

## Combat Captain CHARTS

- Initiative
- Initiative Modifiers:
  - +1 for EVERY enemy subunit destroyed last turn.
  - +2 won initiative last turn;
  - +3 for EVERY close combat won last turn;
- Activation
- Close Combat
- Initiative Player Random Airplane or Off-board Artillery Event
- Reinforcement Move: Units beyond 40" of any enemy may make a reinforcement move.
- End of Turn

- Removing Cover

1 die worth of activity dice to pull one cover stick.

Units may leave Level 4 and 5 cover by expending three activity dice.

Vehicles can achieve Only Level 2 cover and can never be in level one cover

- **Even Movement dice for infantry**

All regular infantry and heavy weapons can move ONLY on even dice. Odd die rolls are ignored.

- **Total Die Rolls for Vehicles**

Vehicle moves on any die number.

- Movement penalties – Odd Terrain: You need an odd number on the die
  - Each morale chit is -1 on every die

### Morale

Take one morale marker for the ENTIRE UNIT for any of following events:

1. A subunit is destroyed.
2. Unit fails to charge into close assault when charges are attempted.
3. Unit WITHDRAWS.
4. Unit loses a CLOSE COMBAT.
5. A sub-unit makes an emergency "brake cover."

- Impact of a Morale Marker

Each morale chit is -1 on every die

When the number of chits **for the unit as a whole** equals six (OR equals the number of remaining subunits) the unit ROUTS on the spot and vacates the field of combat.

### Saving Casualties for Being in Cover

- Each time a subunit takes a possible hit such as from fire or melee the unit may try to save the loss by rolling to SAVE for EACH possible hit. If the subunit rolls the required number *or less*, the loss is ignored.

A subunit with level 1 cover saves on a 1 Level 1 cover is 270°.

A subunit with level 2 cover saves on a 2 or less. Level 2 cover is 270°.

A subunit with level 3 cover saves on a 3 or less. Level 3 cover is 270°.

*(Level 3 cover can only occur within 12 inches of a model building.)*

A subunit with level 4 cover saves on a 4 or less. Level 1 cover is 360°.

A subunit with level 5 cover saves on a 5 or less. Level 5 cover is 360°.

### Close Assault

- Combat resolution

**After** ALL units are activated the close combat is resolved. If a unit is in close assault, even if only one sub-unit “connected,” ALL sub-units in both the attacking company and defending company are in close combat.

To resolve combat, each subunit throws a die. Attackers cause the number of hits consistent with the number of pips on all even dice (defender gets saving rolls if in cover). Defenders cause the number hits consistent with the number of pips on all odd dice.

AFTER deducting casualties, and removing dead bodies and eliminated subunits (which may cause moral chits), each remaining subunit throws a dice:

ADD all attacking subunits ODD dice and get a total.

ADD all defending subunits’ EVEN dice and get a total.

- The defender gets an extra “point” for each level of cover for each sub-unit in the who-wins calculation.

Higher total WINS the close combat.

LOSER withdraws 4 dice and is burdened by 1 moral chit for withdrawal and another chit for losing the combat, the so-called “Oh Chit.”

- The winner of the close combat *may* acquire the territory vacated by the vacating enemy.

A winning attacker *may* move into the vacated area.

A winning defender, at his option, may move up to 6 inches forward

### Initiative Player Random Airplane or Off-board Artillery Event

During this phase, the initiative player then has **the option** of trying for off-board artillery or airstrikes.

- 1 opposing player gets his choice of artillery fire or airplane strikes.
- 2 opposing player AUTOMATICALLY gets initiative next turn.
- 3 initiative player AUTOMATICALLY gets initiative next turn.
- 4 initiative player gets off-board artillery fire
- 5 initiative player gets strafing run
- 6 initiative player gets a bombing run

WEAPON RANGES	SHORT	MEDIUM	LONG
Bazookas	8”	---	----
Rifles and Other Small Arms	8”	16”	24”
Mortars and Crewed Machine Guns	12”	24”	36”
Cannon	16”	32”	48”

Measure from CENTER of sub-unit (or tank commander hatch) to any point on enemy sub-unit. Line of sight where both sides are IN a forest is 8 inches; treat ALL fire combat as if it were in long range.

**FIRE CHART**

Sub-units from SAME unit may combine fire at a common target  
If done at the same time.

Number in chart is potential hits on Non-armor targets

Number in chart is Kill Number for armored Targets. IF a further die roll is equal to or less than the Kill number then target killed.

Weapons fire is measured from the center of the sub-unit  
(or tank commander hatch) to the enemy stand or vehicle.

Short RANGE ALL DICE Count  
Medium RANGE Only EVEN DICE Count  
Long RANGE Only ODD Dice Count

*Modifiers to Fire Points per sub-unit*

<b>Rifles Only vs. Infantry</b> <i>(Home Guard and Air defense)</i>	0
<b>Enhanced Small Arms vs. Infantry</b> <i>(British Regulars and Germans)</i>	+1
<b>Gun vs. Infantry</b>	+2
<b>Crewed Machine Guns vs. Infantry</b>	+6
<b>Stationary Gun vs. ALL Stationary Targets on 3rd turn</b>	+2
<b>Gun vs. Thin Armor</b>	+1
<b>Gun vs. Superior Armor</b>	-1
<b>Superior Gun vs. Superior Armor</b>	-1
<b>Superior Gun vs. Armor</b>	+1
<b>Superior Gun vs. Thin Armor</b>	+2
<b>Inferior Gun vs. Thin Armor</b>	-1
<b>Inferior Gun vs. Armor</b>	-2
<i>hand-held anti-tank weapons (bazookas)</i>	
<b>Inferior Gun vs. Superior Armor</b>	-4

Vehicles are destroyed using a roster system. For example a company of tanks has three model tanks. The Unit can take 9 kills and each model tank is removed after 3 kills for the unit as a whole.

