

## Deluxe Axis of Attack Campaign

### **I. Starting Forces**

At the start of the campaign, each player builds a company using an agreed on point total. Any specialist teams and options that the player might want to use in the campaign must be included in the starting force (e.g. Tankodesantniki, light mortars, komissars).

Determine the starting strength of each platoon. No platoon may be added to the on-table force at a strength above its starting strength. All platoons strengths are based on the platoons sizes from the appropriate FOW intelligence book. Additional sections and upgrades are not counted in determining a platoon's strength.

Depleted – minimum size platoon.

Full Strength – maximum size platoon.

Under Strength – platoon size halfway between minimum and maximum (if allowed).

Platoon strengths are rounded down. Obviously in this case the player should purchase platoons at the listed strength levels to avoid wasting points.

HQ weapons sections are recorded separately and treated as mini-platoons for casualty tracking.

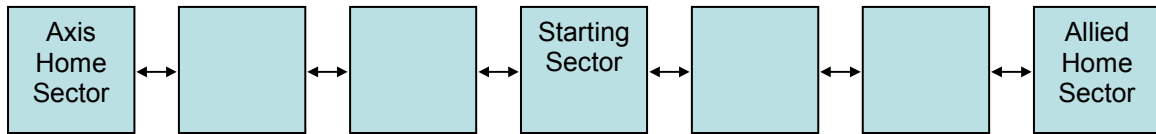
Players who may want to include air support in their forces must purchase air support as part of their initial force. The level purchased initially is the maximum level allowed in any game during the campaign. If a player wishes to have two (or more) types of aircraft available to him in a game, he must pay for each. The player may only use one type in any given game.

E.g. A German panzergrenadier platoon may be purchased at full strength of 3 squads or depleted strength of 2 squads. The player must also purchase the SMG panzerknacker and light mortar upgrade if those are to be available during the campaign.

E.g. A Soviet Medium tank company may be purchased at full strength of 10 tanks, understrength of 7 tanks, or depleted strength of 5 tanks. A platoon purchased at 8 tanks would be rounded down, so players should not do that. If the company is purchased with upgrades for 3 tanks, then up to three tanks in the company can be upgraded in any future game.

### **II. Playing the campaign**

The campaign is an axis of attack linked mission campaign in which combat occurs in sectors. The campaign map consists of seven sectors and depending on the results of each mission, play will move from sector to sector. The goal of each player is to seize the opponent's home sector.



### **Starting Mission**

The first mission is an Encounter Mission.

### **III. Choosing game forces**

Players use their available platoons to construct a standard FOW company. Then maximum number of points allowed on table is 1500. A player may use up to 3 campaign Victory Points to increase his available point total. Each VP will add 75 points to the player's maximum for that game. Platoons may be purchased in any increment up to their current strength on the player's roster. If the player paid the points for upgrades in his original list, those upgrades are available regardless of the unit's current strength.

E.g. a player buys a full strength Soviet Medium tank company and pays for upgrades to three tanks. Subsequent losses have left the tank company understrength (7 vehicles). The player may use 5 (minimum size), 6, or 7 (maximum for an understrength company) tanks in his company, but may upgrade up to three of those, even if he only brings 5 to the table.

If the mission is being played is a Breakthrough mission, the attacker must retain mobility in order to advance two campaign two sectors. All platoons used in the Breakthrough game and in the following game must either be operationally mobile (i.e. have organic motor transport and not have been rendered Immobile due to damage) or the player must provide transport in the form of Transport platoons or by using the Tank Riders rule. Immobile platoons transported as Tank Riders or by Transport platoons are deployed without their organic transport.

E.g. After several combats a German player finds himself with one 7 team panzergrenadier platoon, a 5 team HMG platoon, and a PaK38 platoon Immobile. The player wins in a Breakthrough and chooses to move the campaign 2 sectors. If the player can field a four tank platoon, he could move both the HMG and Panzergrenadier platoons. However, if only a three tank platoon is available, he would have to field the platoons as understrength units to bring both due to transport limitations. The PaK38 platoon cannot be used, as towed guns cannot be mounted as Tank Riders.

