

# COMBAT INFANTRY

## HQ ACTIVATION

**COMMAND:** Activate *one HQ* per Company. HQs may deploy 1 hex and then activate. See 4.0.

**ACTIONS:** Units under command may take **ONE** of the actions below.

Infantry squads without command may activate with a Morale Check. See 4.3.

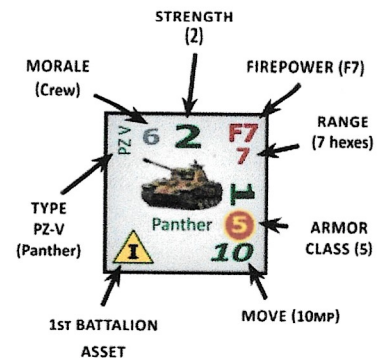
- **5.0 RALLY:** Pass Morale Check to increase 1-Step. **PASS** or **FAIL**, turn units *face-down*.
- **6.0 FIRE** units at visible targets in range. Turn units *face-up*.
- **7.0 SPECIAL:** Dig a foxhole, blow a bridge, etc. Turn units *face-up*.
- **8.0 MOVE** units within their MPs. Units must stop when they move into an enemy or disputed hex. Moved units can be turned *face-down* for clarity. Units that move into enemy-occupied hexes create **Assaults**.

**ASSAULTS:** Resolve up to 3 rounds of combat for each Assault. See 9.0.

TERRAIN	HEX			HEXSIDE		
	STACK	DEFENSE	BLOCK	MOVE	FIRE	ASSAULT
CLEAR	3	D1		2MP	2	2
BEACH	3	D1		2MP	2	2
ORCHARD	2	D1	YES	3MP	1 <sup>3</sup>	1
CEMETERY	2	D1		3MP	1	1
MARSH	1	D2		4MP <sup>1</sup>	1	1
WOODS	2	D2 <sup>2</sup>	YES	3MP <sup>1</sup>	1 <sup>3</sup>	1
TOWN	2	D2 <sup>2</sup>	YES	3MP <sup>1</sup>	1 <sup>3</sup>	1
FARM	2	D2 <sup>2</sup>	YES			OT
FOXHOLE	2	D2 <sup>2</sup>				OT
RAILWAY		OT		-1MP		OT
ROAD		OT		-1MP		OT
TUNNEL	1	D1		3MP	1	1
BRIDGE	2 <sup>4</sup>	●		2MP <sup>4</sup>	1	1
FORD/CANAL	●	●		4MP	2	1 <sup>5</sup>
RIVER	●	●		5MP <sup>6</sup>	2	1 <sup>6</sup>
STREAM	●	●		4MP <sup>6</sup>	2	1 <sup>6</sup>
BALKA	●	●		4MP <sup>6</sup>	2	1 <sup>6</sup>
HEDGE	●	●	YES	X <sup>7</sup>	0	0 <sup>7</sup>
SLOPE	●	●	YES <sup>8</sup>	+1MP <sup>9</sup>	OT <sup>9</sup>	1 <sup>9</sup>
CLIFF	●	●		5MP <sup>6</sup>	1	1 <sup>6</sup>
SEA/LAKE	●	●		X	2	X

<sup>1</sup> Guns, tanks, or vehicles may not cross hexside or enter hex, except via a road.  
<sup>2</sup> Defender D2 against Fire, but D1 for ASSAULTS. All single buildings have same effects as FARM. Woods D1 for Bombardment.  
<sup>3</sup> Fire permitted from adjacent only; otherwise LOS is blocked. Bombardment OK.  
<sup>4</sup> Stacking 2 for long bridges or causeways that cross a full hex. Ignore -1MP for Road.  
<sup>5</sup> Only infantry, engineers, and tanks may assault. Canals are fordable.  
<sup>6</sup> Impassable to guns, tanks, and vehicles. Engineers assault normally; other units assault at -1F (F3=F2) on *first* combat round. *Balka* are streams May, June, July.  
<sup>7</sup> Impassable, except one tank may Move 1 or Assault per hexside from an *adjacent* hex. Treat Hedge gap same as Orchard hexside.  
<sup>8</sup> Only higher ground between the firing unit and the target blocks LOS (see 6.41).  
<sup>9</sup> Slope effects are OT, uphill or downhill, except no Move penalty downhill.

● Not Applicable   X Impassable   OT Other Terrain



### NOTES:

**Face Down** = after a rally, no command & failed morale, after moving.

**Friendly Fire:** Artillery & Mortar = 1 hit per Zero, Air 2 hits per Zero, Minefield 9 or 0 (except engineers).

**Player Turn** = Activate 1 HQ (per Company)

**Rally (in command range)** - use HQ morale.

- **No Command (out of range & only rifle squads)** - use Unit morale.
- **Assault** - use Unit morale unless HQ is in the hex.

**Tanks:** assault bocage, create a gap, & then must stop.

