

Ground Combat Procedure [51.1]

1. After movement by Corps Activated and Enemy Leader Reaction, Ground Combat for the Activated Corps occurs.
2. **Optional Intelligence:** a player may only examine enemy stacks to which his combat units are adjacent; see 51.2.
3. Attacking the same enemy hex more than once:

a. A particular enemy hex cannot be attacked twice on the same turn by units of the same friendly Corps.

b. A particular enemy hex can be attacked again on the same turn by units of different friendly Corps.
4. Attack markers are placed in enemy hexes to be attacked. Combat is voluntary in most cases, not mandatory.
5. The attacker resolves attacks, one at a time, against enemy hexes adjacent to attackers of the activated Corps.
6. **Basic Procedure:** The attacker selects one of the hexes with an “Attack” marker and proceeds as follows:

a. The attacker designates adjacent attackers and supporting aircraft.

b. The attacker identifies supporting FA and/or NW units with “Fired” markers; see 45.5, 46.5 and 47.7.

c. The defender designates supporting aircraft.

d. The defender identifies supporting FA units with “Fired” markers; see 46.6 and 47.8.

e. “Fired” markers placed on firing German NW/FA remain until the Mutual End of Turn Segment (61.2).

f. “Fired” markers placed on firing Allied FA are removed after EACH player end of turn segment (60.7).
7. **Advanced Procedure:** Attack markers are placed as described in Step 4.

a. Prior to resolution of the first attack per Step 5, the players secretly allocate all FA/NW Fire and Air Support.

b. The attacker designates adjacent attackers for the first attack.

c. All FA/NW fire and Air Support is revealed. Fired markers are placed in accordance with 6e and 6f.

d. Air interception (if any) is resolved, then Steps 8-20. This procedure is repeated for the each attack.
8. **Advanced Game Rule:** Artillery Bombardment Shock (48.0).

a. If this rule is used, the attacker and/or defender roll for Shock, if sufficient artillery CF are committed.

b. Shock results may reduce the attackers and/or defenders CF strength and also impart die roll modifiers.
9. **Calculate the unadjusted combat odds.**

a. Total the final attack factors of adjacent attackers, supporting aircraft and supporting artillery.

b. Total the final defense factors of all units in the defender’s hex, supporting aircraft and supporting artillery.

c. Divide the total AF by the total DF to obtain the combat odds. Round off all fractions in favor of the defender.

d. The unadjusted combat odds may not be greater than 7-1 nor worse than 1-4.
10. Compare the highest ER of the attacking units with the highest ER of the defending units.

a. If the attacker’s ER is greater, the combat roll receives a –1 combat drm.

b. If the defender’s ER is greater, the combat roll receives a +1 combat drm.
11. Apply column shifts right and negative drm due to ER, air and arty support, terrain effects and weapons effects.
12. Step 11 column shifts may increase the unadjusted combat odds past 7-1. Note new odds accordingly and note drm.
13. Apply column shifts left and positive drm due to ER, air/arty, terrain effects, weapons effects and defensive positions.
14. Step 13 column shifts may decrease the unadjusted combat odds past 1-4. Note new odds accordingly and note drm.
15. **Determine the final adjusted combat odds and drm.**

a. If the odds are above 7-1, the attack is resolved at 7-1. If the odds are below 1-4, the attack is resolved at 1-4.

b. If the cumulative drms exceed –4, the drm is –4. If the cumulative drms exceed +4, the drm is +4.
16. The attacker rolls a red and white die and consults the Ground Combat Results Table to resolve the combat.

a. Both dice are modified by the cumulative drm.

b. The red die determines the effect combat attrition upon the attacker; it is read to the left of the slash on the CRT.

c. The red die only applies when the modified die roll corresponds with a red highlighted 1 or 1•.

d. The white die determines the result of the combat; it is read to the right of the slash.

e. Note that the attacker can suffer losses as a result of both die rolls.
17. Results are applied to the defender first and then to the attacker; i.e., step losses, retreats, etc. See 52.0 to 54.0.
18. If the Advanced Game Leader rules are used, “Hold at all Cost” orders may be issued to preclude retreats; see 39.7.
19. Use the Charts on Play-Aid Card 4 in order to assign Step Losses.
20. The attacking player may Advance after Combat; see sections 55.0-56.0 and Play-Aid Card 4.