Any teams available but not added to a platoon for that battle will be added to the platoon strength after the game to determine it's new strength level (see section IV)

After choosing platoons, players total the point cost of their forces and play the mission.

### **Air Support**

Players with air support may choose any of three Air Support Profiles. The profile to be used must be recorded before the game.

Close Air Support – standard air support from the FOW rules.

Air Superiority – As standard Air Support except that a 6+ is required on the air support dice to receive Ground Support. Fighter Interception occurs on a 5-6.

Battlefield Interdiction – Attack the enemy rear areas to disrupt movement of troops to the combat zone. During the enemy turn before reserve dice are rolled, the player may elect to conduct Aerial Interdiction and the opposing player may attempt Fighter Interception as normal. Aerial Interdiction is successful on a 5-6 on any die. If not intercepted, successful Air Interdiction negates one successful reserve roll. Any air support aircraft capable of carrying either bombs or rockets must specify which load they will use for this game. A player with Battlefield Interdiction must roll a 6 to receive Fighter Interception

### **III. Playing the game**

The following special rules are in place for all missions

#### **Off Table Artillery**

Any platoon able to fire an artillery bombardment may be held off the table. A marker is placed at the edge of the table for each unit and all artillery ranges measured from this point. Only observer teams from the artillery platoon are deployed on table. An artillery platoon held off table in this way is ignored for company morale tests. An artillery battery can be held as a platoon in reserve. The battery cannot fire on the turn it is activated from reserves, but is ready to begin firing bombardments on the following turn.

#### **Smoke Ammunition.**

Smoke screens may be fired at any point on the table (not just enemy teams). For ranging purposes the target point is treated as conscript troops and is subject to normal rules for concealment.

Any platoon able to fire smoke bombardments on the attacking side in a Defensive Battle is able to fire two smoke bombardments per game (regardless of how many tubes are able to fire). In all other cases, each platoon may only fire a single smoke bombardment per game. VP may be used to provide extra smoke ammunition for some missions (see below).

#### **Log and Earth Bunkers**

Treat these field fortifications as normal bunkers with the following exceptions. Log and earth bunkers are more susceptible to fire. Roll to hit using a skill test as normal. However, if the firepower roll is greater than double the firepower, the bunker occupants are killed. A roll equal to the firepower rating but not equal to double the firepower rating pins the bunker as normal. Log and earth bunkers cost 4 fortification points.

#### **Outnumbered and Outgunned**

At the end of the game, players score VP as normal. The player with the lower point total is awarded bonus VP based on the difference in the point totals.

0-50 points	+0 VP
51-150 points	+1 VP
151-300 points	+2 VP
300+ points	+3 VP

### Conceding a game

A player may concede a game without playing the tabletop battle. A player might want to do this if his forces were severely depleted and he needed time to rebuild (since platoons can only increase one level per campaign turn). If a player concedes, his opponent scores a 6-1 victory and the player receives no bonus VP for fighting with a lower point force. The enemy may claim the recon platoon bonus below for any recon platoons included in his company (see below).

### Weather

After all forces are chosen but before deployment begins for each game, the defender rolls on the weather chart below to determine the weather effects for that game.

Die roll	Last turn's weather			
	Clear	Cloudy	Intermittent Rain	Steady Rain
1	Clear	Clear	Clear	Clear
2	Clear	Clear	Clear	Clear
3	Clear	Clear	Clear	Cloudy
4	Clear	Cloudy	Cloudy	Cloudy
5	Cloudy	Intermittent Rain	Steady Rain	Steady Rain
6	Intermittent Rain	Steady Rain	Steady Rain	Intermittent Rain

### Effects on Air Support

Cloudy and Steady Rain– thick cloud cover overhead prohibits either side from flying air support missions.

