

# 10<sup>th</sup> BRIGADE

## §1. Introduction

Table top game is a type of strategic game very similar to board game. The difference is that you use figures and dioramas instead of the board. In tabletop games you measure distances with a measuring tape because you do not have any spaces on the board.

### §1.1 Models and figures

*10th Brigade* is a system designed for models in 1/72 scale (25mm). You can use any plastic or card models and figures that can be bought but we recommend using models from our store because they're supplied with special cards containing all rules needed to play specific vehicle or infantry squad.

### §1.2 Dice

In *10th Brigade* we will be using standard six-sided dice (D6). Single die is enough to play the game but it would be easier if you have more of them.

### §1.3 Bases

Infantry in our game is divided into separate squads. You need to glue infantry figures onto appropriate bases. Main size of an infantry base is a 3x6 cm rectangle, but you can use any size of the bases if your opponent agrees. Single base represents small infantry teams like machinegun sections, anti tank sections etc. several such bases in contact with each other represent full strength infantry squads. The easiest way to make bases is making them of cardboard.

### §1.4 Field of battle

Your field of battle can be simply your table or even the floor. Diorama elements would be great, but in the beginning you can use some books, old boxes and other things.

## §2. Main rules

### §2.1 Beginning

We start from composing an army. You can agree with your opponent on any conditions. To make it easier to choose units so that the balance of the sides is equal for both players we introduced a special point system. Each unit has its points worth for which we can "buy it". You just need to agree with your opponent on how many points each of you will have to spend on your armies

Before the battle begins it's good to agree on a type of scenario you will play. Apart from the simplest defence/attack scenario you can play a meeting engagement, scenario where one of the sides needs to rescue a wounded officer, or any other scenario that comes to mind. A coin flip can decide which side moves first.

### §2.2 Unit types

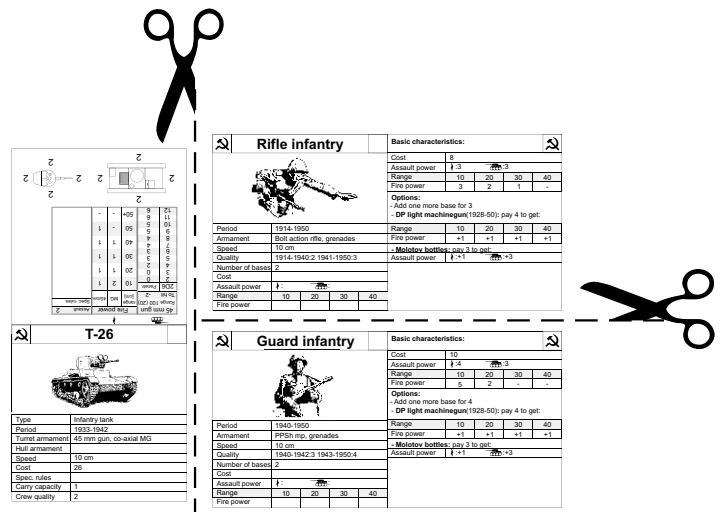
The main rules introduce 3 types of units: infantry, light vehicles and armoured vehicles.

### §2.3 Unit cards

Each unit has its own card representing its characteristics. You can find unit cards in our models

(each model includes a vehicle card and two infantry cards with all the options available) or on our website [www.jsc.pl/10\\_brygada](http://www.jsc.pl/10_brygada)



Unit cards need to be cut, folded and glued.



### §2.3.1 Infantry card

Infantry card requires adding the cost, assault power and fire power depending on the options we choose for the squad. Both the assault and fire power are added from the options list on the back of the card.




nationality		type		tactical number	
main armament		period		speed	
unit quality		number of bases		overall cost	
assault power: against infantry		assault power: against vehicles		fire power depending on range of the shot	

		<b>Rifle infantry</b>			
					
Period	1914-1950				
Armament	Bolt action rifle, grenades				
Speed	10 cm				
Quality	1914-1940:2 1941-1950:3				
Number of bases	2				
Cost	1				
Assault power	1				
Range	10	20	30	40	
Fire power	1				

### §2.3.2 Options table

Here you got listed all the options for the main armament of a unit. You can buy any number of options. Each option can be bought only once for one unit. Some of the options concern all bases in the squad, while the other change one base from standard infantry into specially equipped squad like machinegun squad or other fire support team.

You can write any tactical number you like. It's best to write the same tactical number on the base of the squad so you can differ it from the other squads on the battlefield.


