

EAGLES, CROWNS AND OAK LEAVES

WWII Division Level Rules

Sequence of Play

- 1.0 Introduction & General Rules
- 2.0 Movement
- 3.0 In-Direct Fires
- 4.0 Direct Fires
- 5.0 Infantry Combat
- 6.0 Aircraft

SEQUENCE OF PLAY

Each player will complete the actions of a Specific Phase, then play will proceed to the next Phase.

MOVEMENT PHASE

1. Strategic Road Movement
2. Cross-Country Movement
3. Aircraft Movement & AA Fire Resolutions
5. Infantry Movement

Clarification: The movement sequence is conducted simultaneously whenever possible. In close combat situations, the SLOWER unit moves first AND movement is-alternated in 1/4 allowance segments.

IN-DIRECT GENERAL BARRAGE FIRE PHASE

- A. Assign Artillery and Aircraft to either Direct or barrage Fire support,
- B. Determine the actual impact point of the barrage or Aircraft Sortie
- C. (AA Fire at Sorties then) Resolve damage to units in the impact zone
- D. Adjust rounds for next turn & Call for new fire AND move the aircraft Sortie

DIRECT FIRE PHASE

1. Anti-Tank vs Vehicle
2. Vehicle vs Vehicles
3. Vehicle vs Infantry & AT systems
4. Infantry vs Infantry

MELEE PHASE

- A. Infantry vs Infantry Melees
- B. Infantry Assaults vs Tanks & Bunkers

INTRODUCTION & GENERAL RULES AND CLARIFICATIONS

Both beginners and veteran players can use these rules. Play can be quick and easy OR made more realistic and slower by adding advanced options. The Combat systems reflect volume of fire into a specific area combined with the maneuvers of combat units. Procedures show that every round even hits into a target area will not cause casualties. A unit's power level calculates its' combat effectiveness rather than troop losses.

The weapon systems were poor by modern standards and there was a constant design battle between shell penetration versus vehicle armor. According to US Tank Gunnery manuals, in 1944 a US Sherman tank firing at a stationary tank only 1500 yards distance, had to fire 13 rounds at the target before it reached a 50% hit probability..

1.1 SCALES

1 Turn = 30 minutes

1 Vehicle Casting = 3-5 vehicles in an platoon or part of a company; Two vehicle models are used to represent one vehicle company

1 Infantry casting = One Fire Point or One Platoon

Distance scale : 1 inch = 100 yards or 100 meters ; One cm = 30 yards or 30 meters

One infantry unit stand = one company or one weapon system platoon (AT or MG)

1.2 FIREPOWER RATINGS

The basic Firepower ratings for individual units can be found in the ToE section for the various nationalities. It is based on the FP intensity at a range of 300-600 yards. If the target is more than 600 yards then the firer's FP is deducted one FP. If the target is less than 300 yards then a FP is added to the firer's rate. Example: An infantry stand with four castings has a FP rating of Four.

Fire Power Intensity Ratings

W = Weak : Effective damage into an area is minimal. Damage to a unit or casualties caused are as much by luck as intentional.

X = Effective: The level of destruction in an area is substantial with a unit's ability being impaired especially for troops in unprotected cover.

Y = Severe = The level of destruction in an area is substantial with a unit's ability being impaired regardless of the protective cover troops.

Z = Awesome = The level of destruction in an area is substantial with a unit's ability being impaired with troops in poor or unprotected cover being severely affected.

1.3 Defensive Armor Protection Classes (DA). These ratings are based on the natural protection offered by the unit's equipment.

HARD = Mainly Heavy tanks with very thick armor. Also bunker complexes.

DENSE= Heavy tanks and some later versions of medium tanks with improved armor.

MODERATE = Mainly Medium tanks and armored tank Destroyers used as the main weapons by most countries.

THIN = Light tanks, most armored cars, halftrack equipped units, (and for In-direct fires = open top Tank Destroyer units)

INFANTRY = Any unprotected units including foot, trucks, cavalry, artillery and heavy weapon systems

For indirect fire purposes the to-hit chances are based on Thin protection. Units with higher or lower ratings will modify the Kill Dice/percentage chance appropriately.

Because of the thin tops of many tanks and the likelihood of impairment due to damaged tracks, Moderate and Hard rated vehicles are rated as Thin for In-Direct fire.

