

# Basic Campaign Rules for Battlefront Fire and Fury

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# Basic Campaign Rules for Battlefront Fire and Fury

## 1 Introduction:

The Basic Campaign Rules offer a method of generating a series of interrelated Battlefront:WW2 games simulating a multiple day battle, known as a Campaign Game (CG). A series of scenarios are played, each simulating a portion of a multi-day battle fought in the same general area.

## 2 Campaign Game

Each CG consists of a series of Campaign Days (CD). Each CD can encompass up to 1-3 separate scenarios:

1. CD Morning Scenario or, if only one scenario/day is being played, CD full day scenario
2. CD Afternoon Scenario (optional)
3. CD Night Scenario (optional - it is possible to have only day scenarios. Nightly refit activities will then happen between the afternoon and next morning scenarios)

Unlike normal BF:WW2 games, victory is not determined for each scenario, but only relative to the victory conditions of the campaign as a whole. Usually these conditions will be evaluated at the end of the entire campaign, allowing the loser of a scenario to counterattack in the next. The umpire will decide how many CD the campaign lasts and also how many scenarios are to be played on the first and last days.

There is a lot more record keeping involved in a CG than a normal BFWW2 game. It is necessary to track losses and current strengths between scenarios, and a point system is used for the purchase of new units and engineering activities.

### Setup

Before play begins, the Umpire must prepare:

1. A map depicting the area over which the campaign is to be fought, along with definitions of the terrain and any special terrain rules in force during the scenario. If applicable, a chart to generate weather and weather effects can also be prepared.
2. Campaign Victory Conditions
3. Initial Campaign Roster (CR) showing the initial forces and setup options. While keeping the roster on paper is possible, a spreadsheet system such as MS-Excel might assist in the process.
4. Reinforcement Group (RG) charts showing the type of reinforcements that can be purchased and how many resources it takes to purchase them.
5. Fortification purchase (FP) charts showing the cost of various engineering functions.
6. Campaign Purchase Point (CPP) Replenishment chart, if different from the standard, showing the resources needed to purchase reinforcements.
7. An Historical CPP Die roll modifier (DRM) chart.

A CG for the "Advance to Rostov" in 1942 is provided as an example.

### 2.1 Scenarios

Each scenario consists of the following steps:

- 1) Posture determination
- 2) Housekeeping and refit phase
- 3) Scenario force determination
- 4) Scenario deployment
- 5) Scenario resolution (BFWW2 game)
- 6) Scenario cleanup

Most of the campaign specific activities occur in the Housekeeping and scenario cleanup phase, but all must be performed in sequence.

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## 2.1.1 Posture Determination

Except during the first scenario, where the attacker and defender are predetermined, players secretly decide whether they will Attack or Defend in the upcoming scenario. This will be revealed at the start of the scenario resolution. If one side chooses Attack and the other Defend, the defender will set up first and the attacker will set up second and move second. If both sides choose attack, roll a die with the high die roll being considered the attacker. If both sides chose to defend, then no scenario will be resolved, although the housekeeping and refit phases will occur. Note that attacking at night, when possible, incurs penalties for the attacking side.

## 2.1.2 Housekeeping and Refit Phase

The first phase of each CG scenario is the refit phase, where the players may conduct certain housekeeping activities.

### 2.1.2.1 Campaign Purchase Points (CPP):

CPP are used to buy new units and conduct certain engineering and maintenance actions. They represent an allocation of resources to the campaign area. During the refit phase, each side makes a secret DR to replenish its CPP. CPP can be spent during the current turn or saved for future use. Below is an example of a CPP Replenishment Table. Each Table may be different, depending on the campaign that you are running. Consult the table to determine the number of CPP that each side will receive. The tables below can be adjusted to your campaign, and are set up so that approximately the same number of CPP will be received each campaign day, even if more scenarios are played. Below is the CPP replenishment table used for the Advance on Rostov CG, which is based on one scenario/day. When constructing a CPP replenishment table for your campaign, tend toward stinginess, forcing the two sides to make decisions on what units and engineering assets they purchase.