Intermittent Rain – Intermittent storm clouds make finding the battle area more difficult. All air support missions add +1 to the score required to receive air support.

### Terrain Effects

The ground in the campaign area will be affected by the amount of rain received. For each turn of intermittent rain increase the Mud Level by one. For each turn of steady rain, increase two levels. For each turn of clear weather reduce the mud level by two and for each turn of cloudy weather reduce the mud level by one.

### Mud Level

Dry – no effect. All fields are clear terrain. Stream beds and gullies are difficult terrain.

Wet – Plowed fields: first player to enter a plowed field rolls d6. On a die score of 1-2, that field is muddy and is considered difficult terrain. Stream beds and gullies are difficult terrain.

Muddy – Plowed fields are difficult terrain. Stream beds and gullies are swollen and very difficult terrain.

Morass – Plowed Fields: first player to enter a plowed field rolls d6. On a die score of 1-2, that field is very muddy and is considered very difficult terrain, otherwise the field is difficult terrain. Stream beds and gullies are swollen and very difficult terrain.

Flood – All plowed fields are very difficult terrain. All cross-country terrain is difficult terrain. All streams and gullies are impassable. All roads are treated as cross-country terrain.

## V. Choosing the next mission

### Advance, Retreat, or Hold

The results of each game will determine if the campaign moves into a new sector, depending on which player was the winner and what mission was being fought. Consult the Mission Results Table for the effects of each mission. Hold indicates that the next mission will be fought in the same sector. Advance indicates that the campaign moves one sector toward the losing player's home sector. Breakthrough indicates the campaign may move two sectors toward the losing player's home sector, but in doing so the attacker may not use any Immobile platoons in the next game. Retreat indicates that the campaign moves one sector toward the defending player's home sector.

Mission Results Table

Mission	Attacker Wins	Defender Wins
Encounter	Advance	n/a (both players attackers)
Hold the Line	Advance	Hold
Breakthrough	Breakthrough	Hold
Cauldron	Hold	Advance
Fighting Withdrawal	Retreat	Retreat
Trench Fight	Advance	Hold

### Mission Selection

After each game, the mission for the next game will be determined. Both players roll one die and add the appropriate modifiers.

- +VP Victory points scored in last game (not counting bonuses earned for lower point total)
- +1 Higher total VP score.
- +1 Each recon platoon (at least depleted strength and not Immobile) of the winning player's force in enemy table half at end of game.
- 2 Won as defender in any mission without the Fair Fight special rule.

The total score of the higher scoring player determines the next mission to be played using the Mission Selection Table. The higher scoring player is the attacker regardless of normal conditions imposed by the Defensive Battle scenario rule. If the score is tied, the

mission played is based on the score generated and the attacker and defender determined using the normal mission guidelines

If a player won as defender in a Breakthrough or Fighting Withdrawal mission in the last game, that player may add or subtract one from the die total of which ever player has the higher score. If the score is tied, the player may adjust either score by one. This adjusted score is used to determine the mission and attacker.

Mission Selection Table

Total Score	Mission
10 or more	Breakthrough
8-9	Encounter
7	Cauldron
6	Fighting Withdrawal
5	Hold the Line
4 or less	Trench Fight

#### **Using VP to change the mission**

Once the mission has been generated, the player with the higher victory point total may change the mission to the one above or below it on the Mission Selection Table by spending 5 victory points. If that player chooses not to change the mission, the other player may change the mission instead for 5 victory points.

#### **Choosing the Game Map**

Once the mission for the next game has been chosen, the winner of the previous game chooses the game area (corresponding to the table size) from the map of that sector. The other player may use VP to shift the table area, using 1 VP to move the table area 1 square. The top of each map is north. The German player's edge will always be the west edge and the Soviet player's edge will always be the east edge.

#### **Using for Victory Points for mission special rules**

Victory Points may be used to provide various special benefits during the campaign. Use of any victory points for benefits on the game table must be noted in the player's force list for that game. Victory point cost is assessed immediately, even if not used during the game. A player may only use one of these options in each game.

