

Examples



Attack Cost
Upper # = Direct Attack 2.4
(Lower #) = Indirect Attack (Mortar) 13.2

Color Fields
5 = Turret 360° Firing Arc 16.3

Firepower
Red # = vs Soft Target 6.5
Blue # = vs Armored Target 6.5

Color Fields
2 = Crewed Weapon (CC Penalty) 6.10
● = Anti-Aircraft 16.8

Symbols
⊕ = Sniper 11.8
☛ = Flamethrower 18.0
☛ = HE High Explosive 13.9

Unit Information

Front Facing: **Ground/Air/Fortification**
Unit Symbol/Counter #
Unit Name



Center
Unit Picture

Bottom
Attack Range 5.3
National Symbol

Move Cost

Color = **Foot/Wheeled/Tracked**
= Cost: **Foot** 4.5, **Wheel/Track** 15.1

Bonus Move Symbols

● = Wheel Bonus 15.2
● = Track Bonus 15.2

Defense

Color = **Soft** or **Armored** 6.2
Upper # = Flank Defense 6.1, 6.3
▶ If outlined 11 = Open Top Veh. 16.5
Lower # = Front Defense 6.1

Symbols

⊕ = APC DR Bonus 16.6
+2 = Fortification Defensive Bonus 17.0

Miscellaneous

■ = Spent Unit side 2.2
● = Target Hexes 13.4 Art; 16.7 Air

Examples



Common Turn Actions

Action	Cost	Description
Attack	Unit's Attack Cost	Roll Attack (6.0) on Target Hex in Fire Zone (5.0).
Move	Unit's Move Cost	Move into an adjacent Hex and Pivot (4.5, 15.1). Backwards Move +1AP (4.11).
Enter the Map	0AP	Requires no Spent Check (4.12). Enter a Unit (4.5)/Group (10.2) onto full Hex(es), or by Transport (15.6).
Pivot in Place	1AP	Pivot without moving (4.6). Ignore Move Penalties (4.9).
Stall	1AP	Choose a Unit, do nothing (2.8), then make a Spent Check.
Pass	0AP	Do nothing (no Spent Check) (2.7). If both players pass consecutively, Round ends.
Battle or Weapon Card	Printed on Card	Play a Battle or Weapon Card as an Action if marked with a Battle Icon (8.2).
Rally	5AP	Make a successful Rally Check to remove Hit Marker (7.7).
Hidden Move	5AP	Move Hidden Unit (11.5) or become Hidden (11.4).
Hasty Defense	5AP	Place Hasty Defense Marker on top of Unit (17.7).

Combat

Hit Number = **DR-AR**

2d6 ≥ HIT NUMBER = **HIT** DR = TARGET'S DEFENSE + DR MODIFIERS
2d6 ≥ HIT NUMBER + 4 = **CRITICAL HIT** AR = ATTACKER'S FIREPOWER + AR MODIFIERS

Combat Modifiers	Attack (AR)	Defense (DR)
Long Range Up to twice Range (5.3, 6.6)	-2AR	—
Short Range Adjacent Hex (6.6)	+3AR	—
Close Combat (CC) Same Hex (6.6, 6.9, 15.14)	+4AR	Flank DR
CC Penalty (Crew-Served Weapon) (6.10)	-2AR	Flank DR
Flank Attack (6.1, 6.3)	—	Flank DR
Defensive Terrain (6.4)	Terrain Chart (other side)	
Attacker High Ground (12.5)	+1AR	—
Defender High Ground (12.5)	—	+1DR
Small Balka (12.3)	—	+1DR
Air Bursts (HE) (13.9)	—	Ignore Hvy Wds
Vehicle Cover For Foot Units (15.15)	—	+1DR
Transported Unit (15.11)	—	—

LOS – Units do not block LOS (5.2).

Stacked Units – Attack all Units for one Action (6.8) except CC (6.9).

Attack Hidden: Reveal Number = 6 + Terrain DR (11.7); Flamethrower (18.0).

Pre-Round Sequence

- Advance the **Round Marker** (9.5).
- Remove all **Light Smoke** (14.4).
- Flip all **Heavy Smoke** to Light Smoke (14.4).
- Flip all **Spent Units** to their Fresh side (9.6).
- Reset **CAPs**. Deduct 1 per destroyed Unit (9.7), minimum 3 (7.13).
- Draw/Refresh **Battle Cards** as specified by the Mission (9.8).
- Prepare **Reinforcement Units** called for by the Mission (9.9).
- Plan next Round's off-board **Artillery Strikes** (13.5).
- Resolve previous Round's planned **Artillery Strikes** (13.6).
- Roll for **Initiative** (9.11).

Common CAP Modifiers

All Checks may be modified with CAPs before you roll.

d6 Checks

Modify d6 or 2d6 Checks: up to 2 CAPs (3.2).

- Attack Hit Number** (6.7)
- Rally Check Number** (7.7)
- Initiative Check Number** (9.11)
- Hidden Reveal Number** (11.7)
- Artillery Drift Check Number** (13.7)
- Mine Hit Number** (17.10)
- Barbed Wire** (17.8)

d10 Spent Checks

Modify d10 Checks with ANY number of CAPs (3.3).

d10 > ACTION COST = **UNIT REMAINS FRESH** (2.5).

