

„Battles of XXI Century“ („Bitwy XXI Wieku“) tutorial

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Introduction

Hello, welcome to the „Battles of XXI Century“ tutorial set. I'd like to show you this great game a little better. It was originally published in Poland in 2014 by „Taktyka i Strategia“ company. It has an english edition of the rulebook as well. The game is dedicated to modern land conflicts and uses company/platoon scale.

My goal is to explain how it works. I'm going to describe the counters and then show you one turn of the game, phase by phase, with detailed explanation of each action. I hope it will be helpful for those who already acquired this game or for those who aren't sure about it.

I'd like to thank Devin Heinle from Facebook's #Wargamers group for his great help with making this tutorial more understandable. Struggle with English language can be harder than struggle with Putin's armies!

Counters

Let's take a look at the counters first. There is not much information there. We have a NATO icon that shows the kind of unit, the number of the company in the upper left corner and the number of the brigade in the upper right. Below the icon is the movement points number. Notice the importance of the icon's colors. For example, in the game we have two Polish brigades – the 20th Mechanized Brigade and the 17th Mechanized Brigade. All Polish units have a dark blue background. The 20th M. Brig. units have white borders of their icons while the 17th M. Brig. units icons have yellow borders of their icons. Battalions usually have different shades of colors, so you can quite easily tell the difference between companies 1-4 and companies 5-8 of the Polish 2nd and 3rd Mechanized Battalions of 20th M. Brig.

Unit Tables

That's all when it comes to counters. Most of the units information are in the units tables. For example, let us examine the table of the Polish 20th M. Brigade. What do we have here? It contains three battalions, four companies for each other: 1st Armored Battalion and 2nd & 3rd Mechanized Battalions. Each battalion had its own HQ as well. There are also: artillery squadron, recon company, engineer company, anti air squadron and HQ of the brigade. Each of those units has it's power points and power levels. Power points are numbers, like 13, 12, 11, 10 and so on. Notice that some points are doubled. For example, 1st company of the 2nd Mechanized Battalion has 6,6, 5,5 and so on. These are power levels. When rules tell you to deduct one power point, you simply remove one 6, but when you're told that unit loses one power level, you need to deduct both 6s, to reduce unit's power to the level 5. Several units has power levels doubled, like those 5,5, 4,4, other has power levels equal to power points - 5, 4,3...

Next to the table you can see the lines of little, empty dots - those are ammo markers. Armored units can shot as many times per round with as much ammo markers they have. When their ammo reaches one, a unit can only fight with one power point, despite its original power. If a unit has supply, ammo is fully resupplied at the beginning of it's next turn. So, it's

always wise to keep a few ammo markers to have something to fight when the enemy is about to attack in the next turn. Remember that a unit can't have more ammo than power points - it's important during the game, when units suffer losses.

Finally, we have Armored Fighting Vehicles graphics. Those show the possible equipment of our troops. So, let's stay with our 20 M. Brigade. It has three different tables, with three different types of equipment - with T-72 tanks and BWP1 (the Polish version of the Russian BMP1) Infantry Fighting Vehicle, with PT-91 tanks (Polish modification of T-72) and BWP1 and with Leopard 2A4 tanks and Rosomak (Wolverine) IFV. Same goes to artillery, in variants 1 and 2 we have the 2S1 Gvozdika self propelled howitzer and in variant 3 we have the AHS Krab (Crab) self propelled howitzer. Each of the armored fighting vehicles has its main armament fire power (white number in black field) and armor (black number in white field) factors below. Notice that the fire power factors are different. For example the PT-91 has 6,5,3,2 This means it can shoot with fire power 6 in the close range (neighboring hexes). Other FP are treated as far range: FP 5 at two hexes range, FP 3 at three hexes range and so on. Only units with that factor can perform fire fight.

Remember that choice of equipment is important in some scenarios. For example, in the „Bartoszyce“ scenario each player can choose the variant of equipment, but if he wants more modern stuff, he needs to pay more victory points at start.

