

COMBAT RESULTS TABLE										
Art/Air				Mine		Light	Med.	Heavy		Stuka
Die Roll	-1	0	1	2	3	4	5	6	7	8
2	N	N	N	N	1	1	1	1	1	1
3	N	N	N	N	N	N	N	1	1	1
4	-	N	N	N	N	N	N	N	1	1
5	-	-	N	N	N	N	N	N	N	1
6	-	-	-	N	N	N	N	N	N	N
7	-	-	-	-	-	-	-	-	-	-
8	-	-	-	-	-	-	-	-	-	N
9	-	-	-	-	-	-	N	N	N	N
10	-	-	-	N	N	N	N	N	N	1
11	-	N	N	N	N	N	N	1	1	1
12	N	N	N	N	N	N	1	1	1	1

Results in red affect only infantry and motorized units (except Armoured Cars).

FIRING MODIFIERS		
Firer is...	Direct	Assault
Fatigued	-1	-1
Neutralized	-1	Not allowed
In Column	-1	-1 (First Round)
Is "Stu. Pio"	-	+1
Move & Fire	-2	-1 (First Round)
Distance	-1/hex after the first	+1 (Range 0)
Dispersed	-1	-1
Assaulting over river	No effect	-3 (First Round)
Out of Command	-1	Not Allowed

AT Guns firing at infantry has its attack factors halved. Round fractions up.

Target is...	Direct	Indirect	Assault
In Woods	-1*	-1*	-1*
In Orchards	-1*	-1*	-1*
In Village	-2*	-2*	-1*
In Column	+1	+1	+1
Dispersed	+1	+1	+1
Higher Elevation	-	-	-1
Neutralized	-	-	Def -1
Out of Command	-	-	Def -1

*Ignore for tank, assault gun and armoured cars, use the Dispersed line instead.



FORMATION FACTORS	
Germans	8
French	7
MODIFIERS	
Demoralized	FF -3
Fatigued	FF -2
HQ Neutralized	FF -1
Neutralized Unit	FF -1

HANNUT VICTORY POINTS	
LOCATION	VPs
Lincent 1802	1
Lincent 1901	1
Grand- Hallet 1905	1
Wansin 1609	1
Petit- Hallet 1707	1
Thisnes 2011	1
Thisnes 2111	1
Thisnes 2112	1
Maret 1203	1
Orp-le-Grand 1204	1
Orp-le-Grand 1205	1
Orp-le-Petit 1206	1
Jandrain 1110	2
Jandrain 1011	2
Jandrenouille 1015	3
Merdorp 1315	1
Merdorp 1316	1
Merdorp 1416	1
Marilles 0705	3
Hex 1006	1
Hex 0706	1
Jauche-la-Marne 0609	3
Jauche-la-Marne 0708	3
Foly-les-Caves 0413	4
Autre-Eglise 0214	4
Emines 0106	4
Hex 0305	1

Outline Sequence of Play

A - Administrative Phase

- Flip activated HQs to active side.
- Check all units for Out of Command.
- Remove all OPP Used markers now

B - Operations Phase

During this phase, the two players alternate activating formations.

2.1 - Initiative Segment

- Draw an Activation marker from the cup
- The side who has one of his formations drawn becomes the active player.

2.2 - Operations Segment

The active player now takes actions with the units of the formation that was drawn. At the instant a formation is activated roll for Fatigued and Demoralized units to recover. Demoralized units must retreat in case of failure.

Roll for Neutralized units and HQs to rally.

Then:

- Move using all or some of its MPs.
- Fire at full strength.
- Move half or less (fractions rounded up) of its MPs and fire with a reduced strength (or fire first and then move).
- Move and assault by spending 1/4 of its MPs (rounded up to the next whole number).
- Load or unload (German units, only) and then either move 1/2 MPs or fire

If an Artillery or Stuka Strike marker is drawn, conduct indirect fire (8.6) instead of the above.

A unit cannot undertake an action unless the formation to which it belongs is activated.

Passive Unit Reactions (6.2)

Check:

- opportunity fire
- return fire
- retreat

When all actions and reactions are finished, the players draw another Activation marker, starting a new Operations Segment.

When all of the Activation markers have been drawn the Operations Phase ends (see 5.6). Save the last Activation marker for the next turn. Advance the Turn marker one hour and start the next turn.

TERRAIN EFFECTS & MOVEMENT COSTS

Terrain	Infantry	Motorized	Tracked
Clear	1	2	2
Orchards	1	3	3
Woods	1	3	3
Village	1	3	4
Cliff	+1	+3	+2
Main Road	1/2	1	1
Secondary Road	1/2	1	1
Stream (no Bridge)	+1	+3	+2
Mines	+1	+4	+3
Firing during movement	1/2 MA	1/2 MA	1/2 MA
Assault Move = 1/4 of total M A + terrain cost			

REACTION CHECKS

BASIC VALUES	
German Tank & AT	8
All other	7
MODIFIERS	
Out of Command	+ 1
Neutralized	+ 2
Fatigued	+ 1
Demoralized	+ 2
Per Hex of Distance	+ 1
All modifiers are culminative.	

Out of Command (OOC)

- Movement Points halved, rounded down
- No Assault
- -1 if defending against Assault
- Fire -1
- Reaction Checks +1

Fatigue

- Fire -1
- Assault -1
- Formation Factors -2
- Reaction Checks +1

Neutralized

- Move one hex only
- No Assault
- -1 if defending against Assault
- Fire -1
- Formation Factors -1
- Reaction Check +2
- Weapon range one hex
- Must perform reaction check if intending to retreat
- +1 to transmission. Roll if HQ units acts as an observer

Demoralized

- Reaction checks +2
- Formation Factors -3
- Must check for recovery when activated
- Weapon range one hex

OOP Used

- Opportunity fire not allowed