 <b>Rifle infantry</b> 	
	
Period	1914-1950
Armament	Bolt action rifle, grenades
Speed	10 cm
Quality	1914-1940:2 1941-1950:3
Number of bases	2
Cost	8+4+3=15
Assault power	↑:4 ↓:6
Range	10 20 30 40
Fire power	4 3 2 1

Basic characteristics:	
Cost	8
Assault power	↑:3 ↓:3
Range	10 20 30 40
Fire power	3 2 1 -
Options:	
- Add one more base for 3	
- DP light machinegun(1928-50): pay 4 to get:	
Range	10 20 30 40
Fire power	+1 +1 +1 +1
- Molotov bottles: pay 3 to get:	
Assault power	↑:4 ↓:4

### §2.3.3 Vehicle card

Vehicle card is two-sided. One side covers all the info needed to make a move with that vehicle, the other covers all the rules for shooting with that vehicle.

nationality	model	tactical number
vehicle type	<b>T-26</b>	
period		
turret armament	Type Infantry tank	
hull armament	Period 1933-1942	
speed	Turret armament 45 mm gun, co-axial MG	
cost	Hull armament	
special rules	Speed 10 cm	
size of the infantry squad it can carry in bases	Cost 26	
crew quality	Spec. rules	
	Carry capacity 1	
	Crew quality 2	

shooting at:	vehicles	infantry	assault power
range: maximum (effective)	45 mm gun		
to hit modifier	Range 100 (20)	Fire power	Assault 3
armour penetration	To hit -2	range [cm]	MG 45mm
fire power depending on the range of the shot	2D6 Penetr.	10 20 30 40 50 50+	Spec. rules
vehicle armour	2	2	2
special rules	2	2	2

### § 2.4 Unit movement

10th Brigade is based on activation system. It means that each turn is not split into phases when our units move, fire etc. Instead of this each of our unit has its card. These cards are to be laid down along edge of table in such a way that they would be visible, but not disturb the game. In the beginning of our turn we activate desired unit. We can move it, fire it or whatever we want. After that we reverse the units card. Then we can activate next unit, move it, fire etc and we do the same with all our units. Reversing the cards prevents activated and non-activated units from mixing

### §2.5 Modifiers

In 10th Brigade we can sometimes find modifiers. When using modifier you, will find special note where you can read what value you should add or subtract from your dice result. Hitting modifiers apply to all dice used to hitting throw. The same modifier applies if we fire few times at the same target.

### §3. Game start

Choose your army, prepare units, battlefield and unit's cards. Place all of them on tabletop according to chosen scenario.

### §3.1 Round

Each round split to phases:

1. Actions
2. Regroup phase

### §4. Actions

#### §4.1 Action types

Each of our units can do two actions in one round. "Action" means:

- **movement** (one action)
- **fast movement** (two actions)
- **shooting** (one action, once a round only), if a vehicle is armed with few weapons, it fires all the weapons.
- **placing defensive fire marker** (one action, you cannot place defensive fire marker and shoot in the same round)

Both actions should be declared at the beginning of unit activation. You cannot change second action after finishing the first one, you can only cancel it.

#### §4.2 Movement

Speed of each unit is described on its card. It is a distance in centimeters which can be travelled by unit in one action. You might use second action to travel the up the same value distance. Vehicle rotating in place is not treated as a movement. In case of moving in area seen by enemy unit with a marker you should move your unit slowly, imitating natural move of real vehicle (so, avoid obstacles, turn on curves etc). If vehicle or infantry, as a result of movement, goes in contact with enemy unit (vehicle or infantry) we treat this as an assault. Both units will fight each other using grenades, pistols and even knives. Friendly infantry units can go through other units (both vehicles and infantry).

### §4.3 Shooting

#### §4.3.1 Range of fire

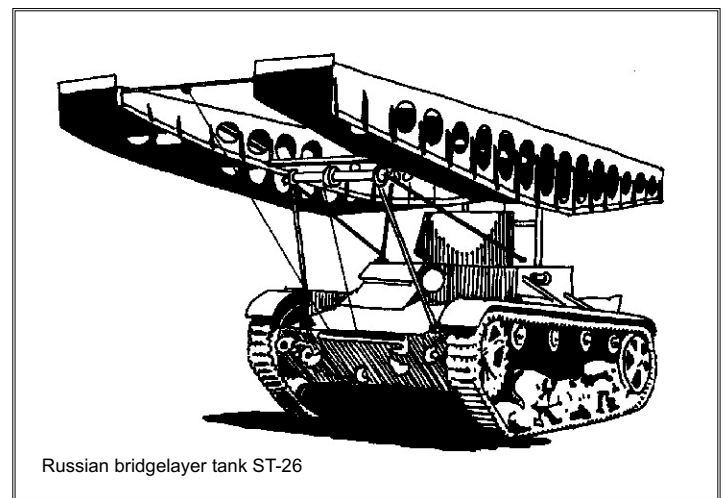
Each weapon in game has its range of effective fire. For infantry unit the range is described with Fire power which differs with shooting distance. On vehicle cards you can find a effective fire distance of its main weapon. It means maximal distance of shot. The value in brackets shows distance on which shooting is more effective.