CPP Replenishment Table	
Final DR	CPP Increase
≥ 11	+18
9-10	+16
7-8	+14
5-6	+12
3-4	+10
1-2	+8
<1	+6
DRM:	
± x	Per Historical DRM for the current CG Scenario

#### 2.1.2.1.1 Night Attacks:

Night is usually a time used to refit and repair units. While it is possible to push forward during nighttime, the extra logistical strain it puts on your units is reflected by a modifier to the CPP die roll that will result in receiving fewer CPP. Note that the defender in a night action makes an unmodified die roll, even if combat occurs. When a side attacks at night, it should incur a penalty on the CPP replenishment table (-5 is appropriate). Note that the Advance to Rostov CG does not have any night scenarios, so this is moot.

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### 2.1.2.1.2 Scenario DRM Chart:

One of the jobs of the umpire is to develop a turn-by-turn historical modifier for the CPP replenishment chart to reflect the changing day-by-day supply situation. This is an extra die roll to the CPP Replenishment chart. Below is the one used in the Advance to Rostov CG, which reflects a declining Soviet effort and increasing German effort over the 5 days of the campaign.

Historical DRM Chart		
Date	Russian DRM	German DRM
Dec. 23	0	-2
Dec. 24	0	0
Dec. 25	-3	+2
Dec. 26	-5	+4
Dec. 27	No CPP's	+5

### 2.1.2.2 Armor Repair:

Any "A" type ME that has had a vehicle destroyed during a game may attempt to repair that vehicle in the night refit phase, or in the cleanup phase after the afternoon scenario if night attacks are not allowed (the activity is considered to take place overnight). The vehicle must be within the players MLR to attempt a repair. No enemy unit may be repaired. This only applies to German until from 1939 to the end of 1944, American, British, and Russians from July 1944 to the end of the war.

For each vehicle, roll on the table below and apply any modifiers. If the vehicle is repaired, it is added back to the roster for that ME. If any vehicle that is repaired and the ME has been withdrawn due to Armor Withdrawal, then the vehicle is also removed. You can expend 1 (and only 1) CPP for each repair attempt to increase the chance of success, but this CPP is expended even the repair attempt fails.

Armor Repair Table	
Final Dr	Effect
≥ 9	Repaired
1-8	No Effect
Modifiers	
-1	Vehicle in Minefield
-1	Russian Repair Attempt
+1	Vehicle abandoned (not knocked out)
+3	1 CPP expended

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### 2.1.2.3 Armor ME Withdrawal:

After all Vehicle repair attempts have been made, each side that is under "Armor Withdrawal" restrictions makes a secret DR on the following table for each friendly non-isolated, retained AFV ME that had one or more AFV destroyed during the previous scenario. A withdrawn result removes the ME from the remainder of the campaign game. This reflects the unit being withdrawn for rest and refit in the rear area. This rule applies only to tank/tank-destroyer only MEs, not infantry units that have attached AFV or use halftracks for transport.

Armor Withdrawal Table	
Final Dr	Effect
$\geq 3$	Retained
1-2	Withdraws

### 2.1.2.4 Maintaining the Campaign Roster:

Each side must maintain a Campaign Roster (CR) that indicates the units that are available for deployment, their current strength and discipline rating (DR), and any other special notes on their deployment. The CR will contain the initial forces in the scenario and any reinforcements purchased through the course of the game. The Reinforcement Group (RG) chart will indicate the total number of each type of ME that can be deployed over the course of an entire game, and also the maximum number of an existing type of ME that can be deployed in a single scenario. Infantry, armor, and on-board artillery units remain on the roster and are available for deployment until completely destroyed or withdrawn.

#### 2.1.2.4.1 Casualties and the Campaign roster

1. Stands and soft-vehicles that suffer a "knocked-out" result are permanently eliminated from the CR.
2. Stands that panic off the map during a scenario are not eliminated from the CR. They return for deployment in the next scenario. However, they can negatively affect the DR of their ME.
3. You may attempt to permanently destroy any enemy "A" class units that are "knocked-out" or abandoned behind your MLR (unless they are contained within an isolated/cut-off pocket of enemy forces) by rolling on the Fortification removal table. Successful rolls will permanently eliminate these stands from the enemy's CR.
4. "A" class units that are knocked-out or abandoned but successfully repaired are added back to the CR.
5. "A" class units that are knocked-out or abandoned, but are not repaired, remain on the map. They are kept on the CR, but are not available for deployment until their status is resolved by either being permanently knocked out or repaired.

