



Rules of Engagement.

Objectives

To win --

- Major Victory Take both of the listed Objectives shown as a blue circle.
- Minor Victory Take one of the listed Objectives shown as a blue circle.

If no objectives taken the side with the most points remaining at the end of 12 hours will win.

OBTAINING POINTS

To obtain points you must do the following:-

- Kill air units
- Kill ground Units
- Capture towns and airfields.

Points are gained for the above situations. You do not loose points for having your units killed, you just have to replace them and that's what cost you.

EG:- in a mission you kill 4 tanks and you loose 2 AAA , you are credited with 40 points being the kill points for the tanks. If you want to replace the AAA then it is going to cost you 20 points from your pool. So in fact in that mission you make 20 points. You don't have to replace the AAA if you don't want to it's up to you.

You will only ever be penalised in the negative if a Human pilot is killed or captured. If you loose a human pilot to death or capture you will be deducted 50 points per human from your pool. EG:- you have a pool of 500 points, after the mission you have killed 4 tanks, lost 2 aircraft killed on the ground and two killed in the air of which one was human.

4 tanks killed = + 40 points

4 planes lost = 0 points

1 human lost = -50

Total score = -10 you now have 490 points in your pool before you replace your planes.

The enemy side has the following

4 tanks lost = 0 points.

4 aircraft killed = $4 \times 20 = +80$ points

No humans lost

Total score +80 they now have 580 points.

However your side is now depleted by 4 planes which may need to be replaced and the enemy may need to replace 4 tanks.

The rationale behind this is that it is important to remain alive or bail over friendly airspace. You will lose the asset of the plane but if you die it is going to cost your side – 50 points from its pool points plus the cost of replacement aircraft.

You will be awarded 500 Points for capturing a red circled town or Airfield and 250 Points for a green circled town. This will be added to your pool points to enable you to purchase units or aircraft or ships etc. You won't be penalised for losing the town other than the other side then gets the points for their pool. EG:- you take Red circled town in enemy territory. You move in an engineering column. When the town is designated by the DCS as your town by the showing of the US flag. You are credited with the points for your pool. 2 rounds later you get pushed out of that town by the enemy. You lose the town but no points. The enemy gains the town so they get the points. There is nothing to stop you from retaking the town which means you get another round of points. The rationale behind this is that once you take a town you need to keep it

TO CAPTURE A TOWN OR AIRFIELD.

You must move a soft target unit consisting of an engineering column into the town or airfield on the enemy side of the front line to gain the points for that airfield or town.

The engineering unit must stay in the town or airfield that you capture for it to remain under your control. If it is a town it can be designated as a supply point enabling other reinforcement units starting from there. If it comes into conflict by opposing sides its use as a supply point stops until the conflict is resolved.

If the engineering unit is killed by air etc the supply point stops until another engineering unit arrives.

LIMITS OF ASSETS

We need to make a limit on what assets can be garrisoned at a location in relation to AAA. There will be a limit of 8 AAA stationed at an airfield or town. Only 88's will be allowed as flak units. You can resupply AAA from a town's resupply point to another area. EG :- your AAA is taken out at an airfield by the enemy. There is a town that has previously been taken over by your side in close proximity. This town has 8 AAA protecting it. You use the resupply at this town to buy 4 AAA for the airfield. There is now 12 AAA at the town. 4 must be moved from the town to the airfield that turn.

SHIPS AND INVASION FLEETS.

If you want you can allocate points from the pool for ships and invasion boats.

Invasion boats consist of 1 x dry cargo boat. This will carry 8 landing craft. Each landing craft carries 4 tanks. So each 1 dry cargo boat is capable of landing 32 tanks.

The costs are as follows

1 x dry cargo boat	=	100 points
8 landing craft	=	320 points [each is 40]
32 tanks	=	320 points [each is ten]
Total		740 points.

If the boat sinks you loose the lot. If the boat is sunk by the enemy, they will get the 740 points. If the boat discharges the landing craft and one landing craft is sunk by the enemy then its worth 80 points to them being the cost of the landing craft = 40 + 4 tanks = 40 total of 80.

Landing craft can only land where there is a road no more than 200 metres from the shore.

Battleships will cost 400 points. There is a limit of 1 to start with and others will be available on a 1 every 3 hours limit.

Destroyers, invasion boats and subs will be available every 3 hours.

AIRCRAFT

The aircraft will be designated 20 points per engine. Single engine craft will be 20 points, twin engine 40 etc.

STARTING ALLOCATIONS

Each side will start with Battalion strength consisting of the following :-

3 company's in a battalion
1 company = 16 platoons
1 platoon = 4 vehicles
so a regular company would have

4 platoons of heavy armor = 16 tanks
4 platoons of medium armour = 16 halftracks etc
4 platoons of soft vehicles = 16 engineering units
4 platoons of AA/Artillery = 8 units of AA 8 units of artillery.

Starting allocations will be 64 tanks, 64 medium armor, 16 engineering columns 24 AA [88 only] and 24 artillery units

You will also have 10 coastal defense bunkers.

You will have 1 battle group of ships. The battle groups will consist of 1 battle ship and 4 destroyers. The battle group must be placed on your side of the front line.

You will have 2 Submarines, 1 x surfaces and 1 submerged. These must be placed on your side of the front line.

You will have a total of 64 aircraft to start the mission. At least 20 of these must be Bombers and 4 must be AI recon . You can disperse these planes in anyway you wish.

Your starting pool of points will be 1000

Points for obtaining and for destroying.

Ships

BattleShips	400
Destroyers and Subs	200
Cargo Ship	100
Landing craft	40

Aircraft

1 engine	20 each engine
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Armor

Tanks	10
Light armor	10
Engineers	10
AAA	10
Artillery	10
Bunkers	10

Tanks and Light Armor must be purchased in groups of 4.

4 tanks = 1 platoon, however remember that this will be displayed as 1 icon.

Each unit will be calculated as a single when destroyed.

GENERAL RULES

A maximum of 16 humans allowed per side plus one flight of AI which equates to no more than 20 planes per side per mission. AI can occupy human seats if no human is available to fill that seat.

Any items purchased must be placed on the map straight away.

There is a limit of 24 ground units that can be placed in one hour. EG 3 Tank platoons = 12 tanks + 2 Light Armour platoons = 8 + 4 AAA. The exception is where an invasion fleet is constructed; in this case 32 tanks can be placed on the invasion boat within the 1 hour limit.

Ground units must follow the road system where possible. Movement of ground units over open ground is acceptable but movement through forests is forbidden.

Hiding ground units inside the forest is forbidden.

Rivers are only to be crossed via bridges. Bridges that are destroyed can not be repaired for 2 hours unless an engineering unit is within 500 metres of the downed bridge. If this is the case then the bridge can be used in 1 hour after destruction.

