

Official Campaign Rules

42.1 By keeping records of the fate of individual men from one game to the next an interesting study can be made of the long range effects of a combat experience on a squad and its fighting capability. To engage in a Campaign Game, merely select a given number of scenarios to be played and the order in which they are to be played. These scenarios may be of the DYO type; but they and the number of such games which will compose the series should be designated prior to the start of a Campaign Game. The individual scenarios of the Campaign Game may have a wide assortment of victory conditions, men and equipment. However, in each case, the actual infantrymen of the scenario are taken from a pool of the men that come with the game. These men are listed on a roster kept by the owning player which denotes their defence values, rank, and experience. The owning player must use the men called for by the scenario if they are still available. If not, he must choose other men from his roster with the same weapons (EXC: leaders may be armed differently) which will fill the infantry requirements of the scenario to be played. However, he cannot have more than one SL and one ASL. If he has no men available armed as per the scenario requirements, he must revive the listed man through the replacement procedure [\[42.41\]](#) except for those who are a SL, ASL or Commissar. EXC: A player may replace any listed man armed with a Rifle with another man with a Machine Pistol, but only if no other men armed with Rifles are available to replace that man (and vice versa).

42.2 The player can choose which man from his roster of available men will be the SL and/or ASL if he does not have the one(s) specified by the scenario. However, a SL must have the rank of SSG, SGT, CPL, JR SGT, or Commissar, must have a KIA value of 8, and must be armed with either a Machine Pistol, Rifle, or Assault Rifle. Note: Carbines, Semi-Automatic Rifles, and Bolt Action Rifles are all interchangeable for purposes of choosing a replacement with the same weapon. An ASL must have the rank of CPL, JR SGT, PFC, or Commissar and a KIA value of 8. An ASL cannot have a higher rank than the SL. If no men with these qualifications are available, the player must pay for a transfer [\[42.5\]](#). If an ASL armed with a LMG is needed to be the SL for a scenario, he may do so, but must exchange weapons (using the proper weapon chits) with another listed man prior to the start of play.

42.3 Once a few scenarios have been played in a Campaign Game, the defence values of men will often vary from those printed on their card. Therefore, players should place Morale and/or Panic value chits next to those Personality cards with a defence value which has changed to other than its printed value. The black numbered chits are new Morale values; the red numbered chits are new Panic values. Additional chits bearing the term "SSG", "SL" or "ASL" are available for men elevated to that status. In addition, a limited number of "blank" Personality cards are provided for each weapon type and nationality so that players may pencil in new values for play if they prefer. Remember that the CCV of a man whose Morale value or weapon has changed must be calculated separately.

42.4 ROSTER: A player updates the records of each of his men until that Personality is lost by CC, a KIA result, capture, or non-survivable Panic. A man who is removed from a game due to Rout is considered to have survived the scenario in good health and remains on the player's Campaign Game roster. A man always enters the next scenario with a functioning weapon of the type listed on his card regardless of the state of that weapon at the end of the previous scenario. Any AFV and/or IG called for in a scenario is considered an auxiliary force appearing from outside the Campaign Game roster. Such forces are not recorded on the roster nor manned from among the men on that roster. A man who survives a scenario with a wound is not eligible for use in the next three scenarios, but remains on the roster for use thereafter. Write "Wound" in the KIA column and the letter of the next scenario which he is eligible to participate in.

42.41 REPLACEMENTS: Whenever a man is killed, a check mark is placed in his KIA column. That man is unavailable for future use until a scenario Force listing of him cannot be satisfied by substitution of a like-armed man from the roster. At that point, the man must be recreated as a replacement. Erase the check mark in the KIA column, place one in the "Replacement" column, and subtract one Campaign Game Victory Point from your score. The replacement's initial rank is always Private and his Morale and Panic Defence values are as depicted on his card, but his initial KIA value is always a "7" ("6" if armed with a flamethrower). The "KIA" value must be so noted with a "KIA 7" chit next to his card when in play and by writing a "7" in the KIA column. His new rank of PVT must also be recorded in the "Rank" column.

42.42 ROUT: Place a check mark in the ROUT column of a man who routs safely from the game. At the conclusion of the scenario any man which has left that scenario as a result of Rout [\[6.531\]](#) has either his MORALE or PANIC Defence value lowered by 1 (to a minimum of 0). The owner may decide which value to decrease, but may never have a Panic value which is < the Morale value. The new defence value is entered on the Roster for that man in his MORALE or PANIC column and is subject to change again depending on how the man does in future scenarios. Should his defence values be reduced to 0 for both Panic and Morale,

the man is considered KIA instead. A man removed due to Rout earns a slash mark in the SURVIVAL column, and loses all accumulated ELAN points earned to date. After all these alterations to the roster have been made, erase the check mark in the Rout column.

