ACTION PHASE

Most actions involve activating a single fresh unit (ie. one with no activation token) to become the active unit. When the unit has completed its action, it is fatigued (unless in Op Fire mode) and an activation token with the fatigued side faceup is placed by it. A fatigued unit, or a unit in Op Fire mode, may not be activated.

ADVANCE
A unit may move, its distance limited by its movement points (MPs) and terrain. While moving, it may also be subject to enemy Op Fire, which may halt its movement.

CONCENTRATED FIRE
A unit may immediately make a concentrated attack against an enemy unit. The attack may be supported.

PREPARE OP FIRE
Place an activation token Op Fire side up by the unit. If an enemy unit moves within the unit’s LOS, the unit may interrupt the enemy unit’s movement and attack it, possibly supported by friendly units in Op Fire mode.

FIRE & MOVEMENT
A unit may move and attack an eligible enemy unit, either moving then attacking or vice versa (a move may not be broken up with an attack), subject to these penalties:
- a squad receives 1 fewer MP.
- a vehicle receives 2 fewer MPs.
- a unit must halve its FPR value when attacking.
- a unit may not make a long-range attack.
- other friendly units may not support the unit’s attack.
A unit that doesn’t attack still receives the move penalty. A squad containing any heavy infantry weapon figure may not be activated with this action.

ASSAULT
A squad may move with 1 fewer MP then make an assault attack against an adjacent hex containing one or more enemy units. A squad that doesn’t attack still receives the move penalty. Vehicles, or a squad containing any heavy infantry weapon figure, may not be activated with an Assault action.

ACTIVATE STRATEGY CARD
Pay the command cost in command tokens and resolve an eligible faceup Strategy card marked Action Phase. Most Strategy cards are removed from the game after being activated, but some have lasting effects.

FATIGUE UNIT
Do nothing. Fatigue a unit and proceed to the next action.

SPECIAL ACTION
Special actions that require an action: as an action, do X.

End of the Action Phase
If a player can take no more actions during his action turn, or if he declares it to be over, his Action Phase is over and his opponent may take an unlimited number of actions until he has none.

COMMAND PHASE

1. DETERMINE CONTROL OVER OBJECTIVES
Check every objective hex (those with a command objective marker, a victory objective marker, or any indicated by the scenario).
If control over an objective hex has changed, the new owner replaces his opponent’s control marker with his own.
A player controls an objective if he has one of his control markers on that hex, or if he is now capturing the hex by having at least one friendly unit in it. He retains control of a hex as long as his control marker remains on the hex.

Command Objectives
Command objectives are either nation-specific or neutral. A player may only gain command from controlling friendly or neutral command objective hexes.
Usually all objectives are controlled by neither player at the beginning of a game, though a starting unit may setup on an objective in its nation’s deployment zone.

2. RECEIVE COMMAND & VICTORY POINTS
Receive Command
For each friendly or neutral command objective a player controls, he receives the indicated amount of command tokens.

Receive Victory Points
Collect victory points as dictated by the scenario, using VP markers on the round track to keep track.
When a player reaches 11 VPs, flip the marker to its +10 side and move it back to the 1 space of the round track.

3. SPEND COMMAND
Each player may spend command tokens to activate Strategy cards and increase their Initiative Pool (or other scenario-specific effects). A player may save up command to spend during a later round.

Activate Strategy Cards
Pay the command cost in command tokens and resolve an eligible faceup Strategy card marked Command Phase. A player may activate as many of his available Strategy cards as he can afford.
Most Strategy cards are removed from the game after being activated, but some have lasting effects.

Increase Initiative Pool
A player may place some or all of his available command onto his Initiative card, where it can accumulate round after round. This command is then considered spent.

4. DETERMINE INITIATIVE
The player with the highest amount of command on his Initiative card claims the Initiative token and has the initiative next round.
If it is a tie, the token goes to the player who currently does not have initiative.
In any timing conflict, the player with initiative decides the order in which to resolve effects.

STATUS PHASE

1. DRAW STRATEGY CARDS
Each player draws one card from one of his Strategy decks.
If the first card drawn contains a + symbol, the player may immediately draw one additional Strategy card (not during setup). No more cards can be drawn this round.