**Other modifiers**

-1 to ALL dice rolls for EACH morale marker

**SAVE ROLLS** Hits save on die roll equal to the cover level. Levels 1, 2 & 3 cover is 270 °. Levels 4 & 5 are 360.°

		Variable Die Roll						
		1	2	3	4	5	6	
FIRE POINTS	1	-	-	-	-	-	-	1
	2	-	-	-	-	-	-	2
	3	-	-	-	-	-	-	3
	4	-	-	-	-	-	-	4
	5	-	-	-	-	-	1	5
	6	-	-	-	-	1	1	6
	7	-	-	-	-	1	2	7
	8	-	-	-	1	1	2	8
	9	-	-	-	1	2	2	9
	10	-	-	-	1	2	3	10
	11	-	-	1	1	2	3	11
	12	-	-	1	2	2	3	12
	13	-	-	1	2	3	3	13
	14	-	-	2	2	3	3	14
	15	-	1	2	2	3	3	15
	16	-	1	2	3	3	3	16
	17	-	1	2	3	3	4	17
	18	-	2	2	3	3	4	18
	19	-	2	2	3	4	4	19
	20	-	2	2	3	4	5	20
	21	-	2	3	3	4	5	21
	22	-	2	3	4	4	5	22
	23	-	2	3	4	4	6	23
	24	-	2	3	4	5	6	24
	25	-	2	3	5	5	6	25
	26	-	2	3	5	5	7	26
	27	-	2	3	5	6	7	27
	28	-	2	4	5	6	7	28
	29	-	2	4	5	6	8	29
	30	-	2	4	5	7	8	30
	31	-	2	4	6	7	8	31
	32	-	2	5	6	7	8	32
	33	-	3	5	6	7	8	33
	34	-	4	5	6	7	8	34
	35	-	4	5	6	8	8	35
	36	-	4	5	7	8	8	36
	37	-	4	5	7	8	9	37
	38	-	4	6	7	8	9	38
	39	-	5	6	7	8	9	39
	40	-	5	6	7	8	10	40
	1	2	3	4	5	6		

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Variable Die Roll								
		1	2	3	4	5	6	
F I R E	41	-	5	6	7	9	10	41
	42		5	6	8	9	10	42
	43		5	7	8	9	10	43
	44		6	7	8	9	10	44
	45		6	7	8	9	11	45
	46		6	7	9	10	11	46
	47		6	8	9	10	11	47
	48		7	8	9	10	11	48
	49		7	8	9	10	12	49
	50		7	8	9	11	12	50
P O I N T S	51	1	7	8	9	11	12	51
	52	2	7	8	9	11	12	52
	53	3	7	8	9	11	12	53
	54	4	7	8	9	11	12	54
	55	5	7	8	9	11	12	55
	56	6	7	8	9	11	12	56
	57	6	7	8	9	11	13	57
	58	6	7	8	9	12	13	58
	59	6	7	8	9	13	13	59
	60	6	7	8	9	13	13	60
61	6	7	8	10	13	13	61	
62	6	7	8	11	13	13	62	
63	6	7	8	12	13	13	63	
64	6	7	9	12	13	13	64	
65	6	7	10	12	13	13	65	
66	6	8	10	12	13	13	66	
67	6	8	11	12	13	13	67	
68	6	9	11	12	13	13	68	
69	6	10	11	12	13	13	69	
70	6	10	11	12	13	14	70	
71	6	10	11	12	14	14	71	
72	6	10	12	13	14	14	72	
73	6	11	12	13	14	14	73	
74	6	12	12	13	14	14	74	
75	7	12	12	13	14	14	75	
76	8	12	12	13	14	14	76	
77	9	12	12	13	14	14	77	
78	10	12	12	13	14	14	78	
79	11	12	12	13	14	14	79	
80	12	12	12	13	14	14	80	
	1	2	3	4	5	6		

Variable Die Roll								
		1	2	3	4	5	6	
F I R E	81	12	12	12	13	14	15	81
	82	12	12	12	13	15	15	82
	83	12	12	12	14	15	15	83
	84	12	12	13	14	15	15	84
	85	12	13	13	14	15	15	85
	86	12	13	13	15	15	15	86
	87	12	13	14	15	15	15	87
	88	12	13	14	15	15	16	88
	89	12	13	14	15	16	16	89
	90	12	13	14	15	16	16	90
P O I N T S	91	12	13	14	15	16	17	91
	92	13	13	14	15	16	17	92
	93	13	14	14	15	16	17	93
	94	13	14	15	15	16	17	94
	95	14	14	15	15	16	17	95
	96	14	15	15	15	16	17	96
	97	14	15	15	15	17	17	97
	98	14	15	15	16	17	17	98
	99	14	15	16	16	17	17	99
	100	au	to		ki	ll		100

The British Home Guard infantry and infantry Air troops use regular small arms (rifles only). All British infantry regulars and all German infantry troops use Enhanced Small Arms.

All hand-held anti-tank weapons (bazookas) are considered inferior guns. The range is 8”.

“Guns” are tank cannon, anti-tank guns and on-table artillery.

Mortars are not effective against armor. Mortars (or a spotter) must have line of sight to target

Troops and vehicles block line of sight as do houses and higher terrain. Forests block line of sight. Units can only “see” enemy units on edge of forest. Line of sight where both sides are IN a forest is 8 inches; treat ALL fire combat as if it were in long range.

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