This completes our „counter-intelligence“. Let's move to the game. We won't be playing a full scenario there, but an example battle. Take the „Bartoszyce“ board and the counters of the Polish 20th Mechanized Brigade and the Russian 30th Armored Brigade. We won't use all of them. Set up following units:

Russians:

30th A. Brigade HQ: 2908
1st Armored Battalion HQ: 3010
1st Armored Company: 3310
2nd Armored Company: 3410
3rd Armored Company: 2911
R/30: 2910
4th Mechanized Battalion HQ: 1709
1st Mechanized Company: 1611
2nd Mechanized Company: 1810
3rd Mechanized Company: 2011
1st Engineer Company: 1511

The Russian player has also the 1st Helicopter Squadron. He is using the 2nd variant of equipment set (T-80 tanks table)

Now, let's move to the Polish units:

20th Mechanized Brigade HQ: 2618
3rd Mechanized Battalion HQ: 2515
5th Mechanized Company: 2315
6th Mechanized Company: 2216
7th Mechanized Company: 2614
8th Mechanized Company: 2414

1st Armored Battalion HQ: 3117
1st Armored Company: 2915
2nd Armored Company: 3516
Artillery Squadron: 2418
Grom (Special Forces) Company: 1516
1st Infantry Company: 3117

All Polish units are fortified - put yellow field fortifications counters below them. The Polish player also places three mine fields, on hexes 1914, 2513, 3016. The Polish player also has the 1st and 2nd Helicopter Squadrons. They're using the second equipment set variant (PT-91 tanks table).

Lets start our tutorial game at turn three - notice that it's a night turn. Night turns have some interesting add on's that people tend to forget about. Notice that since we won't be performing air or naval landings, we can ignore phases 2 and 4 of the original rules in this game. Russians are moving first. To make everything more clear, I'll use **red color** to note Russian units and **blue color** for Polish units.

Turn three (night)

1) Russian Air Phase

Helicopters can be used during the night. The Russians place their helicopter unit in hex 2410. Polish squadrons are placed in hexes 2318 and 2918. Heli's can support their units in range of 8 hexes and are placed on the unit they're supporting during the fight. They can also perform independent actions.

2) Russian Artillery Fire Phase

Russians do not have any artillery units in this game, so they can't fire them. Even if they did have any, firing in the night has -2 modifier.

3) Russian Movement Phase

The Russian **Engineer Company** moves onto hex 1914 to remove the minefield. It spends all the remaining movement points there. The **1st Mechanized Company** moves to Piersle village in hex 1814, while the **2nd Mechanized Company** moves onto hex 2113. Now, you could say that the Russians enter the effective range of Polish BWPs fire fight. Wrong! It's the night turn and rule 13.1 says that during the night fire fight of some certain units (along with BWPs) can be performed against neighboring hexes only. So the Russian company can move into hex 2216 without risk of being shot at by Polish BWPs, but it also can't shot back. The **3rd Mechanized Company** moves into hex 2015, while the **4th Mechanized Battalion HQ** moves into hex 2012. Russian mechanized infantry units aren't willing to attack during the night, because of the penalties (rule 13.1.3).

Now let's move to the second group of Russian units. First, the **Recon Company** of the **30th Armored Brigade**. We can use it to show you the special ability of recon units (or maybe not - look further). It can perform a sneak attack, that allows it to cause bigger loses to the enemy. So, let's move the **Recon Company** from hex 2909. It moves through hexes 2910, 2812, 2712, paying 6 MP according to the Terrain Table (page 21). Then it pays another 4 MP to enter the forest hex on 2713 (3 for forest hex, 1 for entering an enemy Zone of Control - rule 6.2.2). Can the Polish **7th Mechanized Company** shot them now? No, because the Russian player declares sneak attack and it can be performed first, before everything else happens.

The Russian player grins evilly, but then the Polish player takes a look at the rule book and points at rule 11.2.1 which says that fortified units can't be targeted with the sneak attack of recon units! „Damn!“, cries the Russian player helplessly and in the same moment the Polish BWPs from the **7th Mechanized Company** open fire on the Russian **Recon Company**. Their fire power in the close range is 2, the Russian recon unit is equipped with BTR-80's with armor factor 1. The Polish **7th Company** shoots him for the first time, spending 1 ammo, with total fire power of 1 (subtract armor factor from fire power factor). The Russians are in the forest, so fire power is reduced by 2. We are using line -1 on the Fire Fight Table (page 23). Roll: 6 and 3 - miss. Now, the Polish unit has to lose one ammo point and it still has 5 remaining. We can note it on the table, but if you don't like the idea of constant marking and erasing those points, you can use any kind of counter markers with numbers to place them next or below the units. I usually do the same. You'll see it on the pictures below.

