

MICRO ARMOUR®: THE GAME - WWII

WEHRMACHT '47®

SEQUENCE OF PLAY

1. INITIATIVE PHASE

- 1D6 + Cohesion. Highest total has initiative this turn.

2. POSTURE DETERMINATION PHASE

- Moving or Firing this turn? Only TL2 stands *may* do both.
- Mark each stand or group in movement posture.

3. JOINT ARTILLERY FIRE PHASE

- Players alternate executing artillery fire actions [7.6 - 7.9]
- See Direct Artillery and Indirect Fire Procedure Charts.

4. JOINT STANDARD FIRE PHASE

- Players alternate executing fire actions [7.0 -7.3]
- Any one stand may only be the target of one Standard Fire attack per Fire Phase.
- See Fire Procedure Chart. [All firing stands should be marked, as firing effects their ability to move during the Movement Phase]

5. JOINT PLOT PHASE

- Players plot indirect artillery fire missions for future turns. [7.8 -7.9]
- Players plot air strike fire missions for future turns. [12.8]
- See Indirect Fire Procedure and Air Strike Procedure Charts.

6. JOINT MOVEMENT PHASE

- Roll on Command Efficiency Table for # of Orders.
- Alternate executing moves [8.0-8.4], with OF [7.4] & CF [7.5]
- After all ordered movement, execute independent moves [8.2.6]
- Any stand that enters an artillery impact marker rolls for effect.
- TL1 stands that fired during the Standard Fire Phase may NOT move.
- TL2 stands that fired during the Standard Fire Phase may utilize up to 50% of their total Movement Allowance (round up).

7. MARKER REMOVAL PHASE

- Remove movement and impact markers.
- Then attempt cohesion rolls to remove "S" markers.
- "D" markers can only be removed with a natural roll of "1."

DIRECT ARTILLERY FIRE PROCEDURE

1. Identify Target location(s).
2. Designate attacking Stand(s).
3. Roll for cohesion, modified for terrain etc.
4. (Mortars Only) Roll for deviation.
5. Ascertain defense class of target.
6. Select appropriate attacker firepower value.
7. Reduce defense of "Armored" targets by 50%.
8. Subtract modified defense from modified fire power to obtain "attack superiority."
9. Roll two six-sided dice (2D6).
10. Modify the total rolled by applicable terrain effects.
11. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

INDIRECT FIRE PROCEDURE

1. Refer to previous turn's plotted indirect fire notations for targets and firing stands.
2. Roll for cohesion for each firing stand, modified for terrain.
3. Roll for deviation. If successful, skip to step "5".
4. Roll 1D8 for direction, and 1D8/2 for distance of deviation. Impact markers must maintain original "sheaf" pattern.
5. Ascertain defense class of target.
6. Select appropriate attacker firepower value.
7. Reduce "Armored" defense strength by 50%.
8. Subtract modified defense from fire-power to obtain "attack superiority".
9. Roll two six-sided dice (2D6).
10. Modify the total rolled by applicable terrain effects.
11. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

COMBAT TABLE CARD

COMMAND EFFICIENCY TABLE

MODIFIED 2D6 DIE ROLL +/- COMMAND BONUS	<4	4	5	6	7	8	9	10	11	12	>12
NUMBER OF ORDERS THIS TURN	0	1	1	1	2	2	3	3	4	4	5

AIR STRIKE PROCEDURE (OPTIONAL)

Before Game Begins:

Write the turn in which any air strikes will arrive.

Turn Prior To Air Strike Arrival:

Plot location of target for strike. Note sheaf pattern for strafing attacks. (All indirect fire plot requirements apply.)

Turn Of Air Strike Arrival:

1. Refer to last turn's plotted indirect fire notations for targets. Notify opponent of strike and declare the intended impact or strafing location(s).
2. Opponent may attempt to use AA fire to disrupt air strike arrival. (Consult AA Procedure Chart.)
3. Roll for cohesion for air strike arrival, modified by AA fire.
4. Roll for deviation. If successful, skip to step "6".
5. Roll 1D8 for direction, and 1D8 for distance of deviation. Strafing impact markers must maintain original "sheaf" pattern.
6. Ascertain defense class of target.
7. Select appropriate attacker firepower or bomb load value.
8. Reduce "Armored" defense strength by 50%.
9. Subtract modified defense from fire-power to obtain "attack superiority".
10. Roll two six-sided dice (2D6).
11. Modify the total rolled by applicable terrain effects.
12. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

