NIGHT FIGHT: Solitaire
East Front Tactics

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These rules use the following color system:
Red for critical points such as errata and exceptions, Blue for examples of play.

1.0 INTRODUCTION

Night Fight is a solitaire wargame whereby the player commands a group of German panzers infiltrating and attacking Soviet forces during the Battle of Kursk, July 1943. The game is based on an actual night action when elements of the 6th Panzer Division infiltrated behind Soviet lines (although there are several scenarios included with this game to cover other actions on the Eastern Front). The player controls the German units, and the game system controls Soviet forces.

1.1 Game Scale
Each vehicle represents one tank, halftrack, or truck (and occasionally multiple tanks, halftracks, or trucks), and each hex represents about thirty meters from side to side. Each game turn represents a span of several minutes, depending on the action that is occurring.

2.0 COMPONENTS

2.1 Map
The map shows a representative Soviet town at night. The hexagons are used to position the counters, regulate the movement of units, and determine line-of-sight when resolving combat.

Important: The map is oriented with the south side up (notice the compass rose in hex 3840); be sure not to transpose the compass directions referred to in the rules during set-up and movement. Just remember that the large river at the bottom is always considered the north side of the map (not the south side).

Note the hexes on the map that are printed with an building ablaze have no additional effect on play; that is to say, there is no effect from the fire or smoke on movement, combat, or visibility, etc.

2.2 The Counters
There are two general types of counters, units and markers explained as follows.

Units
Units represent various combat and support forces. Each unit will have the following information on it.

Unit type: this is shown by a picture of the unit type.
Unit classification: the unit type and its...
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name. For example, a Mark IV tank will have a Mark IV tank and “Mark IV.”

Combat Strength: this is the large number on the counters.

Anti-tank capable: if a unit is capable of attacking armor, it will have this symbol. There are two general classes of weapons, anti-tank capable and non-anti-tank.

Unit Identification number: this is the small number which is unique to each unit. For example, a “3” would mean this is the 3rd tank unit.

Weight classification: armored units will have either Light (L), Medium (M), Heavy (H), or Super Heavy (SH) armor.

Soft target: all units which are not armored are “soft” targets.

Note: Movement is not printed on any units; all German units have a basic movement of “6.” All Soviet “mobile” units movement is determined by a die roll (see 8.3). Soviet “static” units never move, however.

Markers

There are several types of non-unit counters included in the game, which are known as markers. These are used to indicate various conditions of game play, listed and explained as follows.

a) Soviet Mobile Column: These are printed “1” to “5,” corresponding to the display boxes printed on the upper right corner of the map and they are used to store mobile units until the moment they are engaged. The arrow on each marker indicates the direction in which that Soviet Mobile Column is moving. The reverse of each such marker is printed with “Engaged,” indicating a Soviet Mobile Column that has temporarily been stopped to undergo a spotting attempt by a nearby German unit.

b) Spotted: This is used to indicate a unit that has been spotted.

c) Pinned: This is used to indicate a unit that has become combat ineffective (until rallied).

Note: The game’s “Spotted” and “Pinned” markers (the German crosses) are printed along the edges of the counter tree and are intended to be manually cut out with scissors after the die-cut game pieces have been “punched” and removed.

d) Wreck: This is placed on the map when a vehicle type of unit (defined as any game piece with a “weight category”) is eliminated.

e) Bridge Out: This is placed on the map where a bridge has been destroyed.

f) Artillery: This is placed into a hex where an artillery barrage is occurring.

g) Panzer Ace: This is an elite German tank commander and crew.

h) Flares: This is used to aid spotting and combat.

i) Panzerfausts: This is used to equip German infantry units with a one-shot anti-tank weapon.

2.3 Dice

The player will need to provide himself with at least one six-sided die (two are preferable).

3.0 HOW TO SET UP

To set up the game, follow these steps in the order listed.

1) Choose which scenario you want to play (see 21.0).

2) Determine if you want to play a Light, Medium, or Heavy Intensity game. It is recommended that new players start with a Light Intensity game as a sort of “training exercise.”

3) Determine the visibility on the map (which applies to all units). Roll one die per the die roll possibilities listed on the Visibility Table (located on the map). Low Visibility equals a visibility range of two hexes, Medium Visibility equals a visibility range of four hexes, and High Visibility equals a range of six hexes. Then, place the Visibility marker in the appropriate space on the charts.

4) Determine the local Vegetation Level. Roll one die per the die roll possibilities listed on the Vegetation Table (located on the map). Then, place the Vegetation marker on the appropriate space on the charts.

5) Determine the Soviet Troop Quality. Roll one die per the die roll possibilities listed on the Soviet Troop Quality Table (located on the map). Then, place the Soviet Troop Quality marker on the appropriate space in the charts.

6) Set five Soviet “Dummy” markers off to one side of the map for now (they will be added during step “8” below).

7) Set up Soviet static game pieces.

Place all of the Soviet static game pieces (any Soviet game piece without a “weight category” letter code printed in the lower right-hand corner, such as SH, M, and L) face down and blindly mix them up. Soviet static game pieces include the Soviet Artillery, Command Post, Block House, Supply, and exactly nine of the other “Dummy” game pieces. Then place the following quantity of Soviet static game pieces (face down) in each static set-up hex (indicated by a yellow star symbol), depending on the game intensity you determined during step “2)” above.

Low Intensity: 1 static unit per yellow-star hex.

Medium Intensity: 2* static units per yellow-star hex.

High Intensity: 3* static units per yellow-star hex.

*During a Medium or High Intensity game whereby there is more than one Soviet static game piece to be set up in the same yellow star hex, each additional Soviet static game piece (beyond the first one set up there) is not placed in that yellow star hex, but is instead randomly placed in one of the six surrounding hexes (use the scatter diagram below).

After that additional Soviet static game piece is placed in one of the six surrounding hexes, then roll another six-sided die and move it a distance of hexes—away from that yellow star hex along a straight hex grain—equal to that second die roll (counted outward from the yellow star hex).

If any Soviet unit becomes placed off the map or into a river hex, roll two six-sided dice and instead place that unit in one of the 11 map-edge road hexes printed around the east, north, and west side of the map, in numerical order from east to north to west. For example, if rolling a “2,” that unit is instead placed in map-edge road hex 3400; if rolling a “3,” it is placed in hex 2900; if rolling a “7,” it is placed in hex 1011, and so on in that way.

Note that, after setting up all of the Soviet static units, it is not permitted for the player to examine the remaining Soviet game pieces...
that were not placed on the map (to deduce what was indeed placed on the map).  

8) Now, set up Soviet Mobile Columns.  

Place all the Soviet mobile units face down, including the five “Dummy” game pieces that were set aside during step 6,” and blindly mix them all up (while face down). Then randomly select nine of those counters for each of the Soviet Mobile Column markers (some of which could be the “Dummy” game pieces) and place them face down in the Mobile Column display (printed on the map). The total number of Soviet Mobile Columns will depend on the current game’s intensity level.  

Low Intensity: 2 Soviet Mobile Columns  
Medium Intensity: 3 Soviet Mobile Columns  
High Intensity: 4 Soviet Mobile Columns  

Next, place the quantity of Soviet mobile Columns markers on to the map equal to the number of columns you determined above (two for Low Intensity, three for Medium Intensity, four for High Intensity). To do so, you choose one Soviet Mobile Column marker and randomly assign it a set-up hex (indicated on the map by a black tank silhouette) by rolling a single die and placing that Soviet Mobile Column marker on one of the six numbered set-up hexes (per the die roll, as listed on the map from 1 to 6), and also doing the same for each of the other Soviet Mobile Columns determined above. Each Soviet Mobile Column must be assigned to a different set-up hex on the map.  

Note: In the event that a die roll places a Soviet Mobile Column marker in the same numbered hex as another Soviet Mobile Column marker, re-roll the die.  

Finally, after you have placed a Soviet Mobile Column marker in a hex, face it in such a way that its arrow symbol is pointed down a road, but always in a direction that is facing towards the middle of the map.  

9) Purchase (recruit) the German order of battle for the scenario you have chosen to play. This is done by paying Recruit Points (RP) for any German units of the German player’s choice, per the unit costs indicated on the Unit Table (see the last page of these rules). The quantity of RP that the player will receive at the beginning of the game depends on the intensity level chosen earlier.  

Low Intensity: 100 Recruit Points  
Medium Intensity: 200 Recruit Points  
High Intensity: 300 Recruit Points  

Purchasing (recruiting) only ever occurs at the beginning of a scenario, except when additional RP are gained as a result of a random event (see 6.0).  

Note: The German player must purchase at least one “Command” type of unit during any scenario he plays.  

4.0 STACKING  

Each side can pile up to three of its own units per hex (opposing units may never stack together under any circumstances). Stacking is only checked at the end of each side’s movement phase. Therefore, stacking limits are ignored while a unit is moving through another friendly unit’s hex (although moving through another unit’s hex does affect movement; see 8.0).  

Note: The Panzer Ace does not ever affect stacking.  

As mentioned, opposing units may never stack together and this also applies to hexes which would contain Soviet mobile units trailing behind an unspotted Soviet Mobile Column. See 8.4.  

4.1 Wrecks  

Any wreck(s) in a hex are considered to be equivalent to one friendly unit (regardless of the number of wrecks) when tallying stacking in a hex.  

4.2 Stack Movement  

A stack of friendly units may move together as a stack (if not in excess of stacking limits), but they may not split off into different directions from that stack during the same movement (although any unit of a stack may be “dropped off” as the stack moves on, in which case that dropped off unit’s movement is then considered to be ended for that phase). If a stack enters any friendly unit’s hex, that friendly unit may then be moved with that stack (if it has not already moved during that phase), but it is assumed to have expended as much movement as that stack up to that point.  

