

Assault - 14 August, 2026

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1. Setup

1.1. Formation Cards 5.6

- select cards
- or draw cards
- or draw double amount then select, discarded cards form the reinforcement pool
- reinforcements are pulled randomly & kept unknown 5.7

1.2. Command Cards 5.9

- split neutral cards between players
- each player may exchange cards with TA/OAS cards 12.2

2. Sequence of Play 6.0

- Initiative phase
- Planning phase
- Support phase
- Action phase
- Organisation phase

2.1. Initiative Phase 6.1

- 1d6 highest is **first player**, reroll on draw

2.2. Planning Phase 6.2

- may discard then draw up to 3 *Command Cards*
- allocate all but 3 *Command Points* (command focus)
- plan TA/OAS cards now (cannot use command focus)
- **free** actions (Ø CP) :
 - change facing of artillery units 6.3
 - indirect fire spotting (not OAS) 7.1.1
 - play *Command Cards* 8.3
 - overrun artillery last shot 9.9.1
 - joint fire (support unit) 10.9.4
 - emergency disembark 10.11.3

2.3. Support Phase 6.3

- players alternate, **first player** starts
- when a player **passes** it **ends** their step
- step 1 :
 - artillery changes facing for **free**
 - activate  units with **support abilities**
 - play a *Command Card* (not TA/OAS)
- step 2 :
 - activate TA/OAS cards

2.4. Action Phase (Overview) 6.4

- players alternate **active** player status, **first player** starts
- action phase **ends** after 3 consecutive **pass** from both players
- a unit activates **at most once** per turn except for 
- an assigned  /  marker :

- replace any action marker & prevent any activation
- **non-active** player may *Reaction Fire* after any hex moved in
- possible actions for the **active** player are :
 - pass 8.1 (~ **free**)
 - play *Command Card* 8.3 (**free**)
 - normal movement  9.1 & fast movement  9.2

- dig in  9.7.1

- reinforcing position 9.7.2

- smoke cover 9.7.3

- hide  9.11

- fire  10.0

- turret fire  10.0

- move & fire  / fire & move  9.3 & 10.10

- close combat (after a move) 11.0

2.5. Organisation Phase 6.5

- markers upkeep :
 - **remove**  action markers:
 - Suppression roll: **recruit**  / **regular** 
 - remove on  / 
- **flip**  action markers
- hidden  ⇒ ambush 
- update :  -1, **turn** +1, occupied 
 - not** by **unarmoured**  or  /  marked units
- **victory** check
- reveal **reinforcements** & take associated CP

3. Support Phase 7.0

- **no** movement **no** reaction fire
-  units may activate their **support ability**

3.1. Artillery Face Change 7.3

- to **any** vertice, **no** action marker, for **free**

3.2. Indirect Fire 7.1

-  units with **Indirect Fire**
- **not** from forest or buildings (except single storey)
- **no** **defense** for  hexes
- adjacent  /  or unit with **Scout** may spot for **free** :
 - mark with  (if already ⇒ )
- against  7.1.2 (apply 10.11 to *Tank riders*) :
 - **defense** : + 
 - pre-roll : keep  &  dice then roll
 - use **flank defense**, on  use **above defense** instead

3.3. **Firing Smoke 7.2**

- units with **Smoke**
- 1 target hex + 2 adjacent hexes all in LOS
- adjacent or unit with **Scout** may spot for **free** :
 - mark with (if already $\Rightarrow$)
- roll for 1 hex : +1 / or (max 4)
- **blank & suppressed** are re-rolled for any adjacent hex

4. **Special Actions 8.0**

4.1. **Passing 8.1**

- turn ends after **3** consecutive pass (of both players)
- a player may pass **2** consecutive times, then must play or pay 1 **CP** which resets the count

4.2. **Reaction Fire 8.2**

- **not** during Support Phase
- *joint fire* is allowed 10.9.4
- possible after **each** hex moved in **except** for close combat
- unit **must** have **LOS** & be **activated** now
- **only 1** eligible unit may *Reaction Fire* per hex moved
- if the **non-active** player must *disembark* or *fallback*, it triggers reaction fire for 1 eligible **active** unit

