

ARMY GROUP NORTH



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Destroy All Monsters Operational Series—Core Rules

1.0 INTRODUCTION

The Destroy All Monsters Operational Series (DAMOS) is a rules engine meant to quickly, accurately and elegantly simulate WW2 operations with a series of division-level wargames. The games can be played independently of one another or may be combined together to simulate a variable number of campaign situations within a reasonable frame of space. Each game is part of the 2140 series of games meaning they are all playable within 2 hours and have no more than 140 counters. DAMOS seeks to play off of the collective conscious of the diaspora of wargamers to produce a light and intuitive series of rules that can cover a wide number of theaters within WW2, but at the same time introduce some new ideas to the genre. Each game

by itself is operational in scope unless combining games together wherein the game becomes more strategic.

1.1 Materials

Each game in the DAMOS includes the following:

- One 17” x 22” Map • 140 Counters
- Three 6-sided dice • 2 Unit Status Pads
- 1 Combo Series/Exclusive Rulebook
- One General Records Chart/Player Aid

2.0 IMPORTANT CONCEPTS

2.1 Abbreviations and Glossary

1d6	Die roll with one 6-sided die
2d6	Dice roll with two 6-sided dice, sum the total
3d6	Dice roll with three 6-sided dice, sum the total
AP	Attack Plan – Attacker chooses a Meeting Engagement, a Standard Attack or one of two Concerted Attacks, depending upon type of attacking force and MP expended (see 8.3)
CAT	Counterattack Table (see 8.9)
CM	Combat Matrix (see 8.4)
Concerted Attack	An intensive AP – Grand Assault or Penetration - available only to ZOI-capable units (see 8.1)
CRT	Combat Results Table (see 8.6)
DP	Defensive Posture (see 8.4)
DRM	Dice Roll Modifier
EA	Exploitation Activation (see 8.12)
EC	Exploitation Combat
Eliminated	When a unit’s SP is reduced to 0, it is eliminated and placed in an off-map location (see 2.4)

EM	Exploitation Movement
EMA	Exploitation Movement Allowance (see 8.12.1)
Enemy	Units of the opposing side
Exclusive Rules	Each of the games in the series contains special rules, including setup details; in cases where the Exclusive rules conflict with the Series rules, the Exclusive rules will take priority
EZOC	Enemy Zone of Control (see 2.5)
First Player	Exclusive rules will state who is the first player for a given scenario or campaign
Force	A single unit or a stack of units (see 2.3)
Fresh	A force that is ready to be activated or attempt a reaction, as opposed to one that is Spent
Friendly	Units of your own side, regardless of nationality
Infantry	Foot, Motorized or Cavalry units
LOS	Line of Supply (see 2.10)
LP	Loss Points = the number of SP lost in a combat or through attrition; also determines the winner of a combat (see 2.4; 8.8; 8.10; 9.0)
Markers	Counters that record the current strength and status of units or can represent specialized units; markers have no effect on stacking
Mech	Mechanized Infantry
MA	Movement Allowance (see 2.2)
MP	Movement Points (see 3.0, 7.0)
OP	Operations Phase (see 7.0)
Phasing	Player whose turn it currently is (as opposed to ‘non-phasing’ , which is the other player)

Reaction The attempted response of a non-phasing ZOI-capable force to phasing unit activity during an OP and within ZOI (see 2.6.1)

Reaction Roll Reaction is successful if a modified 9 or more is rolled on 2d6 (natural 12 = auto success)

RP Replacement Points (see 5.0)

SM Strategic Movement (see 6.0)

SP Strength Points (see 2.4)

Spent A force that has activated or reacted (whether successfully or not) and has not been reset yet (see 11.0); it may not activate or react

TEC Terrain Effects Chart (see 3.0)

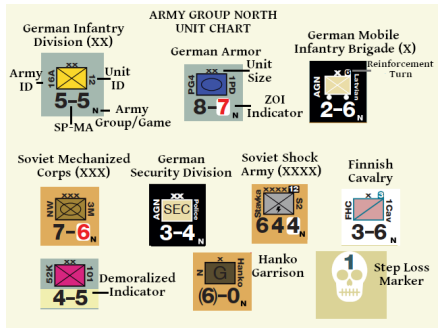
TRT Turn Record Track

ZOC Zone of Control (see 2.5)

ZOI Zone of Influence (see 2.6)

ZOI-Capable Forces that contain at least one unit that exerts a ZOI, whereas **non-ZOI-capable** are forces that contain no units that exert a ZOI

during the SM phase or OP. The backside of a unit is its demoralized side.



2.3 Stacking

Stacking refers to the number of units which may occupy a single hex at a given time. Specific stacking limits are provided in each game’s Exclusive Rules, but generally each side is allowed to stack 3-4 division- or brigade-sized units in a hex depending on each unit’s nationality. A single unit or a stack of units is referred to as a *force*. Stacking limits apply separately to each side, meaning units from both sides may occupy a hex, each up to its own side’s listed stacking limits. *For example, if the stacking limit was 3, three units from one side and three units from the other may occupy the same hex.* Markers do not have any effect on stacking.

Units may violate stacking limits during movement, retreat and EM, but must conform to stacking limits at the end of the player’s current OP (or next OP if the player is non-phasing) otherwise all over-stacked units (owning player’s choice) immediately lose all SP and become eliminated (see 2.4). Over-stacked units (owning player’s choice) may not participate in combat and if in a hex with a force that loses a combat, the over-stacked units that did not participate in combat immediately lose all SP and become eliminated.

2.4 Strength Points

A unit starts with a given number of SP that is reduced through attrition or combat. When a unit is reduced to 0 SP it is eliminated and is immediately removed from play and placed into a pile off-map. Players may use either the included SP markers or the Unit Status Pads to mark each unit’s lost SP. Each unit’s SP remains hidden at all times. During combat, the opposing player may only be informed of the total SP of a force but not of each individual unit SP.