1.4 TARGET POSITION DEFENSIVE RATING (TPD)

These factors are used to adjust the number of Kill Dice rolled. Or in case of DD ratings may also require an additional re-roll.

AA = Unit is Moving and disregards the use of protective cover in order to close with the enemy or change position.

BB = The unit did not move and the unit conducted some minor entrenching or other security precautions.

CC = Unit is in the Woods, Buildings or other marginal terrain types

DD = Unit is in a prepared defensive position with extensive security precautions

1.5 Minefields. A minefield section is 300 yards X 300 Yards. It is classified as Hasty, marked on the board, OR Deliberate, marked on the deployment sheet and revealed as an enemy unit enters it. Minefields are considered Mixed with both AP (anti-personnel), and AT (antitank) mines. Each unit must stop for the remainder of the turn and roll for damage when they enter the minefield. An artillery hit on a minefield section will not clear it. It is cleared if a minesweeper unit moves onto it or an infantry unit spends one turn clearing it. The infantry unit does not have to roll for casualties IF it was a known minefield and its clearing mission was stated by the owning player.

Target	Infantry	THIN	MODERATE	DENSE	HARD
Chance to Hit	30%	30%	20%	10%	5%

1.6 Suppression. The term Suppression indicates that enough firepower is being placed into an area that will prevent effective maneuvers by the unit. How to mark a suppressed unit? Some players may prefer to use markers but a simple way is to turn the facing of the unit away from the enemy. There is no front or rear to deployment positions so facing should not be a factor. A unit that is Suppressed can fire but cannot move. Suppression markers are removed at the end of the movement phase of each turn.

1.7 Impairment of Units. . Force Impairment is a combination of destroyed equipment and troop casualties. A marker should be used to designate impaired units. Infantry, Artillery and Towed AT units have a number of step force levels equal to its FP value. If a unit is impaired it will drop one FP per impairment. Vehicle units all have FOUR step force levels regardless of their FP value and will drop TWO FPs per impairment hit. .

1.8 Paratroop Drops. The method used may seem funny but it can produce scattered drops or concentrated drops. For a daytime drop, the players will use a 4" CD to designate the desired landing zone. The paratroop player will then roll (in a bunch, as many as possible) a d6 for each unit in the para assault. The player will toss the dice so

that they will land initially on the CD. The d6 tends not to roll far so dispersion will be a little close. For a night time drop the paratroop player will use the same method but will roll a d10 for each unit. The more rounded d10 should show more dispersion than a d6. Glider units have no dispersion so are placed in the landing zone (on the CD).

MOVEMENT

2.1 Movement Codes . For faster play, a unit’s ability to maneuver is identified by a letter code. Speeds have been included so players can determine codes for non-listed units. The code states how many inches/cm that a unit can move per turn.

FAST = Armored Cars and other vehicle units with a primary Recon / scout function
 Moderate = Halftracks, Medium tanks whose assigned vehicles can quickly move from one location to another . Basic Speed for mounted mechanized companies
 Slow = Heavy Tanks and other vehicle units which are often difficult to maneuver.
 Truck = Trucks and other vehicle units whose primary function is to transport combat assets. Basic Speed for mounted motorized companies, cavalry and transported units.
 Foot = The basic rate used by horse drawn transport and infantry foot units.

The basic Cross-Country movement codes are as follows along with the maximum distance of movement allowed in inches, centimeters and hex grid movement points.

FAST	MODERATE	SLOW	TRUCK	FOOT
E	D	C	B	A
12”	10”	8”	6”	4 “
35 cm	30 cm	25 cm	20 cm	10 cm
8 MPs	6 MPs	5 MPs	4 MPs	2 MPs

2.2 Strategic Road Movement. The road rate is an increase in a letter code and plus 2 inches or 5 cm for E class units. The Strategic rate can only be used if the entire turn is spent on the road. At any time that a unit exits the road, its movement allowance reverts to the cross-country rate. If it wants to move off road after exceeding its cross-country rate, it cannot do so. It must stop at that point on the road. Example: A scout car (E) can move up to 14” as long as it stays on the road. Once it moves off road, then the maximum it can move is 12”.

2.3 Cross-Country Movement can be reduced by difficult terrain or weather.

2.4 Terrain Modifications. At this higher level of play, terrain representation is different than the basic representation. A building is a complex of buildings either a town or village who structures can offer protection to a company sized force. Isolated buildings such as farms or farm complexes are considered to small to be of significant effect on combat. Trees or rough areas represent of sizeable area that is dominated by trees or rough ground. Unless designated as impassable in the scenario guidelines all rivers can

be crossed since fords or small bridges are considered to be located in any 300 yard stretch of river. Units can always move at A speed regardless of the modifications.