42.42 Can a personality with Morale and Panic values of 7 continue to accumulate Elan points to negate a reduction of his Morale/Panic values caused by Rout?

A. No.

42.43 ELAN: A man may improve his Morale and / or Panic Defence values by gaining Elan points during the course of play. Elan points are recorded immediately as they occur in the Elan section of the Personality Roster. Elan points can accumulate from one scenario to another and are earned for the following events:

ELAN POINTS	EVENT REQUIRED
1	Win Scenario
2	Wounded or unpinned at end of Scenario (each occurrence)
3	Used Hero Card
4	Kill an enemy in CC (fully manned IG counts as 3 enemy) or destroy* an AFV with a bazooka/panzerschreck/panzerfaust
5	Destroy* AFV with Demo Charge or ATMM; kill or break three or more men with Demo Charge
10	Destroy* AFV in CC without secondary weapons
X	Infiltrate an enemy group and fire double firepower into that group resulting in removal or pinning of at least one enemy due to that fire. Elan points earned equal to the number of unpinned men in the defending group prior to the resolution of the attack.

[Immobilization of AFV is worth two less points; a man cannot gain points for both the immobilization and elimination of the same AFV.]*

42.44 At the end of a scenario in which a man has participated, he may trade 5 Elan points for a one increment improvement in his MORALE or PANIC Defence values. MORALE and PANIC Defence values can never be increased higher than 7. In choosing which value to increase, keep in mind that the PANIC value can never be < the MORALE value. Any Elan points exceeding 5 must be carried over for use after a future scenario in which the man takes part. Finally, place a slash mark in his PROMOTION column whenever he has improved his MORALE or PANIC Defence value. In a Team Game, such purchases of Defence value improvements cannot be made until after the end of all scenarios played within that Team Game. However, in a Team Game, a man may earn Elan points (or lose them by routing) by being unpinned at the end of both his own scenario at the point he wins that scenario and any scenario he is transferred into a Team Game.

42.45 SURVIVAL: Record a slash (/) in the Survival column of every man which participates in a scenario without being killed including those who have routed away safely. After a replacement has accrued 5 slash marks in the Survival column, his KIA value changes from 7 to 8, (or from 6 to 7 in the case of a man armed with a Flamethrower) and should be so noted in the “KIA” value column of the roster and the slash marks erased from the Survival column. KIA values can never be increased in higher than 8 (or 7 for a man armed with a flamethrower), and apply only to the Personnel card’s normal side. KIA values are always one higher on the Pinned side.

42.46 PROMOTION: A man is eligible for promotion whenever the sum of the slash marks in his SURVIVAL and PROMOTION columns equals 10 or more. Erase all slash marks in the SURVIVAL and PROMOTION columns of the man’s Personality Roster and promote the man to the next higher rank. Commissars are not eligible for promotion, nor are they considered equivalent to or > any military rank. A SSG acting a SL increases the player’s nationality and hand capacity by one card as long as he remains in play and unpinned. Rule [\[15.2\]](#) remains in effect; the only difference is that the nationality limit

on the number of cards which make up a player's hand is one greater to start with, and thus when the SSG SL becomes pinned or removed, that limit is reduced to two less than that nationality's increased hand capacity.

42.47 RANK: Rank equivalents of the various nationalities are as follows:

<u>ABBREVIATION</u>	<u>AMERICAN</u>	<u>RUSSIAN</u>	<u>GERMAN</u>
SSG	Staff Sergeant	Starshi Serzhart	Feldwebel
SGT	Sergeant	Serzhart	Unterfeldwebel
JR SGT		Mladshi Serzhart	
CPL	Corporal	Yefreytor	Unteroffizier
PFC	Private First Class		Gefreiter
PVT	Private	Ryadovoi	Obersoldat

42.5 TRANSFER: A player who finds himself with no man on his roster capable of being a SL may pick one random from the previously eliminated SL cards which are not available for replacement, and return him to the roster. The man is not penalized as a replacement by having his KIA value lowered, but he does count as a Transfer which costs seven Victory Points [42.8]. A Russian player in need of a SL must shuffle the Commissar card amongst the SL cards before randomly drawing one. The same process holds true for transfer of an ASL, except that SL's are not eligible. Note that players are under no obligation to have an ASL and may chance play without one.