The Russians are angry because their clever plan failed, so they decided to answer with fire. The BTR-80 has a fire power factor 3 on the close range, while the Polish BWP has armor factor 2 and it's fortified in the forest. We have 3 -2 (BWP armor factor) -1 (fortifications) and -2 (forest). So Russians use line -2 on the Fire Power Table. Chances to hit are very small. They roll a 3 and a 2 - barely a hit! Subtract 1 ammo unit from the **Russian Recon Company**. Now it has 5.

The Polish unit shoots again (DR: 6 and 2, miss, one more ammo lost, it has 4 now) and the Russians are doing the same (DR: 4 and 4, miss, one more ammo lost). Shooting into the problematic terrain always causes troubles. OK, let's try again, says the Polish commander. This time the roll is 1 and 1 - hit confirmed! The Russian unit loses one power level. Deduct both 6s in the line of the Russian **Recon Company**. It has power level 5 now. Reduce the Polish unit ammo stock to 3.

Noticing that it's getting too hot, the Russian commander decides to withdraw. He already spent 14 MP (10 for move and 2 for each shot in the fire fight) and still has 16 to use. He pays one more to leave the Polish zone of control and moves to 2813 (17 MP spent), 2912 (19 MP). The Polish tanks PT-91 of the **1st Armored Company** at hex 2915 can shot at far distance range during the night, but the forest at 2914 blocks their line of sight, so the Russian can move safely on 3012 (21 MP). It stops here.

The **1st Armored Company** moves along the road from hex 3310 through hexes 3111, 3212, 3213, 3313. It's a dirt road (brown color) and armored units have to pay 1 MP for each hex. On hex 3313 Russian tanks enter the effective range of the Polish tanks of the **2nd Armored Company** at 3516, but the Poles keep quiet (their fire power at such range is 2, Russian armor factor is 6 and fire fight can't happened if final fire power is -4 or less). The Russians keep moving further, onto hex 3314. Now they're in the second effective range of Polish guns - they could shot with fire power 3. Why not to give a try? - thinks the Polish commander. There's a small chance to hit, but remember about rule 15.4.1 – a unit hit in far distance range has to lose one power point if it wants to move onto the next hex. So, it's worth it to try. Polish FP is 3, Russian armor factor is 6, so on the -3 verse and only roll 1 and 1 scores. DR: 1 and 2 - that was so close! Remove one ammo from the total 11 of the Polish **2nd Armored Company**. Let them come closer, thinks the Polish commander, watching the Russians entering hex 3415. That's when Polish tanks open fire again. It's a far range distance shot in the two hexes range, so the Poles use fire power factor 5, against Russian armor factor 6. It's -1 verse now, and the roll is 5 and 3 - another miss. The Polish unit has 9 ammo now. The Russian moves onto hex 3416. It already spent 8 MP, so it still has 12. The Poles shot again,

for the third time. It's a 6 against 6 this time - 0. DR: 2 and 3 - hit. The Russian **1st Armored Company** loses 1 power level. Notice that Russian tanks have power level equal to power points. So the Russian company has 13 power points/levels now. The Polish **2nd Armored Company** has 8 ammo now.

The Russians can finally shot back. The T-80 close distance fire is 6, the PT-91 armor factor is 6, but Polish tanks are fortified, so there's a -1 modifier. Russians are using -1 verse instead of 0. DR: 1 and 3 - hit. Polish tanks also have power levels equal to power points. So the Polish **2nd Armored Company** loses 1 power level and has 18 now. The Russian unit spends one ammo and has 10. The Poles answer with fire (DR: 3 and 6 - miss, remaining ammo: 7). Russians strike back (DR: 3 and 3, miss, RA: 9). Poles again (DR: 4 and 3, miss, RA: 6), Russians (6 and 1, miss: RA: 8). Poles decides for one last shot (DR: 2 and 4, hit, RA: 5).