#### §4.3.2 Shooting at infantry

Each anti-infantry weapon has its fire power depending on shooting distance. Start shooting with measuring the distance between shooting unit and the target. You can use measuring tape or ruler. To make a shoot you need Line of Sight (LOS). If your unit sees more than half of targets vehicle or base then you can shoot without cover modifiers. Check the LOS starting from firing weapon (in case of vehicle) or from centre of base (in case of infantry). If more than a half of target is not seen then -1 modifier applies to all dice used to determine shooting effect. After that check Fire power at actual distance. Fire power value indicates number of D6 dice which have to be used to determine shooting effect. To get some effect on target unit, you have to get number equal or higher than targets quality (you can find it on targets card). Add all modifiers effective in this shooting (cover, shooting after movement, etc). Number

damage dealt to the unit	effects
1	place a suppression marker
2	place D6 suppression markers
3	remove one of the bases of the bases of the unit
4	remove two bases of the unit
5+	remove whole unit

of dice with success result determine number of damages dealt to the target. Check the effect in table below:



☘	Rifle infantry	01	
Period	1914-1950		
Armament	Bolt action rifle, grenades		
Speed	10 cm		
Quality	1914-1940:2 1941-1950:3		
Number of bases	2		
Cost	8+4+3=15		
Assault power	♣: 4     : 6		
Range	10	20	30    40
Fire power	4	3	2    1



☘	Rifle infantry	12	
Period	1924-1945		
Armament	Bolt action rifle, grenades		
Speed	10 cm		
Quality	3		
Number of bases	2		
Cost	13		
Assault power	♣: 4     : 3		
Range	10	20	30    40
Fire power	4	3	2    1

*Example 1: Soviet infantry shoots German unit. After checking range and LOS you get 8 cm distance and only one base of German unit can be seen.*

*German infantry has Quality 3 and is in cover (additional modifier -1) it would be hard for Soviets to damage their target (you will need to roll 4 or more to get effective shot). Fortunately, the distance is not big,*

Effects are cumulative. It means that if you get 3 damages then one target's base is removed and the remaining bases get D6+1 suppression markers. The unit can make one action less for each suppression marker in its next round.

In case of vehicle shooting to infantry, it can split its fire to numerous targets or fire all weapons to one unit. When the target is in LOS of few weapons, you can declare joint fire instead of shooting separately each weapon. In joint fire we shoot with the biggest Fire power of all available weapons and add +1 for each next weapon shooting at the same target. We can do the same when shooting with infantry unit consisting of 2 or more bases - we can shoot with each base to separate targets, or join fire to one target and add +1 for second and each next base shooting to this target.

*so Soviet Fire power is 4.*

*Soviet player rolled his dice and got: 2, 4, 4, 5*

*As you can see, there are 3 successes. This means that German unit losses one base and the second one gets D6+1 suppression markers (the roll was 3, so it will be 4 markers).*

### 4.3.3 Shooting at armoured targets

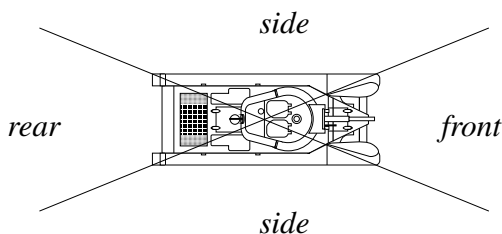
Shooting with anti-tank weapon needs more dice rolling. First roll has to be made with two D6 dice and the effect is to be checked in table:

2D6 roll	Effect
2	-
3	-
4	-
5	-
6	-
7	hit
8	hit
9	hit
10	hit
11	hit
12	critical hit (+2 to armour penetration roll)

If you roll the same number on both dice (double) you have hit the turret, even if the total sum is lower than 7. Any other hits mean hitting the target's hull. If only target's turret is visible, you have to roll a double to hit the target.