Design Note: though many players balk at paperwork in a wargame (hence why we sell additional SP markers through www.consimsLtd.com) the Unit Status Pads allow for the most immersive simulation possible given the emulation of the lack of battlespace awareness and fog of war.

2.5 Zones of Control

A Zone of Control (ZOC) refers to the six adjacent hexes which surround a hex occupied by a non-demoralized friendly force. An enemy ZOC (EZOC) refers to the ZOC exerted by a non-demoralized enemy force. A ZOC is not affected by terrain (*Exception: a ZOC will not project into an enemy-occupied major city hex*). A ZOC interdicts an enemy Line of Supply (2.10) and causes a force to be eliminated when it retreats into an EZOC. A demoralized unit does not exert a ZOC. A ZOC also does not affect unit movement.

2.6 Zones of Influence

A Zone of Influence (ZOI) refers to the range of hexes in which a non-phasing force may attempt to react to a phasing force under certain circumstances. Exclusive rules will indicate types and nationalities of units projecting a ZOI. A demoralized unit does not project a ZOI nor can it participate with a ZOI-

capable force (it will make any units it stacks with demoralized as well). A non-demoralized force projects a ZOI with a range in hexes equal to the number of dice that force would roll in combat (based on its SP and derived from the CRT), as summarized in the table below:

SP	ZOI range (hexes)
0-6	1
7-12	2
13 or more	3

2.6.1 Reaction

Only fresh, non-phasing, ZOI-capable units may attempt a reaction. Demoralized forces, spent forces, and forces that do not project a ZOI may NOT attempt a Reaction.

When a phasing force moves into (or rallies from demoralization while in) a hex that is in the ZOI of a non-phasing force, eligible units in the latter may attempt to react into that ZOI hex. Only one reaction roll is required for all the units in a single hex attempting to react. A fresh, non-phasing force may also use reaction to retreat, either when a moving force enters its ZOI or enters its hex. Reaction may NOT be used to retreat from a Concerted Attack. The retreat is treated as if the reacting force lost a Meeting Engagement (see 8.11) and the phasing force may then continue moving.

A reaction roll is successfully made by rolling a 9+ on 2d6, and may receive certain modifiers, listed below:

- Into or through certain *terrain* (see 3.0)
- +1 DRM if the reacting force has more Armored/Mech/Motorized SP in total than the phasing force
- -1 DRM into a hex that is three hexes away from the reacting force

A natural 12 on the Reaction roll is an **automatic success**.

If the hex to be reacted into does not have a defending force already in it then a successful reaction initiates a Meeting Engagement once the non-phasing player has completed all attempted reactions into that hex (remaining within stacking restrictions), with the reacting forces as defender and the phasing force as attacker. If the hex reacted into already contains a defending force, then the defending and reacting forces are combined (remaining within stacking restrictions) and the normal combat procedure is followed (see 8.2).

Forces that attempt reaction—whether successful or not—are considered to have been activated and at the conclusion of the current activation become spent and are rotated to the side.

2.7 In-Hex Combat

Unlike most other wargames, combat takes place when two opposing forces are in the same hex. As only a single force activates at a time, multiple forces cannot coordinate on attacks, but the activated force can ‘pick up’ other forces on the way (see 7.0).

2.8 Demoralization

Units become demoralized either as a result of losing combat (**Exception:** Meeting Engagements) or if a non-demoralized force stacks with a demoralized force (not just passing through the same hex). Demoralized units do not project a ZOC or ZOI. Demoralized units may not attack nor move into an EZOC. A demoralized defender does not choose a DP on the CM and gives the attacker a +1 DRM in combat. A demoralized force which loses a

combat remains demoralized and suffers an additional 1 SP lost. During its own OP an activated force not in an EZOC and able to trace a LOS (see 2.10) may rally from demoralization by spending 2 MP. A demoralized defending force will rally from demoralization immediately when it wins a combat, regardless of whether it has a LOS.

2.9 Control

A hex is said to be under the control of the last side to move a force through that hex. A retreating force does not change control of hexes it retreats through. A ZOC is not enough to change control of any given hex. Control is checked for purposes of supply and victory (defined in the Exclusive Rules).

2.10 Supply

Units must be able to trace a Line of Supply (LOS) at various times in order to function at full capacity. An LOS is defined as a path of adjacent hexes (Exclusive Rules dictate the length of an LOS), free of enemy units or EZOCs, which leads to a friendly supply source. The presence of a friendly force eliminates the effect of any EZOC in the hex it occupies for purposes of tracing an LOS. A supply source is a friendly controlled city or major city hex, or any special supply units or locations listed in the Exclusive Rules.

LOS is checked when a force attempts to rally from demoralization, participates in combat, or checks for attrition. Forces without an LOS suffer adverse DRMs in combat (8.5) or for attrition (9.0).

3.0 TERRAIN

The TEC on the Player Aid lists the number of MP needed to enter hexes with terrain or to cross terrain hexsides, and the effect the

terrain has on combat, reaction or attrition.

4.0 SEQUENCE OF PLAY

Full Game Turn

1. **First Player Turn**
 - a. Reinforcement & Replacement Phase.
 - b. Strategic Movement (SM) Phase
 - c. Operations Phase (OP)
 - d. Surrender Phase
 - e. Reset Friendly Activated Forces
2. **Second Player Turn**
Same as First Player Turn

5.0 REINFORCEMENTS AND REPLACEMENTS

Both sides may receive both reinforcement units and Replacement Points (RP) as specified in the Exclusive Rules which will also state the turns they become available and reinforcement entry locations.

Each 1 RP restores 1 SP that has been lost through combat or attrition. No unit can ever rebuild to more than its original printed SP. A unit occupying an EZOC or unable to trace an LOS may not receive RP. Eliminated units may be rebuilt and returned to the map by expending RP, entering as reinforcements as outlined in the Exclusive Rules. Units that have surrendered (see 10.0) cannot be rebuilt. Unused RP may be accumulated from turn to turn.