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### 2.1.2.4.2 *Optional Rule - Discipline Rating Changes:*

One factor that determines discipline rating is combat experience, both positive and negative. As an optional rule, allow units' discipline ratings to change over the course of the CG. DR rating changes are extremely unlikely unless disaster strikes or a unit has a "John Wayne Day" where everything goes right. At the beginning of each morning scenario (except the initial scenario), roll on the following table for each ME that participated in combat in the previous scenario to see if the unit's DR improves or gets worse. Note that units that are not involved in combat will not change. Create a percentage die 01->100 roll by rolling 2 d10 for each unit, designating one of the dice as the 10's die and one as the 1's die. Treat 00 as 100. Note that this option requires additional paperwork to keep track of kills and CC effects.

In addition to rolling for MEs that engage in combat, roll separately for every unit that begins a scenario cut-off. Any negative changes to individual stands will apply only to those stands.

Modified Percentage Roll	Result
>100	Unit's DR improves by 1 level (no effect on elite)
01-100	Unit's DR remains unchanged
< 01	Unit's DR decreases by 1 level (no effect on raw)
Modifiers	
-1	ME suffered 25% casualties in the previous scenario.
-2	or ME suffered 50% casualties
-4	or ME suffers 75% casualties
-2	Each stand from the unit that panicked off the table in the previous scenario (this is cumulative with casualties modifiers, even though panicked stands return)
+1	Each enemy stand KO by fire by a unit from this ME in the previous scenario
+1	Each CC victory in the previous scenario in which a unit from this ME took part.
-1	Each CC loss by a unit in this ME in the previous scenario
-3	each turn a unit has started a scenario isolated (cumulative)
-6	each turn a unit has started a scenario cut off

### 2.1.2.4.3 *Combining understrength ME:*

Two ME of any identical type (both class and unit type) or any two I (infantry) class ME which have suffered 50% or more casualties may combine to form a new ME. The DR of the newly created ME will be one worse than the best of the combining ME.

Eliminate one of the groups from the CR and record the new DR and units in the new ME. Only one command stand is retained for the resulting combined ME. Note that even though one of the ME is eliminated from the roster, it is still counted against the total number of units of its type used in the campaign. After the new stands belonging to the combined ME have been determined, recalculate the breakpoints.

Example 1, if 2 ME rated as Experienced are combined, then new ME will have a Discipline Rating of Trained.

Example 2, if a Veteran and an Experienced ME combine, the DR of the new ME will be Experienced.

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## **2.1.2.4.4 Recalculate Breakpoints**

At the beginning of each new day (morning scenario), and also when combining understrength MEs, recalculate the breakpoints (25%, 50%, 75%) for all non-isolated ME. Unless otherwise specified in the special campaign rules, each ME starts a new day in a "no losses" status and stands lost in previous days do not count against the breakpoints. However, for isolated MEs and for MEs in afternoon and night scenarios, which have been fighting earlier in the day, do not recompute breakpoints. Losses incurred during a day will count for later scenarios. Units in isolated/cut-off status still are considered part of their original ME.

## **2.1.2.4.5 Ammunition**

### **2.1.2.4.5.1 Ammunition Shortage:**

Any stand that begins a scenario cut-off, must roll for ammunition shortage every time it fires.

A roll of 1 indicates that the unit has run short of ammunition. A stand short of ammunition:

1. May only engage targets by fire in the defensive fire phase.
2. May not initiate close combat.
3. Suffers a -1 penalty to its close-combat strength.
4. Whenever it fires, it further risks running "out of ammunition" on a roll of 1.

### **2.1.2.4.5.2 Out of Ammunition:**

1. A unit "out of ammunition":
2. May not engage targets by fire
3. May not initiate close combat
4. Has a Close Combat rating of -1

### **2.1.2.4.5.3 Recovering from ammunition shortages:**

A unit that begins a scenario in normal status recovers from all ammunition restrictions unless overridden by the scenario rules.

