ORDER OF PLAY
Issue Orders
Check Weather
Recovery
Movement
Support
Combat
Casualties

Issue Orders

Advance: Element may advance by up to two hexes in any direction

Dig-in: Element remains in the same hex for one turn and prepares static defences.

Hold: Element remains in place.

Occupy: Only in town/village. One understrength infantry squad is taken from the Tactical Reserve. Element may move one hex.

Reconnoitre: Element may move one hex. If the movement phase brings the element into contact with an enemy element, roll a D6. On a 1-3 fight a battle. On a 4-6, reconnoitring element may choose either to fight the battle or retreat to the hex it came from. Also, on a 6 enemy side must reveal their CE.

Retreat: Element must make a Forced or Orderly Retreat by 2 hexes towards, or along the base of, its own Deployment Zone. A retreat may end up in an element's destruction.

Check if any elements may be subject to Misunderstood Orders (see page 10). Tactical Reserve is also allocated at this time.

Special orders are: Airstrike/Artillery, Demolition, Paradrop and Re-organise.

Check Weather

Following the issuing of orders, roll to see if the weather conditions change. Roll a D6: on a 6, the weather changes. Use the weather table below to see what the conditions have changed to.

Dice Roll	Weather
1, 2 or 3	Good weather
4 or 5	Bad weather
6	Very bad weather

Recovery

May only be done in the turn following an RoE battle that an element was involved in.

Roll a D6 for each casualty. Roll separate dice for officers and medics. On a roll of 5 or 6, the casualty was not severely wounded and is able to rejoin his unit to fight during the next turn.

May re-roll 3 failures if medic was not a casualty in the last battle. Immediately update the element's CE score.

Movement

One side moves all of their elements by one hex as per the written orders; the other side then does the same. Retreating elements move both of their 2 hexes first.

River Crossing Table

Dice Roll	Result	Notes
0	Failure	Lose D3 CE
1-3	Failure	None
4-6	Success	None

Support

If one of a side's elements is about to engage in a battle, and has one or more friendly elements adjacent or in the same hex, it may receive support from one of them only.

A Supply Depot or retreating element may not support in this fashion but may be supported. The support is taken in the form of a single infantry squad that enters the battle as Reserve

Before the battle, transfer the CE value from the donor element to the supported element. After the battle, you may decide whether to transfer the squad back to the donor or not. This must be decided before the end of the current campaign turn.

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Combat

If two opposing forces have entered the same hex during the same turn, then determine which scenario to play using the table below.

Your Orders

	Advance	**Hold**	**Dig-in**	**Occupy**	**Reconnoitre**	**Retreat (Orderly)**	**Retreat (Forced)**
Advance	Advance to Contact****	Hold the Line*	Hold the Line**	Advance to Contact****	Escalating Engagement	Rearguard*	Element Destroyed
Hold	Hold the Line*	n/a	n/a	Hold the Line*	Recon*	Breakout***	Element Destroyed
Dig-in	Hold the Line**	n/a	n/a	Hold the Line**	Hold the Line**	Breakout***	Element Destroyed
Occupy	Advance to Contact****	Hold the Line*	Hold the Line**	Advance to Contact****	Advance to Contact****	Rearguard*	Element Destroyed
Reconnoitre	Escalating Engagement	Recon*	Hold the Line**	Advance to Contact****	Escalating Engagement	Rearguard*	Element Destroyed
Retreat (Orderly)	Rearguard*	Breakout***	Breakout***	Rearguard*	Rearguard*	Escalating Engagement	Advance to Contact****
Retreat (Forced)	Enemy Destroyed	Enemy Destroyed	Enemy Destroyed	Enemy Destroyed	Enemy Destroyed	Advance to Contact****	Escalating Engagement

* Advancing/Reconnoitring element is the attacker
**Advancing/Reconnoitring element is the attacker and the defending one gets no hidden markers and must deploy his troops straight on the tabletop
***Retreating element is the attacker
****Roll a D6; on a 5 or 6 play a Take and Hold scenario

Casualties

During a game of RoE, you should keep a note of any casualties that your force receives, particularly in relation to vehicles, medics and officers, on the Element Record sheet provided on page 37. Any casualties that were sustained during a battle may have only been light wounds which saw the soldier evacuated to a first aid post behind the front line for treatment. These walking wounded my return to frontline duty as described in the Recovery section on page 15.

The Board Game Option - Quick Battle Resolution

We used the "board game option" quite a lot during playtesting when time didn't allow for us to play full RoE games. We liked it so much that we've included it here so you can play campaigns just on the hex map or use it to determine a battle result really quickly. There are several reasons why sometimes players may need to resolve a battle quickly. It may be a bit of a sideshow compared to a more critical battle in the campaign or one of the players may not have been able to turn up on the night and the group wants to get on with the game. This simple system allows you to roll some dice, add a few modifiers, and come up with a winner and loser. It also indicates the level of casualties.

First, determine the scenario using the Combat table above and apply the battle modifiers listed below:

Advance to Contact	0
Take and Hold	0
Escalating Engagement	0
Hold the Line	Defender +6
Breakout	Defender +3
Rearguard	Attacker +6
Recon	Attacker +3
No hidden markers	Attacker +2
Defender in Dug-in	Defender +2*
Orderly Retreat	Retreater -2
Forced Retreat	Retreater -4**

*if defender has no hidden markers do not apply.
**note that this will only apply if the enemy is also retreating; in most cases the retreating element will be destroyed.

If applicable add these further modifiers due to other circumstances:

Low Ammo	-2
Supported	+4

Each side rolls 2D6, adds their CE and adds the total modifiers from above. If either players rolls a double then the battle is especially bloody; add an extra D6 to each side's losses.

Dice Roll won by	**Result**	**Winner's Casualties**	**Loser's Casualties**
9+	Decisive Victory	D3+1	D6+5
6+	Decisive Victory	D3+2	D6+3
2+	Marginal Victory	D3+2	D3+3
Draw	Draw	D3+2	

The casualties are in CE value. When rolling for Recovery in the following turn, roll a die for each CE point.

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