So the Russians have 12 Power Levels, 8 Ammo and they shot three times. They spent 8 MP to reach this place and 6 MP to shot, so they still have 6 MP. The Russian fires one more time - 3 and 5, miss. He has 12 Power Levels, 7 Ammo and 4 MP. The Polish player declares that he stops shooting. Russian player decides to do the same.

The Russian **2nd Armored Company** on hex 3409 moves through the same road hexes 3310, 3111, 3212, 3213, 3313 (5 MP spent), then onto 3414, 3514 (9 MP spent). That's when the Polish player declares that he will try to stop the Russians - that why he kept some ammo in stock. It's a far range fire on the two hexes range, so the Polish PT 91 has 5 fire power against 6 armor of T-80. Verse -1, roll 2 and 1, hit! The Russian unit loses 1 power level and the Polish **2nd Armored Company** - one ammo (remaining 4). Now, because it was far distance range hit, the Russians have to stop or lose 1 power point if they want to move further. If you know something about Russian strategy, then you could you could guess that their commanders never paid much attention for the loses. So the Russian **2nd Armored Company** pays 1 power point and moves on 3515. It has 12 power levels, 10 MP and 11 Ammo. With 10 remaining MP it can shot 5 times. Odds aren't quite good: $6 - 6 (-1 \text{ for fortifications}) = -1$, but Russians try their luck. 1st shot: 1&2 - hit (Polish **2nd Armored Company** has 17 power levels now), 2nd shot: 3&4 - miss, 3rd shot: 6&2 - miss, 5th shot: 4&6 - miss). Russian unit spends all its MP and has 12 Power Levels and 6 Ammo.

The Russian **1st Armored Battalion HQ** moves from 3010 to 3212, to keeps all it's companies in the range of command (5 hexes). The remaining **3rd Armored Company** is kept in reserve, in case something could go wrong. It stays on 2911. This concludes the Russian movement phase.

4) Polish Counter-Attack Phase

Not happening, Polish player decides not to counter attack anywhere.

5) Russian Attack Phase

Remember, that we are in the night turn. Attacks in the night are risky, because of the penalty of 13.1.3 But since it's a tutorial, I'm going to show you how it works. Let's say that Russian **1st Armored Company** (3416) and **2nd Armored Company** (3515) are about to attack the Polish **2nd Armored Company** defending at hex 3516.

First, we're going to make a roll for the penalty mentioned above. The Russian players rolls a 4. It says that both attacker and defender lose 1 Power Point. But the loss is applied after the combat.

So, let's count the odds. Russians have 12 and 12 power points, Poles have 17. It makes 1:1, but since the Polish tanks are fortified, we have to move one column on the left, so now it's 1:2. The Russian player makes a roll - 6 and 4. It gives us a result A1 - attacker withdraws one hex, so the Russian **1st Armored Company** moves to hex 3315 and the **2nd Armored Company to hex** 3514. Then, we need to calculate the losses. The Russians had 24 power points, so we move to the Loses after Combat Table and check row 21-25. But wait, the Poles were in fortifications, so we need to move one step down, to row 16-20. The Russians roll 2 and 6. This gives an 8 and means that the Polish **2nd Armored Company** lose 1 power level. Mark it on the table and let's see if the Poles managed to kill some Russians as well. The **2nd Armored Company** has 17 power points, so we're going to use the same row (16-20). But thanks to the fortifications, we can move one step up, to row 21-25. Roll 3 and 2 - it means that the Russian player loses 2 power levels. Since there were two attacking units, each of them has to lose 1 power level (rule 7.2.3 says that a player has to deduct the losses proportionally from all his engaged units). Combat is done, but now remember about the night combat penalty. The **2nd Armored Company** and one Russian unit (randomly chosen, let it be the **2nd Armored Company**) both lose 1 power point. Finally, each unit engaged in combat has to lose 1 ammo. So, we have the following situation:

2nd Armored Company: 15 power points/levels, 3 ammo (8 used)