REDUCE ONE LETTER CODE ... Woods, Rough, Snow, Streams,
REDUCE TWO LETTER CODES ... Swamp and Mud

2.5 Hex Grid Movement Points. A point is expended if a unit wants to enter another hex. It must expend one point to turn (any number of hexsides) otherwise it must move straight ahead. It costs two MPs to enter a hex containing woods, rough, sand, snow or a river/stream. It costs all of a unit's MPs to a hex containing Mud or swamp.

IN-DIRECT FIRE = ARTILLERY

Artillery, Aircraft and Off Board Artillery or Naval gun support can use either In Direct Fire or Direct Support fire.. In the Artillery Allocation Phase, the players will designate which units will conduct In Direct Barrage fire, These units are fired immediately and marked as fired (use a poker chip or counter) . The other artillery type units are assigned as firing Direct Support for combat units in their Division. Direct Fire cannot be used to support units not attached/assigned to the division (except aircraft sorties)

Heavy Weapons Support units include mortar, AT, AA and MGs weapons can use Direct support fire to assist another unit or engage an enemy unit as a Direct Fire target. They cannot use In-Direct Barrage Fire.

Direct Fire Support Procedures. As the combat units select targets for Direct Fire, the Artillery or Hvy Spt units simply add their FP rating to the Combat unit being supported.

In Direct Barrage Fire Procedures are as follows: Artillery requests and Orders, indicate desired point of impact and conduct drift procedures, designate the actual impact point and the barrage Damage Zone (CD disk) and determine any target hits and casualties.

3.1 Artillery Requests. Written requests are required for all off-board/indirect fire. Fire must be conducted by battery. Only on-board-guns can use direct fire. A battery must be deployed in order to fire.

3.11 Order Options:

- A. FIRE at Registration point #?. Listed on deployment map. The initial fire may include a shift from a reg. point.
- B. REPEAT. Fire again at last location.
- C. SHIFT A/D # & R/L #. Add or Drop AND Right or Left shifts in yards. The maximum shift allowed is 800 yards per direction.
- D. CEASE FIRE.

3.2 Time Lapse for Initial call to Impact. The time lapse is the turn delay from the request for fire to its impact. The lapse will occur any time a new fire mission (Order A) is initiated. The short delay factor is based on both sides using pre-registered firing points. Each side can plot up to 10 FRPs during pre-game setup.

Nationality Time Lapse :

Germany, France, UK & Commonwealth, +2	USA = 1
Minor Axis, Italy, USSR, Japan = 3	China = 4

3.3 Artillery Firing Error. There is always a chance (due to human error, wind, gun tube wear) that rounds will land off target. Other causes include unobserved map fire and distance to the target. Observed fire is when the target can be seen by any friendly unit.. At this level all fire is regarded as being Observed.

ERROR CHART									
(Roll a d10 for yards off)									
Type of Fire	0-1	2	3	4	5	6	7	8	9
OBSERVED	0	0	50	50	100	100	150	150	200
Hex Map	0	0	1	1	2	2	3	3	3

ADVANCED:				
Range & Nationality die roll Modifiers				
Nationality	0-2000	2001-5000	5001-10000	10001+
Germany	-1	0	+1	+2
Italy, Minor Axis	0	+1	+2	+3
USSR, Japan, China	0	+1	+2	+3
USA, UK, France	-1	0	+1	+2

Roll a second d10 to determine direction of error.

1,2,3 LONG 4,5 RIGHT 6,7 LEFT 8,9,0 SHORT

3.5 Off-board batteries are located 1000 yards from the edge of the board. Counter-battery fire at an off-board battery will only Suppress it and will not impair it.

3.6 Barrage Damage Zone. Batteries fire either a Spread or Converged Pattern. The pattern is listed on the call for fire. A Spread pattern is the basic pattern (The only pattern used in basic games.). The Converged pattern has its lethality is increased. The damage zone is measured by using a CD (4'') with the open center placed on the point of impact. A Converged pattern is measured with the CD but only the one unit closest to the center can be affected.. A Converged pattern on a hex map is only the hex of impact. A Spread pattern included the hex of impact plus the six hexes surrounding the hex of impact. Batteries with more than six guns will use the Spread target pattern but the Converged Chance to Hit chart.