42.6 WITHDRAWAL: Unlike the basic game, in the Campaign Game a player has the option of accepting the better part of valour and leaving the field (and the scenario) to the enemy so as to save his force from further punishment and preserve their fighting strength for future scenarios in which the odds might be more in their favour. He may withdraw a group at range chit 0 (or less) from play if that group is capable of normal movement by playing a red Movement card in the retreat mode on that group. The mere act of Retrograde behind range chit 0 does not by itself qualify as a withdrawal attempt. The player must state that he is attempting to withdraw the group, and in doing so he concedes victory in that scenario. The group may never return. To successfully withdraw, the group cannot be encircled and cannot be successfully pursued [42.7]. Any man who successfully withdraws earns the two Elan Points awarded for ending a scenario unpinned.

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42.6 & 42.7 If an opposing group fires on a withdrawing group and pins one or more members, is the withdrawing group still able to complete its withdrawal by playing a Terrain card?

A. Yes, but the pinned man would not be eligible for Elan Points for surviving the game unpinned.

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42.7 PURSUIT: Instead of ending a scenario as soon as the Victory Conditions have been met, or the enemy has given up by attempting withdrawal, or the enemy squad has been broken, the player who has won the scenario has the option of attempting to continue play in hopes of causing further casualties if the following conditions are met.

42.71 To pursue, the current Draw pile must still have cards remaining.

42.72 To pursue, the winning side must have an unpinned SL (not ASL) or Commissar in play who passes a Morale Check by drawing a RNC (ignoring the colour) < his current MORALE value. The SL is not pinned if he fails this Morale Check; he merely decides not to pursue and the scenario ends immediately. Pursuit is limited to those opposing groups which have not yet withdrawn and to those which have withdrawn but are still at Relative Range 5 to any pursuing group after the pursuing player's turn. Any group which has announced its withdrawal as per [42.6] and is at Relative Range 4 (or further) from the closest enemy group at the start of its own turn is immediately removed from play.

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42.72 When an ASL has taken over the squad as per 15.3, is he capable of deciding to pursue?

A. Yes.

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42.73 Pursuit continues until the present Draw pile is exhausted, or all enemy groups have successfully withdrawn from play.

42.74 Once a scenario is won, it counts as a win for that player regardless of what transpires during the course of the pursuit. However, Elan Points and Panic penalties continue to accumulate during the Pursuit and are not awarded until the scenario ends.

42.8 VICTORY CONDITIONS: The winner of the Campaign Game is that side having the most Campaign Game Victory Points. Campaign Game Victory Points are awarded as follows:

VICTORY POINTS	EVENT REQUIRED
12	Won Scenario
-3 + X	Lost Infantry Gun
-5 + -X	Lost AFV
-1	Per KIA (including Commander Killed losses of AFV or IG)
-7	Required Transfer of SL, ASL, or Commissar
X	<i>Number of Victory Points equal to boxed Effect Number of AFV or IG</i>

42.9 PERSONAL CAMPAIGN: Players may wish to enliven their Campaigns by using one of the blank Personnel cards to represent themselves. Fill in one of the Rifle or Machine Pistol blank Personnel cards with your name. Your initial rank on the roster will be Private and your Morale/Panic values will be 2/3 if German, 2/4 if American, or 3/4 if Russian. Your normal KIA defence will be 8. You will be subject to normal Panic, Elan, Promotion, and Survival rules. However, you will appear automatically in every scenario as an extra man (who cannot be replaced by a similarly armed man) in addition to the specified forces of that scenario so it will behove you to improve your namesake's abilities for purposes of winning the Campaign as well as the vicarious joy of surviving yet another fire fight in absentia. If killed, you must come back at the cost of one Campaign Game Victory Point as a green replacement with a KIA value of 7 and the same Defence values you started the Campaign with. If wounded, you have the option of coming back as a green replacement which eliminates the wounded man from further consideration, or playing the next three scenarios without your namesake (and the corresponding extra man).

[SAMPLE CAMPAIGN GAME: Although the most interesting Campaign Games will be those that you design yourself using rule section [\[43.0\]](#), the following suggested Campaign Game format is provided as a ready made base from which to experience this unique game experience. Players who like statistical analyses of games and who are not bothered by the paperwork problems associated with recordkeeping are urged to try a Campaign Game. Only by play of scenarios within the context of an overall format wherein individual scenario victory conditions are not the sole factors to be considered, does one begin to experience the difficulty of the life and death decisions made on the battlefield. Knowing when to admit defeat and save your force to fight another day becomes more important than attaining individual wins. More importantly, one gains an appreciation of the value of veteran troopers within the framework of a squad when he considers the alternative of going into his next action with green replacements. It makes for a highly rewarding and unique gaming experience, which do to the short playing time of UP FRONT, is quite playable in the course of a few evening's play.]