1st Armored Company: 11 power points/levels, 6 ammo (5 used)

2nd Armored Company: 10 power points/levels, 5 ammo (6 used)

At the end of this phase Russian **Engineers** are finishing their work and the mine field on hex 1914 should be removed (I forget about it, so please ignore this minefield on the upcoming photos)

6) Supply Phase

To be supplied, units have to be in a 5 hex range from their battalion's HQ and the battalion's HQ has to have a free line of hexes to its brigade HQ. Independent units can be supplied by any battalion's HQ. Rivers, mountains, marshes, sea, lakes and enemy units (along with their zones of control) block lines of supply.

So, let's look at the map. All units are supplied. The Polish **1st Special Op GROM** (Thunderbolt) unit at hex 1516 is supplied as well, because Special Op and Sabotage units are always supplied. It's the Polish turn now.

7) Air Phase

The Polish **1/32 Helicopters Squad** from hex 2918 decides to give a little support to the 2nd Armored Company and performs an attack on the Russian **1st Armored Company**. The Polish Mi-24 Hind has 5 power points and 4 hex range, so it flies onto 3318 (flying on the neighboring hex of the enemy unit is always risky, because of rule 10.2.11). Let's look at the Independent Helicopter Attacks table. We're going to use row 4-6. A roll gives us 4 - the Russian **1st Armored Company** loses 1 power point. Remove the Polish **1/32 Helicopters Squad** from the board to the end of this turn.

The Polish **2/32 Helicopters Squad** from 2318 flies to 2116 and shoots at the Russian **3rd Mechanized Company**. Roll: 1 - miss. Remove the Polish **2/32 Helicopters Squad** from the board to the end of this turn.

The Russians are going to do the same, to not waste their helicopters. Their **1st Helicopters Squad** is on hex 2410 and decides to attack the Polish **8th Mechanized Company** on hex 2414. The Polish unit is fortified, so the Russians have to use -1 modifier. They roll a 2, which means fail. Remove the Russian **1st Helicopters Squad** from the board to the end of this turn.

8) Polish Artillery Fire Phase

Not happening, Polish player hasn't enough artillery units (it has to be at least three units with 20 power points together).

9) Polish Movement Phase

The Polish **1st Special Op GROM** unit at hex 1516 decides to make a nasty surprise to the Russians nearby. Special Op units are quite different than other forces. First, they pay 1 MP for each hex, no matter what terrain it is (except impossible terrain, like sea). They can move in enemy zones of control, paying additional MP. And they have a killer (+4) modifier for solo attacks. So, let's move through hexes 1616, 1715 and 1714. The unit spent 4 MP (3 for each hex and an additional 1 for entering an enemy zone of control in the night turn) and stops moving, preparing to attack the Russian **1st Mechanized Company**. Remove fortifications counter from the 1516.

I'm going to show you now another piece of the game's mechanic - combat in march. It's the special kind of combat mixed with moving, that allows players to advance in Movement Phase and even perform a breakthrough. Let's move the Polish **6th Mechanized Company** on hex 2316 (1 MP), 23414 (2 MP) then onto 2315 (4MP). It stacks with the **5th Mechanized Company**. Now move the stack on hex 2215 (6th Com - 7, 5th Com - 3). The Russian **2nd Mechanized Company** may shot at them with use of it's fire power first. Russian fire power in close range is 3, Polish armor factor is 2, so it's +1 verse in Fire Combat Table. Roll is 6 and 3 - miss, Russian unit loses 1 ammo. If it'd hit, then the Polish unit on the top of the stack would suffer the loses.

Now, the Poles decided to perform combat in march. First, don't forget about the roll for night combat - it's 5, so nothing happens. Both Polish companies have 6 power points each, so they have 12 together. To perform combat in march, they have to pay 4 MP each first. The 6th Company has 9 MP, while the 5th - 13 now. In Combat in march-the attacker use 2/3 of his power points, so the Polish companies have 9 power points. Non-fortified defenders also use 2/3 power points, so while the Russians have 7, it's reduced to 5. Now combat occurs. It's 1:1, with -1 for defender in the forest. Also, both sides are in the command range of their battalions HQs - each HQ has command range equal to the number of it's power levels. So final odds are 1:2. Polish player rolls 1 and 2 - B1. This means that defender withdraws one hex back. The Russian **2nd Mechanized Company** moves onto hex 2113. It also loses it's zone of control untill the end of the move of attacking unit or next unit of the attacking player (special penalty for losing combat in march).