ANTI-AIRCRAFT FIRE PROCEDURE (OPTIONAL)

Turn Of Air Strike Attack:

1. All enemy AA weapon stands in firing posture and in range of intended air strike impact site roll for cohesion. If successful, stand fires at aircraft.
2. Add the sum of AA fire from this chart:
 - Each AA stand 40mm caliber or under +1
 - Each AA stand over 40mm caliber +2

This total is added to the attacker's cohesion roll to determine if the air strike arrives. If roll fails, the strike this turn is aborted.
3. AA fire is permitted only during turns when aircraft is attacking. (If an AA gun fires on aircraft, it may not fire at ground targets. It may, however, fire on as many attacking aircraft as come in range.)

MARKER REMOVAL PROCEDURE

1. Remove all movement markers.
2. Roll 1D20 cohesion roll for each stand with "S" and/or "D" markers:
 - To remove "S" marker: Pass cohesion roll, modified for "S" (+4). (Recovers)
 - To remove "D" marker from a stand: Roll unmodified "1" (Rally!)

If this roll is unmodified "20," = stand panics to (S). Panic!

COMBAT RESULTS TABLE

		COMBAT DIFFERENTIAL												
		-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
DIE ROLL	19	-	-	-	-	-	-	-	-	-	-	-	-	S
	18	-	-	-	-	-	-	-	-	-	-	-	S	S
	17	-	-	-	-	-	-	-	-	-	-	S	S	(S)
	16	-	-	-	-	-	-	-	-	-	S	S	(S)	(S)
	15	-	-	-	-	-	-	-	-	S	S	(S)	(S)	D
	14	-	-	-	-	-	-	-	-	S	(S)	(S)	D	D
	13	-	-	-	-	-	-	-	S	(S)	(S)	D	D	D
	12	-	-	-	-	-	-	S	S	(S)	D	D	D	D
	11	-	-	-	-	-	S	S	(S)	D	D	D	D	E
	10	-	-	-	S	S	(S)	(S)	D	D	D	E	E	E
	9	-	-	-	S	(S)	(S)	D	D	D	D	E	E	E
	8	-	-	-	S	(S)	(S)	D	D	D	E	E	E	E
	7	-	-	S	S	(S)	D	D	D	E	E	E	E	E
	6	-	S	S	(S)	D	D	D	D	E	E	E	E	E
5	S	S	(S)	(S)	D	D	D	E	E	E	E	E	E	
4	S	(S)	(S)	D	D	D	E	E	E	E	E	E	E	
3	(S)	(S)	D	D	D	E	E	E	E	E	E	E	E	
2	(S)	D	D	D	E	E	E	E	E	E	E	E	E	
1	D	D	D	D	E	E	E	E	E	E	E	E	E	
0	D	D	D	E	E	E	E	E	E	E	E	E	E	
	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	

- Treat all attacks great than +9 as +9 attacks.
- Modified die rolls may not exceed +19.

EFFECTS

- = "NO EFFECT"
- If attacker is artillery or support stand, result is "S"
- S = "SUPPRESSED"
- +4 added to all cohesion rolls, this stand. Effect is not increased by further "S" results.
- (S) = "SUPPRESSED" if already "S", treat as "D" result. Otherwise, treat as "S"
- D = DISORGANIZED +3 to this stand unless it rallies. If already "D" treat as "E"
- E = ELIMINATED Remove stand from play.
- Combined cohesion die roll modifiers due to combat results may never exceed +7.
- Artillery "only" may attack at less than -3. (Result is "S")

STANDARD FIRE PROCEDURE

For each attack:

1. Designate target stand.
2. Designate all attacking stands. Check Line of Sight.

For each firing stand (i.e. Combat Event):

1. Roll for cohesion, modified for firer "S" and "D" effects and terrain.
2. Select appropriate attacker firepower value.
3. Modify defense strength for facing if required.
4. Subtract modified defense from firepower to obtain "attack superiority".
5. Roll two six-sided dice.
6. Modify the total rolled by applicable terrain and range effects on Terrain Effect Chart.
7. Cross-reference the modified die roll and attack superiority on the "CRT" and apply the result.

