

Taking Turns (2.2)

- **Round:** In a round, players alternate taking turns.
- **Turn:** During their turn, a player may take one **Action**.

Units (2.2)

Units are either **Fresh**, **Activated**, or **Spent**.

- **Fresh:** A **Fresh** unit may be **Activated**, given 7AP, and immediately take an action.
- **Activated:** Each player may only have one **Activated** unit at a time. **Activated** units may take Unit (AP) Actions.
- **Spent:** The **Activated** unit is **Spent** once it has 0AP or another of the player's units is **Activated**.

Player Actions (2.2)

- **Unit (AP) Action (3.0):** Spend AP to take an action with the **Activated** unit.
- **Opportunity Action (3.1):** Take an action with any **Fresh** unit and then mark it as **Spent**.
- **Command (CAP) Action (3.2.2):** Spend CAPs to take an action with any **Spent**, **Fresh** or **Activated** unit.
- **Card Action (8.0):** Play and resolve an Action Card from your hand or a Weapon Card assigned to a unit.
- **Stall Action (2.2):** The player takes none of the above actions, but spends 1AP or CAP to keep from passing.
- **Pass Action (2.2):** The player takes none of the above actions and spends **no** AP or CAP. If the player has an **Activated** unit, it is **Spent**. If both players pass consecutively, the round ends.

Groups

- **Shared Activations (9.0):** Multiple units may be **Activated** and perform individual or group actions from a shared 7AP pool. Each individual or group action is a turn.
- **Group Actions (9.1):** Unit (AP) Actions, Opportunity Actions, Command (CAP) Actions, and Card Actions may be taken by a group of contiguous units.

Command Action Points (CAPs)

- **Spending CAPs (3.2):** CAPs may be used in place of any number of APs for any action.
- **Dice Roles (3.2.3):** Up to 2 CAPs may be spent to add to or deducted from any roll, including Initiative, Attacking, and Rallying. CAPs are spent before the roll is made.

Unit Actions

- **Move (5.0):** Pay Cost to Move to move to an adjacent hex and then pivot/face any direction. Pay 1AP to only pivot in original hex (5.3). Units with bonus moves may move multiple hexes (14.1). Units may use bonus movement after pivoting. +1AP Cost to Move backwards (5.2).
- **Attack (7.0):** Pay Cost to Attack to attack an enemy within the unit's Fire Zone (6.2). Unit may attack at up to double its range for a -2AR penalty (7.7.1).
- **Rally (7.6):** Unit pays 5AP/CAP to make a rally attempt to remove a Hit Marker. Succeeds on $2d6 \geq \text{rally \#}$. Unit receives +1 die roll bonus, if it is in +1DM or higher cover and/or +1 die roll bonus for each un-hit friendly unit in its hex.
- **Play Card (8.0):** Use a Weapon Card that is assigned to the unit.
- **Hide (10.2):** If a unit is not in enemy LOS, it may pay 7AP to hide anywhere within 1 hex that is also not in enemy LOS.
- **Hasty Defense (18.1.3):** Unit pays 7AP to place a Hasty Defense counter.

Group Actions

- **Group Move (9.1.1):** Contiguous units may move together and pay only the AP cost of the moving unit with the **highest** Cost to Move.
- **Group Attack (9.1.2):** The Attack Group Leader pays its Cost to Attack. Adjacent units may join the Leader and each adds +1AR bonus to the Leader's AR.
- **Other Actions:** All other actions may be performed by a group of contiguous units.

Hidden Units

- **Hidden Movement (10.1):** Moving hidden into non-cover terrain costs +6AP. Moving into cover terrain costs +3AP.
- **Revealing (10.0):** Units in non-cover terrain are revealed if an enemy within 2 hexes has LOS on them. Units in cover are revealed if an enemy enters their hex. Hidden units are revealed if they take an action other than Hidden Movement, Stall, or Pass.