Our sample Campaign Game consists of playing Scenarios A, B, D, E, F, G, H, C, & L in that order. If the next scenario to be played is not a Meeting Engagement, the player with the most Victory Points at the conclusion of the last played scenario is the attacking force. Should the two players be tied in Victory Points, the player who won the last scenario, is the attacking force.

AMERICAN CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Burnett/MP	47	SGT	8	T	4	6				
2. Moores/MP	36	CPL	8	T	3	5				
3. Fox/BAR	44	PFC	8		4	5				
4. Mc Elroy/R	16	PVT	8		3	5				
5. Frattali/R	14	PVT	8		3	4				
6. Smith/R	15	PVT	8		1	3				
7. Anderson/R	14	PVT	8		3	4				
8. Burke/R	9	PVT	8		2	3				
9. Myers/R	24	PVT	8		5	6				
10. Watson/R	4	PVT	8		1	2				
11. Greenwood/R	16	PVT	8		3	5				
12. Edwards/R	11	PVT	8		2	4				
13. Spoulos/BAZ	52	PFC	8		3	5				
14. Towle/BAZ	74	PFC	8		4	6				
15. Nixon/MMG	115	PFC	8		4	6				
16. Moras/FT	73	PFC	7		4	6				
17. Ransom/CAR	16	PFC	8		3	4				
18. Allen/CAR	55	SGT	8	T	5	7				
19. Mc Gowan/BAR	38	PFC	8		3	5				
20. Hull/R	42	CPL	8	T	4	6				
21. Maly/MP	14	PVT	8		3	4				
22. Cantatore/MP	9	PVT	8		2	3				
23. Coates/MP	16	PVT	8		3	5				
24. Crain/MP	5	PVT	8		1	3				
25. Coggins/MP	19	PVT	8		4	5				
26. Degi/MP	9	PVT	8		2	3				
27. Martin/MP	11	PVT	8		2	4				
28. Shelley/MOR	61	CPL	8		3	5				

AMERICAN TO HIT & FIREPOWER NUMBERS

RANGE	WEAPONS / TO HIT & FIREPOWER							
	R	MP	BAR	MMG	FT	BAZ: 2 [2]	BAZ: 2 [3]	MTR:3
0	0	0	2	7 [3]	NA	NA	NA	0 [2]
1	1	0	3	8 [4]	NA	NA	NA	0-1 [1]
2	1	0	3	9 [4]	NA	NA	NA	0-2 [0]
3	2	1	4	10 [5]	NA	0-1[2]	0-1[2]	0-3 [0-1]
4	2	3	4	11 [5]	NA	0-2[0]	0-2[0]	NA/1FP
5	3	5	5+	12 [6]	[12]	0-3[0-1]	0-3[0-1]	NA/2FP

AMERICAN ARTILLERY RADIO

STRENGTH/COST			# CARDS
5	6	7	8
50	100	150	

VICTORY POINTS:

NOTES:

- Improves if Survival + Promotion = 10
- Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
- Replace KIA check mark with 7; /= 1 VP; T/ = 7 VP. (REPL stands for "Replaced")
- Cannot be > 7 or PANIC; if improved enter / in Promotion column
- Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
- Reduce MORALE or PANIC by one; enter /in Survival column
- Five points required for improvement of one in MORALE or PANIC
- Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
- Enter / if in play at game end; enter / whenever man improves rating.