Extra Smoke Ammunition Extra smoke ammunition may be requisitioned for any support platoons of a company attacking in a Defensive Battle. The cost is 1 VP per platoon. This allows the unit to fire an extra smoke bombardment.

Night Attack An attacker in a Defensive Battle may opt to make a night attack. Use the rules for British Night Attack special ability. The cost of making a night attack is 5 VP.

Counterbattery Fire Corp level artillery assets have been assigned to fire a counterbattery mission in support of your company. Following any turn in which your opponent fires an artillery bombardment, you may attempt to conduct counterbattery fire against the firing platoon. At the start of your shooting step, roll to range in on the target platoon. Add +1 to the ranging roll if the target platoon is in LOS of any observer from an artillery battery with a staff team, otherwise add +2. If the ranging roll is successful, the target platoon is hit with a bombardment of AT5 and FP2+. Against any on table platoon place a doublewide template over the target such that as many gun tubes of the target platoon as possible are covered. Against an off table artillery battery, roll to hit each team. Teams are hit on a 4+, modified as normal for which ranging roll was successful. Only one counterbattery mission is available (i.e. one successful ranging roll) and costs 3 victory points.

Battalion Artillery Shoot Either player in any Defensive Battle may request a fire mission from a supporting artillery battalion to support his attack. The bombardment may be targeted at any location on the table, but the player must write down the target point after objectives are placed but before the defender deploys. He must also state which turn he wants the fire mission to arrive. The fire mission will arrive at the designated time. The player places a doublewide template centered on the target spot. Roll to hit any teams under the template. Teams are hit on a 3+ and the bombardment is AT5 and FP2+. The company commander or any observer team from a battery with a staff team may attempt to cancel the bombardment with a successful skill test. The Battalion Artillery Shoot costs 3 VP. A player could request multiple artillery shoots if he wanted to pay the VP cost.

Pre-registered artillery A defender in any Defensive Battle may pre-register artillery. As long as the observer and firing platoon have not moved from the positions that they started the game, the player may subtract one from the score required to hit for all bombardments by the pre-registered platoon. Pre-registering artillery costs 2 VP per platoon.

Aerial Bombardment An attacker in any Defensive Battle may call on the air force to conduct a massive preliminary bombardment. The player may not have any air support in the same game as a preliminary bombardment (all planes are used to support the bombardment). The attacker may conduct a preliminary bombardment as per the fortification rules. An Aerial Bombardment costs 7 victory points.

## **VI. Casualties**

After each game, the status of each platoon in the game is evaluated based on the strength of the platoon. The number of functioning teams on table at the end of the game is compared to the FOW organization to determine the unit's status. Transport teams and upgrade teams are not counted. Teams available but not used in the game are added to the platoon's team count as are any teams that exit the player's own table edge during the game after turn 3. Any bailed or bogged vehicles are recovered by the winning player but are considered destroyed by the losing player. Teams that rout off of the table due to

a failed morale test are not counted as functional but are not destroyed on table. Assign platoon status according to the categories below, rounding down

Destroyed	All teams of platoon destroyed on table.
Gutted	below minimum platoon size.
Depleted	minimum size platoon
Under strength	halfway between minimum and maximum platoon size
Full strength	maximum size platoon

E.g. A German panzergrenadier platoon with light mortar takes has 3 MG teams destroyed, leaving 3 MG teams, the light mortar and the commander. The light mortar does not count, leaving the platoon at less than the minimum size platoon in FOW (commander plus 4 MG teams), so this platoon is rated as Gutted.

E.g. A Soviet Medium Tanvkovy company is available at full strength (10) and the player decides to bring a 7 tank company to the game. During the game, the Soviets lose 3 tanks. After the game, the 3 available but unused tanks are added to the 4 teams still functioning on table to determine the units new status, which would be Under strength.

