Battle of Prokhorovka

Greg's WWII Rules

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Battle of Prokhorovka

This battle represents the "high tide" moment for the Germans in the battle of Kursk in July of 1943. The German forces represent major elements of the elite 1st SS Panzer Division as it attempts to take the high ground near Prokhorovka and is heavily counterattacked by Russian armored units.

Game Rules

Scale

Each side is organized into individual formations consisting of companies of either tanks or infantry. Each tank company consists of 2 to 5 tank models, with each tank model representing about 5 vehicles. Each infantry company consists of one command stand (with a red base) and about 8 or 9 other infantry stands. There may sometimes be heavy guns and vehicles attached to an infantry company. Each stand represents a fire team or crew of 6 to 12 men. Each company in the game will have a data card detailing all information needed to move and fight.

Initiative

At the beginning of the game, the Germans have the initiative and will go first in each round. When 10 German tanks have been destroyed, the Russians gain the initiative for the rest of the game, beginning with the next full turn.

Activation Order

Each turn will consist of 6 rounds and each round will consist of a German phase and a Russian phase. At the beginning of each turn, each side rolls a small die for each company in play and places it near that formation. The Russian player must add 1 to each die roll, adjusting the die to the higher number (6 maximum) before he sets it on the table. This activation number will determine which round the formation goes in, with "1" being the first round and "6" being the last. During each round of a turn, the formations which have that activation number will go. The side which has the initiative will activate all its formations for that round before the other side does so. Formations from the same side each round will go in any order the side wishes and may be activated simultaneously if they are far enough apart, etc. that they don't effect each other.

Activation

When a company is activated, it may perform a combination of "move and fire" actions as listed on its data card (in red). For the Germans, each tank in a company may take its turn individually before the next one goes, choosing any action desired. For the Russians, all tanks in a company must do the exact sequence of activities during the phase and all go "together" (fire at the same time or move at the same time) and no Russian tank may be further than 6

inches from another tank in the same company at the end of the company's movement (*exception: disabled tanks may always fire at will*).

Effect of Terrain on Movement

Units move the distance shown on their data card. There are never any terrain modifications to infantry movement (faster or slower). Tanks and Half-tracks move half-speed anywhere on the hill and on any tree stand (count the whole base). Trucks are prohibited from moving onto the hill or into tree stands. Tanks move double speed on a road and trucks move triple speed.

Moving Exceptions

During a move, if an infantry stand moves within 2 inches of a visible enemy stand or vehicle, it must stop (except to move directly toward the sighted enemy) and participate in close assault. See special rules for minefields and barbed wire movement restrictions.

Infantry stands may mount a vehicle within 2 inches at a cost of 4". Infantry may also dismount a vehicle at a cost of 4", deploying within 2 inches of the vehicle they are dismounting. If the transporting vehicle is destroyed, roll as many dice as passenger stands. Choose casualties with 1 = pinned, 6 = killed. All surviving stands must dismount within 2" of the vehicle.

Line of Sight and Range

If any part of any enemy soldier on a stand can be seen from a firing stand, then line of sight is established to that stand. Friendly stands at the same elevation block line of sight. If players cannot agree on visibility then have an independent observer make a judgment or roll a die to settle it. Range for infantry is measured from anywhere on the firing stand to anywhere on the target stand. Visibility and range for a vehicle will be measured from the gun tip of the firing vehicle to anywhere on the body of the target vehicle.