## **2.1.2.5 Purchasing Reinforcement Groups:**

The Reinforcement Group (RG) chart contains the different types of RG that can be purchased, the total number of each that may be purchased, and special notes concerning their deployment. The available units are based on historical units that were involved in the campaign that you are trying to represent, and it is the pre-game responsibility of the umpire to prepare these charts for both sides. A good set of reference books and OOB's will help in this process. The points assigned for each ME will also vary for each campaign, depending on the availability of that specific ME.

The RG chart should include:

- Identification of the RG, including a unique ID number and general description
- The content of each group expressed as a number of BF:WW2 unit cards.
- The initial discipline rating of each group.
- The CPP cost to purchase
- The total number of each group that can be deployed in a scenario
- The total number of each group that can be deployed over the course of the CG.

Both sides secretly allocate CPP for the purchase of Reinforcement Groups. CPP allocated and the actual groups purchased are kept secret. Each side consults its respective RG Chart for the different types of RG available, the CPP cost of each, and the total number of each that may be purchased during the CG being played and any special notes pertaining to each.

As each RG is selected, record its ID and the CPP expended to purchase it. Keep careful side records of each RG group and numbers of CPP expended (and retained). All notes on RG tables must be followed.

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## **2.1.2.5.1 Base Force and reinforcements**

Units that start the game as initial forces and/or arrive as scheduled reinforcements count do not need to be purchased with CPP. It is possible to use the RG chart to purchase additional units above-and-beyond the base force and scheduled reinforcement.

The RG chart also contains a limit on the total number of different kinds of units and the total number of these units that can be deployed in a single scenario. The base force and scheduled reinforcements DO count against these limits.

## **2.1.2.5.2 Aircraft**

Unless overridden by special campaign rules, if a player purchases air support, the aircraft must be used in the following day. If they are not used, the CPP are still expended (hint - if you buy aircraft as the attacker, you can be reasonably sure to get them. As the defender, buying air support risks that your opponent will also choose defend, and the air support will be lost). Air support may not be used at night.

## **2.1.2.5.3 Off board Artillery (OBA)**

Off board artillery modules are purchased as a type "O" reinforcement group. However, if more than one scenario is played in a day, they can only be purchased in the morning refit phase. On OBA module can be used in any of the scenarios for the day. However, if it is used during any of the scenarios of the campaign day, it is removed from the active roster during the clean-up phase of the night scenario of that day (or the afternoon scenario if no night scenarios are used). If the artillery is not used during the day, it will still be available the next day. Note that there are limits to the number and type of OBA that may be purchased over the course of the game and also to the number that can be used in a single scenario.

Example:

In the Advance to Rostov campaign, the German O3 is the standard medium artillery battalion. The RG chart indicates that the German may purchase up to 4 of these in the game, but that no more than 2 of them can be used on any one day. The German purchases 2 of these for 23DEC but only uses one of them to call for fire. It may call for fire in both the morning and afternoon scenarios (there is no night scenario in the Advance to Rostov campaign-if there were, it could be used there too). For 24DEC, only one would be available.

If the German used 2 of these on 23DEC and 2 more on 24DEC, no more could be used for the remainder of the campaign.

## **2.1.2.5.4 OBA preregistered points**

The basic OBA module comes with no pre-registered points. Purchasing a pre-registered point costs 1 CPP. A maximum of 2 can be purchased for each OBA module. Note that the location of the preregistered point is not specified until scenario setup. Preregistered points are only in effect for a single day.

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### 2.1.2.5.5 *Number of smoke/aircraft*

After purchasing OBA or aircraft from the RG chart, roll on the table to determine how many aircraft may be used or how many smoke missions may be fired. Note that all aircraft arrive as one "flight", that attacks as a unit. Smoke missions are expended whenever a smoke template is used as part of a mission, regardless of how many templates are actually placed.

Aircraft/Smoke Missions Table	
Final Dr	Effect
≥ 9	3 Aircraft or Smoke Mission
6-8	2 Aircraft or Smoke Mission
≤ 5	1 Aircraft or Smoke Mission
Modifiers	
+1	Additional CPP Spent
+1	Aircraft-US or British after 6/44
-1	Aircraft-German before 1942
-3	Aircraft-German 1945

### 2.1.2.6 Fortification Purchase Points (FPP):

FPP are used similarly to CPP and represent the allocation of engineering assets. Note that it is possible to purchase FPP from the RG chart.

