

Unternehmen Rösselsprung

Caccia a Tito



Drvar 1944

SI · VIS · PACEM
PARA
BELLVM



Caccia a Tito

Unternehmen Rösselsprung



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1 INTRODUCTION

Unternehmen Rösselsprung, Caccia a Tito is a tactical wargame depicting the Operation Rösselsprung (“Knight’s move” in German) codename of the paratroop attack of the 500th Parachute Battalion SS on Drvar, city where Marshal Tito, head commander of the Yugoslavian partisans, had his headquarter on May 25th, 1944.

Note: In the rules Allied or Yugoslavian can be used with the same meaning.

1.1 Scale

The scale of the game is about 40-50 men for point and every turn is about 2 hours.

1.2 Map

The map depicts the city of Drvar and its surroundings.



On the map there are various type of terrain and the objective to be controlled by the contenders and the starting position of the different Allied Missions.

2 PLAYING PIECES

In **Unternehmen Rösselsprung** there are four types of counters: Command (for Germans only), Combat units, Missions (for Allied only) and Informative Markers.

2.1 German Command

The German Command units represent the officers of the German Combat units (there are no Yugoslavian Command units).



2.1.1 Command units have a Movement Allowance of 4 points (PM) and a Command Range, expressed in hexes, indicated on the counter. Friendly combat units are in command if deployed within the number of hexes indicated by the Command Range.

2.1.2 Command units cannot attack or assault, but can be attacked and assaulted; they can assault only if

stacked with friendly combat units; if caught alone in assault, they are eliminated immediately.

2.1.3 If a Command unit is eliminated, it is created a Spare Command unit in the same hex of the nearest friendly combat unit. Just turn the Command unit. If the Spare Command is eliminated too, it is only moved to the nearest friendly combat unit.

Exception: the William Command unit if eliminated does not return in play.

2.2 Combat units

Combat units represent soldiers grouped in operative units.

Full force combat units have a background color, a NATO symbol which identifies the type of military unit and a number which represents its Strength Value (VF).

2.2.1 The type of military units defines the Movement Allowance of the combat units.

2.2.2 Each time a combat unit reduces its Strength Value, the unit must be replaced with a Fractionary combat unit which the actual VF valour.



Full Strength



Fractionary



2.2.3 Military type of combat unit (with Movement Allowance)

	Infantry	4
	Tank	15
	Fallschirmjäger	4
	Artillery	1
	MG	4
	Mortars	4
	Support	4
	Sapper	4
	HQ	4

2.3 Missions

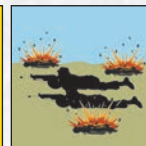
Mission counters represent Tito and the Allied Military Missions at the Yugoslavian Headquarter (see 13.1).

2.4 Informative Markers

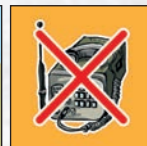
Informative Markers are Attack 1 and 2, Out of Command and Pinned. Their use is explained throughout the rules.



Attack



Pinned



Out of Command

3 GAME SEQUENCE

Unternehmen Rösselsprung is played in 15 turns (at most) of 2 hours each, from 07.00am of May, 25th 1944.

3.1 Turn

Each Turn follows this sequence:

a. Determinate Activation Points and Initiative

The player who has the initiative (see 4.2) becomes Active and chooses which Combat Unit activate and what action to perform (see 5), spending Activation Points required (see 5.1), or decides not to activate any unit and pass.

Once the action has finished, the opponent player will become Active and will choose which Combat Unit activate and what action to perform, spending the Activation Points needed or decide not to activate any unit, passing the turn.

It continues with this alternation until:

Both players decide to pass (in this case, any unused Activation Points are reported in the next turn);

A player finish the Activation Points and the other decided to pass (in this case too, any unused Activation Points are reported in the next turn);

Both players finish the Activation Points;

If one of these events occurs, the round ends and you move on to step 4.

b. Administrative Phase

Victory Conditions and any violations of Stacking (see 7) are verified.

c. Turn advances

All Informative markers are withdrawn, the TURN marker advances along the counter of the track and all starts again from step a. of the Sequence turn.