Tank Combat

The use of the word "tanks" in these rules will refer to all armored fire vehicles (tracked vehicles with a gun). Tanks each fire their main weapon individually. Tanks have two armor ratings for defense, front and flank. Each rating is 1 to 5, with 5 being the heaviest armor possible. Any shots originating from in front of a line drawn across the front of the tank attack the front armor, any other shots attack the flank armor.

main weapon vs tank or other vehicle: Select a target in range, find number needed to hit target at that range. Roll as many dice as allowed by "move and fire" action chosen. For each hit, roll for damage vs the armor rating of the target. Remember to add one to this die roll for short range and subtract one for long range. If one of the numbers listed is rolled, then the target is destroyed. A natural roll of "1" always results in a "disabled" result. Disabled tanks may not move but may still fire, a second disabled result destroys such a tank. Unarmored vehicles are destroyed automatically whenever hit.

main weapon vs infantry : select a target point in sight and fire using Di-

rect Fire HE rule. May not fire main gun and coax machine gun in the same turn.

main weapon vs towed gun : may fire main gun at AT gun. Use tank fire procedure, chance to hit is 1 less due to small size target which is usually dug-in. Count target as armor 1. Kill = gun and crew destroyed, disable = crew killed. Note: crew may also be effected by HE. Use artillery fire effects. If the crew is killed, the gun can be manned by any infantry stand. Maximum shots is reduced to 1 and 1 is deducted from "to hit" die roll also in this case.

machine guns vs infantry : MG fire occurs after all tanks in the company have completed their "move and fire" action. Conduct fire combat the same as for Infantry Fire (see next page). Select a target company (or companies) and fire all tank MG's in the company at once (2 dice per MG, bow MG may only fire to front of tank, coax MG may fire any direction). May not fire main gun and coax machine gun in the same turn. Bow MG may fire at a different target than the turret.

Tank Overrun vs Infantry - A tank may conduct overrun assault during movement against infantry located in terrain that the tank can move into. The tank must have MG's. The tank moves and counts the number of infantry stands that it runs over (any part of a stand counts). The player rolls that many attack dice. Enemy stands are killed on a 6, pinned on a 1, and retreated on any other number (*retreats are always at least 6 and not more than 12 inches away from the enemy*).

Close Range Overwatch

Any time an enemy vehicle moves within close range and in line of sight of the main gun of a defensive tank or gun, that tank or gun may immediately fire one shot (1 die) at it. This shot occurs as soon as the target is sighted within the close range. A tank or gun may do this once per turn without effecting its activation status. If the shot misses, the target vehicle may continue moving normally. Place a bulls-eye marker on the firing tank to mark that it has fired its shot this turn. The marker is removed wthe next time that the tank is activated.

Towed Guns

Towed guns are protected by an armored shield and are immune to infantry fire from the front but they are vulnerable to infantry fire from the flank. Towed guns may be rotated up to 90 degrees during the fire phase for free in order to fire on a target. Light ant-tank guns and infantry guns may be moved 6 inches by their crew during a move phase. They may not be moved up a level in a building.

Infantry Firing

The firing company chooses a target formation to fire at. Any unpinned firing stand which can see at least one stand in the target formation may participate. The firing formation is allowed to split its fire against more than one target formation, with each target fire resolution treated as a separate firing

event. Roll a total number of dice as follows:

Rifle stand	-	1 die	range 24	
LMG stand	-	2 dice	range 24	(bipod, usually lying down)
Tank MG	-	2 dice	range 24	(any vehicle mounted MG)
HMG stand	-	3 dice	range 36	(Russian, wheeled carriage)
HMG stand	-	4 dice	range 36	(German, tripod mounted)

For each six dice to be rolled, substitute one red die into the dice to be rolled (*important for choosing casualties, see below*). Roll the dice. Each roll of "6" results in a stand being eliminated. Each roll of "1" results in a stand in the target formation being pinned/suppressed. Pinned stands are tipped on their back to mark them as such. Pinned stands may not shoot or move until rallied, although they may participate in close combat as a defender.

Cover is defined as anything the players mutually agree the stand might reasonably be using to shield itself from harm. Examples include hedges, rubble, corners of buildings, doorways, sandbags, window openings, tree lines, etc. Also, pinned stands are always considered to be in cover, no matter where they are.