CLOSE ASSAULT PROCEDURE

1. If not in movement posture, defender rolls for cohesion.
2. If successful, attack one assaulter with -3 die roll modifier.
3. Attacker rolls cohesion for each assaulting stand.
4. Each successful assaulter attacks with -3 die roll modifier.
5. Disorganized defender must move 1 inch away from attackers.

Notes:

- Engineers: -3 die roll mod. in Close Assault.
- Cavalry doubled except against Armor.
- All rolls are at zero "0" range.
- Armor loses 50% of defense when assaulted.

OVERRUN PROCEDURE

1. Perform all movement connected with this "Overrun".
2. Defender makes one cohesion roll for each attacker. A +3 modifier is applied to each roll if attacker is a "Tracked" vehicle.
3. Defender suffers one attack at +6 for each failed roll.
4. Each attacker makes one cohesion roll.
5. Each attacker that fails this roll suffers an attack at +2.

MOVEMENT COHESION CHART

CONDITION	COHESION DIE ROLL MODIFIER
GHQ Eliminated	NO FURTHER ORDERS ALLOWED
Each HQ or GHQ attached to unit or group	-2
Unit or group under order	NO EFFECT
"R" unit or group without order	NO EFFECT
Other unit or group without order	+3
Unit "Suppressed"	+4
Unit "Disorganized"	+3

TERRAIN EFFECTS CHART

	TERRAIN TYPE	Movement Point Cost per 100 Meters			(target in this terrain) FIRING UNIT COHESION & CRT DIE ROLL EFFECT	IS LINE OF SIGHT BLOCKED?
		TRACKED UNIT	WHEELED UNIT	FOOT UNIT		
ALL TERRAIN EFFECTS ARE CUMULATIVE	Clear	1	2	1	none	no
	Smoke	+1	+2	+1	Firing into or out of smoke +3	yes
	Light Buildings	1	2	1	+4 if Personnel otherwise +2	yes‡
	Heavy Buildings	1	2	1	+6 if personnel otherwise +4	yes‡
	Woods	3	4	1	+4 if Personnel otherwise +2	yes‡
	Grove	2	3	1	+2 if Personnel otherwise +1	yes‡
	Good Road	.5	.5	1	none §	no
	Poor Road	1	1	1	none §	no
	Track	1	1.5	1	none §	no
	Marsh, Ford, Soft Sand, Mud	4	8	3	(Target in Movement Posture) -1	no
	Rough Terrain One	1	3	1	+2 if Personnel otherwise +1	if Personnel - yes otherwise -no
	Rough Terrain Two	2	5	1.5	+4 if personnel otherwise +2	if Personnel - yes otherwise -no
	Rough Terrain Three	3	7	3	+6 if Personnel otherwise +4	yes‡
	Slope	+1	+2	+1	none	yes
	Hilltop or Ridge Crest	+1	+3	+1	+2**	yes
	Light Improved Position	2	3	1	+4 if Personnel otherwise +1	no‡
	Medium Improved Position	2	4	1	+5 if Personnel otherwise +2	no‡
	Heavy Improved Position	3	Not Allowed	2	+7 if Personnel otherwise +3	no‡
	Barbed Wire	+3	Not Allowed	+2	-1	no
	Wreck	+0	+1	+0	+1	no
Minefield	+1*	+1	+1*	-2	no	

RANGE EFFECT ON COMBAT DIE ROLLS

Tech Level 1 Weapons	1" or less -1	2" to 5" +0	6" to 10" +1	11" to 15" +2	each extra 5" +1
Tech Level 2 Weapons	1" or less -1	2" to 8" +0	9" to 16" +1	17" to 24" +2	each extra 8" +1

* Applies only when leaving the area.

** Applies only to fire coming through the ridge crest or from below the hilltop.

‡ Concealing Terrain: If a stand in this terrain has fired this turn, ignore cohesion penalty.

§ Stands moving at the road or track rate do not gain any defensive benefits from the terrain through which that road or track passes. Stands on a road or track which are stationary or paying the terrain penalty while moving do.

Terrain type never effects stands firing out, only those firing into terrain. (See "Smoke" for the only exception)

Regardless of Terrain or other effects, a "natural" Cohesion roll of "1" always succeeds and a "20" always fails.