6.0 STRATEGIC MOVEMENT (SM) PHASE

Only a fresh force that can trace an LOS may activate for SM. A force undertaking SM doubles its MA, but may only enter hexes that are friendly controlled and may not enter a hex adjacent to an enemy unit. Only a force using SM can benefit from the lower MP when using rails. Non-phasing forces may NOT react against forces undertaking SM. Non-ZOI-capable forces do NOT need to be activated first during the SM phase. After a force has

completed SM it becomes spent and the phasing player rotates the force sideways to indicate it may not be activated again until reset (11.0). A force undertaking SM does not check for attrition.

7.0 OPERATIONS PHASE (OP)

Only fresh forces may activate in the OP and may move, perform combat, rally from demoralization or any combination of those activities by spending MP. Alternatively, a fresh, ZOI-capable force may be activated to perform a **Concerted Attack** (Grand Assault or Penetration Attack) only – see 8.1.

Important: All non-ZOI-capable forces must activate before any ZOI-capable forces activate. Once a ZOI-capable force activates, non-ZOI-capable forces may no longer activate that turn.

Design Note: This is to prevent ahistorical advances possible in other games where Armor can blow a hole through a line for Infantry to pour through, that was essentially the opposite of WW2-era combat.

After each force completes its activation it checks for attrition (see 9.0), and it then becomes spent and is rotated sideways to indicate it may not be activated again this turn (and the non-phasing player will also rotate any forces that reacted –whether successfully or not – during that activation). A force may activate only once during the OP and may not activate if it successfully reacted during the opposing player's previous OP (i.e. because it will still be spent). The phasing player may then activate another fresh force or finish the OP and move onto the Surrender phase (see 10.0). At the end of the phasing player's turn the phasing player's spent units reset (see 11.0) and become fresh again.

Forces move by spending MP according to the TEC (3.0) from hex to adjacent hex using the unit in the force with the lowest MA. Forces initiate combat by moving into an enemy-occupied hex, and spending the appropriate amount of MP for both the terrain cost and the cost of combat (see 8.3). If a force has an LOS and is not in an EZOC then it may spend 2 MP to rally from demoralization. Rallying from demoralization can trigger a reaction if done within an enemy ZOI (in this case the phasing force would be considered rallied before executing the resulting Meeting Engagement). If a ZOI-capable enemy force successfully reacts to retreat before combat, the phasing force may continue moving if it has MA remaining.

A force may 'pick up' fresh units into its stack by spending +1 MP (per hex); any units that join the force are considered to have spent the same amount of MP as the moving force. A force may also drop off units in hexes during movement (at no extra movement cost). Units that are dropped off are considered to have been activated and become spent, and thus may not move again or fight during the same OP.

8.0 COMBAT

Combat occurs when the activated attacking force occupies the same hex as a defending force. The phasing player is considered the attacker while the non-phasing player is considered the defender. Unless the attacker has already decided to do a **Concerted Attack** (8.1), then when an attacker moves into the defender hex the attacker determines its AP; i.e. spend 1 MP and make a Standard Attack or 0 MP and execute a Meeting Engagement (see 8.3).

The players count the total SP present in the hex for each side, adjust SP for terrain, and consult the CRT to calculate how many dice to use. DRMs are determined for each side; they are cumulative and depend on LOS, the CM, the AP, and whether the defender is demoralized. Results on the CRT are given in terms of LP inflicted, which may be adjusted up or down according to the CM. Both sides absorb LP on the basis of 1 LP = 1 SP lost, with the largest SP unit taking at least half of the LP. If defender lost this initial combat and had chosen the Counterattack DP, then a counter-attack is done which adds further LP to be absorbed. The side inflicting the highest LP is the winner (ties go to defender), and loser outcomes are applied (typically, but not always, retreat and demoralization, see 8.11). The combat procedure is stepped out in 8.2.

8.1 Concerted Attack

The phasing player may elect to undertake a Concerted Attack, which is either a Grand Assault or a Penetration Attack. This can only be done with a ZOI-capable force. *Before activating or identifying the attacking force*, the phasing player secretly chooses which type of Concerted Attack and then informs the non-phasing player of the target of the attack, which must be an enemy force within the ZOI of a fresh force.

Without knowing which phasing force will be the attacker, the defender (if not demoralized) then chooses a DP from the CM (8.4). Before choosing the DP, the defender may attempt reaction rolls to move eligible units into the defending hex. This may change the options available for choosing a DP (*e.g. if an infantry unit is attacked the defender could not choose a Counterattack DP, but if an armor or*

mech unit successfully reacts into the defending hex then the defender would have the option to select a Counterattack DP).

As it uses all the force’s MP, a Penetration Attack can only be carried out by an attacking force against an adjacent defending force; the attacking force is simply moved into the defending force’s hex after the defender has completed any reactions and chosen its DP. For a Ground Assault, the attacking force must move into the defender’s hex, and can pick up friendly units along the way, subject to stacking limits. Movement towards and into the combat hex is subject to enemy reaction attempts (see 2.6.1).

8.2 Combat Procedure

Players follow the steps set out below:

- **SP determination**
- ∅ Total the SP present in the hex for each side
- **Terrain modifiers**
- ∅ Modify SP of attackers and defenders to reflect any terrain hexside crossed and the terrain in the defending hex (3.0)
- **LOS assessment**
- ∅ Check each side for an LOS (2.10), applying appropriate DRMs if either side cannot trace an LOS
- **Combat Matrix**
- ∅ If the defender is not demoralized a DP is chosen, either when the attacker declares a Concerted Attack or when the attacker enters the defending hex
- **DRMs**
- ∅ For attacker and for defender, calculate net cumulative effect of DRMs, which are created by LOS, CM, the AP, or if the

defender is demoralized

· **CRT**

- ∅ For each side determine number of dice to be rolled (1 to 3) based on modified SP, roll on CRT and cross reference modified SP with modified dice roll, which gives LP inflicted on opponent