2. REMOVE TOKENS
1. Remove all activation tokens from the game board (including tokens from squads being transported by vehicles). All units are now considered fresh.
2. Remove all condition tokens from pinned squads.
3. All disrupted squads now become pinned (flip the token). If there is an officer in the same hex, the condition token is removed instead.
4. Remove any expired markers (eg. smoke).

3. PLACE UNITS IN OP FIRE MODE
Players assign any number of their units to Op Fire mode. They cannot then be activated during the upcoming Action Phase, but they may react to enemy movement from the very first action of the next round.

4. SQUAD TRANSFERS
Players may move any number of figures between friendly squads in the same hex.
Figures may not be transferred to or from a squad with a specialization; a specialization token may not be transferred; and figures may not be transferred to or from pinned, disrupted or transported squads or those in entrenchments or pillboxes.
An empty squad base is removed from the game.

5. SCENARIO REINFORCEMENTS & EVENTS
Players receive any reinforcements and resolve any special events indicated by the scenario for this round. Scenario reinforcements differ from Strategy card reinforcements.

Placing Reinforcements
Any reinforcements may only be placed in a nation’s reinforcement zone (marked with an R).
Reinforcements cannot exceed a hex’s stacking limits or be placed in a hex occupied by enemy units. Any reinforcements missed in prior game rounds remain lost.

6. ADVANCE THE ROUND MARKER
Advance the round marker on the round track. Another round begins. When the 11th round is reached, flip the marker to its +10 side and move it back to the 1 space of the round track.
If the round just completed was the last round of the scenario, the game is over.

WINNING THE GAME
Different scenarios have different victory conditions. If, at the end of a victory point scenario, both players have the same number of VP, the player who has the initiative at the end of the Status Phase is the winner.
MOVEMENT
A unit can only use its MPs for moving/special actions if it activated to Advance, Fire & Movement, or Assault.
A unit may not move into or through a hex containing an enemy unit (except tank overruns). MPs expended when entering a hex depend on the terrain of the hex. Half cannot be entered.

Moving and Opportunity Fire
Immediately after the active unit moves into any hex, Op Fire attacks by enemy units in Op Fire mode are resolved.
If the active unit becomes pinned, disrupted, or damaged as a result of the Op Fire, it is immediately fatigued, and its activation and movement ends. If the attack scores no hits, or if a squad takes casualties as the result of a normal attack, the active unit may continue moving.
A unit may be the target of Op Fire multiple times during the same movement, but not more than once per hex.

TRANSPORTING SQUADS IN VEHICLES
Squads may be transported on vehicles with the Transport trait. The number shows how many may be transported.
The vehicle and squads count as only one unit for the purpose of stacking. Use transport markers and their corresponding offboard indicator tokens.
A squad may enter a vehicle in its hex for 2 MPs. The squad is immediately fatigued and its action complete.
Fresh squads inside a vehicle may be activated, but cannot fire or resolve special abilities. Vehicles do not benefit from bonuses or abilities of squads inside them.
Squads inside a vehicle cannot be targeted for any type of attack or affected by vehicle damage; only the vehicle can be targeted. If a vehicle is destroyed, all squads transported by it are also destroyed.

An active squad may exit a vehicle for 2 MPs, as long as it does not then exceed stacking limits. Exiting may trigger enemy Op Fire.

COMBAT
The range and firepower (FPR) of a unit are dependent on whether the target is an infantry or a vehicle unit. An attacking unit must be in range and have line of sight (LOS) to the target unit.
If a hex contains multiple targets, and the attack is not an area attack or assault, the firing player indicates which exact squad or vehicle is to be the target of the attack.
A squad is eligible to attack an enemy unit if at least one figure in that squad can do so. Any figures that cannot participate do not contribute to the attack in any way. You may always choose to have some figures in a squad not participate in an attack.

RANGE

| Benefit from bonuses or abilities of squads inside them. |
| Less than/equal to attacker's range: normal range. |
| Less than/equal to double attacker's range: long range. |
| Double attacker's range: out of range. |

The range is equal to that of the attacking figure in a squad with the lowest range, though not all figures in a squad must fire.
There are 3 elevation levels: level 0 (most board hexes, grasslands, etc.), level 1 (low hill), and level 2 (high hill). An attacking unit on a hex of a higher elevation than its target receives +1 to its range value.