3.1.1 Each player during the turn will become active and inactive several times.



4 ACTIVATION POINTS AND INITIATIVE

Each turn the players have at their disposition a certain number of Activation Points (PA), which are necessary to perform the Actions of the combat units (see 5).

4.1 Activation Points

Activation Points are determined at the start of each Turn; each player sums the total amount of Strength Points of the combat units on the map and check the Activation Points Table to verify how many PA are available for that turn.

Use the VF Table on the map to remind its own Strength value.

Then each player rolls a d6 and if the result is 1-2 adds 1 PA; if 4-5, adds 2 PA and if the result is 5 or 6, adds 3 PA.



The total amount is the amount of PA available for that turn; add eventual spare PA from the previous turns.

4.1.1 The presence on the map of the Missions and Tito can influence the PA of the Yugoslavian player. (see 13.1.4).

4.2 Initiative

The player with the greater value of PA will get Initiative in the turn; in case of tie, the player who had in the previous turn the Initiative will retain it.

4.2.1 Place the Turn counter on the side with the symbol of the player with Initiative.

5 ACTIONS

The Action Table (TdA) shows all the possible actions that can be performed by the units and their cost in PA.

Active player can choose one Action only, but it is possible to combat units stacked in the same hex to perform this Action at the cost of the single Action. If more units perform the same Action being in the same hex, they must move and attack as they would be a unique unit (cannot move in different hexes and attack different enemy combat units). The same combat unit can, during the same turn, perform as many Actions as many PA are available to the player.

5.1 "Normal" Actions

It is possible to perform 11 Actions; among them 9 are available to the active player only, with 4 Special Actions (see 5.2) and 2 are available to the Inactive player (5.3).

All the Actions cost 1 PA, except for the Special ones.

5.1.1 Movement. This Action let combat units and command to move using their Movement allowance.

5.1.2 Attack. This Action let combat units to attack an hex containing enemy units within the range of its weapons.

5.1.3 Movement and Attack. This Action let combat units to attack with a -1 modifier and move with half of its PM before or after the Attack.

5.1.4 Assault. This Action let combat units to move and enter in an hex occupied by enemy combat unit and perform Melèe.

5.1.5 Divide and unite units. This Action let combat units to be divided into Fractionary units or to merge combat units into Full force combat units.

5.2 Special Actions

The 4 Special Actions can be performed only in specific situations and have a different cost in PA.

5.2.1 Recovery. This Action costs 2 PA and let the German player to recover combat unit(s) in stacking with a Command by removing a "Pinned" marker.

5.2.2 Civilians Interrogating. This Action costs 2 PA and let the German Player to interrogate (13.2) the civilian population in a Settlement hex where the Abwehr unit is deployed.

5.2.3 Missions movement. This Action costs 2 PA and let the Yugoslavian player to move a Mission (13.1.1) and the combat units in the same hex with it.

5.2.4 Aerial attack. This Action let performing an Aerial Attack and can be done in the turns where such units are available only, at no PA cost.

5.3 Reactions

There are two Actions that let the Inactive player to react to the actions of the Active player.

5.3.1 Opportunity Attack. This Action let the Inactive player to attack an hex, within its weapons' range, occupied by moving active combat units during their movement.

5.3.2 Opportunity Assault. This Action let an Inactive player's combat unit to enter in an adjacent hex containing moving active combat units and perform a Melèe.

6 UNITS IN COMMAND

German player must check whether its Combat Unit are in command compared to the distance to their Command unit, during phase b. of each turn.

To measure distance, count the hex occupied by the unit but not the command unit.

Units out of command remain out of command even if during the turn they return within the Command range.

6.1 Limits

Combat units out of command can perform these Actions and only at a double cost of PA (i.e. 2 PA): Movement, Attack and Opportunity Attack.

7 STACKING

Stacking limit is 8 FP per player per hex. This limit cannot never be exceeded. Command, Missions and Informational Markers do not count towards the Stacking limit.

8 MOVEMENT AND TERRAIN

In *Unternehmen Rösselsprung, Caccia a Tito* the cost in movement





points (MP) depends on the type of terrain; compare the Chart for the Terrain Effects (TEC). A unit that moves should still have enough movement points to enter the terrain in the hex; if it does not have enough, it cannot enter.