Choosing Infantry Casualties

Whenever any attack occurs against an infantry formation (firing, close assault, mortar fire, etc), 1 red die is substituted for 1 white die for each 6 dice rolled. The *firing* player always chooses affected stands for any red dice hits while the defender chooses stands effected for all white dice hits.

Step 1: Colored die kills**:** The *firing* player eliminates any one stand he can see from the target company for each red "6" rolled, ignoring cover and pinned status.

Step 2: White die kills**:** The defending player eliminates any one stand that can be seen from the target company for each white "6" rolled. Stands in the open must be chosen before stands in cover. Stands in cover are harder to kill and require a pair of white 6's for each stand killed.

Step 3: Colored die pins**:** The *firing* player then pins any one stand he can see from the target company for each red "1" rolled, ignoring cover status.

Step 4: White die pins**:** The defending player pins any one stand that can be seen from the target company for each white "1" rolled. Stands in the open must all be chosen before stands in cover can be chosen. If all surviving stands are pinned, then additional pinned results are ignored.

Roll for Morale: If all surviving stands of the target company are pinned at the conclusion of being fired on, then the owner of that company must make a morale roll on one die.

1 - Company breaks and is removed from the table.
3-5 - Company must retreat (see below).
6 - Company stands and remains where it is.

Retreat - Company is retreated by the owner at least 12" and not move than 24" in a direction away from the enemy fire. If the company can not be retreated to a final position with each stand at least 6" away from an enemy unit, then it must surrender instead and is removed from the table.

Mortar Fire

Each mortar stand represents a section of 2 mortar tubes and their crew.

Firing - place a *blue* target template centered on any point in range which can be seen by the mortar stand. Range for mortars is at least 6 and no more than 36 inches. After the template is placed, perform the following procedure:

Step 1. Roll an artillery scatter die as near to the template as possible. If a bullseye is rolled, then go directly to step 2. If an arrow is rolled, then the barrage for that section has scattered. Roll 1 regular die and move the template that many inches in the exact direction of the arrow and then go to step 2.

Step 2. Count the number of infantry stands which have any part of their stand covered by the template. Roll 2 dice for each such stand all at once (remember to substitute 1 red die for each 6 dice rolled). Any roll of 6 eliminates a stand, any roll of 1 pins a stand. Use the regular casualty rules for choosing casualties. There is no cover modifier and all stands count as being in the open.

Mortar fire vs towed guns - The crew stand may be affected by artillery in the same way as other infantry. In addition, if the gun is partially or wholly under the template, it is destroyed on a separate die roll of 5 or 6. If the crew is killed, the gun may be re-crewed by moving any infantry stand to it on the move phase. The rate of fire with this substitute crew is never more than 1 shot and the "to hit" die roll is reduced by 1 as well.

Mortar fire vs vehicles - any unarmored vehicle which is covered at all by the template is disabled on a roll of 1 and destroyed on a roll of 5 or 6. Tanks and other armored vehicles are only affected if the center point of the template intersects the body of the tank. If this happens, the tank is disabled on a roll of 1. If the tank is light or open-topped (includes halftracks and armored cars), then it is also destroyed on a roll of 6.

Friendly Fire - If any friendly stands are caught under a template then perform step 2 above for the friendly stands with the enemy rolling the dice and the friendly player choosing the casualties.

Off Board Artillery Fire

Artillery fire may be called from some distant battery as a result of a card played. This fire occurs during a fire phase of an activated company. Artillery fire is conducted in the same manner as mortar fire except that the command stand of the activated company acts as the spotter and can be at any range. Off -board artillery uses the larger *green* or *red* artillery templates as specified on the card. This action counts as a firing action for the command stand.

Artillery fire vs towed guns - The crew may be affected by artillery in the same way as other infantry. In addition, if the gun is partially or wholly under the template, it is destroyed on a roll of 4, 5, or 6. If the crew is killed, the gun may be re-crewed as described above for mortars.