4.3. **Play a Command Card 8.1**

- may play **1** eligible card per unit activation for **free**

5. **Movement Actions 9.0**

- stacking limit is **1** except transport & close combat
- units may move through hexes occupied by friendly unit
- +1 **MP** / climbed
- **Fast Movement** 9.2 +1 **MP**
 - **not** if **Slow** or marked with
 - - **weakest** defense dice (keep min 1)
 - defense :+
- **Move & Fire / Fire & Move** 9.3
 - mobile may change facing & Fire 10.0
 - **MP** / 2 $\uparrow$ **not** automatically **spotted**
 - **defense**: +
 - may *Fire* outside of its front arc if it has a *Turret* 10.0

5.1. **Harsh Terrain 9.4.5**

- **adjacent** hex **MP** cost > **base** unit movement allowance
- **cannot** use *Command Card*
- move into the **adjacent** hex & marked with

5.2. **Roads 9.5.3 ★**

- cost 1 **MP** along any road
- LOS is clear straight along any road / bridge
- facing must follow **narrow** roads
- change facing for **free** (+1 **MP** on **narrow** roads)
- friendly / cannot cross on **narrow** roads
- **defense** :
 - $\emptyset$
 -
 - terrain **defense** die
 - during *Reaction Fire*

5.3. **Covered Trails 9.5.6**

- only : 1 **MP** along the trail & -1

5.4. **Wrecks 9.5.8.5**

- on new destroyed replace old marker with a new one
- +1 **MP** on road / bridge
- flip when no more

5.5. **Minefields 9.5.9**

- take the amount + same amount of dummy
- **no** ATM in buildings
- **not** in fortifications / obstacles
- **no** , **no** close combat, **no** moving through friendly
- **no** effects on friendly units
- roll to enter & to leave
- escape on : 5+ • / 6+

1d6 escape roll modifiers			
Scout	+1	Unhidden Minefield	+1
Mine Detection	+2	Fallback action	-1

unit	mine attack	defense

result		
/	1 Damage	1 Damage & immobilized
X	Suppressed	Suppressed

use **strongest** result / die & apply *Critical* rules : 10.8.1

6. **Infantry-Specific Movements 9.7**

6.1. **Digging In 9.7.1**

- **not** in fortifications, - **weakest** defense die (keep 1 min)
- when dug in + stays until moves (not *Reinforcing*) or is **eliminated**

6.2. **Reinforcing Position 9.7.2**

- activate 2 **adjacent** units (2 **CP**) with , **no** **Harsh terrain**

- swap them, marker stays, 1 unit is subject to *Reaction Fire*

6.3. Smoke Cover 9.7.3 bgg post

- -1 MP / / / (no movement)
- place 1 adjacent add +1 / on (max 4)

7. Artillery-Specific Movements 9.8

- change facing to any vertex with or any movement action

8. Vehicle-Specific Movements 9.9

- only move into their 2 frontal or rear hexes
- may rotate 1 vertex for *free* after each hex moved in
- +1 MP per vertex before moving or additional after moving
- reverse movement: MP / 2 ↑, is allowed

8.1. Overrunning Artillery units 9.9.1

- **armoured** **not** while transporting
- **must** use a , **not** in *Harsh terrain*
- **unless** marked / / / :
 - has 1 vertex facing change & fire range 0 for *free*
no dice mod, *attack* vs frontal, apply *Critical* rules 10.8.1
- if is *Destroyed*, *Suppressed* or *Immobiled* :
 - it stays in the last adjacent hex moved in
- otherwise the is *Destroyed*

9. Transporting Units 9.10

- **armoured** have a transport **capacity** of 4 riders
- for *transport* capacity, do **not** count units **partial** damage
- dismounting / unloading units :
 - into empty **adjacent** hexes & trigger *Reaction Fire*

9.1. Loading Units 9.10.2

- **not** in a / / / /
- move the unit in the same hex as the , remove its marker