#### 2.1.2.6.1 *Fortification Removal:*

Attempts may be made to eliminate any known wire, minefield, or roadblock in any friendly controlled area. Enemy AFV wrecks behind the front line may also be permanently eliminated using this table. Only one attempt may be made per item per each location. Each fortification removal attempt within costs 1 FPP. Enemy AFV units destroyed in this way are permanently removed from the map.

Fortification Removal Table	
Final Dr	Effect
≥ 6	Eliminated
≤ 5	No Effect
Modifiers	
-2	Wire/Minefield within 4" of MLR
-2	Roadblock along MLR
+1	Friendly side current retains at least 3 non-isolated Engineer Squads

#### 2.1.2.6.2 *Purchasing Fortifications:*

Fortification Purchase Points (FPP) are used to purchase fortifications (note that it is possible to purchase FPP as a reinforcement group). As with CPP, FPP remain available until spent. As fortifications are selected, the specific type must be recorded on a side record. However, actual on map positioning of the fortifications is deferred until that side sets up for the next scenario. The FPP Table will vary with each Campaign. Consult the Campaign Specific rules for the required table. Fortifications purchased MUST be placed in the next scenario and remain in place until removed.

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## 2.1.3 Scenario Deployment

### 2.1.3.1 Reveal Posture

Both sides reveal their posture for the upcoming scenario. If one or both sides has chosen ATTACK, then a scenario will be played.

### 2.1.3.2 Choose Forces

If a scenario is to be played, choose available ME, OBA, and air units from the available forces in the Campaign Roster. Note the "scenario maximum" limits on the RG chart may restrict the total number of ME to be deployed. Any groups already on the map in isolated positions count against these limits. Not all forces need to be used, but any units on the roster may be chosen.

### 2.1.3.3 Deploy Forces

Chosen forces may be deployed up to the MLR. Record any hidden fortifications. All units start hidden if beyond spotting distance from the enemy MLR. Units in isolated/cut-off positions remain in place, but may adjust their facing within their perimeter.

## 2.1.4 Scenario Resolution

Each scenario will last a varying number of turns, as determined by the umpire or mutual agreement. By mutual agreement, a scenario can end at the beginning of any scenario turn, but if one player wishes to play on, consult the turn record chart to see if the scenario ends or the turn must be played. Below is a sample scenario turn record chart that allows a variable game length from 10-20 turns (averaging about 13-15 turns). At the beginning of turn 11, a d10 is rolled and on a 1, the scenario ends automatically, even if one player wishes to continue. At the beginning of turn 12, a 1 or 2 will end the scenario, turn 13 will end on a 1-3, etc. The players may agree to a different turn record chart or fixed length scenarios if they wish.

Scenario Turn Record Chart																			
1	2	3	4	5	6	7	8	9	10	11 <sup>1</sup>	12 <sup>2</sup>	13 <sup>3</sup>	14 <sup>4</sup>	15 <sup>5</sup>	16 <sup>6</sup>	17 <sup>7</sup>	18 <sup>8</sup>	19 <sup>9</sup>	20 <sup>10</sup>

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## **2.1.5 Scenario Cleanup**

After the scenario concludes, the following steps are conducted:

### **2.1.5.1 Marker Removal:**

All Artillery templates, Smoke Markers, Improved position, and hull down markers are removed.

### **2.1.5.2 Minefield Resolution:**

A unit in any type of minefield undergoes the appropriate type of mine attack(s) until the unit is either destroyed or exits the minefield.

### **2.1.5.3 Bugged Down Units:**

Any unit that is currently Bugged Down undergoes the appropriate Bog Down Check. Any vehicle that does not Traverse or Displace after the 2<sup>nd</sup> attempt is considered Immobile.

### **2.1.5.4 Rally:**

All Suppressed and Disordered units of both sides automatically rally to good order.

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## **2.1.5.5 Perimeter Determination:**

This is one of the most important steps of the scenario cleanup activities, but also one of the hardest to precisely define. This step determines the Main Line of Resistance (MLR) is the dividing line between the opposing sides and will become the start line for the next scenario. Usually this is easy to figure out-just draw a line through the forward units on each side. However, when units become intermingled, isolated, or a salient has been driven into the enemy forces, things become murkier. An impartial referee is useful in resolving ambiguous situations.