8.1 Movement allowance

Commands, Missions and every type of infantry have a MP of 4 ; tanks have 15 MP and Artillery 1 MP.

8.1.1 Units with a movemnet allowance of 1 can always move 1 hex ignoring the costs, except if impassable.

8.2 Types of Terrain

The cost in Movement Points of each of the 6 terrains available and the Assault and Attack Modifier are in the TEC.

All the numered hexagons on the map can be played.

8.3 Line of Sight

There must be a line of sight (LOS) clear of obstructions between the firing unit and target. A line of sight can enter a hex with terrain that blocks it, but can not get through.

8.3.1 The line of sight is blocked if it passes through a hex containing other combat units or through terrain hexes that blocks LOS (see the TEC).

8.3.2 The line of sight is blocked if it passes along the side of the hexagon between two hexagons that contain both ground that blocks the LOS.

8.3.3 In **Unternehmen Rösselsprung** it is possible to check the enemy stacks except for the Mission units.

8.4 Night

If the game continues during the second day (see 16), turn 9-11 are considered night turns.

8.4.1 During the night turns (gray in the Turn Track) the firing range of each type of attack is reduced at 1 hex only and the Movement Allowance is halved.

9 ATTACK

The units that want to make an attack must be within the firing range of their weapons and must have a free LOS in order to make the attack itself. They shouldn't held a 2Attack marker as well.

9.1 Procedure

Verify in which type of terrain is deployed the target enemy combat unit and count the hexes between the units involved (count the hex occupied by the target and not the one of the attacking unit); this number must be equal or less than the range of the weapons of the attacking units. Roll as many d6 as the Strenght Value of the attacking units, apply the modifiers and verify how many Hits has been rolled.

9.2 Effects

If it is scored a first Hit, the enemy target units must perform a Morale Check (10.1). If more Hits are scored, enemy target units lose a SP per Hit scored (Enemy player decides to which units lose SP) and the remanent units must perform a Morale check.

9.2.1 Once the Attack has been solved,

the attacking combat unit receives an Attack marker (a 2Attack marker if it has already performed an Attack during the same turn).

This marker will be removed during the next Administrative Phase.

9.3 Opportunity Attack

A moving combat unit can be attacked in any hex which is within the range of enemy combat units.

9.3.1 A unit that moves can be attacked by Inactive enemy combat units if moving in any hex with the range of its weapons. During the movement of a unit, the Inactive player must notify the Active player to stop the movement, in order to make the Opportunity Attack, paying the PA required. This attack must be resolved before the unit enters into another hex as a normal Attack. The player who makes the attack of opportunity can not wait to see where it will end the movement to announce his intention.

9.3.2 Once the Attack is solved, the active combat unit can continue its movement, if possible.

9.4 Attack Markers

Combat units which receive in the same turn a 2Attack marker cannot perform utter Attack Actions in the trun and have a modifier in Assault and Melè Actions.





10 MORALE

The first hit in an Attack results into a Morale Check (9.2).

10.1 Procedure

The target combat unit rolls a d6 and if the result is equal or less to the Morale Value of its side, the test is passed, otherwise it is failed and the unit receives a Pinned marker.

10.1.1 Combat units with a Pinned marker cannot move and receive a -1 modifier to the die roll in case of Assault and Attack.

10.1.2 Each time a pinned unit fails a Morale check, it loses a Strength Point, reducing its Strength Value.

10.1.3 Pinned markers can be removed by German Commands in the same hex with the pinned unit by Recovery Action, otherwise the marker is removed during the next Administrative Phase.

10.2 Morale Value

The Morale of the German units is 4; the Morale for the Allied units is 4 till Tito is on the map; once he is captured, eliminated or has left the map, the Allied Morale drops to 3.

11 MELÈE

When a moving unit(s) enters a hex occupied by enemy unit during an Assault action, there is a Melèe, which is solved immediately.

