

# D-DAY TO BERLIN

## MORALE QUALITY

POOR, REGULAR, VETERAN

- A zone equals 2 square miles.
- A stand represents a battalion or in company detachment.
- Shattered battalions may be rallied later in the game.
- ART/ATG that shattered is lost.
- Lost battalions are removed for the game.
- **A Detachment is lost when it fails a save**

## TERMS

TNK: *Tank*, TD/ SPG: *Tank Destroyer*, AIR: *Support aircraft*, ART/SPA: *Artillery*, ATG: *Antitank gun*, INF: *Inf.*

## First Move and Active Side

- Roll 1D10 add morale markers. Low score chooses.
- Morale markers are removed.
- Ties are rerolled.

COMMAND RANGE	
Morale	Range
Veteran	3 zones
Regular	2 zones
Poor	2 zones

ACTIVATION TABLE			
	Poor 1-6	Regular 1-7	Veteran 1-8
Fallback (-)	10	10	10
Hold	7-9	8-9	9
Move Full	2-6	2-7	2-8
Move Double	1	1	1

MOVEMENT TABLE	
•	A battalion may move in any direction it chooses.
•	A battalion may end movement facing in any direction.
•	ATG and ART cannot move and combat in the same trn.
•	MECH and MOT battalions move double on roads but may not enter into combat.
•	Movement through rough terrain is reduced to 1 zone per turn for all units unless on a road.

MORALE QUALITY TABLE			
Defender			
Attacker	Veteran	Regular	Poor
Veteran	0	+1	+2
Regular	-1	0	+1
Poor	-2	-1	0

COMBAT RESULTS TABLE	
•	<b>Bombard Combat Results</b>
•	If the Primary defender is hit and fails it's saving throw it must retreat 1 zone. The unit may choose to hold by placing a <b>Morale Marker</b> for each battalion in the zone.
•	If the not hit or passes its saving throw nothing happens.
•	<b>Assault Combat</b>
•	If the Primary defender is hit and fails it's saving throw it is shattered, remaining battalions in zone retreat 1.
•	Primary defender not hit or passes saving Primary attacker makes saving. If it passes attacking force holds.
•	If fails it's shattered and entire force falls back 1 zone

## AIR Combat

- 1-5: Target makes a saving throw. MECH battalions that fail are lost, MOT using a road move is lost, and others are shattered.
- 6-9: No effect.
- 10: Attacks was w/ 1 zone of an HQ, the aircraft is Lost.

## Advance after Combat

LIMITED: Defender falls back 1 zone from **bombard combat**. A battalion/regiment in an adjacent zone may take position.

GENERAL: Defender is shattered. The Primary attacking battalion may take the position and then advance 1 zone.

BREAKTHROUGH: Defender is lost. **Any** attacking MECH may take position and advance up to 2 zones in any direction and **may** enter into a new Assault Combat.