### ***2.1.5.5.1 Disengage***

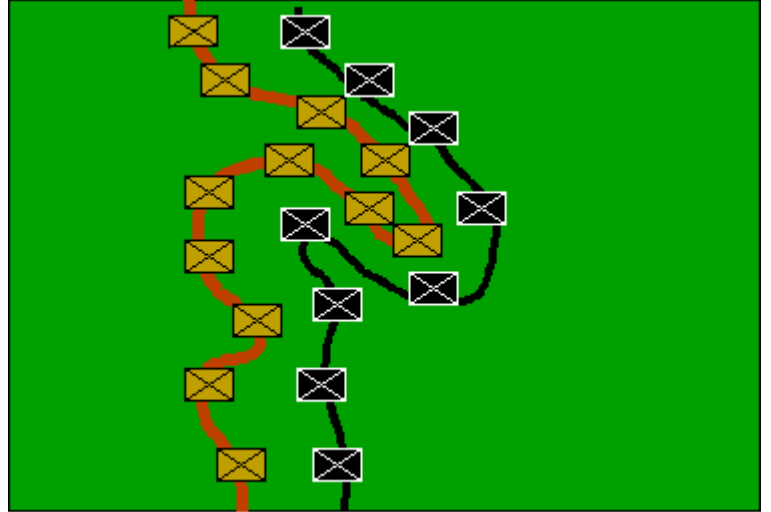
First, if possible, move all units back toward a friendly map edge so that they are 5" or more from any enemy. Units that are in improved positions or have not moved from their initial positions do not need to move (the attacker moves back and leaves defenders in place). If both units in contact have been moving, move them both back an equal amount. Units holding the flanks of a salient do not need to move if such movement would lead to friendly units being cut off. This process is a bit subjective, but it is intended to create a "no-mans land" between forces for the next scenario.

## Basic Campaign Rules for Battlefront Fire and Fury

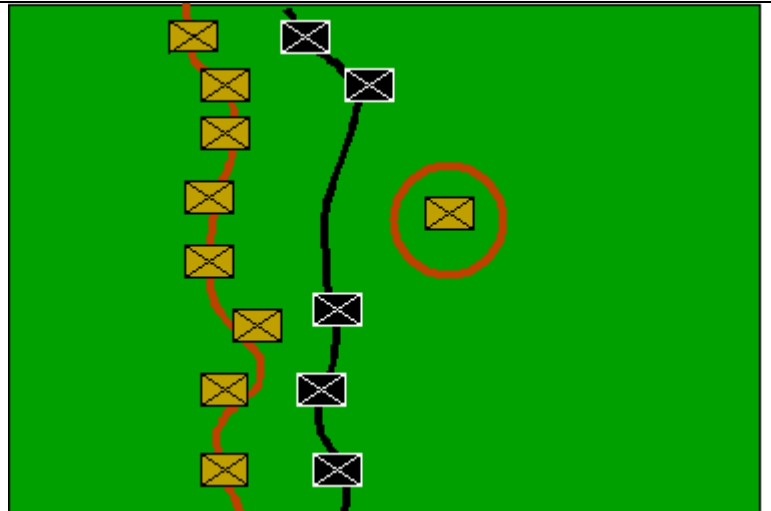
### 2.1.5.5.2 *Draw the perimeter and determine unit status.*

Determine the MLR between the two forces by drawing a line through the forward units. Isolated units will have their own perimeter. If possible, the MLR should be 5" from any enemy units. At the end of a scenario, a unit can find itself in one of 3 situations:

Normal - the unit is not behind the enemy front line OR, the unit is behind the enemy front most units, but can trace a protected supply line (friendly units with 5" of each other guarding it) back to a friendly map edge or entry point. In this case, the MLR will form a salient

