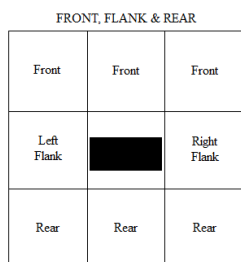


D-DAY TO BERLIN

MORALE QUALITY

POOR, REGULAR, VETERAN

- A daytime game turn represents 2 hours.
- A night game turn represents the entire night.
- A zone equals 2 square miles.
- A stand represents a battalion or in company detachment.
- Shattered battalions may be rallied later in the game.
- ART/ATG that shattered are lost.
- Lost battalions are removed for the game.
- **A Detachment is lost when it fails a save**



TERMS

TNK: Tank, TD/ SPG: Tank Destroyer, AIR: Support aircraft, ART/SPA: Artillery, ATG: Antitank gun, INF: Inf.

THE GAME TURN

A complete game turn consists of a Player A turn followed by a Player B turn.

A. Determine First Move and Active Side

Both sides dice for first move initiative for the game turn

- Roll 1D10 add morale markers. Low score chooses.
- Morale markers are removed.
- Ties are rerolled.

B. Support Availability Phase

Both sides rolls for ART and AIR support

SUPPORT ART/AIR TABLE
1-7 per support attempt

- Supports may be carried over from the previous turn but the total may never exceed the number allowed for the scenario.
- Supports are used once per turn during any combat phase.
- Supports may be used on any visible target.

PLAYER A

1. THE RALLY PHASE

- Use Rally Table Value.
- If successful 1 shattered battalion may return to the battle.
- HQ within 1 zone of the enemy may not rally any.

UNIT RALLY TABLE	
Morale	Rally
Veteran	1-6
Regular	1-5
Poor	1-4

2. THE MOVEMENT PHASE

- Battalions outside of Command Range +1 to die roll.

COMMAND RANGE	
Morale	Range
Veteran	3 zones
Regular	2 zones
Poor	2 zones

ACTIVATION TABLE			
	Poor 1-6	Average 1-7	Veteran 1-8
Fallback (-)	10	10	10
Hold	7-9	8-9	9
Move Full	2-6	2-7	2-8
Move Double	1	1	1

* Fall back 1 zone or take a Morale Marker for each unit.

MOVEMENT TABLE
<ul style="list-style-type: none"> • A battalion may move in any direction it chooses. • A battalion may end movement facing in any direction. • ATG and ART cannot move and combat in the same trn. • MECH and MOT battalions move double on roads but may not enter into combat. • Movement through rough terrain is reduced to 1 zone per turn for all units unless on a road.

MORALE MARKERS

- 1 per own battalion **shattered** or retreated **due** to combat.
- 2 per Poor battalion lost.
- 3 per Regular battalion lost.
- 4 per Veteran battalion lost.
- 5 per supply point and/or Objective occupied.

3. THE ENGINEERING PHASE

4. THE COMBAT PHASE

Combat is either Ranged or Assault

- No unit may be attacked more than once per player turn
- If multiple units wish to engage the same unit one unit is designated the primary unit and all others are supports.
- Only ART may use ranged combat.

Basic hit number is 1-5 on a D10

- The roll of 1 always HITS, and 10 always fails forcing the primary attacking unit to make a save roll
- All modifiers are to the Basic Hit number.
- If the defender is hit it makes a save roll.
- If defender passes or not hit the attacker makes a Save.

MORALE QUALITY TABLE			
Defender			
Attacker	Veteran	Regular	Poor
Veteran	0	+1	+2
Regular	-1	0	+1
Poor	-2	-1	0

- ✓ Armor Attack in Open +/- 2 to Heavier TNK/TD/SPG

SUPPORTING BATTALION TABLE
<ul style="list-style-type: none"> • Ranged Combat supporting battalions may be AIR, ART or SPA in firing range of the target. • Assault Combat supporting battalions may be any battalion in the attacking zone that has enough movement to move into the defending zone. • Supporting zones: additionally up to two zones that are in contact with either the attacking zone or the defending zone may be counted as supporting zones.

COMBAT RESULTS TABLE
<ul style="list-style-type: none"> • Ranged Combat Results • If the Primary defender is hit and fails it's saving throw it must retreat 1 zone. The unit may choose to hold by placing a Morale Marker for each battalion in the zone. • If the not hit or passes its saving throw nothing happens.
<ul style="list-style-type: none"> • Assault Combat • If the Primary defender is hit and fails it's saving throw it is shattered, remaining battalions in zone retreat 1. • Primary defender not hit or passes saving Primary attacker makes saving. If it passes attacking force holds. • If fails it's shattered and entire force falls back 1 zone

AIR Combat

- 1-5: Target makes a saving throw. MECH battalions that fail are lost, MOT using a road move is lost, and others are shattered.
- 6-9: No effect.
- 10: Attacks was w/ 1 zone of an HQ, the aircraft is Lost.

SAVE ROLL VALUE MODIFIER TABLE
+ Save Roll Value from Battalion Information Table.
+1 each supporting battalion in its zone (maximum of 2).
+2 Non Mech defending in rough terrain – OR ; +3 Non Mech defending in a Prepared Position.
-2 attacked on flank or rear.
-2 Attacked by TNK w/o ATG, TNK or TD support in zone.
-2 TNK, TD or SPG attacked by heavier TNK, TD or SPG.
-3 TNK, SPG or TD assaulting rough as Prime Battalion.

Retreating Through Friends and Rough Terrain

Those that retreat through a friendly occupied zone may halt if there is room for them per stacking rules. Those that cannot will pass through into the next zone until they find a zone.

Battalions are Shattered if they retreat:

- Into a an enemy battalion **OR**
- Across or into an enemy ZOC **OR**
- Exit off the game table.

Advance after Combat

LIMITED: Defender falls back 1 zone from **ranged combat**. A battalion/regiment in an adjacent zone may take position.

GENERAL: Defender is shattered. The Primary attacking battalion may take the position and then advance 1 zone.

BREAKTHROUGH: Defender is lost. **Any** attacking MECH may take position and advance up to 2 zones in any direction and **may** enter into a new Assault Combat.

5. THE SUPPLY PHASE [ADVANCED]

PLAYER B

6. The Rally Phase
7. The Movement Phase
8. The Combat Phase
9. The Supply Phase
10. The Victory Check Phase
11. Check for night time – roll 1d5 - 21+ equals night

C. NIGHT TIME SEQUENCE

E. End of Turn - Return to Step A.