LINE OF SIGHT
There is a clear LOS if there is no blocking terrain (BT) on a straight line between the centers of the two hexes, BT does not block LOS to units in that hex. If the line between the units is traced exactly along the edge of a series of hexes, LOS is not blocked unless there is BT on both sides of the line.

Units do not block LOS. Two adjacent units always have LOS to each other.
If there is BT between units at different elevations, find the BT hex closest to the lower unit. A hill the same level or lower than the unit on the higher elevation is also considered BT. If the difference in elevation is 1, the 2 hexes behind the closest obstruction are blind hexes. If the difference is 2, the 1 hex behind the closest obstruction is a blind hex. There is no LOS if the lower unit is in a blind hex.

If the higher unit must fire or be fired upon across an adjacent hex at its same level, there is no LOS.

RESOLVING AN ATTACK

1. Determine Attack Strength
FPR of attacking unit + half FPR of all supporting units
The FPR of a unit depends on whether the target is an infantry or a vehicle unit, and is the cumulative value of every figure.

2. Determine Defense Strength
AV of target + cover for terrain/fortifications
Only vehicles have armor values (AV). Effects that modify cover do not affect armor, and vice versa.

3. Declare Attack Type
If the target is a squad, declare the attack a normal attack or a suppressive attack. Vehicles are immune to suppressive attacks.

4. Roll Attack & Determine Hits
Roll black dice equal to the attack strength and red dice equal to the defense strength.
Determine black dice successes, based on range:
Close range: 4-6; Normal range: 5-6; Long range: 6. Subtract red dice successes, which are always 5-6. The final number is the number of hits.

Normal Attack Results
Against Squads: remove figures equal to the number of hits. A pinned or disrupted status is not affected.
Against Undamaged Vehicles: 1 or 2 hits: lightly damaged; 3 hits: heavily damaged; 4+ hits: destroyed.
Against Damaged Vehicles: if a lightly damaged vehicle takes 1 or 2 hits: heavily damaged; 3+ hits: destroyed. If a heavily damaged vehicle takes 1+ hits: destroyed.
A vehicle lightly damaged is -1 to movement and has -1 to its AV. A vehicle heavily damaged may not move, has -1 to its AV and its FPR is halved.

Suppressive Attack Results
Against a Normal Squad: 1 or 2 hits: pinned; 3 hits: disrupted; 4+ hits: routed and destroyed.
Against a Pinned Squad: 1 or 2 hits: disrupted; 3+ hits: routed and destroyed.
Against a Disrupted Squad: 1+ hits: routed and destroyed.

COMBINED FIRE
When an active unit makes a concentrated or Op Fire attack, other fresh friendly units eligible to attack the target may support that attack with combined fire.
A supporting unit must be in range and LOS of the target. The leading unit uses its full FPR and each supporting unit half its FPR. All participating units in combined fire become fatigued after the attack.
The least favourable range of the participating units is used to determine the success number.

OPPORTUNITY FIRE
A unit in Op Fire mode may attack during the opponent’s action turn when an enemy unit moves within its range and LOS. Other fresh friendly units also in Op Fire mode may support the attack with combined fire. All participating units in Op Fire fire become fatigued after the attack.

Note that if a unit’s FPR would be halved more than once it cannot attack. Always round up when halving FPR.

AREA ATTACKS
Area attacks affect all units in a hex, may be normal or suppressive, and succeed on 5 or 6. Each individual unit rolls its defense dice and resolves its damage separately.

ASSAULT ATTACKS
Only squads without heavy infantry weapons figures may make assault attacks. They are always normal attacks.
After movement, the assault attack is made against an adjacent hex containing at least one enemy unit that does not contain an enemy heavy vehicle.
An assaulting unit entering a hex with a minefield or railroad wire during its move may not assault that activation.
Up to 2 friendly squads in hexes adjacent to the target hex may support the attack, even fatigued squads (but not pinned or disrupted).

1. Determine Attacker’s Attack Strength
FPR of attacking unit vs infantry + half FPR vs all supporting units

2. Determine Defender’s Attack Strength
FPR of defending units and light vehicles vs infantry

Disrupted squads do not contribute, and pinned squads contribute only half FPR (unless an officer is present).