4.3 Overstacking  

Overstacking can occur (for example, as a result of a retreat), but no unit in a hex that is overstacked may ever spot or fire from that hex (owing to confusion). Moreover, when firing into an overstacked hex, the Combat Results Table is shifted rightward one additional column.  

4.4 Soviet Mobile Column Stacking  

Stacking limits do not apply to the units of any Soviet Mobile Column that are not yet placed onto the map. However, a Soviet Mobile Column marker itself (representing one unit in its own hex) must be counted as part of any stack normally.  

5.0 SEQUENCE OF PLAY  

Each scenario entails a maximum of 12 game turns (although some scenarios specify shorter games). When playing each game turn, each turn must be played using the following sequence of phases, and always in the strict order as listed. When the last phase of a game turn is complete, a new game turn begins, at which time the following sequence of phases are repeated (until the last turn of the scenario, which ends the game).  

5.1 Random Events Phase (Optional)  

Check for one random event for the current game turn (see 6.0).  

5.2 German Fire Phase  

The player may fire some, none, or all German units at any Soviet unit(s) that are present on the map and have been spotted (if within visibility range and line-of-sight).  

Note: This phase is skipped during the first game turn of any scenario.  

5.3 German Movement Phase  

The player may move any German units that did not fire during the preceding German Fire Phase above. Each Soviet unit must attempt to spot (10.0) any German unit that moves within visibility range and line-of-sight (temporarily stopping that moving German unit to do so; see 8.5), and must then immediately fire at that German unit, if spotted. If a Soviet spotting attempt is not successful, a moving German unit may then continue its movement normally, if the German player prefers.  

Note: German units do not ever fire during the German Movement Phase, even after they stop moving (there is no “bounding fire” as in some other games).  

See 7.0 when German units will be entering the map during the first game turn.  

5.4 German Rally Phase  

The player may attempt to rally any and all pinned German units (see 14.0).  

5.5 Soviet Fire Phase  

The player must fire each Soviet unit (if
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Present on the map at a spotted German unit (that is within visibility range and line-of-sight), if otherwise eligible.

Otherwise, a Soviet unit must always attempt to spot a German unit that is within its visibility range and line-of-sight. If there are multiple German units within visibility range, a Soviet unit must always attempt to spot the closest unspotted German unit (see 10.0). If there are multiple equidistant unspotted German units within that Soviet unit’s visibility range and line-of-sight (see 9.0), that Soviet unit must attempt to spot one of them per 10.1.

If the spotting attempt is successful, that Soviet unit must fire at the German unit it just spotted (which causes that Soviet unit to be spotted, as well). If the firing Soviet unit is presently face down, it is flipped face up when it is fired (regardless of the result).

### 5.6 Soviet Movement Phase

The player must move each Soviet Mobile Column marker (if no unit of that column fired during the preceding Soviet fire phase above) in accordance with the rules for Soviet movement (see 8.3). The German player may temporarily stop a moving Soviet Mobile Column marker to resolve a spotting attempt against it (see 10.0) and then immediately fire at that unit, if it is spotted. If a German spotting attempt (or fire) is not successful, a moving Soviet Mobile Column marker must then continue its movement (see 8.3) unless its movement had already ended.

If a Soviet Mobile Column marker’s movement would cause it to enter any German unit’s hex, the移动 marker must stop in the preceding adjacent hex instead. This does not result in any spotting attempt or combat; it would cause it to enter any German unit’s hex, and then immediately fire at that unit, if it is spotted. A German spotting attempt (or fire) is not successful, a moving Soviet Mobile Column marker must then continue its movement (see 8.3) unless its movement had already ended.

If a Soviet Mobile Column marker’s movement would cause it to enter any German unit’s hex, that Soviet Mobile Column marker must stop in the preceding adjacent hex instead. This does not result in any spotting attempt or combat; it halts that column’s movement for the remainder of the current Soviet Movement Phase.

*Note:* Soviet Mobile Column units do not ever fire during the Soviet Movement Phase, even after they stop moving (there is no “bounding fire” as in some other games).

### 5.7 Soviet Rally Phase

The player must attempt to rally all pinned Soviet units (see 14.0).

### 6.0 RANDOM EVENTS (Optional)

Random events are intended to add uncertainty to a scenario, which is common in war. This rule is optional and thus only implemented at the player’s discretion. If playing with this rule, the beginning of each game turn must begin with a Random Events Phase. The effect of random events throughout the game is to make a German victory a little tougher to achieve (or possibly a lot tougher to achieve), as well as add some excitement to the action.

During the Random Events Phase, the player must roll two six-sided dice (only once) and consult the following list to determine what occurs:

- **Dice Roll:** Occurring Event  
  **2:** No event.  
  **3:** Armor Breakdowns. Roll one die for every German Heavy (H) and Super Heavy (SH) weight category unit, as well as all revealed Soviet Heavy (H) weight category units (if any). On a roll of “1,” each such unit is considered immediately Pinned.  
  **4:** Soviet Command Breakdown. Skip the current game turn’s Soviet Rally Phase.  
  **5:** Soviet Reinforcements. Roll two six-sided dice to determine the arrival of additional Soviet reinforcements. The entry hex will be one of the eleven map-edge road hexes printed around the east, north, and west side of the map, in numerical order from east to north to west. For example, if the player rolls a “2,” the Soviet reinforcements will enter via map-edge road hex 3400; if the player rolls a “3,” they enter via hex 2900; if the player rolls a “7,” they enter via hex 1011, and so on in that way.

*Note:* If the rolled map-edge road hex is presently occupied by any other unit (friendly or enemy), the reinforcements must enter via the next closest map-edge road hex (that is not occupied) of the German player’s choice. If no entry is possible, then this random event is considered a “No Event” result instead.

Next, determine the quantity of Soviet mobile type units that will be entering the map as reinforcements by rolling one six-sided die. That die roll is equivalent to the amount of Soviet mobile type units that are to be randomly drawn from the pool of all Soviet mobile units that are not already in play. The Soviet reinforcements to enter the map will be an additional Soviet Mobile Column. The reinforcement Soviet Mobile Column marker enters the map as a procession of units exactly per 8.3.

- **6:** Soviets Alerted. Add +2 to all Soviet spotting attempts  
  **7:** Bridges Blown. Roll one six-sided die to determine how many bridges are destroyed (and therefore unusable for movement). Then, roll two six-sided dice to determine which bridges are blown; the dice roll result corresponds to the hex number of the specific bridge that is destroyed, listed as follows:  
  2: 3408  
  3: 3428  
  4: 2905  
  5: 2915  
  6: 2929  
  7: 1214, 1411, or 1429  
  **7:** 2312

If a “12” is rolled, determine which of the major bridges listed is actually blown by rolling one more six-sided die: If the die roll is a 1-2, 1409 is blown, if 3-4, 1411 is blown, if 5-6, 1429 is blown. Place a “Bridge Out” marker (see the back of some Wreck counters) on each bridge that is blown.

- **8:** Intelligence Report. The German player may flip up three face down Soviet units anywhere on the map, or all of the face down units of one Soviet Mobile Column (whether present on the playing area of the map or in a display box).

- **9:** German Reinforcements. Roll two six-sided dice and gain that number of Recruit Points (RP) which will purchase additional German units immediately (except those already eliminated or presently already on the map). These additional units enter the map during the next German Movement Phase via the same map edge stipulated by the current scenario (although they are eliminated instead if unable to enter the map because of the presence of any Soviet unit in that map-edge hex).

- **10:** Visibility Changes. Roll anew on the Visibility Chart and adjust the Visibility Track accordingly, if necessary.

- **11:** No event.  
  **12:** No event.

Once each and every one of the above dice roll results has occurred, no more random events are possible during the current scenario.
7.0 GERMANS ENTERING THE MAP

All German units (except artillery; see 15.0) must enter the map on the first turn’s German Movement Phase. The scenario will indicate which map edge the Germans enter from. The German player may enter his units in any order or manner he prefers, but he must do so according to the following stipulations.

Note: The facing or direction of any German unit is never relevant during play. A German unit is always assumed to be automatically facing or aiming at any direction necessary to perform any game function, regardless of how its counter is actually positioned in a hex.

a) No German unit’s entry may be delayed until a later turn.
b) No German unit may exit and then reenter the map.
c) No German unit may attempt to spot or fire prior to entering the map.
d) On the first turn, all German units must enter and remain on a road.
e) Panzerfaust game pieces may only enter stacked with an infantry or engineers unit.
f) Flare game pieces may only enter stacked with a command unit.
g) The 15cm sIG 33 gun may only move when stacked with an SdKfz 251*.
h) The Pak 36(r) gun may only move when stacked with an SdKfz 251*.

*But not the engineer-type or supply-type SdKfz 251, nor the SdKfz 251/22 (see 8.2).

8.0 MOVEMENT

The movement of units during play is explained as follows.

The German player is never required to move (except during the first turn when entering the map).

Soviet static units do not move, except when compelled to retreat by a combat result.

Whenever an eligible unit is moved, each such unit is moved individually (or as a stack; see 4.0) by moving it from one hex to any adjacent hex, up to as many contiguous hexes [but never more than] that unit’s movement allowance. Some hexes will slow a moving unit’s movement by subtracting from its movement allowance as it moves, depending on the type of terrain in each such hex (see 22.3).

Under no circumstances may any unit enter any enemy unit’s hex. A unit may enter hexes containing other friendly units, if not remaining overstacked there, but this slows that moving unit’s movement by -1 per each friendly unit’s hex entered (regardless of how many friendly units are in that same hex).

Wrecks also slow a moving unit’s movement by -1 per each wreck hex entered (regardless of how many wrecks are in that hex).

Note: There is never any movement penalty to leave a hex that already contains another friendly unit or wreck.