9.2. Dismounting Units 9.10.3

- marked with , if *Slow* or in *Harsh terrain*

9.3. Loading Immobile Artillery 9.10.4

- may **not** be / /
- the moves into the hex & is marked

9.4. Unloading Immobile Artillery 9.10.5

- **cannot** unload if the moved into a *Harsh terrain*
- mark the with if it did not move
- mark the with a

10. Hide Action 9.11

- **not** allowed to on roads, or / on roads or clear
- *defense*: + & must be spotted with -1
- may move 1 hex, **not** on road / *Harsh terrain* or if *Slow*

10.1. Hidden Units 9.11.1

- *defense*: + & must be spotted with -2
- *attack*: as if (- *weakest attack* die)

10.2. Ambush 9.11.2

- *defense*: + & must be spotted with -2
- *attack*: + **X** & *defense*: - *weakest defense* die

11. Movement with Covering Fire 9.12

- activate 2 **adjacent** units (2 CP) with / &
- **once**, if the *Firing unit* has LOS to a *Reaction Fire* unit :
 - adds its *strongest attack* die to *Moving unit defense*
 - (next *strongest attack* if *half-strength* or has)

12. Checking LOS 10.3

- 3+ hexes ⇒
- along a hexside : chose the *least* detrimental
- *Elevation* allows you to see over lower terrains

13. Spotting 10.5

- **Roll** if targets is / /
- target is **Spotted** if is either :
 - adjacent **or** marked with / /
 - **or** in *Arc of Fire* & clear LOS or no *defense* die hex
- else ⇒ **Roll**
- 1d6 : 6 is always a **success**
- -1 for each hex along the LOS
- on **failure** (*fires blindly*) :
 - only 1 **symbol** / dice counts (**no Critical** allowed)
 - *half-strength* rolls # *attack* dice / 2 ↑

14. Attack dice in Range Fire 10.9

- : +
- joint fire bonus 10.9.4
- *attack*: - *weakest attack* dice (keep min 1)
- : + **X** automatic
- target: + **X** automatic
- *half-strength* unit: *strongest single success* per dice
- failed spotting: *strongest single success* per dice, no

15. Joint Fire 10.9.4

- mark 2 **adjacent**  with , cost 1 CP
- lead unit does the  and the **attack**
- support unit adds:
 - its **strongest attack** die
 - its **next strongest attack** die if  or has 
 - use **stronger** symbol of double if *half-strength*

16. Defense dice in Range Fire 10.10

- terrain **defense** & hindering  dice
- Area of impact: use the **weakest defense**
-   : + 
-  **defense**: + 
-   **defense**: + 
-  **defense**: - **weakest** dice
- failed**  (*fires blindly*):
 - only **single success** / dice counts (**no Critical** allowed)
 - half-strength* rolls # **attack** dice / 2 ↑
- :
 -  /  - **weakest defense** dice (keep min 1)
 -  **defense** :+ 
-  **defense**: - **weakest defense** die (keep 1 min)
-  **defense**: + 
-    **defense**: + 
-  /   **defense**: + 
-  **defense**: +  / marker

17. Firing at Tank Riders 10.11.1

- the vehicle is **not** affected
- use **unit** inherent defense dice, **no** terrain dice
- on  /  / : apply **Emergency Disembark** 10.11.3

18. Firing at Transport 10.11.2

- on  /  / : apply **Emergency Disembark** 10.11.3
- on  / *eliminated*:
 - each** transported unit suffers **1 damage** point
 - apply **Emergency Disembark** 10.11.3

19. Emergency Disembark 10.11.3

- free** actions (Ø CP)
- into empty **adjacent** hexes & trigger *Reaction Fire*
- if no legal hex is available the unit is *eliminated*
- marked with ,  if *Slow* or in *Harsh terrain*

