

RF 2 PLAY SEQUENCE	NOTES (last revised 08-2011)
MORALE	1. Infantry battalion lost 20 figs or 50%, whatever is less* 2. Infantry targeted and hit (casualties not necessary) by IDF (not when in fortifications)* 3. Infantry in the open unsupported by AFVs within 12" versus enemy AFVs within 12"* 4. AFV squadron/company with vehicle with heavy damage or destroyed; 5. Independent vehicle with heavy damage *If a unit requires more than one morale test type, perform in the order indicated above.
OBSERVATION	360 degrees except for tanks and SP guns that may not observe to their rear 180 degrees. Ob. is either automatic or based on a Chance test roll. Roll for each target of chance observation ONCE if in observation range: 5-6 visible in soft cover or if infantry fired from buildings; 6 if hard cover. If visible to the particular unit type (e.g., regular combat unit as opposed to recce or artillery observers) in that range, all others with line of sight see target up to their own type's chance test range. *See 3" into/out woods *Hedges/walls do not obscure observation of vehicles *Units must be in contact with a hedge/wall to claim observation cover; observation is blocked by two intervening hedges/walls which are not contacted.
SMOKE	Generally only from IDF guns and mortars: 2 per game *Smoke 3"/1" targeted to within 2" of enemy element *D6: 5-6 successful; lasts until the end of the enemy's turn
HEROIC ACTIONS	When? If AFV approaches observed enemy infantry to within 6" without infantry support within 6"; when infantry wish to advance in the open to within 6" of AFVs *D6: 6 successful – action allowed; +1 if elite; if failed, no other move this turn.
MOVEMENT	Move now <b>or</b> at the end of the turn. Moving now may result in an assault. MGs, mortars (except light mortars that fire only once), units that IDF and cruciform guns may not move and later fire.
RESERVED FIRE	ENEMY action for units that did not move or fire in their own turn. Direct fire only. *Targets that suffer heavy damage or are destroyed are left at the point of fire; a column on a road is stopped by this effect.
CLOSE ASSAULT	Any fig within 1" of the enemy or 2 sides of the enemy position (e.g., building; trench line): figs +D6 or D10 Loser withdraws 1 move away from winner or to cover. Winner moves up to 6" to occupy loser's position. If new contact is made no fighting occurs until the opposing player's next turn unless he opts to withdraw. Draw? Attacker withdraws immediately one move to cover/friends.
FIRING	Who? Small Arms firing group: each fig within 1" up to 5 groups per battalion; support weapons such as MGs and mortars; guns of all types, *Must be at the edge of a wood or feature to fire out. *Line of fire (assessed from centre of firing stand to target) must be unblocked by friendly or enemy elements; Exception: AT fire not blocked by enemy on foot. * <b>Soft cover:</b> hedges, woods, soft-vehicles); <b>Hard cover:</b> buildings, ruins, trenches, gun shields (front 180 versus small arms/MGs only) *Measure from nearest point of shooter to the nearest point of target or centre of the "risk zone" template * <b>HE</b> to hit D6 roll equal to or more than range band (8"x6; some guns 10"x6); -1 if target or shooter moved * <b>HE</b> casualties...roll to see if weapon Destroyed: D6=6 weapon lost *Small arms/HE vs. soft-skins: soft cover vs. small arms; 2 casualties from the single shot=vehicle Destroyed, extra kills on passengers *Tank riders/passengers of Destroyed AFV/APC from AT: D6=casualties <b>Calling in IDF:</b> *Organic medium and heavy mortars and IGs: called in by HQ group figs automatically *Artillery Ops select one target each turn and may not move when calling in; *roll for radio contact: 2-6 successful (early war and poor armies: 3-6) <b>Hitting with Artillery and Mortars:</b> 1 <sup>st</sup> gun: 5-6 (6 if moving target) if hit the rest hit. +1 for each subsequent gun. If called in on a second turn and target stationary: each gun hits 4-6 Mortars same but +1 for second round not second model; each mort rolls as "first gun" Light mortars fire self-observed only; 4-6 hit always.
FINAL MOVEMENT	Not allowed to the following units if they fired: MGs, mortars (except lt. mortars that fired once); artillery; AT guns on cruciform mounts *No assaults allowed in Final Movement

## AIRCRAFT GROUND ATTACKS: AVAILABILITY AND SEQUENCE

**Availability:** either 1. pre-planned or 2. Called in by air-link OP vehicle/team

**Pre-planned:** 3 targets anywhere on the table selected before the turn of arrival; list these. Aircraft must spot selected target when attacking: D6=2-6 Spotted

**Called-in:** Plane arrives 4 moves after the request. Plane may attack a target that the OP controller can spot (OP must do a radio test as per artillery). If OP is Destroyed the plane selects its own target but the plane must spot the new target with a D6 result of 4-6.

An aircraft stays on the table for up to 5 moves (move=both sides turns). This includes moves where the plane has been driven off or performs air combat.

## SEQUENCE OF GROUND ATTACK

### **1. IDENTIFY TARGET AND TEST FOR SPOTTING (OR RADIO TEST)**

### **2. PLACE AIRCRAFT WITHIN 6" OF TARGET**

An aircraft may not target the same unit in consecutive turns.

### **3. ENEMY PERFORMS *RESERVED* AA FIRE**

This includes any infantry or artillery unit in the open being attacked; AA HMG or larger gun within 36" of unit being attacked at LOW altitude; 37mm or bigger firing at aircraft at MEDIUM altitude. See Table 21, p.99

"Driven off" by reserve fire means the attack is not calculated; leave the plane in place; dive bombers ignore 'driven off' – they can only be shot down!

### **4. IF PLANE NOT DRIVEN OFF OR SHOT DOWN, PERFORM THE GROUND ATTACK**

Choose one depending on aircraft armament: strafing (low), AT/rocket (low), bombing (low or medium)

**Strafing:** see Table 17, p.95 Determine point value: medium range, account for cover.

**AT/rocket:** see Table 18, p.96 Roll for hits; roll for AT effect as usual. Rockets are fired in pairs (2 D6 for hits). Rockets HE: 2D6: 4-6 to hit; 10 points each, Table 4

**Dive Bombing:** One bomb per attack, to hit D6=4-6; see Table 19 for effects p.96

**Level Bombing:** All or part of the bomb load; declare bombs used, place grid and roll D10 per usual; calculate effects on Table 19, p.96 (Note that Typhoons and Thunderbolts etc. perform level bombing at low altitude)

### **5. AIRCRAFT IS LEFT IN POSITION DURING ENEMY TURN TO RECEIVE AA FIRE**

## LANDING CRAFT AND AMPHIBIOUS VEHICLES:

### HITTING THE BEACH SEQUENCE

**TURN 1: VESSEL IN THE WATER:** May receive IDF (hit as normal) See Table 23 for IDF HE effects

DUKW and DD tanks roll for floundering while in the water at the start of the turn: D6=1-2 DUKW sunk; 1=DD sunk

**TURN 2: VESSEL HITS THE BEACH:** Roll immediately for mine strikes: D6=1 boom; See Table 23

Passengers and vehicles may immediately disembark: max. move 4" ; vehicles not behind a flail (etc.) roll for mine hits: 1=Destroyed; 2=Immobilized for the game (may fire); repeat each time a vehicle moves on the beach unless behind a mine-clearing vehicle

Infantry may not fire on this turn.

DUKW and DDs must roll at the start for floundering: D6=1-2 DUKW sunk; 1=DD sunk

**TURN 3: Movement on the beach is 6" max.**

DD tanks may fire after a full turn on the beach