3. Roll Attack & Determine Hits
Attacker rolls black dice equal to his attack strength and red dice equal to the defender’s terrain/fortifications.
Cover bonuses are cumulative. Light vehicles do not contribute their AV.
Determine black dice successes, on 4-6. Subtract red dice successes, on 5, 6. The final number is the number of attack hits.

5. Roll Defense & Determine Hits
Defender rolls black dice equal to his attack strength. Determine black dice successes, on 4, 5, 6. This is the number of defense hits.

6. Resolve Casualties
The attacker first removes casualties from his active squad, then his other participating units. Then the defender removes casualties from any combination of his defending units. Hits may be assigned to a light vehicle up to the number required to destroy it.
If the defender’s hits equal to or exceed the attacker’s, the attack is unsuccessful and the active unit fatigued. If the attacker’s hits exceed the defender’s, the assault is successful and the defender must retreat.

The defender must move all surviving units into a single adjacent hex free of enemy units. Destroy units in excess of stacking limits. If there are no hexes, destroy all units. Disrupted units cannot retreat and are destroyed. Pinned units become disrupted after retreating.

The active unit and any supporting units may now move into the vacated hex and are fatigued. Supporting units fatiguated at the start of the turn may not advance. A retreat or advance does not trigger Op Fire.

STRATEGY CARDS
Any cards ‘placed in your play area’ are only paid for when initially activated and remain in effect from then on.

Establish Contact (X) Roll a die: equal or exceed the number to establish contact. Another attempt may be made as an action once every subsequent round until successful.

Target Hex Place the target token on a board hex.

Determine Drift If the target hex is not within LOS of a non-fatigued friendly unit, the drift number is 6. If within LOS, it is 4. If the unit is within LOS and contains an officer or the hex is in the same hex or adjacent, it is 3.

Roll 1 red and 1 black dice. If the black die is equal to or higher than the drift number the attack strikes the target hex. If less, the attack drifts as many hexes as the number on the black die, and in the direction on the north directional marker shown by the red die.

The attack has no effect if the target drifts off the board.

Area Attack (X) Make an area attack against the final target hex using the strength given. If not designated as suppressive it is a normal attack. The attack scores successes on a 5 or 6 unless stated otherwise.

Wide Blast Radius (X) Hexes adjacent to the target hex are attacked with the strength given. Roll each separately.
**ACTION PHASE**
Alternate taking number of actions specified by scenario.
A unit is **fatigued** after completed its action (unless in **Op Fire**). A unit fatigued or in **Op Fire** may not be activated.

**ADVANCE**
A unit may move up to its movement value. Enemy **Op Fire** may halt its movement.

**CONCENTRATED FIRE**
A unit may make a **concentrated attack** against an enemy unit. Fresh friendly units may be support the attack with combined fire.

**PREPARE OP FIRE**
Place a token **Op Fire** side up by the unit. It may **Op Fire** against a moving enemy unit within the unit's LOS in the enemy's turn. Friendly units in **Op Fire** may support.

**FIRE AND MOVEMENT**
A unit may move then **attack** or **attack then move** an eligible enemy unit.
- a squad receives 1 fewer MP.
- a vehicle receives 2 fewer MPs.
- a unit must halve its FPR value when attacking.
- a unit may not make a long-range attack.
- other friendly units may not support the unit's attack.

A unit that doesn't attack still receives the move penalty. A squad containing any **heavy infantry weapon** figure may not be activated with this action.

**ASSAULT**
A squad may move with 1 fewer MP then make an **assault attack** against an adjacent hex and 1+ enemy units.
A squad that doesn't assault still receives the move penalty. Vehicles, or a squad containing any **heavy infantry weapon** figure, may not be activated with an Assault action.

**ACTIVATE STRATEGY CARD**
Pay the command cost and resolve an eligible faceup Strategy card marked **Action Phase**.

**FATIGUE UNIT**
Do nothing: fatigues a unit.

**SPECIAL ACTION**
Special actions that require an action: as an action, do X.

**COMMAND PHASE**

1. **DETERMINE CONTROL OVER OBJECTIVES**
   Check every **objective hex** (with a command objective or victory objective marker, or as indicated by the scenario).
   If control over an objective hex has changed, the new owner replaces his opponent's **control marker** with his own.
   A player controls an objective if he has one of his control markers on that hex, or if he is now capturing the hex by having at least one friendly unit in it. He retains control of a hex as long as his control marker remains on the hex.