Cost to Attack

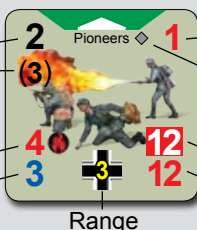
Direct

Indirect

Attack Rating (AR)

Bullets & HE (Red)

Armor-Piercing (Blue)



Range

Cost to Move

Unit Identifier

Soft Defense Ratings (DR)

F flank Defense

Front Defense

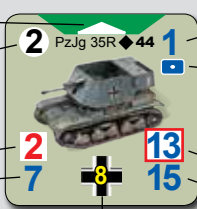
Unit Facing

Cost to Fire

Attack Rating (AR)

Bullets & HE (Red)

Armor-Piercing (Blue)



Range

Cost to Move

Tracked

Movement Bonus

Armored Defense Ratings (DR)

F flank Defense

Front Defense

Counter Symbols:

- **Red Attack Rating (AR)** must attack **red Defense Rating (DR)**.
- **Blue Attack Rating (AR)** must attack **blue Defense Rating (DR)**.
- **2 White circle** under Cost to Fire = Turreted or 360 degree tripod. May fire outside of its arc for +2AP (15.4).
- **2 White box** under AR = -2AR Penalty in CC (7.7.3).
- **Flamethrowers** max range = 1, red or blue 2AR (19.1).
- **High Explosive** resolved against Flank DR (12.3).
- **13 White box with red border** under DR = Open Top Vehicle. DR changes from blue to red when attacked by artillery or mortar fire, or in CC by foot units (15.6).
- **Green Wheel** = wheeled vehicle bonus move indicator.
- **Blue Track** = tracked vehicle bonus move indicator.

Combat

Attack Value (AV) AV = Attack Rating + 2D6 + CAP dice roll modifiers (7.1).

Defense Value (DV) DV = Defense Rating + terrain DM (7.2).

Combat Resolution AV ≥ DV = 1 Hit. On a 2nd hit, unit is destroyed (7.3).

AV ≥ DV + 4 = **Critical Hit**. Unit is destroyed (7.3).

Close Combat

+4AR, -2AR if AR has a white box behind it.

All CC fire is against a defender's flank DR (7.7.3).

Short Range Fire

+3AR Target is in adjacent hex (7.7.2).

Long Range Fire

-2AR Target is beyond normal range but not over 2x range (7.7.1).

Line of Sight (LOS)

Units do not block LOS (6.0).

Fire Zone

Any hex within the unit's LOS, Arc of Fire, and Range (6.2).

Stacked Units

Attack rolls are made against all units in a hex being attacked (7.5).

Transported Units

Attacks are resolved against a transported unit's flank.

Transported units may not attack (17.0).

Pre-Round Sequence

- **Flip Spent Units** to their Fresh sides (2.2).
- **Smoke** - Reduce or remove Smoke Counters (13.0).
- **Reset CAPs** - Deduct one per casualty (7.4.2).
- **Draw Cards** - Take card(s) if called for (8.0).
- **Target Off-Board Artillery** for next round's resolution (12.1).
- **Resolve Off-Board Artillery** targeted last round (12.2).
- **Prepare Reinforcements** called for by the Firefight (5.5).
- **Roll for Round Initiative** (2.1).

Defensive Modifiers are cumulative. + # AP = APs added to a unit's Cost to Move. NA = Not Accessible - Units may not enter this hex type.

& = A unit may move one extra open terrain or road hex per wheel and/or track symbol listed on its counter.

& = No wheel or track bonus moves are allowed into this terrain type. **# !** = Check for immobilization, 2D6 ≥ 6 unit is OK.