GERMAN CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Diettlinger/MP	51	SGT	8	T	5	6				
2. Hessel/MP	41	CPL	8	T	4	5				
3. Schussel/LMG	54	PFC	8		3	4				
4. Schumacher/R	15	PVT	8		3	4				
5. Shultz/R	10	PVT	8		2	3				
6. Bernhoff/R	25	PVT	8		5	6				
7. Beck/R	5	PVT	8		1	2				
8. Wollak/R	8	PVT	8		2	2				
9. Streich/R	13	PVT	8		3	3				
10. Wolff/R	17	PVT	8		4	4				
11. Gerhart/PSK	89	PFC	8		4	5				
12. Griess/LMG	72	PFC	8		4	5				
13. Wittenberg/MMG	129	PFC	8		4	5				
14. Wagner/FT	72	PFC	7		4	5				
15. Volke/AR	28	PFC	8		4	5				
16. Sheaffer/ATR	15	PVT	8		3	4				
17. Hauptmann/MP	23	PVT	8		5	5				
18. Posner/MP	9	PVT	8		2	2				
19. Schlaffer/AR	18	PVT	8		3	3				
20. Frantz/PSK	66	PVT	8		3	4				
21. Hamblen/MP	5	PVT	8		1	2				
22. Loth/MP	11	PVT	8		2	3				
23. Stahler/MP	46	SGT	8	T	4	5				
24. Steiner/MP	36	CPL	8	T	3	4				
25. Bauer/MOR	60	PFC	8		3	4				
26. Kubler/AR	30	PVT	8		5	5				
27. Klapp/AR	14	PVT	8		2	3				

GERMAN TO HIT & FIREPOWER NUMBERS

RANGE	WEAPONS/ TO HIT & FIREPOWER							
	R	MP	AR	LMG	MMG	FT	PSK: 2 [3]	MTR:2
0	0	0	0	4 [2]	8 [4]	NA	NA	0 [2]
1	1	0	1	5 [3]	9 [5]	NA	NA	0-1 [1]
2	1	0	1	6[3]	10[5]	NA	NA	0-2 [0]
3	2	1	2	7 [4]	11[6]	NA	0-1[2]	0-3 [0-1]
4	2	3	3	8 [4]	12[6]	NA	0-2[0]	0-3 [0-1]
5	3	5	5	9 [5]	13[7]	[12]	0-3[0-1]	NA/1FP

GERMAN ARTILLERY RADIO

STRENGTH /COST			# CARDS
5	6	7	
42	84	126	6

VICTORY POINTS:

NOTES:

10. Improves if Survival + Promotion = 10
11. Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
12. Replace KIA check mark with 7; /= 1 VP; T/ = 7 VP. (REPL stands for "Replaced")
13. Cannot be > 7 or PANIC; if improved enter / in Promotion column
14. Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
15. Reduce MORALE or PANIC by one; enter /in Survival column
16. Five points required for improvement of one in MORALE or PANIC
17. Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
18. Enter / if in play at game end; enter / whenever man improves rating.



RUSSIAN CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Rostov/R	40	SGT	8	T	4	5				
2. Burlak/LMG	67	JR SGT	8	T	4	5				
3. Petrovsky/R	15	PVT	8		5	5				
4. Yastreboft/R	12	PVT	8		4	4				
5. Storchillo/R	9	PVT	8		3	3				
6. Soloviev/R	10	PVT	8		3	4				
7. Kristov/R	9	PVT	8		3	3				
8. Chernenko/R	15	PVT	8		5	5				
9. Nosenko/R	6	PVT	8		2	2				
10. Kvasnikov/R	4	PVT	8		1	2				
11. Sokoloff/R	7	PVT	8		2	3				
12. Vakuta/R	17	PVT	8		5	6				
13. Zaharoff/R	14	PVT	8		4	5				
14. Zayakov/R	6	PVT	8		2	2				
15. Uihaloft/R	10	PVT	8		3	4				
16. Semenov/MMG	69	CPL	8		4	4				
17. Kirilenko/FT	48	CPL	7		4	4				
18. Mihailoft/ATR	12	PVT	8		3	4				
19. Dottski/MP	33	COMM	8	T	3	3				
20. Knezevich/MP	14	PVT	8		4	4				
21. Aliev/MP	32	JR SGT	8	T	3	4				
22. Igorski/MP	12	PVT	8		3	4				
23. Podgomy/MP	17	PVT	8		4	5				
24. Baibakov/MP	11	PVT	8		3	3				
25. Korniev/MP	8	PVT	8		2	3				
26. Zorin/MP	43	SGT	8	T	5	5				
27. Symsilov/MOR	33	CPL	8		3	3				
28. Borisoft/LMG	30	CPL	8		3	3				

RUSSIAN TO HIT & FIREPOWER NUMBERS

RANGE	WEAPONS / TO HIT & FIREPOWER						
	R	MP	LMG	MMG	FT	ATR:[D]	MTR:2
0	0	0	3[2]	6[3]	NA	6 1	1 [3]
1	0	0	4[2]	7[4]	NA	5 1	0-1 [1]
2	1	0	5[3]	8[4]	NA	5 1	0-2 [0]
3	2	1	6[3]	9[5]	NA	4 1	0-3 [0-1]
4	2	3	7[4]	10[5]	NA	4 1	NA/1FP
5	3	5	8[4]	11[6]	[12]	3 1	NA/2FP

