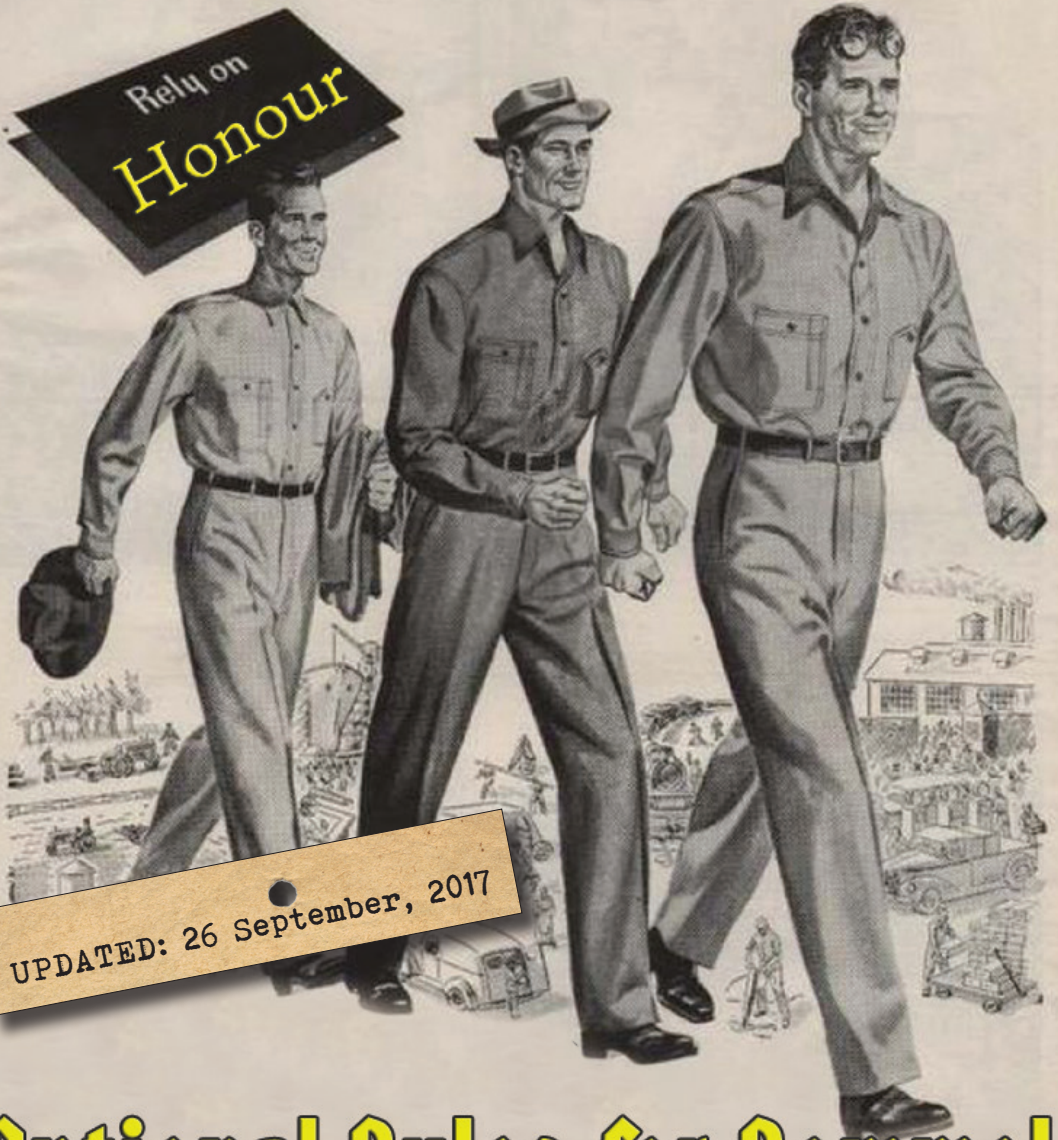




Rely on
Honour



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Optional Rules for Rommel

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Massed Anti-Tank Guns

Rommel does not generally depict AT guns as separate massed units except in a few rare cases such as certain lightly-armored self-propelled weapons (Marder, Archer, SU-76, etc) or as tactics like the German "88s." This is because AT guns were typically assigned to infantry units and dispersed along their fronts. They should not, therefore, be separate units in the game, taking up space in stacking, fighting on their own, etc.

There were certain historical cases, however, in which massed AT guns made a difference, such as the German PaKfront in the Soviet Union, or the 8th Army's use of massed AT guns in North Africa. In order for these tactics to be successful, certain preconditions had to apply, typically a prepared defensive position in very open terrain and a high density of enemy armor. If you wish to recreate these conditions, this optional rule is for you.

AT Markers

Certain armies, noted below, may purchase AT markers when creating fictional army lists, or deploy them in historical scenarios:

- British Mid-War
- German Mid- and Late-War
- Soviet Mid- and Late-War



AT markers are HQ Options. They cost 1AP each and no army may purchase more than three of them.

Assigning AT Markers

At the moment it is purchased, an AT marker must be assigned to an infantry unit. No more than one marker may be assigned to a given unit. The marker remains with that unit throughout the game. If the infantry unit is shattered, the marker is removed and can not be replaced.

Using AT Markers

An infantry unit with an AT marker, defending in Open terrain, confers two benefits:

- Defenders in that square do not suffer tank shock, **and**
- The defenders in that square have the armor advantage, as if this were a tank battle. Meaning: if the defenders score at least one hit, then they score an extra hit on the enemy's leading armor unit.

The armor advantage applies whether or not the defenders also have armor in this square, and the AT marker takes precedence over the armor values of opposing tanks. For example: the attacker might have superior armor values, but the defender has a (weak) tank, and an infantry unit with an AT marker, so the defender gets the advantage.

The marker has no effect in other terrain types, nor when attacking.



One-Use Tactics

As Rommel grows and new army lists and command posts are created, it will be useful to designate certain kinds of tactics that armies can use only once per game.

A tactic box that has the blue stripe on its left side may be used only once in the game, just like a one-use event. After using it, draw an X through the box to remind you that it has been used.

Cavalry Charge

If fighting in open terrain with at least one cavalry unit, against a defender with no *armored* units, attackers receive one shift up.

Home Turf

Some armies had the advantage of defending on familiar terrain. The classic example is the Finns during the Winter War, but one might generally apply this rule for play-balancing fictional scenarios involving the invasion of smaller states.

When players bid a number of army points (see page 116) for a fictional scenario, the side with the *Home Turf* can see his opponent's bid before he makes a bid, himself.

If your opponent has the *Home Turf*, you may **not** use your terrain choices to reserve open terrain (see page 119) during terrain placement, except in your own side's set-up area (those squares shaded in your color in that scenario.)

If both sides have *Home Turf*, they cancel each other out and neither of the above rules is applied.