8.1 No Fire & Movement

Movement is only permitted if that unit did not fire during the immediately preceding Combat Phase. It is suggested that players orient any units that fired differently than units that did not fire as a helpful memory aid (or, alternatively, use a coin or spare die, or some other small widget to place atop units that fired).

8.2 German Movement

All German units (except the 15cm sIG 33 gun, Pak 36(r) gun, Panzerfausts, and Flares*) have a normal inherent movement allowance of “6,” regardless of their type (this represents they are all moving together at the same relatively slow pace because it is night).

*The 15cm sIG 33 gun, Pak 36(r) gun, Panzerfausts, and Flares can never move independently, but rather only when stacked with a SdKfz 251 (that is not the engineer-type or supply-type SdKfz 251, nor the SdKfz 251/22). See 8.7.

8.3 Soviet Movement

Soviet static game pieces never move, but otherwise Soviet Mobile Column units are moved according to the following rules.

During the Soviet Movement Phase, each Soviet Mobile Column (if no units of that column had fired during the immediately preceding Soviet Fire Phase) must be moved by the player up to the extent of its movement allowance. A Soviet Mobile Column’s movement allowance varies from turn to turn, and is determined by the roll of one six-sided die at the start of each Soviet Movement Phase, which is applicable equally to every unit of that column: The die roll result therefore simply equals the movement allowance for that Soviet Mobile Column for the current movement phase. However, if the current Intensity Level is Medium, add +1 to that die roll. Or, if the current Intensity Level is High, add +2 to that die roll.

Exception: During the first game turn, all Soviet Mobile Column movement is automatically assumed to be a “6” (no die roll is required).

A Soviet Mobile Column marker that did not fire must always move if capable of movement, and Soviet Mobile Column units (if deployed onto the map) that did not fire during the immediately preceding Soviet Fire Phase must always move if capable of movement (unless any other unit of that column fired during the fire phase of the same turn, in which case no unit of that column may move).

When moving, a Soviet Mobile Column must perpetually move in a direction that follows a road, but always along a route that will take the Soviet Mobile Column marker (or the lead unit of that column) closer, as directly as possible (albeit only via road hexes), to the German-occupied hex it is presently nearest to (by way of road movement, not direct hexagonal direction), even if none of those nearest German units in that hex are actually spotted.

If a different German-occupied hex becomes closer (either as a result of any German unit’s movement or during the course of the Soviet Mobile Column’s movement), that Soviet Mobile Column will—as of the very next Soviet Movement Phase—change directions and then begin to move towards that other German-occupied hex instead (because it is now closer), albeit always only via a road (Soviet Mobile Columns never intentionally move off a road, although individual units of a Soviet Mobile Column that are retreated or become separated from that column will act independently; see 8.6 (g)). This can happen repeatedly from turn to turn if units from either side moves about the map and potentially changes their proximity.
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Note: There may be instances whereby a Soviet Mobile Column is equally close to multiple German-occupied hexes. In such case, the German player must equitably randomize which of them a nearby Soviet Mobile Column will move closer to (via a die roll, or coin toss, or whatever). This can also change from turn to turn as the proximity of units change.

However, if, during its movement, any unit of Soviet Mobile Column (or the Soviet Mobile Column marker itself) is within visibility range and line-of-sight of any spotted German unit(s), that Soviet Mobile Column may potentially forgo its current destination and move towards the nearest spotted German unit instead (that is to say, even if the spotted unit is actually farther away, contrary to the normal mandate).

To determine this, the German player must roll one six-sided die, resolved as follows.

1-3. The Soviet Mobile Column continues to move towards the nearest German unit.
4-6. The Soviet Mobile Column will instead move towards to nearest spotted German unit.

A Soviet Mobile Column’s movement mandate can and will change as units move about the map, but its movement mandate is only ever changed at the beginning of the Soviet Movement Phase, never during the course of movement.

Exception: If a Soviet Mobile Column becomes involved in combat, its movement mandate may be nullified by the requisites and strictures of combat (see 9.0 & 13.0). For example, if a Soviet unit is required to fire at a spotted German unit, it will then be ineligible to move during the Soviet Movement Phase (because units that fire are not eligible to move during the movement phase of that same turn).

A Soviet Mobile Column will continue to move towards its mandated destination during the Soviet Movement Phase until such time that it is stopped by combat or is unable to move any closer*. Because opposing units cannot ever occupy the same hex, it is possible and eventually likely that a Soviet Mobile Column will be compelled to end its movement adjacent to some German-occupied hex or unit (this does not result in any spotting attempt or combat, it simply halts that column’s movement). If a mandated destination is subsequently no longer occupied (as a result of combat results), that Soviet Mobile Column must then begin movement again towards another nearest German-occupied hex (or possibly the nearest spotted German unit) as explained previously (see 9.3).

*It can happen that a Soviet Mobile Column—because it can only move along a road—may not be able to move close enough to be within visibility range of the closest German unit. In such case, the Soviet Mobile Column marker (or the lead unit of that column) will stop in the road hex that is as close as possible to the German unit it is closest to on the map (“closest” is always defined by the Soviet Mobile Column marker itself, or the leading unit of that column). If any German unit moves in such a way so as to compel that Soviet Mobile Column to then move again (in an attempt to move closer to the closest German unit), that Soviet Mobile Column will therefore do so normally as of the upcoming Soviet Movement Phase.

Note: The movement of a Soviet Mobile Column marker or units has no effect upon the movement of another Soviet Mobile Column marker or units, except with regard to stacking and movement costs (see 4.0 & 8.0, respectively).

8.4 Soviet Mobile Column Dynamics
Soviet Mobile Columns are always moved in order of their printed number (Column 1, then Column 2, et cetera). Only the Soviet Mobile Column marker itself exists and moves on the map until it is spotted (or until it spots and fires upon a German unit), at which time the Soviet mobile units associated with that Soviet Mobile Column marker are all removed from their display box and immediately placed onto the map (all of them face down, except for the spotted column marker’s unit, which is placed face up and marked with a spotted marker).

When placing a Soviet Mobile Column’s units onto the map, they must be placed as a procession of units, one Soviet unit per hex (starting with the column marker’s hex and then trailing behind that column marker’s direction of movement) along the same road that the Soviet Mobile Column had been traveling along. This procession of units must be laid out one unit behind the other, with no hex gaps between each unit of that procession (in other words, they are to be laid out much like a convoy on a road, one unit per hex, one behind the other). When placing a Soviet Mobile Column’s units onto the map, they must be placed as a procession of units, one Soviet unit per hex (starting with the column marker’s hex and then trailing behind that column marker’s direction of movement) along the same road that the Soviet Mobile Column had been traveling along. This procession of units must be laid out one unit behind the other, with no hex gaps between each unit of that procession (in other words, they are to be laid out much like a convoy on a road, one unit per hex, one behind the other). When placing a Soviet Mobile Column’s units onto the map, they must be placed as a procession of units, one Soviet unit per hex (starting with the column marker’s hex and then trailing behind that column marker’s direction of movement) along the same road that the Soviet Mobile Column had been traveling along. This procession of units must be laid out one unit behind the other, with no hex gaps between each unit of that procession (in other words, they are to be laid out much like a convoy on a road, one unit per hex, one behind the other).

Note: It can happen that, when placing Soviet mobile units onto the map, the road hex where a particular mobile unit must be placed is already occupied by a German unit, or will result in overstacking with other Soviet units. In such cases, any such Soviet mobile unit is instead placed into the next road hex beyond that German unit or overstacked hex (as in, farther behind the column). This does not result in automatic spotting or combat, but it can be assumed that these units have stumbled across each other and inadvertently crossed paths.

A Soviet Mobile Column’s units, once on the map, are compelled to move towards the German unit that the column’s leading (front) unit is closest to. In cases where a column of units must change direction to move in a difference direction, a column will never reverse upon itself (moving backwards) or move over itself to do so. Instead, that column will continue to move on the road it is on in the same direction until it finds an intersection and another road route that will allow it to move closer to that closest German unit by any course that does not cause it to move over other units of that same column, even if only temporarily.

8.5 Spotting & Firing at a Soviet Mobile Column
A moving Soviet Mobile Column marker (or the entire column of units, if already placed on the map) may be temporarily stopped by the German player if he intends to conduct a spotting attempt against that Soviet Mobile Column marker or any on-map Soviet unit associated with that Soviet Mobile Column marker (if presently on the map; a unit that has not been placed on the map may not be spotted or fired at). If any unit of a Soviet Mobile Column was already spotted, it may also be temporarily stopped by the German player if he intends to fire at that unit.

Note: Remember, any German unit that fires at a Soviet unit is automatically considered spotted by any Soviet unit(s) within visibility range and line-of-sight of that German unit.

After a spotting attempt against a Soviet Mobile Column marker (or any on-map unit associated with that Soviet Mobile Column),
that Soviet Mobile Column will continue its remaining movement, if any, unless the German player decides to fire any eligible German unit at any spotted Soviet unit of that column. A Soviet Mobile Column will react in one of several different ways, depending on the outcome of German fire, listed as follows.

a) If there was no effect from the German fire, the column continues movement, if any, Soviet Mobile Column units that are not yet on the map are not placed onto the map.

b) If the Soviet Mobile Column marker was Pinned, Retreated, or Eliminated, the column stops. Place all Soviet Mobile Column units associated with Soviet Mobile Column marker on the map immediately. The firing German unit is considered spotted.

c) If any unit of a Soviet Mobile Column was Pinned, Retreated, or Eliminated, the entire column stops for that movement phase.

If a Soviet Mobile Column is stopped, it will remain stopped so long as any spotted German unit remains within the visibility range and line-of-sight of any Soviet unit from that Soviet Mobile Column. When there is no German unit within visibility range and line-of-sight of any Soviet unit from that Soviet Mobile Column, that Soviet Mobile Column marker will continue its movement normally (per 8.4) as of the next Soviet Movement Phase.