11.1 Procedure

Each player calculates the total value of Melee (MCC) of the respective units by adding:

- the value of unit
- modifiers to the die roll (cumulative)

- the outcome of the roll of a d6. Compare both MCC and apply the results:

Same value: the active player retires in its starting hex;

MCC greater than 1 or 2: the side with the lower MCC makes a Morale test; if pass, the active player's unit retires back in its starting hex; if fail, it withdraws 1 hex and receive a Pinned marker.

MCC greater than 3 up to twice the adversary: the unit with the lower MCC receives a hit, losing a point of Strength and make a Morale test.

The difference between MCC greater than twice: the side with the lower MCC is eliminated.

11.1.1 Every unit involved in a Melèe receives a Attack marker. Units with a 2Attack marker can still perform or get involved into a Melèe, but with a modifier of -1 on the d6 roll.

12 REACTION

An inactive combat unit can attack every enemy unit which is moving in an hex within the range of its weapons (but see 13.5) or in an adjacent hex..

The inactive player cannot see where the movement will end before announcing the reaction.

12.1 Opportunity Attack

A unit that moves can be attacked by Inactive enemy combat units if moving in any hex with the range of its weapons. During the movement of a unit, the Inactive player must notify the

Active player to stop the movement, in order to make the Opportunity Attack, paying the PA required. This attack must be resolved before the unit enters into another hex. The player who makes the attack of opportunity can not wait to see where it will end the movement to announce his intention.

12.1.1 In the case where there are more combat units objective of the Opportunity Attack in a hex, the result of the attack will be applied to the moving unit only.

12.2 Opportunity Assault

A unit that moves can be assaulted by Inactive enemy combat units if moving in any hex adjacent them. During the movement of a unit, the Inactive player must notify the Active player to stop the movement, in order to make the Opportunity Assault, paying the PA required. This assault must be resolved before the unit enters into another hex as a normal Melee. The player who makes the assault of opportunity can not wait to see where it will end the movement to announce his intention.

12.2.1 Opportunity Assault is not possible on units that are in Melee or which have just entered into Melee.

13 SPECIAL UNITS

In *Unternehmen Rösselsprung*, *Caccia a Tito* there are some type of units with special rules.

13.1 Missions

Missions units represent Tito, the British, American and Russian missions deployed at the Yugoslavina Headquarter, and some minor commands (fake objectives).



Missions

Tito

English Mission



USA Mission

Soviet Mission

Dummy

13.1.1 These units can move normally (performing the right Action and paying the relative PA), but the Yugoslavian player has some limitations: the second turn one Action Move Mission can be performed only; the third turn, two only; the fourth turn, three and so on. Missions can escape from the map just arriving at the edge and using one more MP to exit.

Allied player shouldn't show which Mission exits the map, except if it is Tito.

13.1.2 German player must enter with its combat units in the hexes occupied by Mission units to capture or eliminate them. In this case show them up.

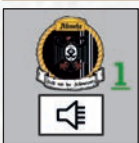
Fake missions units have no effect; Allied missions units give Victory Points; if the Tito Mission unit is found, the German player rolls a d6: if the result is equal or less to the Strength Value of the units capturing the Tito unit, then Tito has been captured, otherwise he has been killed.

13.1.3 It is not possible to attack Mission units with Air Attacks or Attack Actions, but it is possible to attack in such way other combat units present in the same hex.

13.1.4 Allied player gets 1 extra PA every turn Tito is on the map and loses 1 PA per every Mission which left the map (Tito included).

The captured Missions are not considered escaped.

13.2 Abwehr



The German player can choose the Action Interrogating Civilians in every Settlement hex where the combat unit Abwehr is deployed. After paying the necessary PA, roll a d6 and with a result of 3-6 it will be possible to undercover a Mission. With a different result, the questioning was a failure.

13.3 Air attacks



German player have, in specific turns, some air attacks available. To perform such Actions, the German player must

choose a actions, per every plane unit available.

This Action can be performed in any playable hex on the map.

13.3.1 Before resolving the Attack, the player must check if the plane arrives on the target. Every plane unit got a Precision Value (number on the left); the player must roll with a d6 this value or higher to perform the attack.