2. **RECEIVE COMMAND & VICTORY POINTS**
   **Receive Command**
   For each friendly or neutral command objective a player controls, take the indicated amount of command tokens.
   **Receive Victory Points**
   Collect victory points as dictated by the scenario, using VP markers on the round track to keep track.

3. **SPEND COMMAND**
   **Activate Strategy Cards**
   Pay command costs and resolve as many eligible faceup Strategy cards marked **Command Phase** as desired.
   **Increase Initiative Pool**
   Spend some or all of available command onto the Initiative card, where it can accumulate round after round. Command may be saved up to spend later.

4. **DETERMINE INITIATIVE**
   The player with the highest amount of command on his Initiative card receives initiative next round. If it is a tie, the token goes to the player who does not have initiative.

**STATUS PHASE**

1. **DRAW STRATEGY CARDS**
   Each player draws one card from one of his Strategy decks. If the first card drawn contains a + symbol, one time only immediately draw one additional Strategy card.

2. **REMOVE TOKENS**
   Remove all expired markers and activation tokens (including from squads being transported by vehicles). All units are now fresh.
   Remove all condition tokens from **pinned** squads. All disrupted squads now become pinned. If an **officer** in the same hex, the condition token is removed instead.

3. **PLACE UNITS IN OP FIRE MODE**
   Assign any number of units to **Op Fire** mode. They cannot be activated during the next Action Phase, but may react to enemy movement from the first action of the next round.

4. **SQUAD TRANSFERS**
   Move figures between friendly squads in the same hex. Specialization tokens may not be transferred; and figures may not be transferred to or from **pinned**, disrupted or transported squads, squads with a specialization or those in entrenchments or pillboxes.

5. **SCENARIO REINFORCEMENTS & EVENTS**
   Receive any reinforcements and resolve any special events indicated by the scenario for this round.
   Any reinforcements may only be placed in a nation's reinforcement zone. Reinforcements cannot exceed a hex's stacking limits or in a hex occupied by enemy units. Any reinforcements missed in prior rounds remain lost.

6. **ADVANCE THE ROUND MARKER**

**CONCENTRATED FIRE ATTACKS**

1. **Declare Attack Normal or Suppressive**
2. **Roll black dice equal to Attack Strength**
   - FPR of attacking unit + half FPR of all supporting units
   - and red dice equal to Defense Strength
   - AV of target + cover for terrain/fortifications

Black dice successes:
- **Range**: Close: 4-6 Normal: 5-6 Long: 6
- Subtract red dice successes: 5-6.

**Normal Attack Results**
- Vs Squads: remove figures equal to the number of hits. A **pinned** or **destroyed** status is not affected.
- Vs Undamaged Vehicles: 1 or 2 hits: lightly damaged; 3+: destroyed.
- Vs Damaged Vehicles: if a lightly damaged vehicle takes 1 or 2 hits: heavily damaged; 3+: destroyed. If a heavily damaged vehicle takes 1+ hits: destroyed.

A vehicle lightly damaged is -1 to movement and -1 AV. If heavily damaged no move, -1 AV and half FPR.

**ASSAULT ATTACKS**

1. **Attacker rolls black dice equal to Attack Strength**
   - FPR of attacking squad vs infantry + half FPR vs infantry of all supporting squads (up to 2 adjacent to target)
   - and red dice equal to Defender's cover
   **Attack hits**: Black dice successes (4-6) minus red dice successes (5, 6).

2. **Defender rolls black dice equal to Attack Strength**
   - FPR of defending units and light vehicles vs infantry
   Disrupted squads do not contribute, pinned squads contribute only half FPR (unless officer is present).
   Light vehicles do not contribute their AV.
   **Defense hits**: Black dice successes (4-6). Attacker removes casualties first, then defender.

