

COMBAT [7.2]

I) Attacker selects own fresh army/Tanks & adjacent enemy-controlled Area

EXC: Lettow-Vorbeck may attack normally (fresh only, +2 DRM) or perform Guerilla Attack [7.4.2] (fresh/spent)

Guerilla attack (mx 1/Phase): D6 = „5-6“ / „6“ (fresh/spent) = Win as below, else no effect

Tanks auto-breach 1 (2 with P3 tech card) Trenches, then flip: ready → spent [7.6.3]

II) Defender selects 1 own non-Breached Trench > fresh army > spent army → both sides roll opposed D6:

EXC: defender no trench/army & originally owned by attacker → no D6s, attacker auto-wins

EXC: defender no trench/army & originally owned by defender → defender no D6s but:

a) location attacked is Mountain / Swamp / Production / Flag → defender auto-“3”

b) location attacked is any other → defender auto-“2”

c) location attacked via Amphibious Landing [7.3] → defender auto-“4”

EXC: Stosstruppen tech marker: 2 re-rolls & may advance; remove after use and returns next Move Phase [7.6.4]

Note: if either side doesn't declare & dice are rolled = use any without DRMs [7.2.2]

Attacker		Defender		Side
#■	DRM	#■	DRM	#D6 / DRMs
■	n/a	■	n/a	Base value
+■/■■	n/a	+■	n/a	Artillery tech

Note: Artillery can't be placed without army, lone counts as Garrison only

Note: **US** armies may use Ready **WA** assets [10.2.3.2]

n/a	+1	n/a	n/a	Big Push marker = previous successful attack vs non-spent enemy army [7.2.3]
n/a	n/a	n/a	+1	Defender in Mountains
n/a	-1	n/a	-1	RU non-“CAU” army attacking into/defending Kars/Caucasus box
n/a	+1	n/a	n/a	Attacker in Amphibious Landing [7.3] if 1 Fleet: fresh → spent (no other DRMs)
n/a	n/a	+■	n/a	Defender in Amphibious Landing [7.3]
n/a	+2	n/a	n/a	Lettow-Vorbeck attacking in East Africa [7.4.1]

III) Winner = highest D6 (tie: Defender if Air Superiority Tech marker: ready → spent [7.6.5]; else Attacker wins)

a) if defender won = flip Attacker: fresh → spent & remove any **Big Push** marker

EXC: if **Amphibious Landing** [7.3] & 2+ **GE/CA** D6 > **WE** D6 → attacker permanently eliminated

b) if attacker won vs Trench = flip Trench: ready → breached

c) if attacker won vs fresh army = flip both armies: fresh → spent & place **Big Push** marker (if none yet placed)

d) if attacker won vs spent army: flip Attacker: fresh → spent, then:

1. Defender may attempt **They Shall Not Pass!** [7.2.4] (if army's own Production/Flag area) → D6:

0	1	2	3	4	5	# previously eliminated armies of the matching nation
2-6	3-6	4-6	5-6	6	n/a	defender <u>permanently eliminated</u> ; no Retreat/Advance
1	1	1	1	1	auto	no effect (retreat not cancelled)

2. Retreat [7.2.5] Defender must retreat spent armies & markers → adj own-controlled spaces (may split)

Lone Heavy Artillery (treated as garrison) / no retreat path = permanently eliminated

EXC: Naval Evacuations [7.2.6] **WE/US** army (not **UK BEAEF**) at Port → Force Pool instead

3. Advance [7.2.7] Attacker must advance attacking army into the target space & remove any **Big Push**

4. Advance [7.2.7] Attacker may advance any side's units adj to the Defender's area

MUST Stop if entered Mountains [2.1.3] / Pripet Marshes [2.1.4], else may attack from new Area

IV) (if no more armies to attack from the same space) Remove any Big Push marker & flip all trenches: → ready

Va) (if Amphibious Landing [7.3] & attacker on the Amphibious Invasion): flip marker → Beachhead

Beachhead: allows units to move from/to but no Amphibious Landing from [7.3.2]

Vb) (if Amphibious Invasion/Beachhead [7.3] with no units): flip marker → Beachhead