· **Adjust LP**

- ∅ The cross reference of the AP and the DP on the CM may indicate an LP adjustment which is applied against LP received by the side indicated (see 8.7) before absorption of LP

· **Loss Absorption**

- ∅ Both sides reduce the SP of units in their forces according to the net LP they have incurred (see 8.8), with the largest SP unit in each force absorbing at least half of the LP incurred

· **Counterattack**

- ∅ If the defender was the loser of the initial combat – i.e. suffered more LP net of any CM adjustment – and had chosen the Counterattack DP then a counterattack is performed (see 8.9) and any further LP are absorbed (but LP adjustment from CM is NOT applied again here)

· **Determine winner**

- ∅ The force which suffers the most LP in combat (net of any LP adjustment from the CM and including any subsequent counterattack LP) is the loser (attacker in the event of a tie)

· **Loser outcome**

- ∅ The losing force must retreat (attacker 1 hex, defender 2-3 hexes) and become demoralized (**Exception:** if it was a Meeting Engagement, the loser does not

become demoralized); see 8.11 for details and exceptions

Exploitation Activation (EA)

- ∅ If the attacker wins, it may conduct an EA (8.10)

8.3 Attack Plan (AP)

The number of MP spent on an individual combat by an attacking force determines the level of planning for the attack, which affects the combat DRM, the CM result, the EMA calculation, and post-combat outcomes. Before undertaking a Meeting Engagement or Standard Attack, the activated force may first expend MP on movement or rallying. For a Concerted Attack (Grand Assault or Penetration) the activated force will execute the attack only.

MP Spent	AP	Attacker Combat DRM
0 MP	<i>Meeting Engagement</i>	-1
1 MP	<i>Standard Attack</i>	0
2 MP	<i>Grand Assault</i>	+1
ALL MP*	<i>Penetration</i>	+2

* When spending all MP, an attacking force must be adjacent to the enemy being attacked and it moves directly into the defending hex, but it is still subject to a potential reaction attempt when entering the defender hex

8.4 The Combat Matrix (CM)

The CM lists the DP the defender may choose, setting out any requirements to be able to select each DP and any terrain restrictions as to when each DP can be selected. The DP is cross-referenced against the AP to show combat effects; these are usually a DRM effect for the listed side and an LP adjustment to the LP incurred (NOT inflicted) by the listed side. The CM is in each game’s Exclusive Rules. Players

may use the provided CM chits to select the AP and DP and keep them obscured from their opponent in hand or out of sight. If the defender is demoralized then the CM is **NOT** used.

The table on the Player Aid, *as an example*, is from our early Eastern Front set of games, *Army Group North, Army Group Center and Army Group South*. Exclusive Rules may instruct players (as they do here) that they must use certain options on various turns.

8.5 DRM Summary

No attacking LOS	-2 DRM per each d6 for attacker
No defending LOS	-1 DRM for defender
AP	(see 8.3) -1/0/+1/+2 DRM for attacker
Defender demoralized	+1 DRM for attacker (and do NOT consult CM)
CM	(see 8.4) [Consult CM from Exclusive Rules]

•DRMs are applied separately to attacker and defender and are cumulative for each

8.6 Combat Result Table (CRT)

Each side rolls on the CRT (on back cover) to determine the LP inflicted on the enemy. The number of dice rolled is based on the SP of the force and is determined from the top two rows of the CRT (and is the same as the ZOI range). Each side’s dice roll sum is modified by the net DRMs applicable for that side. The modified dice roll is identified in the left column and cross-referenced against the adjusted SP in the side’s force to show the number of LP inflicted on the other side.

8.7 LP Modifiers

The LP given by the CRT may be modified by

the cross-referenced outcome on the CM, if applicable. For LP outcomes of 2 or less, use the following table to increase or decrease LP. A modified amount of less than zero remains at zero, while amounts greater than 2 are modified using normal arithmetic.

Sequential LP – lowest to highest

- 0
- 0 ♥
- 0 ♦
- 1
- 1 ♥
- 1 ♦
- 2
- 3
- 4
- etc.

For example, a result of 1 with a +1 LP modifier would lead to a modified result of 1 ♥, a result of 2 with a -1 LP modifier would lead to a modified result of 1 ♦, and a result of 2 with a +1 LP modifier would lead to a modified result of 3.

8.8 Loss Absorption

Losses are absorbed on the basis of 1 LP = 1 SP lost. At least half (rounded down) of the LP must be taken against the unit in the force that had the largest SP at the beginning of the combat (i.e. the unit with the largest current SP which reflects any SP previously lost but not adjusting for terrain modifiers). The remaining LP may be absorbed in any way the owning player chooses. If the entire force is eliminated then any surplus LP not absorbed are ignored by the defender. However, surplus LP not absorbed increase the EMA (see 8.12.1).

LP from the original combat are absorbed before any counterattack occurs. As a result of these LP losses a new largest SP unit may exist for the determination of any additional LP from any counterattack, which is allocated using the same procedure.

8.9 Counterattacks

A counterattack occurs if the defender has **both** chosen the Counterattack DP **and** has lost the initial combat. A counterattack does not occur, even if chosen as a DP, if the defending force is the winner of the original combat. A counterattack takes place after both sides absorb modified LP from the original combat, but before any determination as to the winner and loser. Note, as per 8.4, that a defender can only select the counterattack option if it meets certain criteria, as specified in the Exclusive Rules.

The counterattack procedure is the same as the normal combat procedure, except for the following changes:

- The original attacker benefits (as a defender would) from terrain in the hex, but not from terrain hexsides.
- The original defender suffers (as an attacker would) from terrain in the hex, but not from terrain hexsides.
- The counter attacker's (defender's) modified SP is divided by the attacker's modified SP to create a ratio, which is rounded in favor of the attacker. *For example, unit A is counterattacking unit B. Unit A has an SP of 3 while B has an SP of 5, which equates to a 1:2 ratio.*
- The CAT (on Player Aid) is used instead of the CRT.