A TIME FOR TRUMPETS

Play-Aid Card 3A
Combat Segment
Living Play Aid Card April 2022

Nebelwerfer Attack Support Chart

Enemy hex being attacked must be in range of supporting NW Battalion(s).



Turn	Atmosphere	Clear	Woods	Forest	Broken	Town	Marsh	City	SP	Fort
16MO	any condition	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF
any other turn	any condition	Full CF	Full CF	Full CF	½ CF	½ CF	¼ CF	¼ CF	¼ CF	¼ CF

Nebelwerfer Adjustments

If conditions in two different columns apply, only the worst condition (1/4CF) is used.
When NW combat factors are halved, total all the combat factors involved, halve the total, round mathematically.
When NW combat factors are quartered, total all the combat factors involved, quarter the total, round mathematically.

Field Artillery Attack Support Chart

Enemy hex being attacked must be in range of supporting FA Battalion(s).



Turn	Atmosphere	Clear	Woods	Forest	Broken	Town	Marsh	City	SP	Fort
German 16MO	Any Condition	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF	¼ CF
Any other turn	Night/Fog/Snow	½ CF	½ CF	½ CF	½ CF	½ CF	½ CF	½ CF	½ CF	½ CF
Any other turn	Clear Weather	Full CF	Full CF	Full CF	½ CF	½ CF	½ CF	½ CF	½ CF	½ CF

Field Artillery Adjustments

When FA combat factors are quartered, total the combat factors involved, quarter the total, round mathematically.
When FA combat factors are halved, total the combat factors involved, halve the total, round mathematically.
When Field Artillery fire is halved, it is never halved more than once.

Field Artillery Defense Support Chart



Friendly hex being defended must be in range of supporting FA battalion(s).

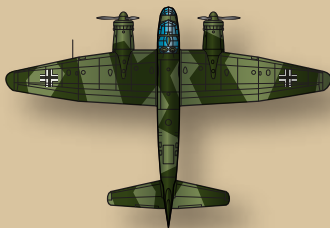
Weapon	Atmosphere	Enemy attack	Enemy attack from
		from one hex	multiple hexes
Field Artillery	Clear Weather	Full CF	½ CF
Field Artillery	Night/Fog/Snow	½ CF	½ CF

Field Artillery Adjustments

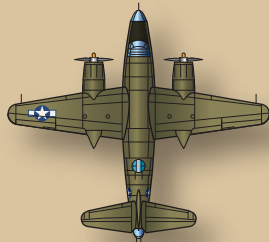
When FA halved, total FA CF, halve the total, round mathematically.
Note that Field Artillery fire is never halved more than once.

Air Support for Combat

Aircraft	Clear Weather		Fog/Dense Fog	
	CF Added	Column Shifts	CF Added	Column Shifts
FW190	Full CF (9)	1	½ CF (5)	1
ME262	Full CF (20)	1	½ CF (10)	1
JU88	Full CF (23)	2	½ CF (12)	1
P47	Full CF (23)	2	½ CF (12)	1
B26	Full CF (30)	2	½ CF (15)	1



Ju-88



B-26

Play-Aid Card 3B
Combat Segment

Living Play Aid Card April 2022

Bombardment Shock Table ~ Firing at Attackers


See 48.1-48.4 for German & British Bombardment and US Time on Target.

Total the Artillery Combat Factors

- a. Bombardment of attackers is attempted against one hex occupied by attackers.
- b. Use the FA Defense Support Chart to determine the total combat factors involved in the mission.
- c. If it is a clear day turn, the fire is not halved, regardless of the terrain occupied by the enemy.
- d. If it is a night, fog or snow turn, the combat factors are halved, rounded up.

Artillery Fire Coordination

- a. The artillery CF per nationality varies as to which column is used to resolve bombardment shock.
- b. When more than the one artillery formation is involved, firing coordination must be achieved.
- c. For German or British, roll a die. If 1-3 is rolled, coordination is good: the table below may be used.
- d. For Americans, roll a die. If 1-5 is rolled, coordination is good: the table below may be used.
- e. When coordination is good: roll two dice and consult the Bombardment Shock Table below.
- f. When coordination is not good, do not roll on the Bombardment Shock Table; however, the firing arty does have some effect, add ¼ of the firing CF to the defense of the friendly hex under attack.