**TERRAIN**

CLEAR
- **Blocking Terrain**: No
- **Movement Cost**: 1
- **Cover**: None

ROUGH
- **Blocking Terrain**: No
- **Movement Cost**: 2 squads, 1 vehicles
- **Cover**: 1

WOODS
- **Blocking Terrain**: Yes
- **Movement Cost**: 2 squads, 3 vehicles
- **Cover**: 2

ROAD
- **Blocking Terrain**: As hex's main terrain.
- **Movement Cost**: 1 if moving from a contiguous road hex, otherwise for terrain type.
- **Cover**: As hex's main terrain.

STREAM
- **Blocking Terrain**: No
- **Movement Cost**: Impossible
- **Cover**: None

POND
- **Blocking Terrain**: No
- **Movement Cost**: Impossible
- **Cover**: None

BRIDGE
- **Blocking Terrain**: No
- **Movement Cost**: 1
- **Cover**: 1

HILL
- **Blocking Terrain**: See LOS rules
- **Movement Cost**: 1 if moving from a hill of same or higher level, 2 if moving uphill. Cliff sides (level 0 to 2) are impassable.
- **Cover**: None
- **Special Rules**: An attacking unit on a higher level receives +1 to range.

BUILDING
- **Blocking Terrain**: Yes
- **Movement Cost**: 2 even if the hex also contains a road
- **Cover**: 3
UNITS SPECIAL ABILITIES

ELITE INFANTRY
Battle-Hardened: Each figure +1 cover vs suppressive fire.
Officer
Fast Recovery: a disrupted squad in the same hex may remove its condition token in the Status Phase.
Rally: A fresh, but pinned squad in the same hex may be activated with a concentrated attack, firing at half FPR.
Determination: A squad in the same hex as one or more officers receives +1 cover against suppressive fire.
Increased Mobility: A squad containing at least one officer receives +1 to its movement value.

MACHINE GUN CREW
Limited Choice of Actions: A squad containing an MG crew may not take a Fire & Movement or Assault action.
Rapid Op Fire: A squad with only its MG crew participating may Op Fire without becoming fatigued. Multiple Op Fire attacks must be against different targets.

MORTAR CREW
Limited Choice of Actions: A squad containing a Mortar crew may not take a Fire & Movement or Assault action.

Area Attack: Target an entire hex with an area attack, (normal or suppressive). Succeeds 5 or 6; 6 at long range.
Ballistic Fire: A mortar attack does not need LOS if it can target a hex that a non-fatigued friendly unit has LOS to. Mortars cannot fire if they are in a building hex or pillbox.
Minimum Distance: Cannot attack or support an attack against an adjacent hex, or contribute during an assault against its own hex.
No Op Fire: Mortar figures cannot participate in Op Fire.
No Mixed Fire: Cannot attack other figure types.

TRUCKS
Effective Road Movement: One-third movement points to move from a road hex to another contiguous road hex.
Fragile: Destroyed if heavily damaged.

HALF-TRACKS
Transport (1): Light Vehicle
Tank: Heavy Vehicle
Sturdy: Not fatigued if lightly damaged by enemy Op Fire.
Concussive Firepower: +3 FPR and +3 range when attacking a squad in a building hex or pillbox.
Overrun: May move through a hex containing enemy units at a cost of +1 MP each enemy unit. After leaving the hex, every enemy unit (except vehicles, transported squads or squads in entrenchments/pillboxes) is pinned. Squads already pinned or disrupted are unaffected.
Subject to enemy Op Fire when entering the hex; at close range from those in the hex. If forced to end its move in the hex the tank must retreat to its last enemy-free hex at no MP cost and become fatigued, and no enemy squads become pinned.
Thick Armor: Some tanks have thick armor; may change any one of the defense dice into a 6 after they are rolled.

SQUAD CONDITIONS
Pinned
May not move, fire or take any special action. An officer’s Rally ability allows any fresh, pinned squads in the same hex to be activated with a concentrated attack action, but the squad’s FPR is halved.

Disconnected
May not move, fire or take any special action, regardless of an officer. An officer will cause the condition to be removed during the next Status Phase.

Opportunity Fire
A squad pinned or disrupted during its activation, or in Op Fire mode, is immediately fatigued and can never be placed in Op Fire mode.

A pinned or disrupted unit cannot perform special actions.