Artillery fire vs vehicles - any unarmored vehicle which is covered at all by an artillery template is disabled on a roll of 1 and destroyed on a roll of 4, 5, or 6. Tanks and other armored vehicles are only affected if the center point of

the template intersects the body of the tank. If this happens, the tank is disabled on a roll of 1 and destroyed on a roll of 6. If the tank is light or open-topped (includes halftracks and armored cars), then it is destroyed on a roll of 5 or 6.

Direct Fire High Explosive (HE) (infantry guns, anti-tank guns, tanks, etc)

Guns can fire an exploding HE (high-explosive) round with an effect similar to artillery fire. For each such weapon fired against infantry, choose a target point that can be seen from the firing weapon. Roll to hit, using the normal firing rules (note that some "howitzer" type guns have a maximum range listed at the bottom of the card which counts as their maximum long range for this type of fire) The color of artillery template to be used is also shown at the bottom of the card.

Step 1 - roll as many dice as allowed for the action.
Step 2 - for each hit, place an artillery template. There is no scatter and misses are ignored.
Step 3 - follow normal artillery resolution. Armored vehicles are not effected by this type of shot (use tank combat procedure instead).

Close Combat (guns, knives, grenades, and curses)

Infantry stands may not move closer than 2 inches to an enemy stand or vehicle without entering close combat. Close combat occurs after the movement part of an action is completed and takes place as follows:

Step 1. Defensive Fire - all unpinned stands and vehicles from the defender's side within 6 inches of any sighted assaulting stand may fire defensive fire. Rifle stands roll 1 die, all machine guns and SMG stands roll 2 dice. Each roll of 6 eliminates 1 assaulting stand. No other die rolls have any effect.

Step 2. Close Assault - all surviving stands in the assaulting company within 2 inches of a sighted enemy stand may participate in the close assault. Each side simultaneously rolls as many dice as they have eligible stands (1 die per stand). Enemy stands are eliminated on rolls of 5 or 6. Rolls of 1 cause an enemy stand to retreat. Eliminated stands are chosen before retreated stands. Repeat close assault rounds until one side is eliminated or retreats. After each round of close assault, the defender may retreat, if he declines then the attacker may retreat. Retreating stands must move at least 6" and no more than 12" away from the combat with attacking stands retreating back the way they came from. If a stand is unable to retreat without moving within 2 inches of an enemy stand, it instead surrenders and is removed from the map.

Step 3. Breakthrough - if all defenders are eliminated or retreated, then any surviving, non-retreated, assaulting stands may move up to 4 inches each in any direction, which may trigger additional close combats. If this happens, repeat the entire close combat procedure beginning with step 1 above.

Infantry Assault Against Tanks (and other vehicles)

Infantry may conduct a special close assault action against armored vehicles using satchel charges, Molotov cocktails, grenade bundles, and other

explosive charges. If a target tank is supported by infantry, then all enemy infantry within close assault range must be killed or retreated in regular close assault before the tank can be assaulted. *Example: infantry are assaulting a tank supported by infantry. The supporting infantry must be defeated in close assault and then the attackers may perform a breakthrough and advance to the tank to attempt close assault against it.* To assault a tank, the attacking stands must move to touching distance of the target. Defensive fire is conducted by all stands within 6" as before. For the tank, only the MG's on the tank may participate in the defensive fire, not the main gun. To attack the tank, roll as many dice as assaulting stands. On any die roll of "6", the tank is disabled. A disabled tank which suffers a second disabled result is destroyed. Open topped armored vehicles are disabled on a 5 and destroyed on a 6. Unarmored vehicles are automatically destroyed with no loss to the attackers. All surviving stands must always retreat (to get away from the explosion, etc). Engineer company stands always add 1 to the die roll when assaulting tanks.