20. Assigning Damage 10.8

-  cancels   
-  cancels  
-  cancels 
- automatic  if 
- assign 1 damage point for each   10.8.2
- if any  remains mark the unit with :
 - fallback  if marked with 
 - if already :
 -  are marked with 
 -  and   are *eliminated*
- for each : roll **attack**:  **defense**: 
 - on any uncanceled symbol:
 -   is *eliminated*
 - uncanceled :
 - : fallback , if already *eliminated*
 - : *eliminated*
 - : immobilized 
 - uncanceled :
 - : suppressed , if already 
 - : suppressed , if already *eliminated*
 - : fallback , if already *eliminated*
 - uncanceled :
 -  / : as 
 - : suppressed , if already 

21. Elimination 10.8.4

- : add / replace a *Wreck* marker
- the owning player loses 1 CP (not for Trucks), keeps min 4 CP

22. Close Combat 11.1

-  may **not** initiate close combat
- transport**  may **not** initiate or support close combat
- entering a hex for close combat does not trigger *Reaction Fire*
-  and  **cannot** be used to initiate close combat
- a  unit is *eliminated* if attacked in close combat
- is resolved simultaneously
- ends on *eliminated*  or voluntary withdrawal
- remove** action markers at the end of the first round

22.1. Close Combat Support 11.3

- each player may assign 1 **adjacent** unit (1 CP)
- non-activated / / mark it with
- allow to re-roll 1 **defense** and 1 **attack** dice during **first** round

22.2. Attack Dice 11.4

First round only			+
	<i>half-strength</i> vs		only strongest result
	<i>Support</i>		1 re-roll
	-1		lose weakest die
		crossing obstacle	lose weakest die
		Outflanked or	1 re-roll
			cannot attack back
		<i>Activated</i>	single success
		<i>Activated & half-strength</i>	lose weakest die

22.3. Defense Dice 11.5

First round only			strongest terrain or fortification dice
			+
			weakest defense dice
			frontal armour, no terrain
	vs		weakest armour, no terrain 11.7
			rear armour, no terrain 11.7 even in the First round
	<i>Support</i>		1 re-roll
			weakest terrain dice
			lose weakest defense dice
			strongest terrain and fortification dice reduced once flank, twice rear
		vs	facing armour, no terrain 11.7

22.4. Assign Damage 11.5.4

- assign 1 damage point for each 10.8.2
- during **First** round, all units ignore 1 (*Adrenaline Rush*)
- on any uncanceled : 13.3, the other unit is marked
- each uncanceled : reduce *half-strength*
- if 1 unit is *eliminated*, the other unit is marked
- stays if the unit wins the close combat

22.5. Voluntary Withdrawal 11.5.6.1

- other player execute a final close combat attack
- the withdrawing unit perform a , **not** into an
- the other unit is marked

22.6. Close Combat against transport 11.8

- may attack each transported unit with range 0 **strongest** die
- transported unit use printed **defense** dice
- then execute an **Emergency Disembark** 10.11.3

22.7. Desperate Attack 11.9

- each round, vs may target the vehicle's drivetrain
 - counter attack is resolved as normal
 - vs , if **first** round and :
 - on **double** success : + 1
 - on / :
 - on : & must **Withdraw**

23. Morale Status Markers 13.3

- morale markers always replace any action marker on a unit
- a unit with a morale marker cannot be activated that turn

23.1. Suppressed

- unit activation ends immediately
- / defense: +
- **cannot** attack back in **first** close combat round
- when already from a previous roll: must
- while moving / *Overstacked*:
 - immediately retreat in an **empty** adjacent hex
 - **farthest** from the source of fire
 - that costs the **fewest** MP to enter (move must be legal)

23.2. Fallback

- immediately perform a MP +1 (unless **Slow**) move
- each entered hex **cannot** be closer to an enemy unit
- triggers *Reaction Fire*, **no** terrains **defense**
- if blocked before all MP are expended: suffer 1
- may move in reverse
- must if receives an
- a unit is *eliminated* if :
 - or receives result
 - any unit receives a **second** result
 - an enemy enters the hex of a unit marked

24. Tactical Air Support 12.3

- *Planning Phase* : card face down with assigned CP 12.3.1
- *Support / Action Phase* : select a target hex and resolve 12.3.3