RUSSIAN ARTILLERY RADIO

STRENGTH / COST			# CARDS
5	6	7	4
22	44	66	

VICTORY POINTS:

NOTES:

19. Improves if Survival + Promotion = 10
20. Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
21. Replace KIA check mark with 7; /= 1 VP; T/ = 7 VP. (REPL stands for "Replaced")
22. Cannot be > 7 or PANIC; if improved enter / in Promotion column
23. Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
24. Reduce MORALE or PANIC by one; enter /in Survival column
25. Five points required for improvement of one in MORALE or PANIC
26. Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
27. Enter / if in play at game end; enter / whenever man improves rating.



BRITISH CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Vasey/MP	51	SGT	8	T	5	6				
2. Bamard/R	40	CPL	8	T	4	5				
3. Scarborough/LMG	61	PFC	8		4	5				
4. Tresham/R	15	PVT	8		3	4				
5. Hodge/R	20	PVT	8		4	5				
6. Willis/R	15	PVT	8		3	4				
7. Cleary/R	5	PVT	8		1	2				
8. Cottrell/R	15	PVT	8		3	4				
9. Bell/R	10	PVT	8		2	3				
10. Moon/R	10	PVT	8		2	3				
11. Davis/PIAT	85	PFC	8		4	5				
12. Gilfallin/LMG	46	PFC	8		3	4				
13. Palmer/MMG	114	PFC	8		4	5				
14. Vane/FT	72	PVT	8		4	5				
15. Shaw/MP	21	PFC	8		4	5				
16. Ross/MP	16	PVT	8		3	4				
17. Shannon/MP	26	PVT	8		5	6				
18. Whaley/MP	11	PVT	8		2	3				
19. Cole/MP	5	PVT	8		1	2				
20. Coleman/PIAT	64	PVT	8		3	4				
21. O'Neill/MP	46	SGT	8	T	4	5				
22. Bums/MP	36	CPL	8	T	3	4				
23. Watney/MTR	54	PFC	8		3	4				
24. Whitesell/R	25	PVT	8		5	6				
25. McNamara/R	10	PVT	8		2	3				
26. Oldaker/ATR	15	PFC	8		3	4				
Personal/	0	PVT	8		2	3				

BRITISH TO HIT & FIREPOWER NUMBERS

RANGE	WEAPONS / TO HIT & FIREPOWER							
	R	MP	LMG	MMG	FT	PIAT: 2 [2]	MTR:2	ATR:[D]
0	0	0	2	7 [3]	NA	NA	1 [3]	6 1
1	1	0	3	8 [4]	NA	NA	0 [2]	5 1
2	1	0	4	9 [4]	NA	NA	0-1 [1]	5 1
3	2	1	5	10 [5]	NA	0-1	0-2 [0]	4 1
4	2	3	6	11 [5]	NA	0-2	0-3 [0-1]	4 1
5	3	5	6	12 [6]	[12]	0-3	NA/2FP	3 1

BRITISH ARTILLERY RADIO

STRENGTH/COST			# CARDS
5	6	7	
42	84	126	6

VICTORY POINTS:

NOTES:

28. Improves if Survival + Promotion = 10
29. Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
30. Replace KIA check mark with 7; /= 1 VP; T/= 7 VP. (REPL stands for "Replaced")
31. Cannot be > 7 or PANIC; if improved enter / in Promotion column
32. Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
33. Reduce MORALE or PANIC by one; enter /in Survival column
34. Five points required for improvement of one in MORALE or PANIC
35. Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
36. Enter / if in play at game end; enter / whenever man improves rating.