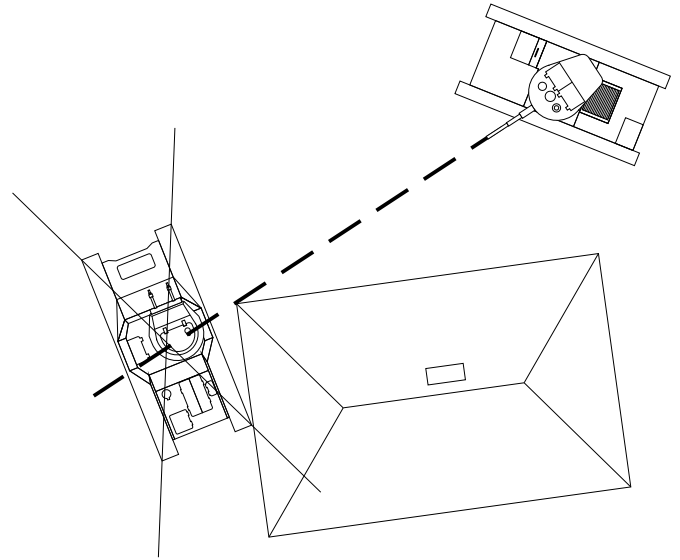
Your to hit chance might be modified by various circumstances.

special circumstances	to hit modifier
Weapon to hit modifier	vary (check the unit card)
Target behind cover (half of the vehicle haven't got the LOS, or target is in forest, etc.)	-1 to hit
Fire in the same round when unit moved or will move as the second action	-1 to hit
Defensive fire in the enemy round	-1 to hit
Special rules	vary (check the unit cards)
Close distance (distance written in brackets in your unit card)	+2 to hit
Fire after rotating a vehicle without a turret	-1 to hit
Target chasis out of LOS (target is hull down)	you need a double to hit (you choose which die is modified if there are other modifiers)



The way of determining of armour value according to direction of shooting.

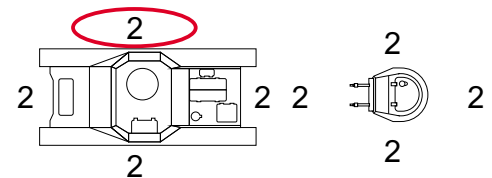
Example 2: Soviet T-26 tank shoots to German PzKpfw Ib. The target is very close (at range indicated in brackets on T-26's card), so hitting is easier to achieve (+2 to hit modifier). On the other hand, the shooting is made after movement (-1 to hit) and the target is hidden (-1 to hit; more than a half of PzKpfw Ib is hidden behind the building). What's more, Soviet optics are not as good as one would like to (-2 to hit). Altogether T-26 has -2 to hit modifier.



Soviet player rolled 9, so after subtracting the modifier, T-26 hits the PzKpfw Ib.

Second roll decides if our projectile penetrates target's armour. Roll 2D6 and check the rolled value in shooting weapon's table. Compare this with target's armour value (this value depends on direction of hit). If the penetration value is lower or equal to target's armour our shot was unsuccessful. If the penetration value is higher than armour it means that the projectile have penetrated the armour and we go to "effect of the shot" chart. If we shoot at close distance (indicated at vehicle's card) we can add +2 to penetration value.

45 mm gun		F
Range 100 (20)		range
To hit -2		[cm]
2D6	Penetr.	
2	0	10
3	0	
4	2	20
5	3	30
6	3	
7	4	40
8	4	
9	5	50
10	5	
11	6	50+
12	6	



In example 2 "to hit" roll was not a double, so we check target's armour value at hull side. Soviet player rolled 5 on penetration roll and after checking at T-26's card it appeared that PzKpfw's armour is penetrated.

To check effect of shot we have to make next 2D6 roll and check the result in table:

2D6 roll	shot result
2,3	Target loses one action (rotate its card by 90°)
4,5	Target loses next round (rotate its card by 180°)
6,7	Target vehicle is damaged (if the hull was hit, vehicle is immobilized, if the turret was hit, its main weapon is destroyed*)
8-12	Target vehicle is destroyed

*\*in case of some SP guns you will have to determine randomly if the vehicle is immobilized or is its weapon destroyed. Roll D6 and 1-3 means immobilization, 4-6 means destroyed weapon. In the same way determine cases of tanks with main weapons mounted in hull.*

Shot result may be modified by critical hit. Beside this, you can meet in game guns and other anti-tank weapons with additional shot result modifiers.

#### §4.3.4 Shooting at light vehicles

Shooting at light vehicles is possible with both, anti-tank and anti-infantry weapons.

To destroy light vehicle with anti-infantry weapon you have to shoot in the same way as to infantry ignoring all results beside base(s) removing and unit destroying.

To destroy light vehicle with anti-tank weapon you need to hit it as normal and get 0 value or more in penetration roll.