13.3.2 To perform the Attack, the player rolls as many d6 as the Strength Value (number on the right) of the plane. Some air units have a +1 to die roll (the modifier is present on the top of the unit).

13.3.3 Air Attack Actions must be performed in the turn indicated in the Turn Track only.

13.3.4 The second day of the battle the Allied player can use the Balkan Air Force.

Starting from turn 13 this air unit is available each turn if the British Mission is still on the map.

13.4 Tanks L3



Yugoslavian partisans had some former Italian L3 tanks, captured after 8th September 1943.

13.4.1 Tanks have a MA of 15 MP, but every 4 PM a d6 must be rolled and with a result of 1 the tank is eliminated because of a malfunction. Tanks can move in Plain or Road only.

13.4.2 Tanks can be attacked by Artillery unit only or through Assault or Air Attack Actions. If Tanks unit get an Hit, it is eliminated.

13.5 Light Units

Some combat units had few personal weapons or no weapons at all; these units have their Combat Valour underlined.

13.5.1 Light units cannot perform these Actions: Movement and Attack, Assault and Opportunity Assault.

13.6 Heavy weapons

There are three type of heavy weapons: MG, mortars and light artillery.

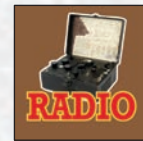
13.6.1 MG have a +1 modifier when firing against enemy in Clear hexes..

13.6.2 Mortars have a +1 modifier when firing against enemy infantry combat units.

13.6.3 Light Artillery follows the same rules for Attack and Assault, but cannot perform a Assault or Opportunity Assault Action.

If Light Artillery hits the L3 unit, the latter is eliminated immediately, without rolling for the morale.

13.7 Radio

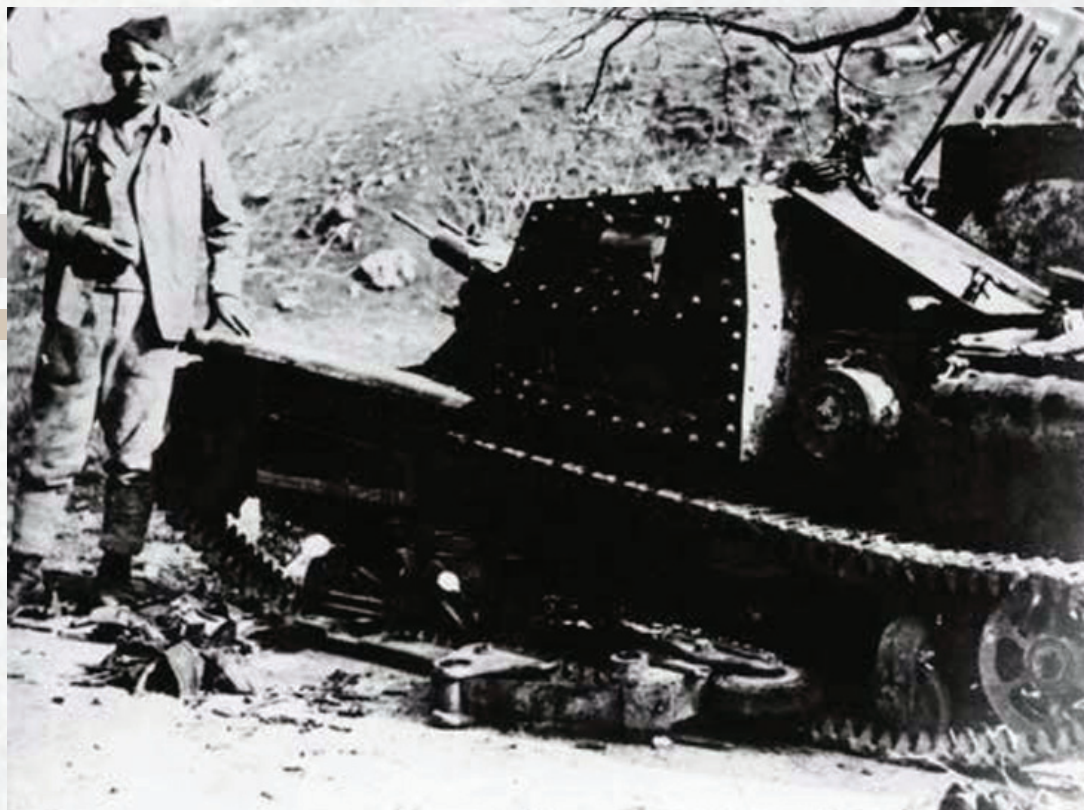


The Yugoslavian Radio unit is not a combat unit, but can be moved with a Movement Action in stack with other combat units or alone.