The results in the CAT are given in LP incurred (NOT inflicted) by the Counterattacked (Defender)/Attacker. These LP are then absorbed by each side (see 8.8).

8.10 Winner Determination

The final LP outcome for each side is the total of the LP inflicted in the initial combat (from

the CRT), modified by the CM LP adjustment if appropriate, plus the LP the other side suffered in any counterattack (from the CAT).

The force that inflicted the greater final LP outcome on the opposing force is the winner. For LP of 2 or more, it is a simple comparison of amount, but for 0 or 1 LP, results with the heart symbol ♥ will beat the same number result but without any symbol, while the diamond symbol ♦ will beat the same number result with the heart symbol ♥ or with no symbol (i.e. results toward the bottom of the *Sequential LP table* – see 8.7 – beat results closer to the top). In a tie, the defender is the winner.

8.11 Loser Outcomes

The losing force in a combat is required to retreat towards a supply source. An attacker retreats 1 hex and a defender retreats 2-3 hexes (owning player's choice). Retreating units must remain together as a single force; they cannot retreat separately. A force which is required to retreat through an EZOC is eliminated. After retreating, the losing force is demoralized unless the combat was a Meeting Engagement. If the force was already demoralized and is to become demoralized again, it instead suffers an additional 1 SP lost (from only the largest SP unit), remains demoralized and suffers no additional effects. If the defender had been demoralized already at the beginning of combat and it is the winner then it immediately rallies from demoralization, regardless of whether it can trace an LOS.

If the first hex of a retreat is a friendly controlled **Major City** hex the force can halt its retreat in that hex. If the force was defending in a **Major City** hex and called on to retreat, it

may instead rout the defending unit in the hex that now has the highest SP (i.e. *after* all LP absorption is completed) and cancel the defender retreat, and the attacking force will then retreat 1 hex and become demoralized. This option does NOT apply for an attacker in a Major City when losing against a counterattack.

8.12 Exploitation Activation (EA)

If the defending force vacates the combat hex (whether retreated or eliminated), the attacking force may conduct an EA, which may encompass both Exploitation Movement (EM) and Exploitation Combat (EC), and operates as per a normal OP activation but with the following changes:

- Instead of the printed MA, a unit uses an EMA, calculated as per 8.12.1
- There are no reactions by the non-phasing player
- The EA force may not select a Penetration Attack (but it may still select a Grand Assault, which is executed as normal)
- There is no subsequent EA following any EC
- The EA force does not check LOS for movement or combat – it retains the same status as it had for the original combat – but a defender in any EC still must do so

A successful counterattack does NOT provide the opportunity for an EA; defenders never conduct an EA.

8.12.1 Exploitation MA (EMA)

EMA is equal to the unit type's Exploit Rating (see below) plus the number of MP spent on

the AP in the combat. For a ZOI-capable force if there is any surplus LP the defender was unable to absorb, the amount of the surplus LP is added to the EMA as well.

Exploit Rating by Unit Type

- 0 Infantry
- 1 Mechanized & Motorized Infantry
- 2 Armor

Exception: For **Penetration attacks** the EMA is calculated as the unit's Exploit Rating plus its total printed MA less the MP cost of the terrain in the combat hex plus any surplus LP the defender was unable to absorb.

8.12.2 Sub-Force EA

Before the EA force activates, the phasing player may choose instead to activate only parts of the force at a time. Each one of these 'sub-forces' will carry out its own EA before the next sub-force is activated for its EA.

8.13 Extended Combat Example

NOTE—The following is NOT a rule section but an example of combat.

In a game of *Army Group North*, Side A has a force of three units – 4 SP armor, 5 SP mech and 9 SP infantry – adjacent to an enemy (Side B) 2 SP mech unit. Side A wants a big hit and so decides to do a Concerted Attack, secretly choosing a Penetration CM chit. Side A only then informs Side B of the hex to be attacked.

A 10 SP armor unit belonging to Side B is 2 hexes away from the defending hex and its ZOI is 2 hexes, so it will attempt to react into the defending hex. The terrain in the combat hex is clear but the armor unit will have to pass through a woods hex on the way to the combat hex thus incurring a –1 DRM. Side B rolls a 12, an automatic success, and moves

the reacting force into the combat hex.

Side B must then choose a DP from the CM and announces a Counterattack, which it is now allowed to choose as there is now an armor unit in the defending hex (if the reaction had not been successful it would not have been able to do so, and as the defending hex terrain is clear it would have had to choose Steadfast).

Each side totals its SP; Side A has 18 SP and Side B has 12. There are no SP modifications to the totals given the hex is in clear terrain. Side A will roll 3d6 on the 16-18 column on the CRT and Side B will roll 2d6 on the 11-12 column on the CRT. The cross-reference of Penetration Attack and Counterattack on the CM produces Attacker +1 LP and Defender –1 DRM. Both sides can trace an LOS and Side A receives a +2 DRM for the Penetration Attack. Therefore, as attacker Side A has a DRM of +2 and side B, the defender, has a –1 DRM.

Side A rolls a 16 which is modified to 18, inflicting 6 LP against side B. Side B rolls a 12 which is modified to 11, for 3 LP against Side A. As a result of the CM outcome Side A loses an additional 1 LP. So, Side A has inflicted 6 LP and Side B has inflicted 4 LP. The infantry for Side A absorbs all the LP and drops to 5 SP, while side B decides that its armor will absorb all the LP, thus dropping to 4 SP. Side A is thus reduced to 14 SP and Side B is reduced to 6 SP. As the defender has chosen the Counterattack DP and did not win the initial combat, the counterattack now takes place.

Side B has 6 SP and Side A has 14 SP, and 6 goes into 14 twice with a fraction left over. The fraction is always resolved in favor of the attacker for a counterattack so Side B rolls on the 1:3 column. Side B is lucky and rolls a 6 garnering a 1/3 result for the counter attack.