#### §4.4 Markers

In each round, instead of making usual actions you can move your unit with normal speed and place a marker on it. In your opponents round you can fire at his units. You should follow standart shooting procedure (with checking the distance, LOS, etc.). After shooting take the marker out. The shot can be made in any moment of opponent's move stopping his movement. It is important to move units relatively slow to get the shooter a time to react. You cannot demand from your opponent to back his move to any point and then shoot. Unused markers have to be taken out at the beginning of your round. It is important to remember that most of the vehicles and infantry can shoot once a round.

#### §4.5 Assault

If, as a result of movement, two opposing units get in direct contact, we treat this as an assault. It is a close combat with use of all weapons, including even knives. You can attack in this way at infantry (with infantry or a vehicle) or at a vehicle (with infantry only). All units have their own assault value which is used both in attack and defense. In contrast to shooting, assaulting is dangerous to both engaged units, and both engaged units can be hurt (or even destroyed - in such case we assumpt that losses are so big that the units has no longer its fighting value). Vehicles have one assault value, used to combat with infantry. Infantry units have two assault values depending on assaulted opponent. It does not matter if after resolving the assault your unit had an action to make, or not - the assault means the end of

round for both engaged units.

#### §4.5.1 Assault at infantry

When assaulting at infantry we make dice rolls in the same way as during shooting with exception of modifiers. The only modifiers we use in assault are special close combat modifiers. Treat Assault power as a Fire power for resolving the assault effect. Roll for defending unit at the same moment as for attacking unit. If both engaged units survive the assault, continue the combat in next round and do so until one side will surrender. Results of combat effecting with suppression do not apply to units engaged in assault, they apply only to unit surviving the assault after the end of close combat. Units engaged in close combat cannot move or fire until the combat is resolved (until one of the sides is destroyed).

*Example 3: Soviet squad from example 1 assaults German squad from the same example. Two bases with Assault power 4 allows Soviet player to roll 8 dice (if both infantry bases get in direct contact with enemy unit). Quality of German infantry is 3, so each roll higher than 2 is dangerous for Germans. Soviet player gets only two rolls higher than 2 and this means that German unit gets D6+1 suppression markers (which dont affect them in combat). German infantry is not defensless and, as it has one base with Assault power 4, German player rolls 4 dice. In the effect he gets 3 rolls higher than 3 what means that Russian squad gets D6+1 suppression markers and one of its bases is to be removed. In next round both squads will fight on an equal basis.*

#### §4.5.2 Assault at armoured vehicle

Infantry which has written Assault power on its card can attempt to destroy an armoured vehicle by assaulting it. To do so, roll D6 and add Assault power (tank) value of the infantry. Next subtract vehicles Assault value. If the result will be higher than armour value of the weakest point of the vehicle, then roll according to "effect of the shot" chart. Assaulted vehicle does not have reaction initiative and is not able to response to infantry assault. After the first round of combat both units are free to move away and break the combat.

*Example 4: German infantry from example 1 assaults Soviet T-26 tank. German Assault power at tanks is 3. German player rolled 4, so the sum is 7. Soviet tank has its Assault value 3 and this value is subtracted from German roll. The final result is 4. When compared with the weakest armour value of T-26 (2) it appears that German managed to penetrate T-26's armour and can make roll on effect of the shot.*

#### §4.5.3 Assault at light vehicles

Assaulted light vehicles are automatically destroyed. The same rule applies to armoured vehicles with 0 armour value in any place.

### §5. REGROUPING

During regrouping phase reverse all cards back with front sides up. Additionally, rotate all cards of vehicles which lost their action or movement by 90° counterclockwise to mark that vehicles which lost their actions will be able to make two actions next round and vehicles which lost their movement will be able to make one action next round.

### §5.1 Removing of suppression markers

Infantry with suppression markers can try to remove some of the markers. Roll with number of dice equal to infantry quality. Each roll equal or higher than 4 means that the squad can remove one suppression marker. The squad is able to remove all markers, if the number of markers is lower or equal to squad quality.

## §6. DETAILED RULES

### §6.1 Infantry

You will find a number of bases of infantry squad on its card. In most armies small infantry units sections are available. Infantry squad is treated as one target for shooting procedure. Infantry squad may split its fire to number of targets lower or equal to its number of bases. In case of removing one of bases as a result of enemy fire, owner of unit should decide which base to remove. Squad shooting at a target can join its fire. If player decided to do so, he can add +1 to Fire power of his strongest base for each additional base shooting at the same target. But this is not obligatory, squad can fire to one target with each of its bases separately. Bases of the same squad do not block LOS each other.