Let's calculate the loses now - Poles used 9 power points, so row 6-10 should be used, but since the Russians were defending in the forest, we have to move one step down, to row 4-5. Roll is 4 and 3 - 7, which means that the defender loses 1 power level. Erase both 7s in the row of the **2nd Mechanized Company** in the **30 Armored Brigade** table. Time for Polish loses now. The Russians had 5 power points, but they had a bonus for defending in the forest - so instead of using row 4-5, we're going to use row 6-10. Roll: 4 and 6 - The Polish units have to lose 1 power level. When units are stacked, the first to suffer the loses is always the unit on the top, so deduct 1 power level from the Polish **6th Mechanized Company** (assuming it was on the top of the stack).

Polish companies perform pursuit onto hex 2216 and have to stop there - they can't move anymore in this turn, but other units still can. That's how combat in march works.

Let move on the right side of the board. The **2nd Armored Company** successfully defended it's position. It has 15 power points/levels, 3 ammo, so it can still try some shooting. The Poles target the Russian **2nd Armored Company** (Fire 5 against Armor 6 = -1) and rolls. Sadly, it's 5 and 5 - miss. One more time? Better not. Poles have 2 ammo only, so they decide to not be

that trigger happy. Another shot would leave them with 1 last ammo and a unit without any ammo has it's power temporally reduced to 1. Russians would surly love to perform the strike against such unit in their Counter Attack Phase.

10) Russian Counter Attack Phase

We have not had any counter attacks during this game, so let's make one, just for example. To perform a counter attack, player can move his units by one hex only, to move them into an enemy zone of control. Such units can't start in an enemy zone of control before moving. So, The Russian **1st** and **2nd Armored Companies** on hexes 3315 and 3514 can move to 3416 and 3515 to attack the Polish **2nd Armored Company**. The Russians have enough ammo (1st - 6, 2nd 5), while the Poles has only 2 - it's enough to defend though.

11) Combat Phase

Counter-attacks are always resolved first, before any other combats. So, the Russian **1st** and **2nd Armored Companies** attack the Polish **2nd Armored Company**. First, our „beloved“ night combat roll - it's 1, so the attacker gets a -2 column modifier and -1 power point after the combat. The Russians aren't lucky here, definitely.

Each Russian unit has 10 power points, so together they have 20 against 15 of the Polish unit. It's 1:1, but... First, we have -1 for fortifications and then -2 for unfortunate night combat roll. So, final odds are 1:4. Russians roll 4 and 3 - result A2, so they both have to withdraw two hexes back. The **1st Armored Company** moves onto hex 3314, while the **2nd Armored Company** withdraws to hex 3514. What a failure!

And now time to calculate the loses – the Russians have 20 power points, but they need to move down three rows this time, so from row 16-20 we're jumping down to row 6-10. They rolled 3 and 3 - it means that the Poles survived without any loses.

The Poles use a base row 11-15, but they move one step up thanks to the fortifications, to row 16-20. Notice, that the night combat modifier works on Russians only. Roll is 5 and 4. This means the Russians has to lose 2 power levels.

So, both Russian companies need to deduct one power level and one of them (randomly chosen - let it be the **1st Armored Company** this time) has to lose 1 power point because of the night combat roll. Guess we can call it a disaster, but you could see how counter attacks work. Remember to deduct 1 ammo from all engaged units. In conclusion:

2nd Armored Company: 15 power points/levels, 1 ammo (10 used)

1st Armored Company: 8 power points/levels, 5 ammo (6 used)

2nd Armored Company: 9 power points/levels, 4 ammo (7 used)

Now, remember that unit can't have more ammo than the power points, so in the next turn the Russian companies will get back only 8 ammo (**1st Armored Company**) and 9 ammo (**2nd Armored Company**).

