COMBAT INFANTRY
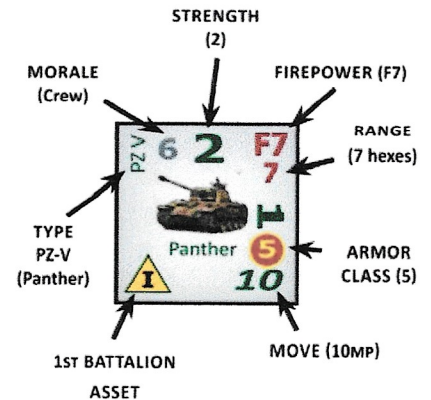
HQ ACTIVATION

COMMAND: Activate *one* HQ per Company. HQs may deploy (move) one hex and then activate. See 4.0.
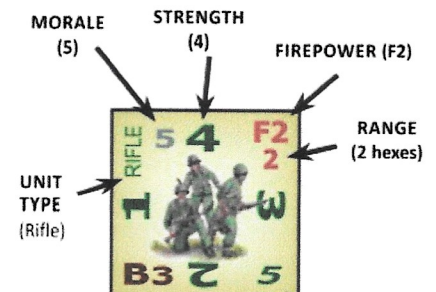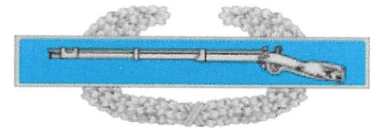
ACTIONS: Units under command may take **ONE** of the actions below. Units without command may activate with a Morale Check.

- **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 EFFECTS CHART

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	1^3	1
CEMETERY	2	D1		3MP	1	1
MARSH	1	D2		$4MP^1$	1	1
WOODS	2	$D2^2$	YES	$3MP^1$	1^3	1
TOWN	2	$D2^2$	YES	$3MP^1$	1^3	1
FARM	2	$D2^2$	YES		OT	
FOXHOLE	OT	$D2^2$			OT	
RAILWAY	OT			−1MP	OT	
ROAD	OT			−1MP	OT	
TUNNEL	1	D1		3MP	1	1
BRIDGE	$●^4$	●		$2MP^4$	1	1
FORD/CANAL	●	●		4MP	2	1^5
RIVER	●	●		$5MP^6$	2	1^6
HEDGE	●	●	YES	X^7	0	0^7
HEDGE GAP	●	●		3MP	1	1
SLOPE	●	●	YES^8	$+1MP^9$	OT^9	1^9
CLIFF	●	●		$5MP^6$	1	1^6
SEA/LAKE	●	●		X	2	X

[1] Guns, tanks, or vehicles may not cross hexside or enter hex, except via a road.
[2] Defender D2 against Fire, but D1 for ASSAULTS. Woods D1 for Bombardment.
[3] Fire permitted from adjacent only; otherwise LOS is blocked. Bombardment OK.
[4] Ignore Road −1MP. Stacking 2 for long bridges or causeways that cross a full hex.
[5] Only infantry, engineers, and tanks may assault. Canals are fordable.
[6] Impassable to guns, tanks, and vehicles. Engineers assault normally; other units assault at −1F (F3=F2) on *first* combat round.
[7] One tank may move/assault per hexside from an *adjacent* hex.
[8] Only higher ground between the firing unit and the target blocks LOS (see 6.41).
[9] Slope effects are OT for downhill.

● Not Applicable   X Impassable   OT Other Terrain

STRENGTH (2)
MORALE (Crew)
FIREPOWER (F7)
RANGE (7 hexes)
TYPE PZ-V (Panther)
ARMOR CLASS (5)
1ST BATTALION ASSET
MOVE (10MP)

MORALE (5)
STRENGTH (4)
FIREPOWER (F2)
RANGE (2 hexes)
UNIT TYPE (Rifle)

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.