



Module III:
Rommel's Rules



“Patton read his book, maybe you should, too.”

ROMMEL'S RULES

This module is designed to further enhance the effect of the mechanized war. It is called "Rommel's Rules" because he made famous the warfare strategy of combining infantry and armor, however, these rules apply to every nation, not just Germany. Basically, mechanized vehicles add a bonus to the infantry, and sometimes the armor unit itself, when attacking or defending the same territory.

Basic Rules Armor

When using Rommel's rules in an attack, up to two infantry are combined with a basic armor unit (Attack/Defense = 8/4) of the same nation. Those infantry receive a +1 to their attack roll. In defense, the basic armor itself receives a +1 bonus (giving it a defense roll of 5), as long as at least one infantry of the same nation is defending along with it. Each infantry may receive one, and only one, mechanized unit bonus from one, and only one, mechanized unit (three tanks can't make one infantry +6 on attack and five infantry can't give an armor a defense of 9). However, the infantry need not enter the battle from the



same direction to receive the bonus. It may even come as a paratrooper and pair with an armored vehicle. The bonuses are applied round-by-round of combat so, when the infantry or armor is destroyed, the bonus would not apply on subsequent rounds.







Rommel's Rules for Specialized Units

If you're playing with the *Manufacturing and Recruiting Handbook*, then the bonuses available vary among units. Only infantry with an attack and defense sum of five or six may apply Rommel's Rules bonuses (citizen militia are ineligible). As far as armor units, the type of unit dictates the bonus capabilities. The size of the armor or the sum of its attack and defense rolls, determines the bonuses it gives or receives and are:





Armor Size (A+D)	Description	1 st Infantry	2 nd Infantry	Armor Defense
6	Motorcycles	-	-	-
7-8	Jeeps/Half-Tracks	+1	-	-
9-10	Light Armor	+1	+1	-
11-12	Armor	+1	+1	+1
13-14	Heavy Armor	+2	+1	+1
15-16	Super Armor	+2	+2	+1

EXAMPLES

If a combat includes one armor (Attack = 8, Defense = 4), four infantry (Attack = 2, Defense = 4) and a Kubelwagen or Jeep (Attack = 4, Defense = 3), the Armor and Jeep would still attack at 8 and 3, respectively, but three of the infantry would attack at +1 because two would be combined with the armor and one with the Jeep. The armor would defend at 5, as well.

Unit	Basic Rules		Rommel's Rules		Notes
	Attack	Defense	Attack	Defense	
	8	4	8	5	Affects 2 attacking infantry and raises its own defense
	2	4	3	4	Armor's 1 st Infantry
	2	4	3	4	Armor's 2 nd Infantry
	4	3	4	3	Affects 1 attacking infantry
	2	4	3	4	Jeep's only infantry
	2	4	2	4	Additional uncombined unit

If a combat includes a heavy armor (9/5), a jeep (4/3), and two infantry (2/4), then the following bonuses are applied:

Unit	Basic Rules		Rommel's Rules		Notes
	Attack	Defense	Attack	Defense	
	9	5	9	6	Affects 2 attacking infantry and raises its own defense
	2	4	4	4	Armor's 1 st Infantry
	2	4	3	4	Armor's 2 nd Infantry
	4	3	4	3	Affects no Infantry

Note: The jeep would have no effect until the armor was eliminated since infantry may receive one, and only one, bonus each. A third infantry could receive the jeep's bonus.