Both sides have lost 7 SP (Side A = 4 + 3, Side B = 6 + 1) meaning that Side B, the original defender, is declared the winner of the combat. Side A cannot believe its bad luck! Side A, the attacking force, allocates 2 LP to the infantry (now 3 SP) and 1 LP to the armor (now 4 SP), retreats 1 hex and is demoralized. Side B, the defending force reduces the armor by 1 SP (now 3 SP) and remains in place.

9.0 ATTRITION

A force must roll on the Attrition Table (see back cover) if it **both** ends its OP activation without a LOS **and** expended more than half of its MP available when activated (i.e. more than half of the MA of the unit with the lowest MA that activates initially with the force, any ‘pick up’ units are disregarded). A 2d6 is rolled and the total is modified by any relevant DRMs. The highest SP unit must absorb the first LP and any remaining LP can then be absorbed by any units in the force. Units may never be eliminated as a result of attrition, therefore once all units in the force are reduced to 1 SP any remaining unallocated LP may be ignored. A force activated for SM does not check for attrition. There are no Attrition rolls on the first turn of any games unless stated otherwise in Exclusive Rules.

Attrition DRMs

+1	In Town, City, or Major City hex
+1	Hex occupied by single unit (as opposed to a stack)
-1	Demoralized
-1	Hex is at maximum stacking limit

10.0 SURRENDER PHASE

Each of the phasing player’s forces that is adjacent to a non-demoralized, in-supply

enemy force must check to see if it can trace an unlimited line of contiguous hexes, free of the presence of enemy units or EZOC, to an eligible supply source. If it cannot then it is immediately eliminated – each unit in the force is removed from play permanently and is not available to be rebuilt. For the purposes of this rule, the presence of a friendly force eliminates the effect of any EZOC in the hex it occupies.

11.0 RESET FRIENDLY ACTIVATED FORCES PHASE

After phasing units activate either during the SM phase or the OP, they become spent and are rotated sideways to indicate that they may not activate again until reset to fresh. At the end of each player turn, all of the phasing player’s activated units are rotated to be upward facing to indicate they are fresh and available for activation or reaction again.

Note that non-phasing units that successfully react during the OP are also spent and rotated sideways to show they have been activated, but they are not reset to fresh and available for activation until the end of their own turn. In other words, non-phasing units that successfully react may not then be activated in their own subsequent turn for SM or in the OP as they are still spent.

12.0 SOLITAIRE EXCEPTIONS

When playing solitaire, there is no point to keeping the identity of an attacking force secret before a DP is chosen on the CM. However, solitaire players should still have the defender choose one of the DP before the attacking force moves and attacks.

13.0 DESIGNERS NOTES

Creating DAMOS was one of the more excruciating

design experiences I've had, but in a good way. Many of the ideas we've used come from games during other time periods and scales, and repurposing all of those for the Second World War, creating a uniquely familiar, yet innovative series of operational rules for wargaming WW2.

Demoralization at this scale also reflects Disorganization. The two are often separated as they generally refer to two completely different phenomena. I've abstracted that by requiring a Demoralized force to spend MP in order to remove Demoralization as opposed to its going away on its own at the end of a turn or Operations Phase. At an operational scale of 25 miles and 1 month turns, the MP expenditure reflects the effort the unit or force must exert in order to reorganize itself. This is an example of the above where Demoralization mechanically functions as it does in a strategic game, but those effects are baked into the operational MP expenditure creating a streamlined process that accurately reflects the challenges commanders had matters of organization and morale.

The Combat Matrix concept was developer Matt Ward's original creation upon which I extrapolated other modifiers and tables. It is a way of baking in the inherent differences in terms of equipment, doctrine and leadership into a fun mechanic that involves player choice. I'm particularly proud of the Demoralized Defense option that I created, which I would argue adds a historical veneer of helplessness for effect on the player.

The ZOIs, while normally used in operational and strategic games covering the 18th or 19th century, is another attempt to showcase the difference in quality of forces through their implementation of an OODA (Observe, Orient, Decide, Act) Loop. Germany having developed mission tactics, which encourages unit initiative, has more ZOI capable units than say the USSR in 1941, whose only units that project a ZOI (and hence able to react) are Armored.

Love, Ray

Army Group North

A Destroy All Monsters Operational Series Game

Exclusive Rules

1.0 INTRODUCTION

These are the Exclusive Rules for Army Group North (AGN), a DAMOS game which covers the initial ascent to Leningrad from July through December 1941, and may be combined with Army Group Center (AGC) and Army Group South (AGS) to cover the entire initial phase of Barbarossa. The Exclusive Rules take precedence over the Series Rules in any instances in which they conflict.

1.1 Scale

AGN, AGC and AGS use a hex scale of around 25 miles per hex.

1.2 Abbreviations and Glossary

- 1d2** Roll 1d6 and divide by 3 (round up)
- 1d3** Roll 1d6 and divide by 2 (round up)
- German** Includes German troops and their allies (Hungarians and Romanians) unless stated otherwise

1.3 Operational Boundaries

AGN is played entirely on the AGN map on or north of the east west hex row including Vi-tebsk. When playing the combined game (AGN, AGC and AGS) no restriction is placed on the play area.

2.0 COMBAT MATRIX

The Combat Matrix included on the Player Aid is used in AGN, AGC, and AGS.

2.1 Combat Matrix Requirements

Various choices on the Combat Matrix (CM) are required under certain circumstances. A Steadfast Defensive Posture (DP) must be chosen by either side when defending a city hex, and the Soviet Players must attempt to

Counterattack with all eligible forces, choosing a Steadfast DP if they cannot Counterattack. Both sides may only choose a Counterattack DP for forces which contain Mechanized/Armored units. Remember that the hex terrain also decides whether an individual DP is possible.

3.0 ZONES OF INFLUENCE

Only the units as described in this chapter project a ZOI. As long as one unit in a force projects a ZOI, that force is eligible to react against enemy movement during the enemy movement phase.