8.6 Effects of Combat Against a Soviet Mobile Column
Whenever any unit(s) of a Soviet Mobile Column are Pinned, Retreated, or Eliminated, the following effects upon the column will occur.

d) If any unit of a Soviet Mobile Column is eliminated, there is no effect to the integrity of the column, aside from the gap left in the column by the removal of the eliminated unit. However, if an individual Soviet mobile unit becomes separated from its Soviet Mobile Column (meaning that it is no longer adjacent to any other Soviet mobile unit), that individual unit will then operate (i.e., move and fire) independently. See case “(g)” below in such a case.

Note: If a particular Soviet mobile unit is destroyed, the remainder of that column may move over its wreck, although that column’s units must pay an extra movement point penalty, normally. A unit may stack on top of a wreck, per 4.0, if necessary.

e) If any unit of a Soviet Mobile Column is Pinned, every Soviet unit of that column remains stopped until that Pinned unit is rallied and is eligible to move (or unless it is subsequently separated from the column by a retreat; see (g) below in such a case). However, a Soviet Mobile Column will remain stopped so long as any spotted German unit remains within the visibility range and line-of-sight of any Soviet unit from that Soviet Mobile Column.

f) If any unit of a Soviet Mobile Column is Retreated, there is no effect to the integrity of the column, aside from the gap left in the column by the retreat of the retreating unit (regardless of where it retreats to, and regardless of the fact that it is also Pinned as a result of that retreat). However, if a mobile unit has been retreated off road (if it is no longer occupying any road hex), that mobile unit is considered separated from its Soviet Mobile Column, and will then operate (i.e., move and fire) independently. See case “(g)” below in such a case. Nevertheless, a Soviet Mobile Column will remain stopped so long as any spotted German unit remains within the visibility range and line-of-sight of any Soviet unit from that Soviet Mobile Column.

A unit that is retreated from a Soviet Mobile Column becomes Pinned normally, and it may be rallied normally (see 14.0).

Note: Any quantity of German units that can only be moved when stacked with (that is, transported by) another type of unit, listed as follows.

15cm sIG 33 gun (may only be moved while stacked with an SdKfz 251*)
Pak 36(r) gun (may only be moved while stacked with an SdKfz 251*)
Panzerfaust (any quantity of Panzerfausts may be moved while stacked with any infantry unit)
Flares (any quantity of Flares may be moved while stacked with any Command unit).

*Only one gun may be moved (transported) by an SdKfz 251 (but not the engineer or supply SdKfz 251, nor the SdKfz 251/22).

Note: The stacking limit is always strictly three “units,” even while a unit is transporting German unit (or a spotted German unit instead, per 8.3) throughout the game.

h) It can occasionally happen that a Soviet Mobile Column of mobile units—as a result of combat—is segmented into two or more divided columns (“divided” is defined as there is no visibility or line-of-sight from any units of one segment of a Soviet Mobile Column to any units of another segment of that same Soviet Mobile Column). If this occurs, each segment of that column will then, thereafter, operate (i.e., move and fire) as if it was its own, distinct Soviet Mobile Column. Moreover, in such a case, those divided units never reform as a single mobile column again, even if they subsequently move within visibility range and line-of-sight of each other. So long as there are at least two Soviet mobile units adjacent to one another (on any connected road), they will operate as a Soviet Mobile Column normally (either as part of their original Soviet Mobile Column, or as a distinct mobile column, if divided). If any Soviet mobile unit becomes retreated in such a way that it is not on a road (and such that it is not adjacent to any other Soviet mobile unit), it will not function as a Soviet Mobile Column thereafter, but instead will operate (i.e., move and fire) completely independently throughout the remainder of the current scenario (per the criterion of case “(g)” above).

8.7 Transport

There are four types of German units that can only be moved when stacked with (that is, transported by) another type of unit, listed as follows.

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another unit, but game pieces that are not units (i.e., Flares, Panzerfausts, and markers) have no effect on stacking, whether being transported by another unit or not (although Wrecks do affect stacking).

It is possible for a gun, Panzerfaust, or Flares marker to be dropped off in a hex while its transport moves on; this requires no additional movement costs or special rules (the gun, Panzerfaust, or Flares marker is simply deposited in the hex wherever the player intends to drop it off), but a gun, Panzerfaust, or Flares marker can only ever be transported if it begins the current movement phase in the same hex as the unit that will be transporting it.

**Note:** Though there are Soviet trucks and guns included in the game, they never move; they are static units and only represent the various kinds of random equipment that could be encountered by the Germans as they advance across the map.

### 9.0 Line-of-Sight

All combat (firing) requires visibility, a line-of-sight, and successful spotting. In other words, no unit can be fired at unless it is spotted within a visible line-of-sight.

**Note:** There is no facing or direction required of any unit on the map. A unit is always considered to be pointed or aiming in whatever direction it is attempting to spot and fire.

Visibility is determined during the game set-up, and is the maximum distance of contiguous hexes from the spotting unit and the hex where an enemy unit is present. This distance is determined by a die roll, per the Visibility Chart on the map (either Low visibility, which is a maximum of two hexes, Medium visibility, which is a maximum of four hexes, or Full visibility, which is a maximum of six hexes). In other words, line-of-sight never exceeds maximum visibility.

**Note:** If a unit fires, it is automatically considered spotted if it is within visible range and line-of-sight of any enemy unit.

If within visibility distance, a unit can only be spotted if it is within the spotter’s line-of-sight, which is simply defined as a path of hexes from the spotting unit to the hex where a spotting attempt will occur. This path of hexes must be free of all terrain depictions on the map (such as the corner of a building) directly in between the spotting unit and the hex where the spotting attempt will occur. Terrain types that block line-of-sight are listed on the Terrain Effects Chart at the end of the rules.

If there is some doubt as to whether a terrain depiction or a part of a terrain depiction is in between the spotting unit’s hex and the hex where the spotting attempt will occur, lay a small ruler or a taut string between each corner of the spotting unit’s hex and each corner of the hex where the spotting attempt will occur. If there is no straight and uninterrupted corner-to-corner path between the two hex locations, that line-of-sight is considered to be blocked, and no spotting attempt is permitted therefrom/thereto. However, if any corner of a hex can be shown to have a clear, straight line to any corner of the other hex, a spotting attempt may be attempted therefrom/thereto.

Units, including wrecks, never affect line-of-sight, whether friendly or enemy.

### 10.0 Spotting

All German units are known to the player, but all Soviet units begin the game face down, unknown to the German player (this applies to Soviet units that are on the map or off the map as part of a mobile column that hasn’t been revealed yet). While it is face down, a Soviet unit cannot fire. A Soviet unit will be turned face up when it has spotted a German unit, or when a German unit has spotted it.

**10.1 Soviet Spotting Attempt**

During the Soviet Fire Phase and the German Movement Phase, each Soviet unit that did not yet fire will always attempt to spot the closest unsighted German unit that is in its visibility range and within its line-of-sight (even if there are other already-spotted German units nearby), but each Soviet unit may only ever conduct one spotting attempt per phase, and only against the closest unsighted German unit.

*If there are multiple equidistant unsighted German units (that are closest), a Soviet unit must always attempt to spot the unit with the higher combat strength before the unit with a lower combat strength. If multiple equidistant unsighted German units have the same combat strength, the German player must somehow randomize (with a die roll, coin toss, etc.) which German unit that Soviet unit will attempt to spot.*

If a Soviet unit fails to successfully spot any particular German unit, that Soviet unit is nevertheless eligible to fire at any other spotted German unit normally. A failed spotting attempt has no effect on any other legal firing.

**Note:** Soviet units never attempt to spot during their own movement phase, even if moving adjacent to an enemy unit.

When a moving German unit enters a Soviet unit’s line-of-sight (if within visibility range) during the German Movement Phase, the moving German unit is momentarily stopped while the Soviet unit conducts a mandatory spotting attempt (although a Soviet unit may only ever spot one German unit per phase, even if other moving German units subsequently move within or through that same Soviet unit’s line-of-sight).

If the spotting attempt is successful, that Soviet unit is flipped face up, and then it must immediately fire (if it is printed with a combat strength of at least “1” or higher) at the German unit it just spotted (which causes that Soviet unit to be spotted, as well).

**Exception:** Though a Soviet unit must still always attempt to spot an eligible German unit, a Soviet unit does not always necessarily fire at the unit it spots (if there is another German unit nearby that is a higher target priority per 13.2).

### 10.2 German Spotting Attempt

During the German Fire Phase and the Soviet Movement Phase, any German unit that did not yet fire may (but is not required to) attempt to spot any unsighted Soviet unit that is present on the map and within visibility range and within its line-of-sight (see 9.0), but each German unit may only ever conduct one spotting attempt per phase, though against any Soviet unit that the German player prefers (if within visibility range and line-of-sight).

**Note:** German units never attempt to spot during their own movement phase, even if moving adjacent to an enemy unit.
When a moving Soviet unit enters a German unit’s line-of-sight (if within visibility range) during the Soviet Movement Phase, the moving Soviet unit may be (but is not required to be) momentarily stopped while an eligible German unit conducts a spotting attempt (although a German unit may only ever spot one Soviet unit per phase, even if other moving Soviet units subsequently move within and through that same German unit’s line-of-sight).

Because the German player may only attempt to spot a Soviet unit that is present on the map, only a Soviet Mobile Column marker itself is subject to a German spotting attempt prior to the placement of the column’s units on the map (in other words, the German player may never attempt to spot unrevealed Soviet mobile units that are assumed to be trailing behind the column marker itself).

10.3 Spotting Attempt
To conduct any unit’s spotting attempt, the player must simply roll one six-sided die (whether it is a German spotting attempt or a Soviet spotting attempt), and apply the modifiers listed below, resolved as follows.