JAPANESE CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Okimoto/R	45	SGT	8	T	6	6				
2. Togo/R	37	CPL	8	T	5	5				
3. Yoruba/LMG	47	PFC	8		4	4				
4. Kobayashi/R	17	PVT	8		5	5				
5. Togami/R	10	PVT	8		3	3				
6. Fujiyama/R	13	PVT	8		4	4				
7. Asanti/R	13	PVT	8		4	4				
8. Sakai/R	10	PVT	8		3	3				
9. Fuchida/R	7	PVT	8		2	2				
10. Korata/R	10	PVT	8		3	3				
11. Yumani/R	10	PVT	8		3	3				
12. Fujita/R	7	PVT	8		2	2				
13. Fusano/R	10	PVT	8		3	3				
14. Yorido/R	13	PVT	8		4	4				
15. Isishi/R	10	PVT	8		3	3				
16. Ashigawa/MMG	79	PFC	8		4	4				
17. Yamashira/FT	55	PFC	7		4	4				
18. Ikado/R	17	PVT	8		5	5				
19. Komoto/MP	12	PFC	8		3	3				
20. Shoburo/R	20	PVT	8		6	6				
21. Kodu/R	42	SGT	8	T	5	5				
22. Ichiki/GL	41	PVT	8		3	3				
23. Yumana/GL	54	PVT	8		4	4				
24. Yoruba/GL	27	PVT	8		2	2				
25. Kyoto/R	33	CPL	8	T	4	4				
26. Sakata/R	7	PVT	8		2	2				
27. Tenyru/LMG	35	PFC	8		3	3				
28. Oi/ATR	17	PFC	8		3	3				
Personal/R	0	PVT	8		3	3				

JAPANESE TO HIT & FIREPOWER NUMBERS

RANGE	WEAPONS / TO HIT & FIREPOWER								
	R	MP	LMG	MMG	FT	GL		ATR: [0]	
0	0	0	2	6 [3]	NA	1 [3]	2	1 [2]	1
1	0	0	3	7 [4]	NA	0 [1]	2	0 [1]	1
2	1	0	4	8 [4]	NA	0-1 [0]	2	0 [1]	1
3	2	1	5	9 [5]	NA	0-2 [0-1]	1	0-1 [0]	1
4	2	3	6	10 [5]	NA	0-3 [0-2]	1	0-1 [0]	1
5	3	5	6	11 [6]	[12]	NA/2FP	NA	0-2 [0-1]	1

JAPANESE ARTILLERY RADIO

STRENGTH / COST			# CARDS
5	6	7	6
42	84	126	

VICTORY POINTS:

NOTES:

- Improves if Survival + Promotion = 10
- Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
- Replace KIA check mark with 7; / = 1 VP; T = 7 VP. (REPL stands for "Replaced")
- Cannot be > 7 or PANIC; if improved enter / in Promotion column
- Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
- Reduce MORALE or PANIC by one; enter / in Survival column
- Five points required for improvement of one in MORALE or PANIC
- Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
- Enter / if in play at game end; enter / whenever man improves rating.



FRENCH CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Villeneuve/R	38	SGT	8	T	3	4				
2. Dubois/R	35	CPL	8	T	4	4				
3. Larue/LMG	57	PFC	8		4	5				
4. Cassavant/R	15	PVT	8		4	4				
5. Corbeil/R	4	PVT	8		1	2				
6. Piccard/R	11	PVT	8		3	3				
7. LaForte/R	19	PVT	8		5	5				
8. DeCautaux/R	13	PVT	8		3	4				
9. Bienvenue/R	15	PVT	8		4	4				
10. Meileure/R	8	PVT	8		2	2				
11. Kastler/R	9	PVT	8		2	3				
12. Rousselle/R	13	PVT	8		3	4				
13. Houle/MMG	92	CPL	8		4	5				
14. Montcalm/FT	34	PFC	7		4	5				
15. Brenton/R	11	PVT	8		3	3				
16. Baudet/R	11	PVT	8		3	3				
17. Rochard/R	19	PVT	8		5	5				
18. Bourassa/R	8	PVT	8		2	2				
19. Tardieu/R	4	PVT	8		1	2				
20. Bernet/R	22	PVT	8		5	6				
21. Petrou/R	43	SGT	8	T	4	5				
22. Goreux/R	33	CPL	8	T	3	4				
23. Barral/R	9	PVT	8		2	3				
24. Lebesque/R	4	PVT	8		1	2				
25. Sarte/MTR: 2	42	PFC	8		3	3				
26. LaSalle/MTR: 3	61	PFC	8		4	4				
27. Roche/LMG	43	PFC	8		3	4				
Personal/R	0	PVT	8		3	3				

FRENCH TO HIT & FIREPOWER NUMBERS

RANGE	WEAPONS /TO HIT & FIREPOWER					
	R	LMG	MMG	FT	MTR:2	MTR:3
0	0	2	6 [3]	NA	1 [3]	0 [2]
1	1	3	7 [4]	NA	0 [2]	0-1 [1]
2	1	4	8 [4]	NA	0-1 [1]	0-2 [0]
3	2	5	9 [5]	NA	0-2 [0]	0-3 [0-1]
4	2	6	10 [6]	NA	0-3 [0-1]	NA/1FP
5	3	7	11 [6]	[12]	NA/2FP	NA/2FP