Any units with less than four guns will always use the Four gun Spread Pattern. Units with more than Six guns will always use the Six gun Converge pattern. Rocket batteries will always use the Spread pattern. In-Direct Barrage Fire Chance to Hit:

SPREAD	Up to 79mm	80-109mm	110-159mm	160mm+
Four gun	W	W	X	X
Six gun	W	W	X	X
Converged	Up to 79mm	80-109mm	110-159mm	160mm+
Four gun	W	X	X	Y
Six gun	X	Y	Y	Y

FIREPOWER RATING = CHANCE TO HIT CHART

	W	X	Y	Z
In-Direct Kill	4 dice	6 dice	8 Dice	N/A
AA To Hit	1**	1,2	1,2,3	N/A
BB To Hit	1**	1,2	1,2	N/A
CC To Hit	1**	1**	1**	N/A
DD To hit	1**	1**	1**	N/A

A ** indicates that an odd-even hit re-roll is needed.

3.7 (KILL DICE) Artillery Damage. As with Direct Fire the first ‘Hit ‘ result will only Suppress the target. The remaining ‘Hit’ dice are re-rolled is it is a vehicle unit or any unit in CC or DD cover. Other units will count the ‘hits’ as impairment results without additional rolls. Rolls on targets other than hard or in DD terrain count any even result as an impairment hit. Hard vehicle targets or units in DD terrain only count the ‘0’ results on the additional rolls as impairment hits. .

3.8 Naval Guns. Naval guns are rated as a Four gun battery of 175mm+ guns. They can only fire a Spread Pattern. They are located 5000 yards from the board edge. They are not subject to counter-battery fire.

3.9 Artillery Set up Time (Optional Advanced Rules) Off-board batteries will start the battle deployed. On-board batteries are designated during deployment as deployed or in transit. It is recommended that all batteries begin the game deployed. For playability purposes a breakdown-set up time frame has been provided. The turn that a gun begins or completes breakdown/set up, it cannot fire or move. The delay for SPGs due to the need to place firing stakes and prepare direction data is reflected in its slower Movement allowance.

Gun Type	Breakdown	Set Up
Self Propelled Guns	1	1
Towed Guns over 100mm	2	3
Towed Guns up to 99mm	2	2
AT guns up to 51mm	1	1
AT guns over 52mm	2	2

DIRECT FIRES

4.1 Spotting. Spotting an enemy unit on the battlefield involves many variable such as movement, terrain, firing and luck. In the basic system once a unit has been spotted, it will remain spotted for the entire battle. Just because a unit base/model is on the board does NOT mean that it has been spotted by the enemy. For advanced games, it must be spotted again by each new firer and/or if the target is lost behind terrain.

Automatic Spotting situations are 1. Unit that moves within 500 yards of the enemy.

2. A unit that fires within 500 yards of the enemy.

3. A unit is on a road and within 1000 yards of the enemy.

4. The distances are doubled in desert situations.

5. Other units can be spotted using the Spotting Chart.

4.11 Spotting Chart. The basic chance to spot is 60%. The CHANCE is modified by:

TARGET LOCATION

On the Road +10

In the Woods -20

Defilade -20

In a House -10

Desert +30

Other Situations

Stationary Infantry or AT units = -20

Target Moved = +10

Stationary but Firing = +10

Range to target 1500 – 3000 yds = -20

Range to target 3000+ yds = -30

4.2 Firing Procedures. Each unit is given a basic number of Kill Dice to roll based on its FP rating and the range. The Base To Hit number needed is compared to the target's (DA) rating. The number of Dice rolled may adjusted by the targets (TPD).