	Artillery Combat Factors after modification by NW and FA Attack Charts							
US FA	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61+
British FA	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66+
German FA	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71+
Dice roll								
2	S	S	S	S	S	S	S	S
3	S/1	S/1	S	S	S	S	S	S
4	S	S	S/1	S	S	S	S/1	S/1
5	A/1	S	S	S	S	S/1	S	S
6	A	A/1	S	S/1	S	S	S	S
7	A	A	A	S	S/1	S	S/1	S/1
8	1/2CF	A	A/1	A	S	S	S	S
9	1/2CF	1/2CF	A	A/1	A/1	S/1	S	S
10	1/2CF	1/2CF	1/2CF	A	A	A/1	S/1	S/1
11	1/4CF	1/2CF	1/2CF	1/2CF	A	A	A	S
12	1/4CF	1/4CF	1/4CF	1/4CF	1/4CF	1/4CF	1/4CF	1/4CF

Shock “S” or Abort "A" applies to all units in the hex. Cover with applicable marker.

Bombardment Results vs Attacking Units:

- ½ CF: the bombarding artillery CF are halved (round up), and added to the defense of the hex.
- ¼ CF: the bombarding CF are quartered (round mathematically), and added to defense of the hex.
- An “S” denotes “Shock.” The attacking units must retreat one hex.
- An “A” denotes “Abort.” Attacking units may not attack in the ensuing ground combat phase.
- Also, when an S or A is rolled, ¼ of the bombarding CF are added to defense of the hex.
- When an S or A is rolled, the attacker may call off the attack without condition.
- A "1" requires a unit with the highest ER to suffer a Step Loss; owners choice if more than one.

Bombardment Shock Table ~ Firing at Defenders


See 48.1-48.4 for German & British Bombardment and US Time on Target.

Total the Artillery Combat Factors

Using the Field Artillery Attack Support Chart and/or the Nebelwerfer Attack Support Chart, determine the total artillery combat factors as modified by the terrain of the target hex.

Artillery Fire Coordination

- a. The artillery CF per nationality varies as to which column is used to resolve bombardment shock.
- b. When more than the one artillery formation is involved, firing coordination must be achieved.
- c. For German or British, roll a die. If 1-3 is rolled, coordination is good - the table below may be used.
- d. For Americans, roll a die. If 1-5 is rolled, coordination is good - the table below may be used.
- e. When coordination is good - roll two dice and consult the Bombardment Shock Table below.
- f. When coordination is not good, do not roll on the Bombardment Shock Table below.
- g. Regardless of coordination for bombardment shock, the artillery CF are still added to the attack.

	Artillery Combat Factors after modification by NW and FA Attack Charts							
US FA	26-30	31-35	36-40	41-45	46-50	51-55	56-60	61+
British FA	31-35	36-40	41-45	46-50	51-55	56-60	61-65	66+
German NW/FA	36-40	41-45	46-50	51-55	56-60	61-65	66-70	71+
Dice roll								
2	CF+S	CF+S*	CF+S*	CF+S*	CF+S**	CF+S**	CF+S**	CF+S***
3	CF+S	CF+S	CF+S*	CF+S*	CF+S*	CF+S**	CF+S**	CF+S**
4	CF+S	CF+S	CF+S	CF+S*	CF+S*	CF+S*	CF+S**	CF+S**
5	CF	CF+S	CF+S	CF+S	CF+S*	CF+S*	CF+S*	CF+S**
6	CF	CF	CF+S	CF+S	CF+S	CF+S*	CF+S*	CF+S*
7	CF	CF	CF	CF+S	CF+S	CF+S	CF+S*	CF+S*
8	CF	CF	CF	CF	CF+S	CF+S	CF+S	CF+S*
9	CF	CF	CF	CF	CF	CF+S	CF+S	CF+S
10	CF	CF	CF	CF	CF	CF	CF+S	CF+S
11	CF	CF	CF	CF	CF	CF	CF	CF+S
12	CF	CF	CF	CF	CF	CF	CF	CF

Bombardment Shock “S” result applies to every unit in the hex.
Cover units with “Shock” marker as applicable.

Bombardment Results vs Defending Units:

- CF: the bombarding artillery factors are added to the attack.
- A Shock "S" result halves the defender's combat factors; halve the total; round mathematically.
- A Shocked defending Engineer loses the +1 drn capability shown on the Weapons Effect Chart.
- Each asterisk (*) denotes that a –1 drn is applied to the ensuing ground combat.