24.1. Anti Aircraft defense 12.3.4-5

- *unactivated* AA capable units in range of the hex may react:
 - each at a time activates with 1 CP, marked

- use infantry range, **single success** if marked 
- Air Support defends against each **AA** with it's defense die

AA	Close	Medium	Long
			
			
			
			

Result	Effect
	destroyed : remove from game
 	damaged : discard
	-1 <i>Accuracy</i>
X	back to hand

24.2. Spotting 12.3.6.1

	1d6 + card modifiers		
No defense terrain		1	6
Defense Terrain	1-2	3	6
<i>Accuracy</i>	-2	-1	+1

24.3. Accuracy 12.3.6.2

- roll for additional defense, apply *Accuracy* modifiers

1d6						
1 *						
2						
3						
4						
5						
6						

*if at least 1 friendly unit adjacent to the target hex :

- re-roll blank attack dice against 1 friendly adjacent unit

24.4. Defense 12.3.6.3

- apply:
 - Terrain defense 10.10.1
 - Area of impact is **above** 10.10.3
 - Defender's status 10.10.6
 - special abilities & Experience level 10.10.7-8

24.5. Destroying 12.3.6.4

- any uncanceled  destroys an obstacle & triggers demolition on buildings and fortification 12.5

24.6. Second Run 12.3.6.5

- a second run with *Accuracy* modifier might be allowed
- it must target the same unit unless it has been destroyed
- if so, add a -1 *Accuracy* / hex away from the original target

25. Off-Board Artillery Support 12.4

- *Planning Phase* : card face down with assigned **CP** 12.4.1
- *Support Phase* : spot target hex & fire exploratory shells 12.4.2
- *Action Phase* : select mode, shift target & resolve strike 12.4.3

25.1. General Rules 12.4

- maximum of *Smoke* marker per hex is **5** instead of **4**
- place **1** smoke marker in each target hexes **after** the attack
- defenders lose their **weakest** defense die (except *Bunker*)

25.2. Spotting the Target 12.4.2.1

- an ,  or *Scout* unit must spot for OAS, it cost **1 CP**
- a non  LOS to the target is enough, mark the unit with 

25.3. Exploratory Shells 12.4.2.2

- roll , if *Scout*, add  keep  only

	+  attack
	
X	1 hex drift
	2 hexes drift

25.4. The Artillery Strike 12.4.3

- the spotting unit must still have **Clear** /  to the target hex
- strike can be executed has *Normal* or *Reaction* action
- if not played, the *OAS* card goes back into the players hand
- player chose a strike mode : *Smoke*, *Suppressive*, *Effective*
- final impact hex drift using *Exploratory Shells* table 12.4.3.2 :
 - move the target **1** hex for free
 - move the target **2-3** hexes but use **single attack** success
 - then roll , if *Scout*, add  keep  only

25.5. Smoke Screen 12.4.3.1.1

- do not use scenario  resources
- primary hex : +1  then roll : +1  per  / 
- roll for **each** secondary hex : +1  per  / 

25.6. Suppressive Fire 12.4.3.1.2

- ineffective against **armoured** , but apply 7.1.2
- targets the primary hex & **1** secondary hex
- split primary target hex dice into 2 groups of equal # dice
- add  die ( if none) to **each** group
- **defense**  only cancel **attack** , not  or **X**

- treat each damage coming from  or  into a **X**
- no  can be triggered by *Suppressive Fire* unless by 
- apply *Assigning Damage* 10.8 & 12.4.3.4 in case of 

25.7. **Fire For Effect** 12.4.3.1.3

- apply respective **attack** dice on primary and secondary hexes

25.8. **Destroying** 12.4.3.4

- any uncanceled  destroys an obstacle & triggers *demolition* on buildings and fortification 12.5 or place *Craters* on other terrain 12.4.3.5

26. **Blast** 12.5

- for each any uncanceled  (even on failed )
 - roll the corresponding  die
 - against **strongest defense** die +  if there is no unit