3.1 German

All German units except for Foot Infantry project a ZOI.

3.2 Russian

Russian Armor and Mechanized units project a ZOI.

4.0 SPECIAL RULES

The following rules apply for AGN, and also when combined with AGS and AGC.

4.1 Stacking

Germans - 4 units of any type per hex.

Russians and Axis Allies - 2 units of any type.

If at least one of the 2 units in the stack is a division, then another division can also stack in the hex. A Russian or Axis Allied brigade counts as a division for stacking purposes.

Also, one Russian NKVD regimental-sized unit may stack for free over normal stacking limits.

4.2 Reaction Modifiers

All ZOI-capable forces receive a +1 Reaction DRM whenever reacting against non-ZOI forces.

4.3 Supply

The following rules detail the Supply/LOC rules for all sides.

4.3.1 German LOS

A German LOS consists of a non-rail path and a rail path. The non-rail path may be up to 3 hexes, traced from the unit to a railroad hex. The rail path may be of any length but must follow a continuous path of friendly-controlled, converted rail hexes to the west edge of the map. From November to February the non-rail portion of an LOS is reduced to only 2 hexes.

Rail hexes to the east of the start line must be converted to the appropriate gauge to be used in an LOS. Rail line extension occurs at the start of the Strategic Movement Phase the rail head on every unconverted line may be extended by 1d3 hexes (1d2 hexes in turns 11-13). No rail line may be converted if the rail hex is in an EZOC unless it is occupied by a friendly force.

If a railhead or active rail line is currently in a junction with unconverted rail line hexes, each unconverted line may be extended by 1d3. If the extension passes through a junction the player must select one line to pass through and wait to convert the other line in a subsequent turn.

OPTIONAL: Players who want to consider the potential of a concentrated thrust may advance their rail lines by 1d3+1 per turn but only from one railhead. Add 1 RP each turn to the Russian total to compensate for the lack of pressure on other fronts.

SUPER-OPTIONAL: The concept of an operational pause can be tested by a German player using a combination of the optional rule above and undertaking no movement or com-

bat by any ZOI capable units during the 2nd August German player turn (Turn 4). The German player rolls 1d6+2 and advances a railhead that far during the 1st September Strategic Movement Phase. (*Design Note: This simulates the von Paulus pause*). This would not be without consequences as the Russian player may then double their RP (after including the extra 1 RP) in turns 5 and 6.

4.3.2 Russian LOS

A Russian LOS consists also of a non-rail path and a rail path. The non-rail path may be up to 5 hexes, traced from the unit to a railroad hex. The rail path may be of any length but must follow a continuous path of friendly-controlled, unconverted rail to a supply source. Russian supply sources are friendly controlled cities inside of Russia or the east edge of the map. A Russian LOS is not shortened during the November to February turns.

4.3.3 Finnish LOS

A Finnish LOS may use a road path instead of a rail path, so the Finnish LOS consists of a nonrail/road path and a rail/road path. The non-rail/road path may be up to 5 hexes, traced from the unit to either a railroad hex or a road hex. The rail or road path may be of any length but must follow a continuous path of friendly-controlled, unconverted rail or road to a supply source. Finnish supply sources are friendly controlled Cities in Finland. A Finnish LOS is not shortened during the November to February turns.

4.3.4 Rationale for differing LOS rules

The German Army of 1941 was highly dependent on regular supply in order to keep its edge over the Red Army. The impact of this can be clearly seen as the Germans outran their supply several times during the campaign and

had to wait while rail lines were repaired and converted to European gauge and the supplies could be amassed again. The Finns and the Russians conversely needed less bulk of supply and were able to withstand isolation much more easily than the German Army.

The impact of winter is included as the German logistical equipment was not prepared for the Russian winter and much of their truck fleet was immobilized due to inappropriate oils for the temperature.

4.4 German Airpower

The German player receives 1 air unit which may be used each turn. It may support a combat in which German units are either attacking or defending, but the combat hex must be within five hexes of a railhead.

When used, the German player receives 1 shift to the right on the CRT and may choose to reroll a single d6 from the combat result; the reroll amount must be accepted.

Upon completion of each combat in which the air unit is used roll 2d6. If the result is at least {2+the current turn number}, the air unit still may be used again this turn but the player must now decide whether to retain only one of either the shift or reroll benefit for the rest of that turn. The first time during the current game turn that the player rolls below {2+the current turn number} there is no effect, but on the second occasion the air unit becomes no longer available until the next turn.

4.5 Replacements

Both sides receive Replacement Points (RP) which may be used to replenish losses. There is one RP counter for each side and RP are tracked on the General Records Track on the Player Aids. The German player receives no

RP until the start of turn 3, after which they receive 2 RP per turn. The Russian player receives 5 RP per turn throughout the game. RP may be accumulated from turn to turn.

4.5.1 RP Loss Absorption

When applying losses in combat, a player may choose to absorb up to two LP losses using RP (on a one-for-one basis). A force using RP to satisfy LP must have an LOS. This will require a player to consider having a reserve of replacements rather than spending them all in the reinforcement phase.

4.6 German Naval Movement

If either Riga or Tallin is German controlled, each friendly-controlled German coastal city may ship a force of up to 5 SP each turn using naval movement to either Riga or Tallin (whichever are controlled). Naval movement costs the force 3 MP, and the force may have expended MP prior to reach coastal port and may continue to expend any remaining MP after reaching its destination port.

Instead of transporting troops to Riga or Tallin, a coastal city may use naval movement to ship German infantry and cavalry to Helsinki in Finland (Design Note: Finland lacked the necessary infrastructure to permit effective use of motorized/panzer units,). The total number of German units in Finland may not exceed 3 above the initial setup. German units in Finland use the same LOS rules as Finnish units instead of the German LOS rules.