- **Die roll of 1:** No effect
- **Die roll of 2:** No effect
- **Die roll of 3:** No effect
- **Die roll of 4:** Spotted*
- **Die roll of 5:** Spotted*
- **Die roll of 6:** Spotted*

*All enemy units in that same hex are spotted.

**Die Roll Modifiers**
- Any German unit spotting: +1
- If attempting to spot an adjacent enemy unit: +1
- If attempting to spot a unit that is in or adjacent to a Flares hex: +1
- Any Soviet unit spotting if the current Soviet Troop Quality is “Guards” (see 3.0): +1
- If attempting to spot a German T-34(r): -2
- If attempting to spot a German SdKfz 234 (recon): -1
- If attempting to spot an enemy unit in any building or Dense vegetation hex: -2
- Any Soviet unit spotting if the current Soviet Troop Quality is “Recruits” (see 3.0): -1

**Note:** Wrecks do not affect spotting attempts.

A Soviet unit is only revealed (placed face up) if it successfully spots or is, itself, spotted, but any unit is considered to be spotted if a successful spotting attempt occurs against that unit’s hex (in other words, if a spotting attempt is successful, all units in the hex are considered spotted). When a unit is spotted, a “Spotted” marker is placed atop that unit (and remains with that unit until the instant that it is no longer within the visibility range and line-of-sight of any enemy unit at which time the spotting marker is then immediately removed).

**Note:** Any unit that fires at any enemy unit is automatically spotted if it is within the line-of-sight and visibility range of any enemy unit.

When a successful German spotting attempt has occurred, the spotted hex **may** be attacked by any German unit within visibility range and line-of-sight. When a successful Soviet spotting attempt has occurred, the spotted hex **must** be attacked by every eligible Soviet unit (if not otherwise required to attack another priority target per 13.2) that is within visibility range and line-of-sight.

**Exception:** If a “Dummy” is revealed to have successfully spotted a German unit, that dummy is removed from the map instead and its spotting attempt is disregarded (dummy units cannot ever successfully spot). However, if a German unit has conducted a successful spotting attempt against a Soviet unit that’s revealed to be a dummy, it is still considered to be a German spotting attempt, normally.

10.4 Spotting a Soviet Mobile Column
Before the mobile units of any Soviet Mobile Column are placed onto the map, only the Soviet Mobile Column marker itself can spot or be spotted. Once a Soviet Mobile Column marker spots or is spotted, all of the units associated with that Soviet Mobile Column are then placed onto the map (trailing behind that Soviet Mobile Column marker per 8.3). If a Soviet Mobile Column marker is spotted, only the leading (front) Soviet unit of that column is considered spotted at this time (all of the trailing units must be spotted individually, normally).

Once the associated units of a Soviet Mobile Column are placed onto the map, they are initially placed face down (except the leading unit, if spotted), but they are then individually eligible to attempt spotting, and can likewise be spotted immediately (at which time they are then turned face-up) by any eligible German units within visibility range and line-of-sight.

**Note:** If the leading unit of a Soviet Mobile Column marker is revealed to be a Dummy, remove it from the map normally. The column remains on the map nonetheless, and face down normally (until each unit is spotted). The next unit behind is then therefore considered to be the leading unit.

However, once a Soviet Mobile Column unit is placed on the map, it remains on the map (whether spotted or not) for the rest of the game.

11.0 GERMAN COMMAND

Some German units are identified as “Command” units, and can be beneficial to the German player as follows.

A German command unit may transport and employ “Flares” to aid spotting attempts.

A German unit that is within visibility and line-of-sight of a German command unit may add +1 to their Rally die roll (see 14.0).

A German command unit may employ artillery fire against any enemy hex within visibility range and line-of-sight (see 15.0).

**Exception:** A pinned command unit cannot provide command, employ flares, or artillery.

12.0 ZONES OF CONTROL

No unit in this game projects any kind of zone of control. Aside from the restriction that opposing units cannot ever occupy the same hex, a unit’s movement is never affected by the proximity of any other unit (notwithstanding the effects of combat).

13.0 COMBAT

Combat is defined as a single unit firing at another unit that has been successfully spotted.

A German firing can only occur during a German Combat Phase against spotted Soviet units, or during an enemy Movement Phase against moving and spotted Soviet units.

Whether a German or Soviet unit, each individual unit in the game that has successfully spotted any enemy unit is eligible to fire once per each eligible phase, but never more (except per 16.0), regardless of how many other targets may be spotted or within line-of-sight during the course of that same phase. For example, a Soviet mobile unit may fire once during the Soviet Combat Phase, once
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again during the German Movement Phase (against a moving and spotted German unit).

Designer’s Note: Given the scale of the game, there are no range limits other than those imposed by visibility and LOS.

Combat (firing) is always resolved in order, selecting any one firing unit and one spotted enemy unit, one at a time, and resolving each unit’s fire to completion before beginning the next unit’s fire, if any. The player does not have to designate what all of the firing units will be firing at before he begins; he chooses one firing unit and one target, one at a time.

Note: No unit may fire while it is moving during its own movement phase.

13.1 Firing Soviet Units
Soviet units may only fire at German units that are spotted (if within visibility range and line-of-sight). In such cases, every Soviet unit that can fire must fire at whatever German units are spotted, and must themselves be placed on the map if part of a column that is capable of firing at the spotted target (furthermore, all Soviet units that fire are considered spotted, as well, if within the visibility range and line-of-sight of any German unit). If there are multiple spotted German units to be fired at, each firing Soviet unit must fire at a German unit according to a target priority (see 13.2).

Note: When firing at a stack of enemy units, the units in that stack are always considered to be equally close to any firing unit, regardless of their type or their stacking order. However, each unit in a stack is nevertheless always targeted individually (they are never combined as a single target).

All of the Soviet firing requirements can be expressed as a target priority list, which means that—a given choice of multiple targets—a Soviet unit must fire at a German unit near the top of the list before a German unit near the bottom of the list, if possible to do so (see below).

13.2 Target Priority List
If given a choice of multiple targets (whether in the same hex or different nearby hexes), a firing Soviet unit must fire at German units per the following order of priority, meaning that a firing Soviet unit will always choose to fire at a German unit that fulfills more of the following criteria than another German unit that fulfills less of the following criteria.

1) A German unit that has not yet been fired at.
2) A German unit that is not pinned.
3) A German unit that is closer.
4) A German unit that is anti-tank capable if the firing unit is anti-tank capable.
5) A German unit that is printed with a higher combat strength.

All else being equal, a firing Soviet unit will always prioritize the above criteria in the numerical order listed above. For example, if there are two nearby German units, one of which is pinned and closer than another that isn’t pinned, a Soviet unit will choose to fire at the German unit that is not pinned (even though it is farther away) unless that German unit had already been fired at, in which case, a Soviet unit will choose to fire at the pinned German unit instead (because it has not been fired at yet).

If, ultimately, there are multiple equidistant German units that are identical in terms of their priority criteria, the player must randomize in some way (via a die roll, or a coin toss) which one is to be fired at.

13.3 Firing Procedure
To resolve firing, follow these steps.

1) Nominate the firing unit and the spotted enemy unit to be fired at during the current phase.
2) Subtract the target’s Combat Strength from the firer’s Combat Strength, and find that result column on the top row of the CRT.

Note: A supply depot, when targeted, is assumed to have a combat strength of “0,” but a supply depot does not ever spot or fire at any enemy unit. See 18.0 (Soviet Supply Depot).

3) Possibly shift that determined column, left or right, based on various battlefield conditions (see 22.5):

Note: A unit stacked directly atop a Panzerfaust is considered anti-tank capable.

4) Roll two six-sided dice and cross-reference that dice roll result with the shifted (if any shifts applied) column on the CRT.

5) Apply the results immediately (see below).

13.4 Combat Results
Combat results apply as follows (regardless of the target type).

Elim: The target is eliminated immediately and permanently. Place a wreck in that target’s hex if the eliminated target is Light, Medium, Heavy, or Super Heavy weight category unit (see 13.6). Otherwise, remove the eliminated target from the map immediately.

Retreat: The target must retreat immediately (although other untargeted units in the same hex are not affected). The retreating unit (even if the unit is a static type unit) is therefore immediately moved a distance of hexes farther from the enemy unit that caused the retreat result (regardless of its movement up to that point).

The exact distance is determined by a six-sided die roll (regardless of terrain costs); the German player may always choose the path of the retreat (via hexes that the retreating unit is normally permitted to enter) and the destination of that retreat’s mandated distance, but only if the path and destination are not occupied by any enemy unit (of any type or status), and only if the stacking limit would not be exceeded in the destination hex (stacking is ignored along the retreat path, however). Furthermore, if possible, a retreat must not be closer to any already-spotted enemy unit (within line-of-sight and visibility range) if multiple retreat options exist (although, if this is not feasible, this stipulation may be ignored). Retreating units do not ever spot.

Note: In the case of artillery fire, the retreating unit must retreat farther away from the nearest enemy unit, but in a way that would put it in the same hex—or as close as possible—as another friendly unit (so long as that retreating unit retreated the full distance required of its retreat roll).

A retreating unit remains spotted provided that it is still within visibility range and line of site during the entirety of its retreat. If, in any hex, a retreating unit moves beyond visibility range or line-of-site of all enemy units (even if only temporarily), it is not considered spotted at that moment. However, a retreating unit is indeed considered to be a moving unit normally and subject to spotting and even fire from other enemy units that are eligible to spot and fire at it normally as the retreat is conducted.

A retreated unit is also automatically pinned (see below) once its retreat is complete.