### §6.2 Vehicles

**§6.2.1** Vehicles in *10th Brigade* have two types of weapons - hull and turret weapon (in case of assault guns and turretless vehicles this weapon is situated in upper hull). Hull weapon (or any other non-rotating weapon) has 45° sight area. A vehicle can split its fire to number of targets lower or equal to number of its weapons. The only exception are co-axial weapons which have to fire at the same target. When shooting at infantry, vehicle can join fire of numerous weapons. Count Fire power by taking the strongest weapon and adding +1 for each next weapon shooting at the same target.

**§6.2.2** Vehicles are divided into two types - armoured and light vehicles. The same rules apply to both light and armoured vehicles, except that the light ones are much more vulnerable.

### §6.3 Guns

**§6.3.1** Guns, when fired at, are treated in two ways. At side covered with shield they are treated in the same way as armoured vehicles. Shots from other sides are treated as shots at infantry behind cover.

**§6.3.2** Guns are divided into light and heavy. Some vehicles can tow guns - in such case you will find special note in vehicle's card. If a vehicle is able to tow a gun, we understand that gun's crew is transported with the vehicle automatically.

**§6.3.3** Hooking and unhooking a gun to tractor takes one action. Movement and other action undertaken by tractor when the gun is hooked are included to actions undertaken by the gun. It means that a gun unhooked after movement of the tractor cannot undertake any action, because tractor movement was its first action and unhooking was its second action. The same rule applies to tractor.

### §6.4 Troop transporting

**§6.4.1** Some vehicles can transport infantry. If so, then

you will find Carry capacity value in vehicles card. This value describes the number of infantry bases which might be transported by the vehicle.

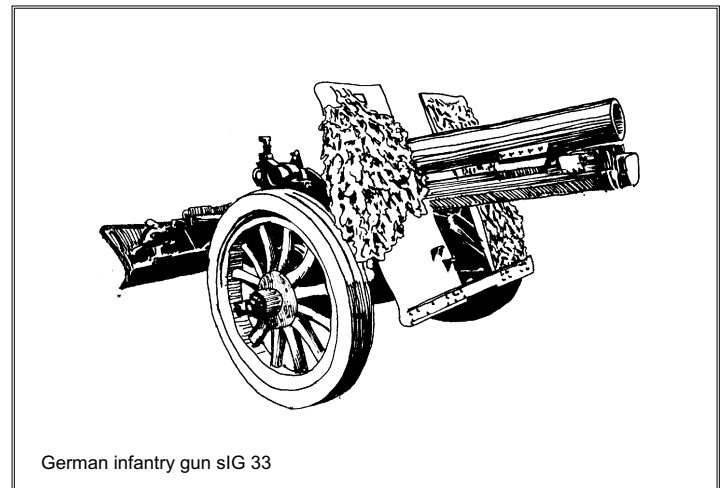
**§6.4.2** If a vehicle carrying infantry will be shot, result of shooting will affect both the vehicle and the infantry. If the vehicle is destroyed, so destroyed will be the infantry. If the transported infantry will be shot, result of this shooting will not affect the vehicle. The same rule applies to towed guns.

**§6.4.3** If the transported infantry is shot at, then, independently to result of shooting it can unload. You should place unloaded bases in direct contact with the vehicle at any of its sides.

**§6.4.4** Some vehicles able to transport infantry have special rule "armoured transporter". In such case result of shooting at the vehicle does not affect transported infantry. The only exception is destroying of the transporter.

### §6.5. Large calibre guns

Some of the weapons can shoot projectiles so big that they're able to hurt few vehicles or infantry squads. Such weapons are named "area weapons". Area weapons shoot according to special rules. If you shoot with area weapon, first choose a point which you want to hit. It does not have to be an exact vehicle or squad, you can try to affect more units by acquiring a point between two or more units. Place a template, which was added to a model of your weapon, in desired point (you cannot place the template on friendly unit or on units engaged in an assault). Then roll a spinner (added to a model as well). If you roll a "sight" symbol it means you hit the desired point. If you roll an arrow, move the template in direction shown by spinner at a distance written in area weapon's card in "to hit" chart. As a result of such a misfire, you can affect friendly or assaulting units. All units fully or partly covered with the template are hit by the area weapon. In case of hitting a vehicle, use armour value at side from the area gun shot. If you hit units engaged in assault, treat both units as hit, even if template covered only one of the fighting units.



German infantry gun SIG 33

# Basic missions

Below you will find a few suggestions of battle missions possible to play with base rules you've learned with this rulebook. After gaining some experience, you can edit, change or invent your own missions. Remember to discuss the new missions with your opponent before playing.

## Meeting engagement

Forces of both sides meet together unexpectedly. Both sides are equally unprepared for the meeting.