To Hit Number based on Defensive rating (DA)

RANGE	HARD	DENSE	MODERATE	THIN	INFANTRY
Maximum	0**	0	0,9	0,9,8	0,9,8,7
Effective	0**	0	0	0,9	0,9,8
Long	0**	0**	0**	0	0,9

FIREPOWER + TPD RATING = Adjustment to the # of Kill Dice Rolled

	W = FP 1-3	X = FP 4-5	Y = FP 6-7	Z = FP 8+
AA	0	0	+1	+2
BB	-1	0	0	+1
CC	-1	-1	-1	0
DD	-2	-2	-3	-3

Additional Modifiers to the number of FP for a firerFirer Moved -1

4.3 Unit Damage. The first hit on a target is considered a Suppression result. If the (**) is in the box, then an additional re-roll must be made. As with In-Direct Fire the first 'Hit' result will only Suppress the target. The remaining 'Hit' dice are re-rolled. Hits without (**) will count the 'hits' as impairment results without additional rolls. Rolls on targets other than hard or in DD terrain count any even result as impairment hit. Hard vehicle targets or units in DD terrain only count the '0' results on the additional rolls as impairment hits. If a hit is made on the target, then an impaired marker is placed by the unit. A subsequent hits on an impaired unit will eventually destroy it and it will be removed from play.

INFANTRY MELEE COMBAT

5.1 Melees were disruptive and costly to both the winner and loser. The outcome would often depend on the amount of close firepower which was available to a unit. Melees are in addition to not instead of unit direct fire. The infantry can fire or be the target of Direct fire without conducting a Melee attack.

Infantry melees are resolved by each side using the Close Assault procedures of rolling a d10 and adding its Melee rating (Roll + FP rating). The side with the higher total is the winner. The loser is destroyed. The winner becomes Suppressed . If both totals are the same, then both sides are destroyed. Artillery and Administrative units have a 1 FP rating for melees. Suppressed units have a -2 melee rating modifier.

5.2 Infantry vs Vehicle Assaults . This represents the use of organic anti-tank weapons. It can be used by an attacking infantry units or by a defending infantry unit that is being overrun by a vehicle unit. An assault on a vehicle unit or bunker would result in heavy casualties. The loser of a close combat assault is destroyed. A winning infantry unit becomes suppressed which cannot assault another vehicle or bunker during the next turn..

Assault Sequence:

1. Tank/ Bunker Direct fire against the infantry unit.
2. Supporting infantry/ CSW can fire at the attackers
3. Surviving assault units can melee the vehicle/bunker. There is a 30% chance for the assault to succeed. The die roll modifiers:

Vehicle Unit:

Did Not Move = -10

Moved at D speed = +10

Moved at E speed = +20

Infantry unit is a

Engineer = -20

Suicide Sqd = -30

5.3 Suicide Squads. Suicide squads can be effective but costly in lost victory points, lost units. A player must identify which units have been reclassified as suicide units. once reclassified, the unit must on that turn attempt to assault the NEAREST enemy unit or bunker. Once a suicide squad melees it is destroyed whether it won the melee or not.

5.31 Japanese suicide squads are not automatically destroyed, if they are fighting infantry, weapon systems, artillery or administration units BUT they must continue attacking until they are destroyed. Only R, RF and SMG units of the following nationalities can be reclassified: Russian Guard 1941-42; German Waffen SS 1945; Japanese 1931-45.

****AIRCRAFT (ADVANCED and OPTIONAL) ****

The use of aircraft is optional, since air superiority will give one side a definite advantage. Their high cost and weather will limit their use. There are no rules for air to air combat. An aircraft represents a sortie (attack) regardless of how many planes are in the flight. If numerous aircraft are present then the number of sortie markers (aircraft) will be increased. Once a sortie has attacked it is removed from play.

6.1 Aircraft Location. The Aircraft Sortie marker will spend one turn en route to the assigned target. It will be placed over the Staffing Impact Area (CD disk) for the turn that it is attacking. It is regarded as flying at a Slow Speed and a Low altitude.

6.2 Strafing- Impact Zone. The impact zone on the board is represented by a CD (4") Any target in the zone can be attacked but only one bomb/rocket attack can be made per turn. A strafing plane's FP is X. unless they are using rockets which is a Y.

6.3 Bombing. Designate a target, and roll damage against targets in the impact area. High Level Bombers use a Spread pattern and have a FP of Y. Rockets fire as Converged. Bombs can be dropped as a Spread or Converged patterns.

6.4 Anti-Aircraft. Ground units in the impact zone and any AA unit can fire at aircraft. Infantry units use the Inf rating . Tanks, halftracks and Armor Cars use AAMG. AA units will use the column based on their main weapon type. The basic number to -Hit is '0'. If the Aircraft is hit then it will not complete its attack.

Firer =	INF	HMG	20mm	37mm	40mm	88mm+
Max Range(yds)=	500	1500	1500	2000	2000	3000
Kill Dice	1	2	2	3	3	3