	Building / Fortification	units
 	collapses	<i>eliminated</i>
	collapses	<i>halfed</i>
 	collapses	+ 
		
X		

- bridges do not collapse this way
- *Bunker / Pillbox / Gun position* $\Rightarrow$ *Trench*

27. **General**

27.1. **Unarmored Vehicles** 4.2.2

- have a  **defense** die
- **cannot** occupy an  hex
- attacker uses  target row

27.2. **Smoke** 7.2

- height: 2
- max 4 markers per hex
- LOS :  · 3+ markers $\Rightarrow$ 
- **defense**: +  /  marker if fired *into* or *from*

27.3. **Experience** 4.2.3

	attacker + X
	+  defense
	+  defense +  attack
	+  defense +  attack ignores any X

1. Terrains

   	Movement			Defense				
								
Clear	1	2	1					
Beach	1	2	2					
Brush	1	2	1	 				
Rocky	1	3	2	 				
Groves	1	-	2	 				
Trees	1	2	2	 				
Light Forest	1	2	2	 				
Heavy Forest	2	-	-	  				
Corn Field	2	2	1	 				
Wheat Field	2	1	1	 				
Bridge	1	2	2					
Large Bridge	1	1	1	 				
Shallow Water	2	-	-					
 Swampy		-	-					
 River	-	-	-					
 Single-Storey	2	-	-	  				
 Large Single-Storey	2	-	-	   				
  Multi-Storey	2 + 1	-	-	  				
  Large Multi-Storey	2 + 1	-	-	   				
  Church Tower	2 + 2	-	-	  				

	+1 MP / level climbed	+  defense if higher	
<i>Harsh</i>	move into the adjacent hex & marked with  (even if not enough MP)		
Roads	 	 defense: + 	 terrain defense die  Reaction Fire + 
	defense: +  / marker	 if 3+ markers	
	 defense: + 	 /  defense: - weakest dice (keep min 1)	

2. Obstacles 9.5.8

					attack through Obstacle, not during <i>Reaction Fire</i>
Stone Wall	0	-	-	+1	+  if adjacent
Steep Slope		-	-	-	  cannot attack adjacent target through it
Barbed Wire	+1	-	+1	+1	
Tank Barricaded	0	-	-	-	 +  if adjacent

End Of Turn

- markers upkeep :
- **remove** actions:
- : roll / roll :
 - remove only on /
- **flip** actions
- ⇒
- -1
- **turn** +1
- update occupied
- **not** by **unarmoured** or / units
- **victory** check

Spotting 10.5

- **Roll** if targets is / /
- target is **Spotted** if is either :
 - adjacent **or** marked with / /
 - **or** in *Arc of Fire* & clear LOS or no **defense** die hex
- else ⇒ **Roll**
- 1d6 : 6 is always a **success**
- -1 for each hex along the LOS

	in Arc of Fire	not in Arc of Fire
	2+	2+
	2+	3+
	4+	5+

- on **failure** (*fires blindly*) :
 - **single success**, no
 - **half-strength** unit rolls attack dice / 2 ↑

Minefields 9.5.9

- **not** in fortifications / obstacles, **no** ATM in buildings
- roll to enter & to leave
- **no** : friendly attack, close combat, crossing,

	5+	/	6+
Scout	+1	Unhidden Minefield	+1
Mine Detection	+2	Fallback action	-1

unit	mine attack	defense
/		

result	/	
/	1 Damage	1 Damage +
	Suppressed	Suppressed

use strongest result / die & apply *Critical* rules : 10.8.1

Movements 9.0

	Ø	Rivers
	1 MP	Roads / Large Bridge
	+1 MP	/ climbed
/		Swampy
/	2 MP	Heavy Forest / Fields
/	2 MP	Shallow Water
/		Buildings
/		+1 MP Multy-storey (roof)
/		+2 MP Church Tower
	Ø	Heavy Forest / Buildings
		Shallow Water / Swampy
	1 MP	Clear / Brush / Fields
	Ø	Groves
	1 MP	Wheat Field
	3 MP	Rocky