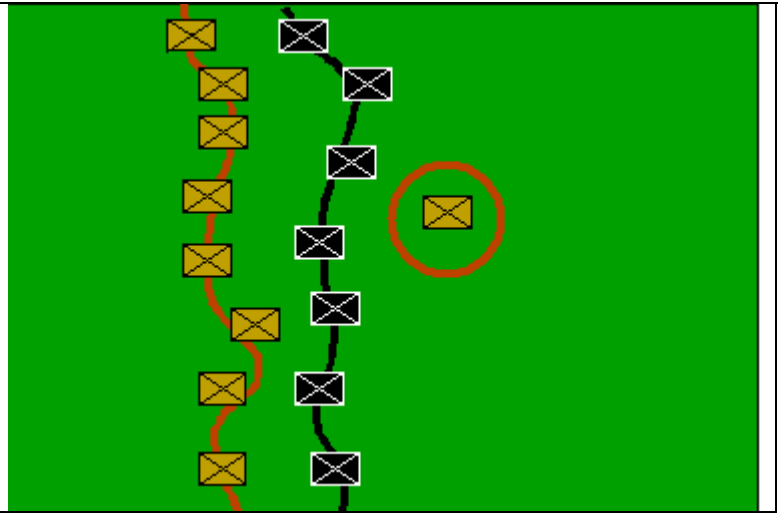


Isolated - the unit is behind the enemy front line, but can trace a line back to a friendly map edge or supply line that does not pass within 5" of an enemy unit. The line can follow any path, but cannot move closer to the enemy map edge at any time. Note that the protected supply line in case 1 can move in any direction, but if unprotected, it can move only toward friendly lines



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Cut Off - the unit is behind the enemy front line, and the presence of enemy units cuts lines all possible supply lines



### 2.1.5.5.3 Remaining in Isolation/Escape from isolation:

Cut-off/isolated units may remain in their final positions the setup of the next scenario. If they do this, they risk the possibility of running short of ammunition and also may suffer negative discipline rating changes. Instead of risking this, they may attempt to escape from isolation during the cleanup phase by making a roll on the Escape table. Roll once for each stand or vehicle, but if more than one T class unit in the same isolated group wishes to escape, they may make a single roll for the entire group.

Escape Table		
Final Dr	Infantry	AFV
$\geq 4$	Escape	Escape
2-3	Escape	Abandon
$\leq 1$	Eliminated	Eliminated
Modifiers		
-1	If previous CG half day was AM	
-2	If cut-off	
-1	If Unarmored Vehicle	
+1	If $< 4"$ from friendly lines	
+2	If Fully Tracked AFV	
+1	Russian	

### Escape Results:

If the unit survives the Escape attempt it is combined with the units from its original ME.

### 2.1.5.6 Clearing the Map:

Each side now removes all remaining non-isolated/cut-off units from friendly controlled locations and records the number/type of each unit/ME for use on the next campaign half day. Stands which panicked off the map return at this point, rejoining their original ME.

#### 2.1.5.6.1 Isolated Areas:

Units in isolated areas are not cleared from the map, and each must be left on the map in its current location.

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### **2.1.5.7 Hidden Fortifications:**

Each still hidden Fortification in locations currently controlled by its purchaser's opponent is placed on map. Fortifications within a friendly perimeter must be recorded and remain hidden in the same location for the next half day.

### **2.1.5.8 Burning Wrecks:**

A burning wreck no longer is considered a burning wreck for LOS or LOF purposes. AFV wrecks are left on the map until repaired. If a wreck is in a defile, it may be moved out of the defile by rolling on the fortification table.

### **2.1.5.9 Paperwork:**

Players should record the new MLR, all unit strengths (exact stands), and the conditions needed to compute modifiers in the next refit phase.

# Basic Campaign Rules for Battlefront Fire and Fury

## 3 Final Comments

This system is derived from a Squad Leader Campaign system and been adapted for Battlefront:WW2 (those of you familiar with SL will realize the source of the abbreviations and acronyms :-)) The rules are free for anyone to use and may be modified as you wish. In contradiction to many long discussions on the BF forum, this system uses a point system for the purchase of reinforcement ME's. If you look at the number of units that a player could purchase, a point system was the only way to go. Plus, as a game master, it makes for interesting fun to listen to the people running the opposing sides trying to figure out what to purchase. I would like to thank the following, who have play-tested and suffered the many changes that have happened: Nick Yankosky, Henry Lubbers, Phil Hays, Jim Pucke, Matt Johnson, Ron Nassif, and George Nafziger. - Tom Schumacher