Maps & Overlays		Terrain Modifiers			Movement Cost Penalty			= May use Wheel or Track Bonus Moves into this Hex.	= May not use Wheel or Track Bonus Moves into this Hex.
		Defense 6.4	Blocks LOS	Conceals 11.5	Foot Unit	Tracked Vehicle	Wheeled Vehicle		
	Open	+0 DR	N	N	+0 AP	+0 AP	+0 AP		Rolling fields, intermittent clumps of brush and low crops (4.8).
	Road	+0 DR	N	N	+0 AP	+0 AP	+0 AP		Ignore Difficult Terrain Move Penalties only when moving from one Road Hex to another Road Hex (4.10).
	Wheat	+0 DR	N	N (Y*)	+0 AP	+0 AP	+0 AP		* In July and August Missions (4.8, 11.5). Blocks Foot Unit LOS (5.2), Conceals (11.5), Reduce Rally Number by 1 (7.8).
	Corn	+0 DR	N (Y*)	N (Y*)	+0 AP (+1 AP*)	+0 AP	+0 AP		* In Aug & Sep Missions: Difficult Terrain (4.9), Blocks Foot Unit LOS (5.2), Conceals (11.5), Reduce Rally Number by 1 (7.8).
	Woods	+2 DR	Y	Y	+1 AP	+2 AP	⊘		Difficult Terrain (4.9, 15.3). Reduce Rally Number by 1 (7.8). *No +2DR Bonus against Mortar & Artillery attacks (13.9).
	Wood Buildings	+1 DR	Y	Y	+1 AP	+2 AP	+2 AP		Difficult Terrain (4.9, 15.3). Reduce Rally Number by 1 (7.8).
	Stone Buildings	+2 DR	Y	Y	+1 AP	+3 AP	+3 AP		Difficult Terrain (4.9, 15.3). Reduce Rally Number by 1 (7.8).
	Sloping Terrain	+1 DR*	N	N	+1 AP	+1 AP	+1 AP		Ascending 1 Elevation level +1AP Move Penalty (12.4). * +1DR or +1AR Bonus if higher than opponent (12.5).
	Steep Terrain	+1 DR*	N	N	+2 AP	⊘	⊘		Ascending or Descending 2 Elevation levels (12.4). * +1DR or +1AR Bonus if higher than opponent (12.5).
	Balka ▼▼	+0 DR	(12.6)	N	+0 AP	+0 AP	+0 AP		Moving into/out of a Balka, see Steep Terrain. All Units may move through a Balka Opening (12.2).
	Small Balka	+1 DR	N	Y	+2 AP	⊘	⊘		Foot Units: +1DR if attacked across Sm Balka (12.3). Reduce Rally Number by 1 if Enemy LOS crosses.
	Anti-Tank Ditch	+0 DR	N	N	+2 AP	⊘	⊘		AT Ditches keep Vehicles from entering a Hex (12.3). Offers no Defense for Foot Units.
	River	-1 DR	N	N	+5 AP	⊘	⊘		Units may not Attack when occupying a River Hex. -1DR Penalty when occupying Hex. Smoke not allowed (14.0).
	Ford	-1 DR	N	N	+1 AP	+1 AP	+1 AP		Allows vehicles to cross a river. May Attack out of a Ford. -1DR Penalty when occupying. Smoke not allowed (14.0).
	Marsh	+1 DR	N	Y*	+2 AP	+5 AP	⊘		*Foot Units only: Conceals and reduces Rally Number by 1 (7.8).
Backwards Move					+1 AP	+1 AP	+1 AP		Apply when moving into any Flank Hex (4.11).

Fortifications & Obstacles									
	Trench	+2 DR Foot Only	N	Y	+0 AP	+0 AP	⊘		Multiple Foot and Mortar Units may occupy a Trench. Units may face any direction (17.4).
	Gun Pit	+3/+1 DR	N	N	+0 AP	+0 AP	+0 AP		May be occupied by Field Guns and Vehicles only (17.5).
	Bunker	+5/+2 DR*	N	Y	+0 AP	+0 AP	+0 AP		*Foot and Crew-Served Units (6.10) except Mortars (17.6). Vehicles may enter a Bunker Hex but not occupy a Bunker.
	Hasty Defense	+1 DR	N	Y*	+0 AP	+0 AP	+0 AP		*Foot Units only. Foot Unit may build for a 5AP Action. +1DR if occupied when attacked (17.6).
	Barbed Wire	+0 DR	N	N	+1d6 AP	+0 AP	⊘		+1d6 AP Move Penalty for Foot Units to enter a Wire Hex. Destroyed if Tracked Unit enters Hex (17.9).
	Land Mines	+0 DR	N	N	+0 AP	+0 AP	+0 AP		Mine attacks when Units enter its Hex, pivot, or initiate CC. No attack when Units exit Hex (17.10).
	Light Smoke	+1 DR	N (Y*)	Y	+0 AP	+0 AP	+0 AP		+1DR if Light Smoke is in Attacker's Hex, Defender's Hex, or any Hex between them (14.4). *LOS is blocked if crossing 2 Light Smoke Markers (14.4).
	Heavy Smoke	+2 DR	Y	Y	+0 AP	+0 AP	+0 AP		+2DR if the Attacker or Defender Hex is in Heavy Smoke (14.3). No placement on Water. Reduce Rally Nbr by 1.