• **Harsh terrain** : 1 Hex , **no** , **no** CCard

Hide, Hidden, Ambush 9.11

- **Hide Action** 9.11
 - **not** on roads, / **not** on clear
 - **defense**: + : -1
 - may move 1 hex, **not** if **Slow**, **not** on road, **not** in *harsh* terrain
- **Hidden Action** 9.11.1
 - **defense**: + : -2
 - **attack**: -1 **weakest** die -1
- **Ambush Action** 9.11.2
 - **defense**: + : -2
 - **attack**: + **defense**: -1 **weakest** die

Transporting Units 9.10

- **armoured** may transport 4 riders
- do not count units partial damage
- unloading triggers *Reaction Fire*
- **Loading Units** 9.10.2
 - **not** in a / / / /
 - move the unit in transport hex
- **Dismounting Units** 9.10.3
 - unload into an empty adjacent hex
 - marked with , if **Slow** or *harsh*

Infantry Specific Movements 9.7

- **Digging In** 9.7.1
 - **not** in fortifications, -1 **weakest** **defense** die
 - **defense**: + when
- **Reinforcing Position** 9.7.2
 - mark 2 **adjacent** units (2 CP)
 - swap them, **no** *Harsh terrain*, stays
 - 1 unit is subject to *Reaction Fire*
- **Smoke Cover** 9.7.3 (max 4 / hex)
 - -1 MP / / or -1
 - 1 **adjacent** +1 / on

Transporting Artillery 9.10

- do not count units partial damage
- unloading triggers *Reaction Fire*
- **Loading Immobile Artillery** 9.10.4
 - may **not** be / /
 - the moves into the hex & is
- **Unloading Immobile Artillery** 9.10.5
 - **not** if the moved into a *harsh* terrain
 - mark the with if it did not move
 - mark the with

Overrunning Artillery 9.9.1

- armoured 
- not** while transporting, **not** in *harsh* terrain
- must** use a 
-  **unless** marked  /  /  /  :
 - has 1 vertex facing change
 - fire range 0 for **free**
 - no dice mod, **attack** vs frontal armour
 - apply *Critical* rules 10.8.1
- the  is *Immobilized, Suppressed* or *Destroyed* in the last adjacent hex
- otherwise the  is *Destroyed*

Indirect Fire 7.1

-  units with **Indirect Fire**
- not** from forest or multi-storey buildings
- ignore**  hexes **defense** dice
- adjacent  /  / **Scout** may spot for **free** :
 - mark with  (if already $\Rightarrow$ )
- against  7.1.2 :
 - defense**: + 
 - pre-roll : keep  &  dice then roll
 - use **flank defense**, **above** if any 
 - transporting units $\Rightarrow$ 10.11 FIXME

Range Fire Defense 10.10

- defense**: terrain + cumulative 

defense	attacker	target
+ 	 	  / 
+ 		       
- weakest		  /   

Close Combat Attack 11.4

	 	+ 
	<i>half-strength</i>  vs 	only strongest result
First round only	close combat <i>Support</i>	1 re-roll
		lose weakest die
	 crossing obstacle	lose weakest die
	 <i>Outflanked</i> or 	1 re-roll
	 <i>Activated</i>	cannot attack back
	 <i>Activated</i> & <i>half-strength</i>	lose weakest die

Covering Fire 9.12

- activate 2 **adjacent** units (2 **CP**)
- with  /  &  for the Fire Support Unit
- FSU may **once** react to a *Reaction Fire* unit in LOS:
 - add FSU **strongest attack** die to *Moving unit defense*
 - (next **strongest attack** if *half-strength* or has )

Joint Fire 10.9.4

- mark 2 **adjacent**  with , cost 1 **CP**
- lead unit does the  and the **attack** roll
- support unit adds:
 - its **strongest attack** die
 - its **next strongest attack** die if  or has 
 - use **stronger** symbol of double if *half-strength*