E.g. A German Panzer company of 5 tanks has 2 destroyed and three bailed at the end of the game. After the game, the unit would considered destroyed if the player lost the game, but would be depleted if the player won, as the player would count the three bailed tanks as functional.

If the attacker has advanced the campaign two sectors as a result of a Breakthrough mission or if any platoon wishes to claim the recon bonus, the operational mobility of relevant platoons must be assessed. A platoon that includes motor transport must have sufficient transport at the end of the game in order to retain. Any platoon not able to provide all the transport appropriate for its current strength level loses its operational mobility and is labeled as Immobile. A player may voluntarily reduce the strength level of a platoon to ensure that it remains operationally mobile. Alternately, a player may strip identical vehicles from another platoon to maintain operational mobility. Loss of operational mobility affects availability of platoons following a breakthrough and the ability of recon platoons to scout ahead.

E.g. A player has two units of armored panzergrenadiers. One unit loses no infantry teams in the battle but loses two halftracks. The other unit loses 3 infantry teams and one halftrack. The player could choose to strip the remaining two tracks from the gutted unit, leaving it Immobile, in order to retain the operational mobility of the full strength unit.

## **VII. Reinforcements**

After the status of all platoons has been determined, players may attempt to reinforce any platoons on their roster. A player gets 4 dice, plus 1 die for each VP spent. Dice are assigned to any platoon on the roster (does not have to be a platoon that fought in the most recent game) and platoons may receive as many dice as desired. After all dice are

assigned, the player rolls the allotted number of dice for each platoon and if any success is scored the platoon strength is increased one level (Destroyed > Gutted > Depleted > Under Strength > Full Strength). A platoon cannot have its strength increased above the level it was purchased at to start the campaign. Scores required to increase platoon strength are:

Combat platoons	3+
HQ and weapons platoons	4+
Support platoons	5+

-1 to die rolls for any platoons composed entirely of tank teams.

Any independent teams in the company HQ are automatically replaced if lost.

A company will not drop below two depleted combat platoons. If a company drops below this level, combat platoons may be automatically upgraded to depleted strength until the unit has at least two depleted combat platoons (this is the only case in which a platoon can be increased by more than one level each turn). Each strength level that is automatically gained in this way uses one of the player's reinforcement dice for that campaign turn and those platoons may not be further reinforced that turn.

If the player has any Immobile platoons, those are restored to operational mobility in any turn that they did not fight or in which the attacker did not advance the campaign two sectors following a breakthrough.

E.g. A German Panzergrenadier company suffers very heavy casualties and has one platoon destroyed and two gutted in recent combat. Since the company is below two depleted combat platoons, it is eligible for automatic upgrades. The player may automatically upgrade the two gutted platoons, leaving two dice for use with other platoons. The destroyed platoon could be upgraded using normal dice rolls, but could only be reinforced to Gutted in this turn, so would be unavailable for the next game.

### **Exchanging Support Platoons**

After casualty recovery a player may exchange support platoons from his force for other support platoons. A platoon must be at least depleted in strength to be exchanged. Exchanging support platoons costs 5 victory points. The platoon may be exchanged for any legal support platoon of equal or less points to the current point value of the platoon being replaced. Any leftover points are lost. The new platoon is assigned a strength rating as for platoons purchased at the campaign beginning

E.g. A German player has a platoon of Panzer IIIJ late in support. The platoon is down to three tanks and the German player has been pushed onto the defensive. The player decides to exchange the platoon for a defensive platoon. The tank platoon in its current state is worth 315 points. The player may exchange this for a PaK40 platoon with three guns 265 points (losing the extra 50 points) but could not get a 4 gun PaK 40 platoon as that is 345 points.

### **VIII. Ending the campaign.**

The campaign ends if either side wins any mission as attacker in the opposing player's home sector. If no winner has been determined after nine campaign turns, the campaign is ended. If either side is adjacent to or on the enemies home sector they score a minor victory, otherwise the campaign is a stalemate.