Command Stands and Rally

Command stands are identified by a red base and each infantry company may have only one. Command stands may fire and act as normal infantry stands. In a rifle company, they act as rifle stands. In a SMG company, they act as SMG stands. Command stands may be used to spot off-board artillery as their fire action (if they have a card to play). They may also rally pinned soldiers during the rally segment. Each German command stand may rally 1 die roll worth of pinned stands from its own company in a turn. Each Russian command stand may rally 1 die roll minus 1 (0-5) stands each turn. The rallied stands must be in sight and within 6 inches of the command stand. If the command stand is also pinned, then it must be the first stand rallied. If the command stand has been eliminated, then, during the rally phase, the player may swap any one stand from that formation still in play for the eliminated command stand. The new command stand may not rally any other stands this turn.

Barbed Wire

Infantry stands must stop at the edge of a wire stand when moving. On the next turn, infantry stands touching the base of the wire may spend their entire movement moving through the wire, ending their move on the other side still touching the base of the wire.

Clearing Wire: Infantry stands may attempt to cut a path through wire by not moving and rolling a die instead. If they roll a 5 or 6, the wire is removed at the end of the movement phase. Engineer stands are successful on a roll of 3 or higher.

Tanks: Tanks may pay 4 extra inches of movement to drive straight through wire. They may only drive through the narrow part of the wire stand (not end to end). If they do this, they roll 1 die; on a 4, 5, or 6, the wire stand has had a gap torn through it and is removed from the game. This roll may be made only once per tank per wire per turn. Halftracks may remove wire in this way on a roll of 5 or 6. Untracked vehicles may not move through wire at all.

Artillery: Mortar fire and off-board artillery fire may also attempt to clear wire. If the center point of an artillery template lands within the base of the wire, it is removed on a roll of 5 or 6.

Minefields

Infantry: Infantry stands must stop when moving into a minefield. They are immediately attacked by the minefield. Roll a die. 1 = pinned. 6 = killed. On any future turn in which the stand attempts to move, it must first be attacked by the minefield again. It may then move normally if it survives and is not pinned.

Vehicles: Vehicles must stop when moving into a minefield and roll a die. Tanks and other armored vehicles are disabled in the mine field on a 1 and destroyed on a 6. Unarmored vehicles are destroyed on a 1 or 6. On any future turn in which the vehicle attempts to move, it must first be attacked by the minefield again. It may then move normally if it survives and is not disabled.

Artillery fire vs wire or mines: Mortar fire and off-board artillery fire may attempt to clear mines by barrage fire. If the center point of an artillery template lands within the base of a minefield, it is removed on a roll of 6.

Engineers: Engineer stands may attempt to clear a path through a minefield - see engineer rules.

Russian Anti-Tank Rifle Company

The Russians have one company armed with PTRD anti-tank rifles. This company has sent its soldiers out in individual tank-hunting teams hidden all over the map. These will be deployed two stands at a time by playing the appropriate cards. All of these stands on the board will be activated together on the same activation card. These stands automatically rally at the end of their turn and are always considered to be in cover.

German Engineers

All stands in a German engineer company function as rifle stands (except for the light machine gun stands) but also have some special abilities. They perform better than regular stands when clearing wire and when assaulting tanks as described above. They may also attempt to clear minefields as follows. Each engineer stand which spends its entire phase directly adjacent to or in a minefield may roll a die. On a roll of 5 or 6, a path has been cleared and the minefield template is removed. Some German engineer stands are also armed with flamethrowers. These stands may fire as regular rifle stands or as flamethrower stands. Flamethrower stands have a range of 6. They attack separately from other infantry stands and roll three red dice (allowing them to choose their own targets on hits). They may fire at vehicles and have a chance to destroy them on each hit of “6” as follows: unarmored vehicles are always destroyed, tanks are destroyed on a further roll of 4, 5, or 6.