13.7.1 This unit has a MP of 4.

13.7.2 If the German player during an Assault or Attack Action against an hex where is the Radio unit score at least an Hit, the Radio unit is eliminated.

13.7.3 If the Radio unit is on the map, the





Yugoslavian player can try to anticipate the arrival of its reinforcements. The turn before the arrival of them, a d6 is rolled for every reinforcement unit and with the result of 4-6 the unit arrives immediately, otherwise it arrives in the scheduled turn.

14 REINFORCEMENTS

Reinforcements arrive at the indicated turn (see also 13.7.3) and in the hex indicated in 17.1.

To enter in the map, an Action must be performed and paid the cost of the entry terrain.

If the entry hex is occupied by enemy units, the player can decide to enter the reinforcements in an adjacent hex or by performing an Assault Action.

14.1 Tougher Resistance

The Allied player can decide to postpone the arrival of the German reinforcements on the 26th by renouncing to a full unit of reinforcement. In this case postpone the arrival of the Willam units of a turn per every full unit for which the Allied player renounces (they are deployed outside the map to offer a tougher resistance to them).

14.2 Paradrop and gliders

In the first turn, before the phase a. of the Game Sequence, the German player chooses the hex for each of its landing parachute units (at no cost in PA); there must be a maximum distance of two hexes among them.

For each one of them he has to roll a d6; with the result of the 1-2-3 the unit will land in that hex; with a different outcome there is a scatter. The German player must roll another d6 and check then on the Scatter Diagram to find the landing hex.

It is possible to land together a Infantry Parachute unit and a Support one (Abwehr, Mortar, MGs and Artillery); Command units can land with any friendly unit and will follow it in case

of Scatter.

14.2.1 In landing in a Woods hex, the combat units lose 1 PF; if landing in a Settlement hex the unit receive a Pinned marker.

It is not possible to choose an hex where Missions are deployed as landing hex, but it is possible to land there in case of Scatter.

14.2.2 Once landed, the units must be activated in order to make the Actions, except if they land in hexes occupied by enemy units; in this case, if they survived the Opportunity Attack at the 0 distance made by the opposing units, they will conduct an Assault (free of charge in this case), with a negative modifier of -1.

Opportunity Attack and Assault cost no PA.

15 VICTORY CONDITIONS

The main German objective is capturing Marshal Tito.

15.1 Victory points

German player gets an Automatic Strategic Victory by capturing Tito.

15.1.2 If Tito is not captured, Victory Points (PV) must be counted.

The German player gets these PV:

- Eliminating Tito (13.1.2): +20 PV
- Per every captured Mission: + 4 PV
- Per every objective controlled: + 5 PV

The Yugoslavian player gets these PV:

- Per eliminating each German Command: + 5 PV
- Per every enemy PF eliminated: +1 PV
- Per every objective controlled: + 5 PV
- Per every Mission out of the map (except for Tito): + 2 PV

The player getting more PV is the winner.

15.1.3 Fake Missions give no PV.

To control an Objective there must be a combat unit there when checking PV;

being the last to have passed through it is not enough.

16 GAME LENGTH

The game starts at turn 1 and finishes at turn 8 if Tito has been captured or eliminated or has exit from the map, otherwise it continues till turn 15.

17 INITIAL SET UP

Put the Turn Counter in the Box 1 of the Turn Track (07-08).

The German PA level is determined by rolling a d6 and adding 3; the Yugoslavian PA level by rolling a d6 and adding 1.

Put the German Reinforcements in the 12 (05-06) box of the Turn Track and the other reinforcements is the correspondent boxes.