CONCEALED SQUADS
A concealed squad (not vehicles) cannot be fired upon or affected by area attacks. Enemy units can move through hexes containing only concealed squads, tank movement is unaffected and the squads are unaffected by Overrun.

The squad is revealed if it fires or supports an attack, moves into an objective hex or at any time it is within LOS of an enemy unit and not in cover-providing terrain (except smoke). The squad is always revealed if it is adjacent to an enemy unit at the end of the Status Phase.

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Determination: A squad in the same hex as one or more officers receives +1 cover against suppressive fire.
Increased Mobility: A squad containing at least one officer receives +1 to its movement value.

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Area Attack: Target an entire hex with an area attack, (normal or suppressive). Succeeds 5 or 6; 6 at long range.
Ballistic Fire: A mortar attack does not need LOS if it can target a hex that a non-fatigued friendly unit has LOS to. Mortars cannot fire if they are in a building hex or pillbox.
Minimum Distance: Cannot attack or support an attack against an adjacent hex, or contribute during an assault against its own hex.
No Op Fire: Mortar figures cannot participate in Op Fire.
No Mixed Fire: Cannot attack other figure types.

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Effective Road Movement: One-third movement points to move from a road hex to another contiguous road hex.
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Sturdy: Not fatigued if lightly damaged by enemy Op Fire.
Concussive Firepower: +3 FPR and +3 range when attacking a squad in a building hex or pillbox.
Overrun: May move through a hex containing enemy units at a cost of +1 MP each enemy unit. After leaving the hex, every enemy unit (except vehicles, transported squads or squads in entrenchments/pillboxes) is pinned. Squads already pinned or disrupted are unaffected.
Subject to enemy Op Fire when entering the hex; at close range from those in the hex. If forced to end its move in the hex the tank must retreat to its last enemy-free hex at no MP cost and become fatigued, and no enemy squads become pinned.
Thick Armor: Some tanks have thick armor; may change any one of the defense dice into a 6 after they are rolled.

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May not move, fire or take any special action. An officer’s Rally ability allows any fresh, pinned squads in the same hex to be activated with a concentrated attack action, but the squad’s FPR is halved.

Disconnected
May not move, fire or take any special action, regardless of an officer. An officer will cause the condition to be removed during the next Status Phase.

Opportunity Fire
A squad pinned or disrupted during its activation, or in Op Fire mode, is immediately fatigued and can never be placed in Op Fire mode.

A pinned or disrupted unit cannot perform special actions.

CONCEALED SQUADS
A concealed squad (not vehicles) cannot be fired upon or affected by area attacks. Enemy units can move through hexes containing only concealed squads, tank movement is unaffected and the squads are unaffected by Overrun.

The squad is revealed if it fires or supports an attack, moves into an objective hex or at any time it is within LOS of an enemy unit and not in cover-providing terrain (except smoke). The squad is always revealed if it is adjacent to an enemy unit at the end of the Status Phase.
**German Unit Stats**

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<td></td>
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<tr>
<td>Elite Infantry</td>
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<td>Machine Gun Crew</td>
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<tr>
<td>Mortar Crew</td>
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<td>Sdkfz 251 Half-Track</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Panzer IV</td>
<td>1</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>Tiger 1</td>
<td>1</td>
<td>4</td>
<td>Thick Armor: Some tanks have thick armor; may change any one of the defense dice to a 6 after they are rolled.</td>
</tr>
</tbody>
</table>

**Elite Infantry Special Abilities**

- **Battle-Hardened**: Each figure +1 cover vs suppressive fire.

- **Officer**
  - **Fast Recovery**: A disrupted squad in the same hex may remove its condition token in the Status Phase.
  - **Rally**: A fresh, but pinned squad in the same hex may be activated with a concentrated attack, firing at half FPR.
  - **Determination**: A squad in the same hex as one or more officers receives +1 cover against suppressive fire.

**Machine Gun Crew**

- **Limited Choice of Actions**: A squad containing an MG crew may not take a Fire & Movement or Assault action.

**Mortar Crew**

- **Limited Choice of Actions**: A squad containing a Mortar crew may not take a Fire & Movement or Assault action.

**Mortar Crew**

- **Area Attack**: Target an entire hex with an area attack, (normal or suppressive). Succeeds 5 or 6, 6 at long range.