Russian Commissars

Russian companies frequently had political officers as part of their command structure whose job included making sure each soldier in the company was doing his job for Mother Russia. Some of these officers took their job very seriously. Commissars are deployed on the battlefield due to the play of a card and are attached to an infantry company (no more than one per company). They do not count as a rifle stand and are not involved in combat and do not suffer casualties. They may rally the company at any time during the company's activation phase (such as the beginning of the turn!). To do so, remove any one pinned stand from the company (shot for cowardice) and immediately rally all other pinned stands. Each time the commissar does this, he must roll a die. On a roll of 5 or 6, the survivors rebel and dispose of him. If this happens, remove the commissar from the game.

Special Activation Card

Each side has a special card in their activation deck with special instructions on it. Each time this card is drawn, the owner draws three new cards from his random things deck. The German player deploys two new companies on the map and places their activation cards in the activation deck. The deck is then reshuffled (except for the cards drawn so far this turn) and additional cards are drawn by the player until he has all three of his cards for the turn.

Random Thing Cards

Each side has its own deck of cards which contains reinforcements, artillery support, and other useful things. Each deck is shuffled and placed face down before the game starts. Each side begins the game with five cards drawn from the deck. These cards may be held for later and are not revealed to the opponent. Most may only be played during an owner's phase, but a few are played during the opponent's turn. At the beginning of each turn, each side draws three new cards. There is no limit to the number of cards which may be held in hand or played at one time.

Russian Reinforcement Cards

The Russian player reinforcements are all part of the Random Things deck. These cards may be played on any Russian turn and enter on any Russian controlled side of the map.

German Map-Edge Markers

The German forces represent most of the 1st SS Division as it drives forward. The 2nd SS and 3rd SS divisions are also driving forward on their flanks. Their progress is represented by a a marker on each side of the board which will move forward when the German special activation card is drawn. Each time the card is drawn, the German player rolls five dice for each marker. The marker moves forward a number of inches equal to the total of the dice rolled. This represents progress made by that supporting division. Russian

reinforcements may only enter on the Russian side of the markers.

Victory Conditions

The German side must capture the hill and the town for a decisive victory. If the Germans only capture one of these, the game will be considered a draw. The Russians win if they hold both objectives at the end. The game was played over four hours but players may adjust the length as they see fit.

Scale

This game is designed to be played in 1/72nd scale, but it may be played in other scales if the players wish. Each infantry stand consists of 2 figures mounted on a single base. The artillery templates are made from wire and are 5 inches in diameter for Green, 3 1/2 inches for Red and 2 inches for Blue. Minefields are represented by a square template about 4 inches in diameter.

Order of Battle

German 1st SS Panzer Division (elements)

- 1st SS Panzer Regiment
  - 2nd Panzer Battalion
    - 1st Co. - **Panzer IVg x 4**
    - 2nd Co. - **Panzer IVg x 4**
    - 3rd Co. - **Panzer IVg x 4**
  - Heavy Panzer Battalion
    - 1st Co. - **Tiger x 3**
    - 2nd Co.- **Panzer IIIm x 3**
  - Sturmgeshutz Battalion
    - 1st Co. - **Stug IIIg x 2, StuH x 1**
    - 2nd Co. - **Stug IIIg x 3**
- 2nd SS Panzergrenadier Regiment
  - 1st Armored PzGren Battalion
    - 1st Company - **HT251/9 x 1, Halftrack x 5, Command x 1, rifle x 6, LMG x 1, HMG x 1, Mortar x 1**
    - 2nd Company - **HT251/10 x 1, Halftrack x 5, Command x 1, rifle x 6, LMG x1, HMG x 1, Mortar x 1**
  - 2nd PzGren Battalion
    - 1st Company - **Truck x 5, Command x 1, rifle x 6, LMG x 1, HMG x 1, Mortar x 1**
    - 2nd Company - **Truck x 5, Command x 1, rifle x 6, LMG x 1, HMG x 1, Mortar x 1**
    - 3rd Company - **Truck x 5, Command x 1, rifle x 6, LMG x 1, HMG x 1, Mortar x 1**
  - 3rd PzGren Battalion
    - 1st Company - **Truck x 5, Command x1, rifle x 6, LMG x 1, HMG x 1, Mortar x 1**
    - 2nd Company - **Truck x 5, Command x 1, rifle x 6, LMG x 1, HMG x 1, Mortar x 1**
    - 3rd Company - **Truck x5, Command x 1, rifle x 6, LMG x 1, HMG x 1, Mortar x 1**
- 1st SS Pioneer Battalion
  - 1st Company - **Truck x 5, Command x 1, rifle x 3, LMG x 1, Flame x 4**
  - 2nd Company - **Truck x 5, Command x 1, rifle x 3, LMG x 1, Flame x 4**