MAP TERRAIN	Movement Cost Penalties			Defense Modifiers			Comments
	Foot Movement	Wheeled Movement	Tracked Movement	Terrain Defense Modifier	Blocks LOS?	Cover Terrain	
Open Terrain	+0 AP	+0 AP bonus per	+0 AP bonus per	+0 DM	N	N	
Road	+0 AP	+0 AP bonus per bonus per	+0 AP bonus per	+0 DM	N	N	Roads cancel a terrain's penalty movement costs & restrictions (5.0.1).
Buildings (Wood)	+1 AP	NA	+2 AP 	+1 DM	Y	Y	
Buildings (Stone)	+1 AP	NA	+3! AP 	+2 DM	Y	Y	
Field (Plowed)	+0 AP	NA	+0 AP 	+0 DM	N	N	
Hills	+1 AP*	+1 AP*	+1 AP*	+0 DM	N	N	*Moving uphill costs +1AP per level. Open terrain bonus moves still count. Units higher than the enemy receive +1DM and +1AR (11.2). ▲ = level one hills (L1), ▲▲ = level two hills (L2).
Hills (Steep)	+2 AP	NA	NA	+0 DM	N	N	Terrain that risers two levels between two hexes. NA NA Wheeled and Tracked vehicles are not allowed across steep hill hexsides.
Walls	+1 AP	NA	+1 AP 	+1 DM*	N	Y	*+1DM to all units in the hex if the line of fire crosses the wall hexside. Walls do not add DM against mortar & artillery fire (5.0.2).
Water (River/Lake)	+4 AP	NA	NA	-1 DM	N	N	
Woods (Light)	+0 AP	+2 APs	+1 AP 	+1 DM	Y	Y	
Woods (Heavy)	+1 AP	NA	+2 AP 	+2 DM	Y	Y	Air Bursts (12.4): units in heavy woods do not receive a +2DM bonus against mortar and artillery fire.

FORTIFICATIONS & OBSTACLES								
Barbed Wire		+1D6* APs	NA	+2 AP 	+0 DM	N	N	*Foot Units add 1D6 APs to the normal terrain movement cost (18.3.1). NA Wheeled vehicles not allowed into barbed wire hexes.
Bunker		+0 AP	+0 AP	+0 AP	+3/5 DM	N	Y	Multiple Foot Units and/or gun units allowed only. Vehicles may enter a bunker hex, but not occupy a bunker. Mortars may not fire from within a bunker (18.1.2).
Hasty Defense		+0 AP	+0 AP	+0 AP	+1 DM	N	Y*	One unit allowed. Removed when the unit moves or pivots. *Provides cover for the hastily defended unit only. Foot Units may spend 7AP to place a Hasty Defense (18.1.3).
Land Mine		+0 AP	+0 AP	+0 AP	+0 DM	N	N	Mines attack when a unit enters the hex, pivots or initiates CC. Mines hit a target when a player rolls 2D6 ≥ 8. Mine owner rolls and may modify with CAPs (18.3.3).
Road Block		+0 AP	NA	+1D6 APs 	+1 DM	N	Y	Tracked units add 1D6 APs to the normal terrain movement cost (18.3.2).
Smoke +1DM		+0 AP	+0 AP	+0 AP	+1 DM	N	Y	Smoke +1DM counters are removed during the pre-turn sequence. +1 DM to all fire into and thru the hex (13.0).
Smoke +2DM		+0 AP	+0 AP 	+0 AP 	+2 DM	Y	Y	Smoke +2DM counters are reduced to +1DM in the pre-turn sequence. +2DM to all fire originating from or ending in the hex (13.0).
Trench		+0 AP	NA	+0 AP 	+2 DM (Foot Only)	N	Y	Multiple unburdened foot and all mortar units allowed. Mortars may fire from trenches. Units may face and fire in any direction (18.1.1).
Vehicles		+0 AP	+0 AP 	+0 AP 	+1 DM (Foot Only)	N	Y	No wheeled bonus move allowed if entering a road hex with other vehicles already present (14.2). Non-transported unburdened foot units in the same hex as a vehicle receive a +1DM (15.7).

MOVEMENT RULES							
Move Backwards	+1 AP	+1 AP 	+1 AP 	-	-	-	Backwards movement not allowed with vehicle bonus moves. Moving backwards with foot units is considered a cautious move.
Optional - Non-Cover Terrain Foot Movement Penalty	+0 AP	-	-	-1 DM (Foot Only)	-	-	Foot units receive a -1DM penalty for moving normally into non-cover hexes.
Optional - Cautious Foot Movement	+1 AP	-	-	-0 DM (Foot Only)	-	-	Cautious movement cancels a foot unit's -1DM penalty for moving into non-cover hexes.