4.7 Finnish Units

Finnish units are unable to activate until Germany reaches Riga or any coastal hex east of the city. They may then activate on the following turn. Finnish units may never attack Leningrad or cross the Svir River east of Lake Ladoga, and they do not exert a ZOC into

Leningrad nor across the Svir River.

4.8 Blitzkrieg

4.8.1 Unaware

There is no Russian player turn on game turn 1. No Russian forces have either a ZOI or a ZOC on game turn 1. The Russian player effectively does not activate until turn 2 and then may move and react as normal.

4.8.2 Unprepared

Combat ratios of 12:1 or more automatically eliminate the defender. A force that wins such an attack receives only an EMA of 1 only.

4.8.3 Unrealistic Expectations

On turn 2 the Russian player must make 1d3 attacks in the AGN area. Failure to conduct the attacks results in a reduction in the RP which the Russian player receives. From turn 4 onward for the remainder of the game, Russian RP are reduced by 1 for **each** attack which is not performed.

4.8.4 Undying

Most Russian units were bypassed rather than destroyed. Although many disintegrated, some also managed to straggle back to Russian lines with stories of the trek through huge distances. For each Russian unit that is eliminated on the first two turns, roll one die. If the result is a 5 or 6, roll a 1d3 and the unit is placed as a reinforcement that many turns later. If the first roll is a 1-4 they are eliminated as normal.

4.8.5 Turn 1 Rivers

On turn 1 only, the German player ignores rivers for all purposes (i.e. movement, combat and reactions.).

4.9 Leningrad

4.9.1 Assault on the city

If Leningrad is occupied by Soviet units, German may not attack it until it no longer has an LOS to the east edge of the map. If unoccupied, however, German units may enter Leningrad. German units in Finland may not attack Leningrad. Design Note: Hitler didn't want a bloodbath and was willing to starve the Soviets out while the Finns really didn't want to annoy Stalin too much.

4.9.2 The Ice Road/The First Hero City

Units in or adjacent to Leningrad do not need to trace an LOS – they are considered to already have one (and are also thus not required to do a surrender check).

4.10 Hanko

The Hanko Garrison counter is a special unit with no MA and no ability to attack. Instead, it may only defend, and it only loses 1 SP for every 2 LP, excess LP are ignored. If Finland takes control of Hanko, Russian forces in, adjacent to or north of Leningrad may not use RP to replace SP losses in combat regardless of the status of their LOS.

4.11 Cossacks

From turn 10 onwards, the Russian player may choose one hex at the beginning of each game turn and treat all units in that hex as ZOI-capable for that turn only.

4.12 Reinforcements

Russians may be placed on cities and the Eastern edge, Germans placed on the West edge.

5.0 VICTORY

If playing AGN by itself, the German player must take and maintain control of Leningrad by the game's end to achieve a Major victory. If Leningrad is isolated at the end of the game,

it is a German Minor victory. Isolation means the Leningrad city hex cannot trace an LOS of unlimited length to the eastern edge of the map. Anything else is considered a Substantial Russian Victory. When playing the combined game, the German player must control or isolate 3 of the 4 following cities at the end of the game for a Major victory; Leningrad, Moscow, Kiev and Rostov. Anything else is considered a Substantial Russian victory.

6.0 SETUP

The Russian player sets up first and then the German player. The Russian player must set up a chain of forces along the Russo-German border (colored Green). Starting with hex 1626, at least every other hex adjacent to the German border within the Operational Boundaries (see 1.3 above) must be occupied by at least 1 Russian unit (*historically, these units were part of the NW Russian Army but the player may setup their forces as they please*). Along the Russo-Finnish border, Russian forces must be set up in the same fashion, occupying at least every other hex. In addition, the Russian player places the Hanko Garrison counter on the town of Hanko (hex 0520). After fulfilling the above requirements, any remaining Russian units may be set up in city or town hexes on the Russian side of the border.

The German player may then deploy units anywhere on or behind the German or Finnish borders. Initially, only Finnish units and the 2 German units embedded with the Finnish Army may be placed in Finland.

Combat Results Table (CRT) - see Core Rules section 8.6

CRT SP	1d6				2d6				3d6							
	1	2	3-4	5-6	7	8	9-10	11-12	13-15	16-18	19-23	24+				
≤ 0	0	0	0	0	0	0♥	0♦	1	1	1♥	1♦	2				
1	0	0	0	0	0♥	0♦	1	1	1♥	1♦	2	2				
2	0	0	0	0♥	0♦	1	1	1♥	1♦	2	2	2				
3	0	0	0♥	0♦	1	1	1♥	1♦	2	2	2	2				
4	0	0♥	0♦	1	1	1♥	1♦	2	2	2	2	3				
5	0♥	0♦	1	1	1♥	1♦	2	2	2	2	3	3				
6	0♦	1	1	1♥	1♦	2	2	2	2	3	3	3				
7	1	1	1♥	1♦	2	2	2	2	3	3	3	3				
8	1	1♥	1♦	2	2	2	2	3	3	3	3	4				
9	1♥	1♦	2	2	2	2	3	3	3	3	4	4				
10					2	3	3	3	3	4	4	4	4			
11					3	3	3	3	4	4	4	4	4	4	4	
12					3	3	3	4	4	4	4	5	5	5	5	
13					3	3	4	4	4	4	4	5	5	5	5	
14					3	4	4	4	4	4	4	5	5	5	5	
15					4	4	4	4	4	4	4	5	5	5	5	
16													5	5	5	6
17													5	5	6	6
18													5	6	6	6
19													6	6	6	6
≥ 20					6	6	6	7								

ATTRITION TABLE — see Core Rules section 9.0 for applicable DRM's

2d6 SP	2-3	4-5	6-8	9-11	12-15	16-19	20+
2	1	2	2	3	4	5	6
3	1	1	2	2	3	4	5
4-5	-	1	1	2	2	3	4
6-8	-	-	1	1	2	2	3
9-10	-	-	-	1	1	2	2
11	-	-	-	-	1	1	2
12	-	-	-	-	-	1	1
	# = LP						

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