Pinned: The target is pinned down. If the target is moving, it must stop moving and may not move or fire until it is “rallied” (see 14.0). Additionally, pinned units do not ever spot.
Note that no unit can be pinned more than once (there are no double-pins, etc.), and if a unit that is already pinned becomes pinned again, no additional effect is imposed, and its subsequent rally attempt is not affected or modified. A unit that is pinned must still retreat, however, if required to do so.

In all cases, a combat result is always implemented fully before any other activity begins.

### 13.5 Wrecks
A wreck counter is placed on the map in the hex in which any unit was destroyed. A wreck is equivalent to a unit for stacking purposes, but it may not move. It may be towed away (moved) by a tank recovery vehicle, however (see 16.0).

### 14.0 RALLY
During a side’s Rally Phase, you must check all Pinned units (of that side) on the map to see if they rally. Soviet units only attempt to rally during the Soviet Rally Phase, and German units only attempt to rally during the German Rally Phase.

To rally a unit, roll one die for each pinned unit. Add or subtract to/from the die roll all applicable modifiers listed below to the Rally Table (see below). If the result is “Rallied,” remove the Pinned marker. Otherwise, the marker remains on the unit. That unit will become eligible to be potentially rallied during the next friendly Rally Phase.

**Rally Die Roll Modifiers**
- All German units: +1 (or +2 if Waffen SS; see 20.1)
- If a German Tank Ace is stacked in that hex: +1
- If the unit is currently in Command: +1
- If a Soviet unit and if the current Soviet Troop Quality is “Guards” (see 3.0): +1

### 15.0 ARTILLERY
The player can purchase German artillery strikes like any other units, but these are held off the map and only used when “called in” by the German player. They are not units, however (they do not spot, for example).

#### 15.1 German Artillery
The German player may call in an artillery strike during his combat phase by nominating a hex of his choice and rolling a single six-sided die. If there is a line-of-sight (within visibility range) from any German Command unit to the nominated hex, that artillery strike will only potentially “scatter” on a die roll of “1.” If there is a line-of-sight (within visibility range) from any German regular unit (but no command unit) to the nominated hex, that artillery strike will scatter on a die roll of “1-2.” If there is no line-of-sight from any German unit at all, that artillery strike will scatter on a die roll of “1-3.” An artillery strike that does not scatter attacks the intended hex, normally (see 15.3).

#### 15.2 Soviet Artillery
Unlike German artillery, Soviet artillery strike markers are considered to be regular Soviet static units inasmuch as they are blindly placed onto the map like any other static unit per 3.0 (7), and therefore must attempt to spot and attack German units, normally. However, unlike a regular static unit, a Soviet artillery strike—when encountered—must be picked up and then placed into the hex where it successfully spotted a German unit. No scatter occurs; a Soviet artillery strike attacks whatever German unit it spotted in that hex, which is then resolved normally per 15.4.

Soviet artillery is only encountered when a Soviet artillery marker successfully spots a German unit and then attacks it (see 15.4), never when it is spotted.

Soviet artillery strikes cannot be fired at, and no German unit may intentionally enter any Soviet artillery strike marker’s hex.

#### 15.3 Artillery Scatter
If an artillery strike scatters, it is not placed in the nominated hex, but is instead placed in one of the six surrounding hexes (this is determined by rolling another six-sided die and then placing the artillery strike marker according to the die roll result as indicated by the scatter diagram below), and next rolling another six-sided die and moving that scattered artillery strike marker a distance of hexes—away from the nominated hex along a straight path of hexes—equal to that second die roll.

That artillery strike will then immediately attack whatever hex it scatters to (per 15.4), whether occupied by friendly or enemy units.

#### 15.4 Artillery Effect
An artillery strike marker attacks all units in the hex where it strikes, which is simply resolved like any normal attack (using the artillery strike marker’s printed combat strength) per 13.4. However, only the “Overstacked” CRT column shift, if applicable, is relevant to an artillery strike.

**Note:** Even terrain does not affect an artillery strike attack; a building or trees could actually increase artillery’s lethality, and therefore provide no defensive benefit in this game.

#### 15.5 Salvos
Each artillery strike marker (whether German or Soviet) can be conduct one attack, only, and then is removed from the game permanently.

### 16.0 GERMAN SPECIAL UNITS
The game includes various special units that entail special rules, listed as follows.

#### 16.1 Captured T-34s
These are tanks that the Germans had captured from the Soviets, used to infiltrate enemy lines. A captured T-34 unit is a normal German unit in every respect except that it imposes a -2 die roll penalty during any Soviet spotting attempt against the hex it occupies.

#### 16.2 Panzer Ace
A Panzer Ace represents a superior tank commander and crew. The player may purchase and place a Panzer Ace marker atop any German unit with a weight category of “M,” “H,” or “SH” at the start of the scenario. The Panzer Ace must stay with that unit for the remainder of the game, or until its vehicle is destroyed (at which point the Panzer Ace is also eliminated).

A Panzer Ace gives its vehicle the following special abilities.
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+1 column shift on the Combat Results Table when firing (but not when fired at).
+1 to the Rally die roll of any German unit in the same hex.

Note: The Panzer Ace does not count for stacking and cannot be attacked separately from the vehicle it is placed with.

16.3 Engineers
These types of units can prevent bridges from being blown (see 19.3).

16.4 Recon Vehicle
The German SdKfz 234 is considered to be a recon vehicle and therefore is more difficult to spot during Soviet spotting attempts. Thus, any Soviet spotting attempt against an SdKfz 234 suffers a -1 spotting die roll penalty.

16.5 Tank Recovery Vehicle
A Tank Recovery Vehicle automatically rallies any one Pinned German mobile type unit (of the German player’s choice) that is adjacent to it during the German Rally Phase.

Additionally, a Tank Recovery Vehicle can move any wreck. To do so, the Tank Recovery Vehicle must start its movement in the same hex as the wreck that it intends to move. The Tank Recovery Vehicle then moves, with the wreck underneath it. The two together have a movement of “3.” At the end of their move, the Tank Recovery Vehicle can drop off the wreck and continue to move (if it has movement points remaining to do so), or keep moving the wreck (if it has movement points remaining to do so).

16.6 Supply Trucks & Halftracks
Each supply truck or supply halftrack may provide extra ammo for any German unit(s) that are within three hexes of its present hex, thereby allowing every supplied German unit to fire twice instead of only once during a particular phase. A supplied German unit may be fired twice at the same enemy target, or at two different enemy targets instead, but that supply truck or halftrack is then permanently removed from the game thereafter.

17.0 GERMAN SPECIAL EQUIPMENT
The game includes various special game pieces that entail special rules, listed as follows.

Flares: The player may purchase flares at the beginning of the game, expending one RP per one Flares marker. A Flares marker is then assigned to any Command unit (place it under that Command unit). Thereafter, the German player can employ a Flares marker during any phase where a German unit will be attempting to fire at a Soviet unit. To do so, the German player moves that Flares marker to any hex that is within six hexes of the Command unit it is stacked with. For the remainder of that game turn, all Soviet units in and adjacent to that Flares hex are automatically within visible range (if within line-of-sight), regardless of the current visibility (see 9.0), although this does not result in a automatic spotting of any Soviet unit.

Note: Flares and Panzerfausts are printed on opposite sides of the same counters; the player must purchase one or the other when purchasing a Flares/Panzerfausts counter.

After a Flares marker has been employed, it is removed (as of the next phase to follow its employment) from the game permanently.

Panzerfausts: The German player may purchase Panzerfausts at the beginning of a scenario, expending one RP per one Panzerfausts marker (but only during scenarios that are August 1943 or later). A single Panzerfausts counter must therefore be transported by any German infantry or engineer unit (place it directly below that carrying German unit). Thus, during the German Combat Phase, that German unit may fire its Panzerfausts at any single spotted Soviet unit (whether mobile or static) within visibility range and line-of-sight. A Panzerfaust is assumed to possess a combat strength that is automatically triple that of the carrying German unit (“6” in the case of German infantry and engineer units). Note: Panzerfausts and Flares are printed on opposite sides of the same counters; the player must purchase one or the other when purchasing a Panzerfausts/Flares counter.

When resolving combat, a Panzerfausts marker does indeed qualify the carrying German unit as anti-tank capable, although a fired Panzerfausts marker is automatically removed from the game after its attack is resolved (regardless of the result).

If a carrying German unit is pinned, retreated, or eliminated, its Panzerfausts marker always shares the same fate.

It is permitted for a Panzerfausts marker to be transferred to any other unpinned German infantry or engineer unit that is stacked in the same hex, but this may only ever occur at the beginning of the German Combat or Movement Phase.

18.0 SOVIET SPECIAL UNITS
The game includes various special units that entail special rules listed as follows.

Artillery: A Soviet artillery unit is considered a normal Soviet static unit in all respects, and will attempt to spot and then attack exactly like any normal Soviet unit. However, a Soviet artillery strike counter cannot ever be spotted or fired at (although no German unit may intentionally enter any Soviet artillery strike’s hex, per the normal rules prohibiting opposing units from occupying the same hex).

Soviet Engineer Units: If any Soviet engineer unit becomes placed (during set-up) in the same hex as any bridge, that bridge is considered to be destroyed (place a “Bridge Out” marker in that engineer’s hex), although this has no effect upon the Soviet engineer unit itself, which remains in that hex as a static unit, normally.

Command Posts: All Soviet units that are within three hexes of a Command Post unit automatically benefit from a +1 Rally die roll modifier.

Soviet Supply Depots: All Soviet units which are within three hexes of a Supply Depot must roll twice whenever firing at any single target. Unlike German supply vehicles, this does not expend the Supply Depot. However, if any Soviet Supply Depot receives a Pinned, Retreat, or Eliminated result, then roll one die to see if there is an explosion. On a roll of “1” only, the depot cooks off, and all units in that same hex are eliminated automatically and immediately. All other units, friendly and enemy, within two hexes are attacked with a combat strength of 3.