### Beginning of the game:

Let a coin toss or dice roll to decide which player starts. He sets his army first, then second player sets his own army. First player takes the first round.

### Deploying for battle:

Deploy both forces in areas along opposing table edges. Depth of deploying areas should be agreed before battle (it depends on size of the whole table and on time period which you're playing the later time period the bigger distance).

### Victory conditions:

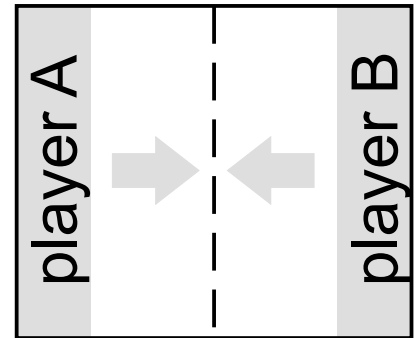
The battle is won by a player who destroys units of bigger point cost (damaged vehicles and squads with number of bases less than a half of their starting value are calculated as half of their points cost).

### Special rules:

In the first round, all the vehicles are treated as they shoot after movement (-1 to hit modifier).

### End of battle:

The battle ends after both players have played 6 rounds (unless the players agree otherwise).



## Attack / defense

One of the players is an attacker, while the other is the defender. The attacker should have 150% of point value of the agreed army size.

### Beginning of the game:

The defender deploys his army first. The attacker takes his round first.

### Deploying for battle:

The defender deploys his forces in his deploying area and the attacker goes on battlefield from his edge of table.

### Victory conditions:

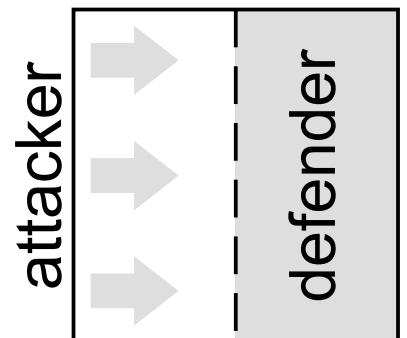
The attacker win if he manage to move 1/3 of his army across opposing edge of table (count units, not point value). The defender wins if he avoid attacker fulfill his mission.

### Special rules:

The defender has a right to place defense fire markers on all his units after deploying his forces and before first round of attacker and to shoot when attacking units will appear on table.

### End of battle:

The battle ends after both players have played 8 rounds (unless the players agree otherwise).



## Seize ground

Both sides try to seize strategic points on the battlefield.

### Beginning of the game:

At the beginning, players alternately place markers representing valuable battlefield locations. Number of the markers should be agreed before battle, it can be even one marker. Markers should be placed not closer than 30 cms from each other and to the edge of the table. Next decide randomly which player takes the first round.

### Deploying for battle:

Set both forces in areas along opposing table edges. Depth of deploying areas should be agreed before battle (it depends on size of the whole table and on time period which you're playing the later time period the bigger distance).

### Victory conditions:

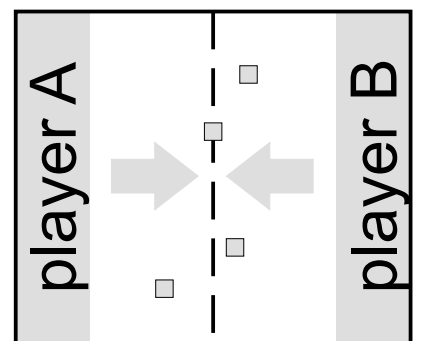
The battle is won by player who controls more markers than his opponent. To control a marker you have to have a vehicle or infantry unit closer than 10 cms to the marker with no opposing units in the area.

### Special rules:

In the first round, all the vehicles are treated as they shoot after movement (-1 to hit modifier).

### End of battle:

The battle ends after both players have played 6 rounds (unless the players agree otherwise).



# Recon

Both sides are trying to learn battleforce of opposing army. Units sent to do this meet together.

## Beginning of the game:

Let a coin toss or dice roll to decide which player starts. He deploys his army first, then second player deploys his own army. Player that won the toss makes the first round.

## Deploying for battle:

Set both forces in areas along opposing table edges. Depth of deploying areas should be agreed before battle (it depends on size of the whole table and on time period which you're playing the later time period the bigger distance).

## Victory conditions:

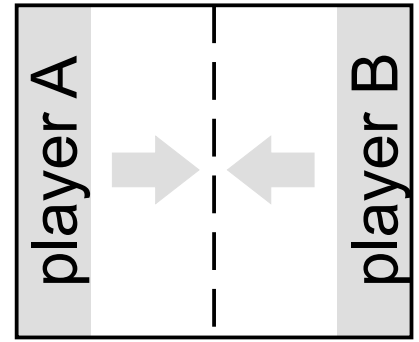
The battle is won by player who have more units in deploying area of opposing player. Count point value of the units.