FRENCH ARTILLERY RADIO

TROOPS	STRENGTH/COST			# CARDS
	5	6	7	
Elite	42	84	126	6
Line	42	84	126	6
Secondary	21	42	63	3

VICTORY POINTS:

NOTES:

- Improves if Survival + Promotion = 10
- Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
- Replace KIA check mark with 7; / = 1 VP; T/ = 7 VP. (REPL stands for "Replaced")
- Cannot be > 7 or PANIC; if improved enter / in Promotion column
- Cannot be > 7 or < MORALE; if 0 treat as KIA; if improved enter / in Promotion column
- Reduce MORALE or PANIC by one; enter / in Survival column
- Five points required for improvement of one in MORALE or PANIC
- Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
- Enter / if in play at game end; enter / whenever man improves rating.



ITALIAN CAMPAIGN GAME ROSTER

# NAME/WEAPON	PTS	RANK ¹	KIA ²	REPL ³	MORALE ⁴	PANIC ⁵	ROUT ⁶	ELAN ⁷	SURV ⁸	PROMO ⁹
1. Ferraro/MP	36	SGT	8	T	3	3				
2. Antonio/R	32	CPL	8	T	4	4				
3. Capitano/LMG	33	PFC	8		4	3				
4. Sarducci/R	10	PVT	8		4	3				
5. Nardo/R	5	PVT	8		2	1				
6. Abruzzi/R	9	PVT	8		3	3				
7. Marino/R	7	PVT	8		3	2				
8. Paolini/R	12	PVT	8		5	4				
9. Napoli/LMG	30	PFC	8		3	3				
10. Celozzi/R	6	PVT	8		2	2				
11. Giorgio/R	7	PVT	8		3	2				
12. Pasini/R	9	PVT	8		3	3				
13. Farinacci/R	7	PVT	8		3	2				
14. Gionelli/R	6	PVT	8		2	2				
15. Ciappi/R	5	PVT	8		2	1				
16. Natale/R	6	PVT	8		2	2				
17. Costanzi/R	5	PVT	8		2	1				
18. Giganti/R	10	PVT	8		4	3				
19. Tardieu/R	3	PVT	8		1	1				
20. Moselli/R	1	PVT	8		1	0				
21. Capone/MP	39	SGT	8	T	4	4				
22. Farrio/MP	31	CPL	8	T	3	3				
23. Corrieri/R	9	PVT	8		2	2				
24. Tiolle/R	5	PVT	8		2	1				
25. Giovino/MTR	35	PFC	8		3	3				
26. Leone/FT	30	PFC	7		3	2				
27. Salvadori/MMG	52	PFC	8		3	3				
28. Ritondo/ATR	9	PFC	8		3	2				
Personal/R	0	PVT	8		3	3				

ITALIAN TO HIT & FIREPOWER NUMBERS

RANGE	WEAPONS / TO HIT & FIREPOWER						
	R	MP	LMG	MMG	FT	MTR:1	ATR:E1
0	0	0	2	6 [3]	NA	0 [2]	5 [4] 1
1	0	0	3	7 [4]	NA	0-1 [1]	4 [3] 1
2	1	0	4	8 [4]	NA	0-2 [0]	4 [3] 1
3	2	1	5	9 [5]	NA	0-3 [0-1]	3 [2] 1
4	2	3	5	10 [5]	NA	0-3 [0-1]	3 [2] 1
5	3	5	6	11 [6]	[12]	NA/2FP	3 [1] 1

ITALIAN ARTILLERY RADIO

TROOPS	STRENGTH / COST			# CARDS
	5	6	7	
Elite	22	44	66	4
Line	11	22	33	4
Secondary	11	22	33	4

VICTORY POINTS:

NOTES:

- Improves if Survival + Promotion = 10
- Cannot be > 8; if wounded miss 3 games; erase all other columns if checked
- Replace KIA check mark with 7; / = 1 VP; T = 7 VP. (REPL stands for "Replaced")
- Cannot be > 7 or PANIC + 1; if improved enter / in Promotion column
- Cannot be > 7 or < MORALE - 1; if 0 treat as KIA; if improved enter / in Promotion column
- Reduce MORALE or PANIC by one; enter / in Survival column
- Five points required for improvement of one in MORALE or PANIC
- Enter / if in play at game end; five Survivals improves KIA 7 back to 8.
- Enter / if in play at game end; enter / whenever man improves rating.