Block Houses: A Block House is considered a normal Soviet unit except that its combat strength is variable each time that it fires at any German unit. This variable combat strength is determined by a single six-sided die roll whenever any Block House is firing at a German unit; that die roll
Special Rules:

During the German Kharkov Counterattack scenario (see 21.3), all German units are considered to be “SS.”

20.2 Competitive Play

Two or more players can play Night Fight, explained as follows:

At the start of a scenario, divide up the German RP between the players evenly, dropping any fraction. Each player then recruits their own units. Next, determine which player will be first and second during each game turn by rolling a die, switching off between turns.

In other words, if the die roll has one player going first on the first turn, the other player goes first on the second turn, alternating each turn thereafter; that order applies throughout the phases of that turn, as well.

With this optional rule, the player’s units cannot ever end any move stacked together. Furthermore, the Command unit of one player cannot ever provide command to another player’s units. Moreover, supply vehicles cannot supply any other player’s vehicles, although there are no other restrictions in terms of player cooperativeness.

Victory, as outlined by the current scenario, remains as given below (see 21.0), although the player whom is the first to achieve that scenario’s victory condition, or who more thoroughly fulfills that victory condition is considered the winner among them.

21.0 SCENARIOS

21.1 Ghost Column at Kursk Scenario

By the 11 July 1943, Operation Citadel was starting to bog down. Maj. Franz Bake of the 6th Panzer Division was ordered to make a night attack and seize the bridge at the village of Rzhavets. Bake used captured Russian T-34 tanks to lead his columns and mislead the Russian defenders. The Germans were able to slip deep into the Russian defense before being discovered. But, as the Germans approached the bridge, the Russians managed to blow it up.

Date: July 1943

Scenario Length: 8 turns

Germans Enter: Enter from south (top) map edge (via any road hex). 

Victory: At the end of the eighth game turn, the German player must roll two six-sided dice; if that dice roll is equal to or less than (≤) the quantity of unpinned German units that are presently north of (below) the river, the German player wins the scenario.

Special Rules: At the end of each game turn, the German player must roll two six-sided dice per each of the three river bridges spanning the large river; if any dice roll is less than (<) the current game turn, that bridge is destroyed (place a “Bridge Out” marker on that bridge). The German player may not purchase Panzerfausts during this scenario.

21.2 Stalingrad Breakout Scenario

After the 6th Army was cut off at Stalingrad, Operations Winter Tempest and Thunderclap were organized to relieve the surrounded army. Winter Tempest was the spearhead from Gen. Hoth driving eastward towards Stalingrad. Thunderclap was the plan for a breakout to the west from Stalingrad. This scenario is based on the possibility that Hitler ordered a breakout attempt to meet the oncoming relief force.

Date: January 1943

Scenario Length: 12 turns

Germans Enter: Enter from east (left) map edge (via any road hex except hex 1000).

Victory: At the end of the twelfth game turn, the German player must roll two six-sided dice; if that dice roll is equal to or less than (≤) the quantity of unpinned German units that have exited the map via road map-edge hex 1644, the German player wins the scenario.

Special Rules: The German player may not purchase any units with a weight category of “H” or “SH.” Additionally, the German player may not purchase Panzerfausts or SdKfz 166s during this scenario.

21.3 Kharkov Counteroffensive Scenario

From 7 to 15 March 1943, SS panzer units of the 4th Panzer Army were involved in the counterattack to recapture Kharkov. Elements of three SS armored divisions began an attempt to encircle the city. This scenario is based on units of the SS Panzer Division “Das Reich” approaching the outskirts of Kharkov and the encountering Russian resistance there.

Date: March 1943

Scenario Length: 12 turns

Germans Enter: Enter from south (top) map edge (via any road hex).

Victory: At the end of the twelfth game turn, the German player must roll two six-sided dice; if that dice roll is equal to or less than (≤) the quantity of unpinned German units that are presently occupying any map-edge road hexes, the German player wins the scenario.

Special Rules: All German units are considered “SS” per 20.1. The
NIGHT FIGHT: Solitaire  
East Front Tactics  

German player may not purchase Panzerfausts, PzKpfw Vs, or SdKfz 166s during this scenario.

21.4 Counterattack at Kiev Scenario  
In November 1943 the Germans were trying to recapture Kiev. Gen. Hoth and the 4th Panzer Army were tasked with capturing the city. One of the first attacks was led by the 25th Panzer Division and Tiger Battalion 509. The ensuing battle was a confusing engagement with the Germans bumping into columns of T-34s.

Date: November 1943  
Scenario Length: 10 turns  
Germans Enter: Enter from west (right) map edge.  

Victory: By the end of the eighth game turn, there must be a demonstrable road route south of (above) the river from the west (right) side of the map to the east (left) side of the map, and which is not within the visibility range and line-of-sight of any Soviet unit anywhere along that road’s route.  

Special Rules: The German player automatically receives one free Command tank and one SdKfz 6-2.

22.0 CHARTS & TABLES

22.5 CRT Column Shifts  
Apply the following shifts cumulatively to the CRT when firing, if applicable.

Terrain Shift  
If the target is in terrain that imposes a “Combat Shift”: Per the TEC (22.3).

Outgunned Shift  
If the firer (including artillery) is not anti-tank capable, but the target is anti-tank capable: Shift two columns left.

Note: A unit stacked directly atop a Panzerfaust is indeed considered anti-tank capable.

Flares Shift  
If the target (of either nationality) is in the same hex or adjacent to a Flares marker: Shift one column right.

Range Shift  
If the firer* is adjacent to the target: Shift three columns right, or;  
If the firer* is two hexes from the target: Shift two columns right, or;  
If the firer* is three hexes from the target: Shift one column right.

*Not applicable to artillery fire.

Elite Shift  
If the firer is a German “SS” unit: Shift one column right.

Outgunned Shift  
If the firer is a Soviet unit and the current Soviet troop quality level is “Guards***”: Shift one column right.

Flares Shift  
If the target (of either nationality) is in the same hex or adjacent to a Flares marker: Shift one column right.

Range Shift  
If the firer** is adjacent to the target: Shift three columns right, or;  
If the firer** is two hexes from the target: Shift two columns right, or;  
If the firer** is three hexes from the target: Shift one column right.

*Regardless if the firing Soviet unit is printed as “Guards” or not.

Armor Shift  
If the firer’s weight category is “heavier” than the target’s weight category (or if the target has no weight category, but the firer does), or if the target is not anti-tank capable, but the firer is: Shift one column right.

Tank Ace Shift (see 16.0)  
If the firer is anti-tank capable and stacked with the Tank Ace: Shift one column right.

Overstacked (see 4.0)  
If the target hex is currently overstacked: Shift one column right.

22.2 Soviet Unit Chart

<table>
<thead>
<tr>
<th>SOVIET UNIT</th>
<th>RP Cost</th>
<th>Combat Strength</th>
<th>Anti-tank Capable?</th>
<th>Weight category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command Post</td>
<td>0</td>
<td>0</td>
<td>No</td>
<td>-</td>
<td>Soviet Headquarters Staff</td>
</tr>
<tr>
<td>Supply</td>
<td>0</td>
<td>N/A</td>
<td>No</td>
<td>-</td>
<td>Supply dump</td>
</tr>
<tr>
<td>M1910 Maxim</td>
<td>0</td>
<td>4</td>
<td>No</td>
<td>-</td>
<td>Medium machine gun</td>
</tr>
<tr>
<td>KV-2</td>
<td>0</td>
<td>4</td>
<td>No</td>
<td>-</td>
<td>Soviet tank with 152mm gun</td>
</tr>
<tr>
<td>ZiS-3 (76mm)</td>
<td>0</td>
<td>3</td>
<td>Yes</td>
<td>Heavy</td>
<td>Soviet 76mm anti-tank gun</td>
</tr>
<tr>
<td>M-42 (45mm)</td>
<td>0</td>
<td>2</td>
<td>Yes</td>
<td>-</td>
<td>Soviet 45mm anti-tank gun</td>
</tr>
<tr>
<td>Infantry</td>
<td>0</td>
<td>2</td>
<td>No</td>
<td>-</td>
<td>Soviet infantry platoon</td>
</tr>
<tr>
<td>Guards</td>
<td>0</td>
<td>3</td>
<td>No</td>
<td>-</td>
<td>Soviet elite infantry platoon</td>
</tr>
<tr>
<td>T-34</td>
<td>0</td>
<td>3</td>
<td>Yes</td>
<td>Medium</td>
<td>Soviet tank with 76mm gun</td>
</tr>
<tr>
<td>Truck</td>
<td>0</td>
<td>0</td>
<td>No</td>
<td>-</td>
<td>Soviet truck used for transporting infantry, guards, ZiS-3, M-42, or M1910 Maxim</td>
</tr>
<tr>
<td>Recon</td>
<td>0</td>
<td>1</td>
<td>Yes</td>
<td>Medium</td>
<td>Undefined reconnaissance vehicle</td>
</tr>
<tr>
<td>KV-1</td>
<td>0</td>
<td>4</td>
<td>Yes</td>
<td>Heavy</td>
<td>Soviet tank with 76mm gun</td>
</tr>
<tr>
<td>Su-76</td>
<td>0</td>
<td>3</td>
<td>Yes</td>
<td>Light</td>
<td>Soviet assault gun with 76mm gun</td>
</tr>
<tr>
<td>T-26</td>
<td>0</td>
<td>2</td>
<td>Yes</td>
<td>Light</td>
<td>Soviet tank with 45mm gun</td>
</tr>
<tr>
<td>Dummy</td>
<td>0</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>False Information</td>
</tr>
<tr>
<td>Block House</td>
<td>0</td>
<td>N/A</td>
<td>No</td>
<td>Heavy</td>
<td>Fortification</td>
</tr>
<tr>
<td>Artillery</td>
<td>0</td>
<td>3</td>
<td>No</td>
<td>N/A</td>
<td></td>
</tr>
</tbody>
</table>