The Yugoslavian player deploys its units in the hex:

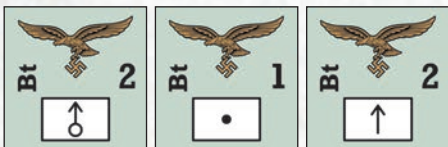
	10.06	
	3	In an hex with a Mission
	2	14.04
	1	06.06
	2	12.09
	1	10.04

Then the Yugoslavian player places the Mission units (13.1), face down, in the hexes on the map marked by red star and the Radio (13.7) with any Allied units.

17.1 Reinforcements

500SS Para

Turn 1 (Airborne assault 14.2)



Turn 3 (Airborne assault 14.2)

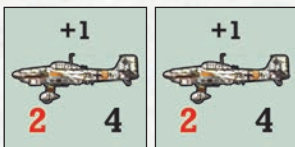


Turn 12 – 05.01



Air attack (13.3)

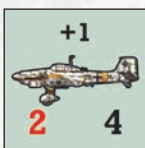
Turn 1



Turn 3



Turn 5



Turn 6



Yugoslav partisans

Turn 2 – 20.12



Turn 3 – 01.12



Turn 5



– 01.07 – 05.01

Turn 6



– 01.08



– 20.01

ABBREVIATIONS

CCKJ: Central Committee of the League of the Communists of Yugoslavia
LGKJ: League of young communists of Yugoslavia
CAD: Cadet officers

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Unternehmen Rösselsprung

Caccia a Tito

Drvar, 1944

COMBAT TABLES

ACTIONS			
Type	PA	Player	Out Of Command (6.1)
Movement	1	A	Yes
Attack	1	A	Yes
Mov. & Attack	1	A	No
Assault	1	A	No
Split/Gather	1	A	No
Rally	2	A*	-
Interrogate civilians	2	A*	No
Move Missions	2	A*	-
Air attack	0	A*	-
Att. of opportunity	1	I	Yes
Ass. of opportunity	1	I	No

A = Active - I = Inactive - * = Special Action

COMBAT UNITS TABLE			
Unit	PM	Range	Rule
	4	1	
	4	1	13.5
	4	3	13.6.2
	4	2	13.6.1
	1	4	13.6.3
	15	2	13.4

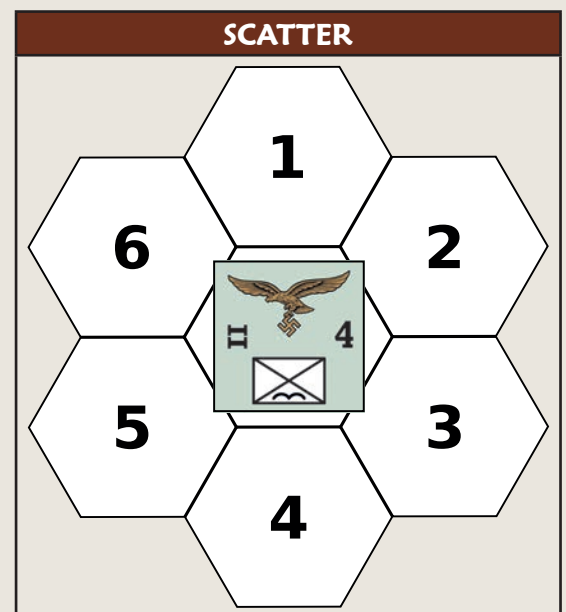
TERRAIN EFFECT TABLE					
Terreno	PM	Att.	Ass.	LoS	
Clear	1	5-6	-	No	
Town	2	6	-2	Yes	
Hill	2	6	-1	No	
Road	1	NE	NE	NE	
Wood	2	6	-1	Yes	
Stream	+1	NE	-2	No	

NE = NO Effect. Other terrain in the hex

Att. = Die roll to hit

Ass. = Assault die roll modifier

LOS = LOS Blocked?



ACTIVATION POINTS		
Yug. FV	PA	Ger. FV
0 - 4	1	0 - 3
5 - 9	2	4 - 7
10 - 13	3	8 - 11
14 - 17	4	12 - 15
18 - 21	5	16 - 18
22+	6	18+