**Ballistic Fire**

- **A mortar attack does not need LOS if it can target a hex that a non-fatigued friendly unit has LOS to.**

**Minimum Distance**: Cannot attack or support an attack against an adjacent hex, or contribute during an assault against its own hex.

**No Op Fire**: Mortar figures cannot participate in Op Fire.

**No Mixed Fire**: Cannot attack with other figure types.

**Trucks**

- **Transport (2)**: Light Vehicle Effective Road Movement: One-third movement points to move from a road hex to another contiguous road hex.

**Half-Tracks**

- **Transport (1)**: Light Vehicle

**Tanks**

- **Tank, Heavy Vehicle** Sturdy: Not fatigued if lightly damaged by enemy Op Fire.

**Concussive Firepower**: +3 FPR and +3 range when attacking a squad in a building hex or pillbox.

**Overrun**: May move through a hex containing enemy units at a cost of +1 MP each enemy unit. After leaving the hex, every enemy unit (except vehicles, transported squads or squads in entrenchments/pillboxes) is pinned. Squads already pinned or disrupted are unaffected.

**Subject to enemy Op Fire when entering the hex; at close range from those in the hex. If forced to end its move in the hex the tank must retreat to its last enemy-free hex at no MP cost and become fatigued, and no enemy squads become pinned.**

**Thick Armor**: Some tanks have thick armor; may change any one of the defense dice into a 6 after they are rolled.

**Specialized Squads**

- **A specialized squad may not have more than one specialization, may not have a heavy infantry weapon figure, may not transfer or receive figures, and may not use its special abilities if pinned or disrupted.**

**Engineer**

- **Dig Entrenchment**: Fatigue unit as an to create an entrenchment in its hex (not a stream, pond or building hex). May enter the entrenchment as part of this action.

**A hex may not contain more than 3 fortification markers.**

**Anti-Tank**

- **Armor-Piercing Weaponry**: In all attacks against vehicles, even if supporting, the squad has base range of 3 and +3 FPR.

**Flamethrower**

- **Flaming Death**: When attacking an adjacent hex, +2 FPR and target receives -5 cover (minimum 0). Armor not affected.

**Medic**

- **Bandage**: The squad and any squad in the same hex +1 cover against suppressive fire.

**Squad Conditions**

- **Pinned**: May not move, fire or take any special action. An officer’s Rally ability allows any fresh, pinned squads in the same hex to be activated with a concentrated attack action, but the squad’s FPR is halved.

- **Disrupted**: May not move, fire or take any special action, regardless of an officer. An officer will cause the condition to be removed during the next Status Phase.

**Opportunity Fire**

- A squad pinned or disrupted during its activation, or in Op Fire mode, is immediately fatigued and can never be placed in Op Fire mode.

**Concealed Squads**

- A concealed squad (not vehicles) cannot be fired upon or affected by area attacks. Enemy units can move through hexes containing only concealed squads, tank movement is unaffected and the squads are unaffected by Overrun.

The squad is revealed if it fires or supports an attack, moves into an objective hex or at any time it is within LOS of an enemy unit and not in cover-providing terrain (except smoke). The squad is always revealed if it is adjacent to an enemy unit at the end of the Status Phase.

**Fortifications, Obstacles & Cover**

- **Entrenchments & Pillboxes**: One squad in the same hex may spend 1 MP to enter an entrenchment/ pillbox, and 1 MP to leave (may trigger Op Fire). Vehicles cannot enter.

- **Razor Wire**: Non-engineer squads and light vehicles must end their movement if entering a hex with razor wire.

- **Tank Traps**: A vehicle cannot enter a hex with a tank trap unless it started its move in an adjacent hex. It must end its movement when it enters the hex. Tank traps give squads +1 cover.

- **Smoke**: Any hex with a smoke marker is blocking terrain and +2 cover. A unit in the hex fights at half FPR.

- **Minefields**: Units must end their movement and become fatigued if entering a hex with a minefield and immediately roll for casualties: 4 dice. 4-6 results causing hits (no defense dice). Engineers do not check for hits but are fatigued.

- **A unit in the hex fights at half FPR.**

- **A unit moving from a minefield hex may only move to an adjacent hex. A hex may not contain more than 1 minefield marker.**