Russian Army

Tank Company x 4
T-34 x (4 to 6)
Light Tank Company x 2
T-70 x (3 to 4)
Light Tank Company x 1
BT-7 x (3 to 4)
Assault Gun Company x 1
SU-122 x 2
Assault Gun Company x 1
SU-152 x 2
Infantry Company x 10
Command x 1, Rifle x 6, HMG x 1, Mortar x 1
SMG Company x 1
Command x 1, SMG x 9
Anti-Tank Rifle Company
ATR stand x 10

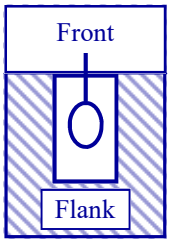
Perform Action Move/Fire according to action chosen
Fire machine Guns (tanks only) Fire all eligible machine guns
Rally (infantry only) Leader stand may attempt to rally pinned units

Rifle stand	-	1 die	range 24
SMG stand	-	2 dice	range 6
LMG stand	-	2 dice	range 24
Tank MG	-	2 dice	range 24
HMG Russ	-	3 dice	range 36
HMG Germ	-	4 dice	range 36
Mortar	-	special	range 48

Mortar and Arty Kill Chance

	Mortar	Arty
Towed Gun	5,6	4,5,6
Truck	5,6	4,5,6
HT/Lt Tank	6	5,6
Medium Tank	-	6

(all vehicles disabled on a 1)



Infantry Firing at Infantry

Substitute 1 red die for 1 white die for each 6 dice rolled

Step 1 - **Red 6's** *attacker* may choose any defender(s) he can see to eliminate.
Step 2 - **White 6's** *defender* chooses stands to eliminate. Stands in the open must be chosen before stands in cover. Stands in cover require 2 hits to kill. Pinned stands are always in cover.
Step 3 - **Red 1's** *attacker* may choose any unpinned defender(s) he can see to pin.
Step 4 - **White 1's** *defender* chooses stands to pin. Stands in open must be chosen before stands in cover. Excess pin results are ignored.

Artillery Firing at Infantry

Choose a target point for each template, observing spotting rules as appropriate. Templates from the same battery must be touching or overlapping.

Step 1 - roll 1 scatter die plus 1 regular die for each template. If a hit is rolled, the template does not scatter, otherwise move the template in the direction of the arrow a number of inches equal to the regular die rolled.
Step 2 - count the number of stands that are partially or totally under the template.
Step 3 - roll a total of 2 dice per stand affected (substitute 1 red for each 6 white). There is no cover benefit for artillery. Apply results as per infantry fire.

Tank and Towed Guns Firing at Vehicle

Each tank fires separately and may choose its target.

Step 1 - determine range to target and number needed to hit at that range.
Step 2 - roll as many dice to hit as allowed according to action chosen.
Step 3 - for each hit, roll for disable or kill versus the appropriate tank armor. 1's are always disabled. Add 1 to die at close range, subtract 1 at long range. Unarmored vehicles are automatically destroyed when hit by a gun.

Direct Fire HE Firing at Infantry

Choose a target point in sight.

Step 1 - determine range to target and number needed to hit at that range..
Step 2 - for each hit, place an artillery template of the appropriate color. There is no scatter and misses have no effect.
Step 3 - follow normal artillery resolution procedure.