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### 22.1 German Unit Purchase Chart

<table>
<thead>
<tr>
<th>GERMAN UNIT</th>
<th>RP Cost</th>
<th>Combat Strength</th>
<th>Anti-tank Capable?</th>
<th>Weight category</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command tank</td>
<td>8</td>
<td>1</td>
<td>No</td>
<td>Medium</td>
<td>Panzer III with additional commo equipment and main gun replaced with dummy gun.</td>
</tr>
<tr>
<td>Command car</td>
<td>4</td>
<td>1</td>
<td>No</td>
<td>-</td>
<td>Kubelwagen staff car.</td>
</tr>
<tr>
<td>PzKpfw III</td>
<td>7</td>
<td>3</td>
<td>Yes</td>
<td>Medium</td>
<td>Panzer III with 50mm gun.</td>
</tr>
<tr>
<td>PzKpfw IV</td>
<td>9</td>
<td>4</td>
<td>Yes</td>
<td>Medium</td>
<td>Panzer IV with 75mm gun.</td>
</tr>
<tr>
<td>PzKpfw V (July 1943+)</td>
<td>11</td>
<td>5</td>
<td>Yes</td>
<td>Heavy</td>
<td>Panther tank with 75mm gun.</td>
</tr>
<tr>
<td>PzKpfw VI (March 1943+)</td>
<td>14</td>
<td>6</td>
<td>Yes</td>
<td>Super Heavy</td>
<td>Tiger tank with 88mm gun.</td>
</tr>
<tr>
<td>SdKfz 234 (recon)</td>
<td>5</td>
<td>2</td>
<td>Yes</td>
<td>Light</td>
<td>Puma with 50mm gun.</td>
</tr>
<tr>
<td>SdKfz 138</td>
<td>8</td>
<td>4</td>
<td>Yes</td>
<td>Light</td>
<td>Marder self-propelled anti-tank gun (75mm or sometimes a captured 76mm gun).</td>
</tr>
<tr>
<td>StuG III</td>
<td>9</td>
<td>4</td>
<td>Yes</td>
<td>Medium</td>
<td>Assault gun with 75mm gun.</td>
</tr>
<tr>
<td>sIG 33 (Sf)</td>
<td>8</td>
<td>6</td>
<td>No</td>
<td>Light</td>
<td>Self-propelled 150mm howitzer.</td>
</tr>
<tr>
<td>15cm sIG 33</td>
<td>7</td>
<td>6</td>
<td>No</td>
<td>-</td>
<td>150mm howitzer. May only be moved when stacked with a regular SdKfz 251.</td>
</tr>
<tr>
<td>SdKfz 6-2</td>
<td>4</td>
<td>3</td>
<td>No</td>
<td>-</td>
<td>Flak truck with 37mm gun.</td>
</tr>
<tr>
<td>SdKfz 166 (July 1943+)</td>
<td>9</td>
<td>6</td>
<td>No</td>
<td>Medium</td>
<td>Brummbar with 150mm assault gun.</td>
</tr>
<tr>
<td>T-34 (r)</td>
<td>8</td>
<td>3</td>
<td>Yes</td>
<td>Medium</td>
<td>Captured Russian T-34 tank in German service.</td>
</tr>
<tr>
<td>Infantry Platoon</td>
<td>3</td>
<td>2</td>
<td>No</td>
<td>-</td>
<td>Zug is the German term for platoon.</td>
</tr>
<tr>
<td>Engineer Platoon</td>
<td>4</td>
<td>2</td>
<td>No</td>
<td>-</td>
<td>Infantry with specialized equipment.</td>
</tr>
<tr>
<td>SdKfz 251/22</td>
<td>6</td>
<td>4</td>
<td>Yes</td>
<td>Light</td>
<td>Halftrack with mounted 75mm gun.</td>
</tr>
<tr>
<td>Pak 36 (r)</td>
<td>5</td>
<td>4</td>
<td>Yes</td>
<td>-</td>
<td>Captured Russian 76mm gun in German service. May only be moved when stacked with a regular SdKfz 251.</td>
</tr>
<tr>
<td>Recovery tank</td>
<td>6</td>
<td>1</td>
<td>No</td>
<td>Super Heavy</td>
<td>Tiger tank converted into recovery vehicle (what a waste of a Tiger, eh?)</td>
</tr>
<tr>
<td>SdKfz 251 (with supply)</td>
<td>4</td>
<td>1</td>
<td>No</td>
<td>Light</td>
<td>Halftrack with extra ammunition, etc. May not transport other game pieces.</td>
</tr>
<tr>
<td>Truck (with supply)</td>
<td>2</td>
<td>0</td>
<td>No</td>
<td>-</td>
<td>Truck with extra ammunition, etc. May not transport other game pieces.</td>
</tr>
<tr>
<td>Artillery Strike</td>
<td>6</td>
<td>6</td>
<td>No</td>
<td>N/A</td>
<td>An artillery salvo.</td>
</tr>
<tr>
<td>Flares</td>
<td>1</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>Flare pistol shot. May only be moved when stacked with another unit.</td>
</tr>
<tr>
<td>Panzerfausts (August 1943+)</td>
<td>1</td>
<td>Triple</td>
<td>Yes</td>
<td>N/A</td>
<td>German infantry-operated personal anti-tank weapons. May only be carried by a German infantry or engineer unit.</td>
</tr>
<tr>
<td>Panzer Ace</td>
<td>10</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>Skilled panzer commander and his crew.</td>
</tr>
<tr>
<td>SdKfz 251</td>
<td>3</td>
<td>3</td>
<td>No</td>
<td>Light</td>
<td>Halftrack used for transporting the Pak 36 or 15cm sIG 33. Armed with a mounted machinegun.</td>
</tr>
<tr>
<td>SdKfz (with engineers)</td>
<td>5</td>
<td>2</td>
<td>No</td>
<td>Light</td>
<td>Halftrack loaded with engineering equipment. May not transport other game pieces.</td>
</tr>
<tr>
<td>SdKfz 161 (January 1945) OPTIONAL</td>
<td>8</td>
<td>4</td>
<td>No</td>
<td>Medium</td>
<td>Anti-aircraft tank (the Ostwind, or East Wind) that may be purchased, but was not available during any of the scenarios included in the game.</td>
</tr>
</tbody>
</table>
### 22.3 Terrain Effects Chart

<table>
<thead>
<tr>
<th>TERRAIN</th>
<th>MOVEMENT COST</th>
<th>LOS BLOCK</th>
<th>COMBAT SHIFT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road</td>
<td>1</td>
<td>No</td>
<td>Shift one column right.</td>
</tr>
<tr>
<td>Open</td>
<td>2</td>
<td>No</td>
<td>0</td>
</tr>
<tr>
<td>Building (partial*)</td>
<td>2</td>
<td>Yes</td>
<td>Shift two columns left (when firing at infantry, guards, engineers only)</td>
</tr>
<tr>
<td>Building (full*)</td>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mobile units cannot enter</td>
<td>Yes</td>
<td>Shift two columns left</td>
<td></td>
</tr>
<tr>
<td>Block House</td>
<td>4</td>
<td>No</td>
<td>Shift three columns left (when firing at infantry, guards, engineers only)</td>
</tr>
<tr>
<td>Clear Vegetation hex</td>
<td>1</td>
<td>No</td>
<td>0</td>
</tr>
<tr>
<td>Normal Vegetation hex</td>
<td>2</td>
<td>Yes</td>
<td>Shift one column left</td>
</tr>
<tr>
<td>Dense Vegetation hex</td>
<td>3</td>
<td>Yes</td>
<td>Shift one column left</td>
</tr>
<tr>
<td>Gully</td>
<td>3</td>
<td>No</td>
<td>Shift one column left</td>
</tr>
<tr>
<td>Wood Bridge</td>
<td>1</td>
<td>No</td>
<td>0</td>
</tr>
<tr>
<td>River Bridge</td>
<td>1</td>
<td>No</td>
<td>0</td>
</tr>
<tr>
<td>Destroyed Wood Bridge (Bridge Out)</td>
<td>3</td>
<td>Yes (blocks whole hex, not just where artwork is printed).</td>
<td>Shift one column left</td>
</tr>
<tr>
<td>River</td>
<td>Cannot enter</td>
<td>No</td>
<td>Not applicable</td>
</tr>
<tr>
<td>Stream</td>
<td>Cannot enter</td>
<td>No</td>
<td>Not applicable</td>
</tr>
<tr>
<td>Set-up hex</td>
<td>Other terrain in hex</td>
<td>Other terrain in hex</td>
<td>Per other terrain in hex</td>
</tr>
<tr>
<td>Mobile Set-up hex</td>
<td>Other terrain in hex</td>
<td>Other terrain in hex</td>
<td>Per other terrain in hex</td>
</tr>
<tr>
<td>Friendly unit or wreck of either side</td>
<td>2 extra movement points to enter</td>
<td>No</td>
<td>Not applicable</td>
</tr>
</tbody>
</table>

*A partial building is defined as any building that does not completely encompass the entire hex it is printed in (for example, hex 2508); a full building is defined as any building that completely encompasses the entire hex it is printed in (for example, hex 2509). Note: Hexes 1917, 1509, and 1529 are considered to be partial building hexes.

### 22.4 Night Fight Combat Results Table (CRT)

<table>
<thead>
<tr>
<th>-4</th>
<th>-3</th>
<th>-2</th>
<th>-1</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5+</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
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*A Retreat result is also a Pinned result after the retreat is completed. Pinned units must retreat, even if pinned. Any eliminated unit with a weight category leaves a wreck in the hex where it was eliminated.*