down tank traps in a sector. It may not be entered by vehicles.

Guns with HE value may try to destroy the tank traps. Lasts for the game.



Traitors

1D6 of your infantry units turn against you. Enemy chooses which units turn.

Played before turn 1.
Lasts for the remainder of the game.



War Hero

Add +1 to your force morale.

Play before turn 1.
Discard afterwards.

Random Event & Effect Cards Backs



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