Time for our Special Op attack. The Polish **1st Special Op GROM** attacks the Russian **1st Mechanized Company** on hex 814. It's 4 power points (Poles) against 7 (Russians), so it may not look good for the Poles, but that's where the special op bonus comes in handy. If attacking solo during the night, a special op unit gets +4 and does not have to roll for night combat. Sounds better, isn't it? So, if originally it was 1:2, then it's 4:1 now! The Poles rolling 1 and 1 - epic success. It's B3, so the Russian company has to withdraw 3 hexes. (1813, 1812, 1811). Too bad we can't use this huge modifier for calculating loses. The Poles decided to stay in the forest.

Quick calculating the loses – the Russians have 7 power points (row 6-10, roll 5 and 3, the Poles have to deduct 1 power level), the Poles have 4 power points (row 4-5, roll 4 and 4,

Russians have to deduct 1 power level). Remember that the Russian **1st Mechanized Company** also loses 1 ammo.

Another thing that we need to remember is that artillery can perform independent attacks. Let's try the one. The Polish **Artillery Squadron** at hex 2418 is equipped with 2S1 Gvozdika self propelled howitzer. They have a 20 hex range and 11 power points. Remember, that rule 9.6.2 states that only artillery units with 7 and more power points can perform independent attacks. Also, we are in a night turn and it means that artillery has -2 modifier. Finally, artillery can attack only enemy units if they are:

a) visible or

b) engaged in combat with allied units

c) were attacked by aircraft during Air Phase, but only if this unit remains on the same hex

So, look around. The closest target is the **3rd Mechanized Company**. Artillery can see it and it was attacked during the Air Phase. Let's move to the Independent Artillery Attacks table (page 22). The Russian unit has 7 power points, so we'll use the uppermost table and the Polish artillery has 11 power points, so we'll use the second row (11-15). Remember about the -2 for night attack. Roll gives us 4, so we check result 2 it's -1. The Russian **3rd Mechanized Company** loses 1 Power Level. Artillery spends 2 ammo for independent attack.

Finally, remember about an important rule we tend to forget about - 7.1.4. It says that players has to attack all the enemy units located in the zones of control of his units, if his units aren't fortified. So, look at the board. The Polish **5th** and **6th Mechanized Companies** aren't fortified and are located next to the Russian **2nd Mechanized Company**. But hey, you say, they already attacked during the Movement Phase. Yes, you're right. They performed combat in march. That's the only type of combat that allows you to attack for the second time, during the Combat Phase. So we need to resolve this fight.

First, night combat roll - 6. It's +2 for attacker, the only positive result for him on this roll. Good start! Now the odds - the Polish companies have 11 power points (5th - 6, 6th - 5), while the Russian **2nd Mechanized Company** has 6. Still 1:1, with -1 (defender in the forest), -1 (defender in the command range of his HQ), +1 (attacker in the range of his HQ), +2 (night combat roll). Its total gives 2:1. Roll is 1 and 3 - B2. The Russians withdraw 2 hexes (2111 and 2012). The Poles could perform pursuit, but they won't - moving that far would be way too risky. So, let's calculate the losses. Poles: 11 power points, row 11-15, +1 (-1, -1, +1, +2), so the final row is 16-20, roll: 6 and 3, it gives 2. The Russian company loses 2 power levels. It has power 4 now. Russians: 6 power points, row 6-10, -1 (+1, +1, -1, -2), so the final row is 4-5, roll: 2 and 3 - miss. All three engaged units have -1 ammo. In conclusion:

5th Mechanized Company: 6 power levels, 4 ammo (2 used).

6th Mechanized Company: 5 power levels, 4 ammo (2 used)

2nd Mechanized Company: 4 power levels, 3 ammo (3 used)

12) Supply Phase

All units are in range of their HQ, so no supply penalties are needed. Since the turn is over, we can resupply all the units that performed fire fight or artillery fire. Remember that the unit can't have more ammo than power points. So, the Russian **1st** and **2nd Armored Companies** could originally carry 11 ammo each, but while their power points numbers were reduced, they start next turn with only the number of ammo equal to the number of their power points.