## Special rules:

In the first round, all the vehicles are treated as they shoot after movement (-1 to hit modifier).

## End of battle:

The battle ends after both players have played 8 rounds (unless the players agree otherwise).



# Take & hold

Both sides are trying to take control over important strategic point.

## Beginning of the game:

At the beginning choose adequate element of terrain and place it in the middle of table. It can be a hill, big building or bridge. Next, let a coin toss or dice roll to decide which player starts. He chooses which edge of table he prefers and deploys his army first, then second player deploys his own army. Player that won the toss makes the first round.

## Deploying for battle:

Set both forces in areas along opposing table edges. Depth of deploying areas should be agreed before battle (it depends on size of the whole table and on time period which you're playing - later time period, bigger distance).

## Victory conditions:

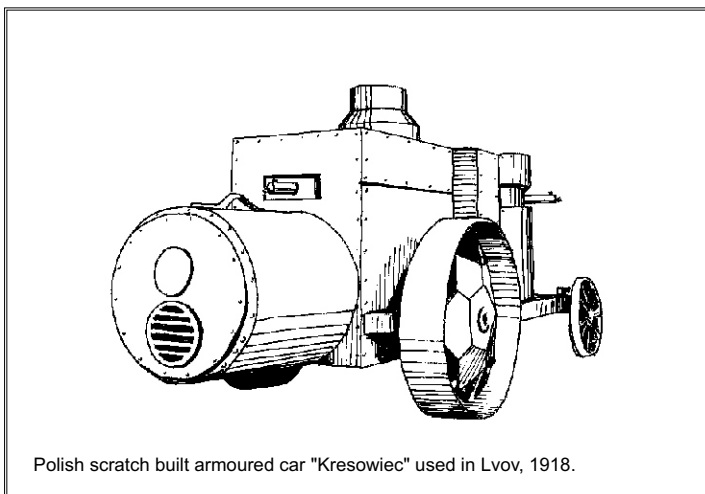
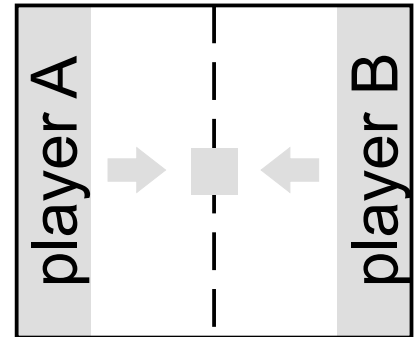
The battle is won by player who controls the strategic point. You control the point if you have your unit in the point and there are no opposing units there.

## Special rules:

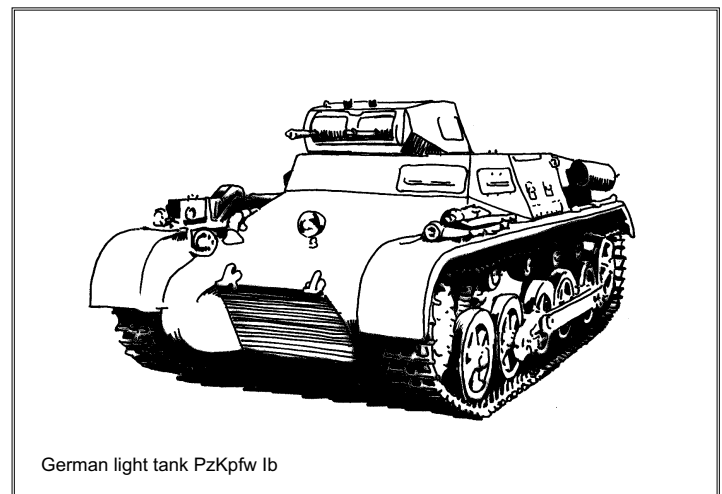
In the first round, all the vehicles are treated as they shoot after movement (-1 to hit modifier).

## End of battle:

The battle ends after both players have played 6 rounds (unless the players agree otherwise).



Polish scratch built armoured car "Kresowiec" used in Lvov, 1918.



German light tank PzKpfw Ib

We plan to release more rules periodically.

For additional rules, scenarios and actualisations visit our website [jsc.pl/10\\_brygada](http://jsc.pl/10_brygada)

Feel free to change and expand the rules. We wait for all your suggestions at [10\\_brygada@jsc.pl](mailto:10_brygada@jsc.pl)

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