Range Fire Attack 10.9

attack	attacker	target
+ 	 	
+ X		
- weakest	 	

- half-strength* : **single success**
- failed :
 - single success**, no 
 - half-strength*: # attack dice / 2 $\uparrow$
- Joint Fire FSU adds its:
 - strongest attack** die
 -  /  : **next strongest**

Range Fire Results 10.8

- assign 1 damage point for each   10.8.2
- if any **X** remains mark the unit with :
 - fallback  if marked with 
 - if already :
 -  are marked with 
 -  and   are **eliminated**
- for each : roll **attack**:  **defense**: 
- on any success   are **eliminated**

			
X	$\downarrow$	$\downarrow$	 $\downarrow$
	X $\downarrow$	X $\downarrow$	 $\downarrow$ $\downarrow$
	 $\downarrow$	$\downarrow$	 $\downarrow$
	eliminated		

Close Combat Defense 11.5

		strongest terrain or fortification dice
	  	+ 
		weakest defense dice
	 vs 	no terrain
	 vs 	frontal armour
	 	weakest armour
	 	rear armour
		First round as well
First round only	<i>Support</i>	1 re-roll
		weakest terrain dice
		lose weakest dice
		strongest terrain and fortification dice $\downarrow$ <i>flank</i> $\downarrow$ $\downarrow$ <i>rear</i>
	 vs 	facing armour

Close Combat Damage 11.5.4

- assign 1 damage point for each 10.8.2
- during **First** round, all units ignore 1 **X**
- any uncanceled **X** : mark the other unit
- each uncanceled : reduce *half-strength*
- if 1 unit is *eliminated*, mark the other unit
- stays if the unit wins the close combat

Voluntary Withdrawal 11.5.6.1

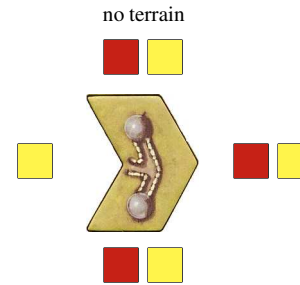
- other player execute a final close combat attack
- the withdrawing unit perform a , not into an
- the other unit is marked

Firing at Transport 10.11

- **Firing at Tank Riders 10.11.1**
 - the vehicle is **not** affected
 - use **unit** inherent defense dice, **no** terrain dice
 - on **X** / / $\Rightarrow$ **Emergency**
- **Firing at Transport 10.11.2**
 - on **X** / / $\Rightarrow$ **Emergency**
 - on *eliminated* $\Rightarrow$ **Emergency**
 - **each** transported unit suffers **1** damage point
- **Emergency Disembark 10.11.3** *free* actions
 - into $\emptyset$ **adjacent** hexes & trigger *Reaction Fire*
 - if no possible move, the unit is *eliminated*
 - marked , if *Slow* or in *Harsh terrain*

Pillbox 9.5.7.5

terrain *strongest* defense die +

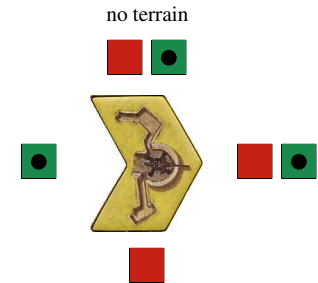


- +1 MP (may **not** cross)
- +2 MP (may **not** cross)

Reaction Fire: terrain defense die **only**

Gunposition 9.5.7.3

terrain *strongest* defense die +



- +1 MP (may **not** cross)
- +2 MP (may **not** cross)

Reaction Fire: terrain defense die **only**

Close Combat Transport 11.8

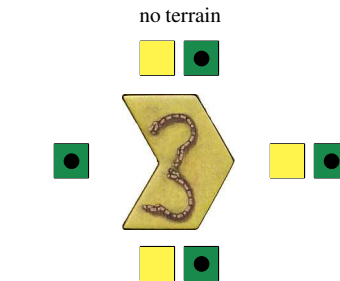
- may attack each transported units :
 - range **0** *strongest* die vs tinted defense dice
- then execute an **Emergency Disembark 10.11.3**

Desperate Attack 11.9

- other player execute a final close combat attack
- the withdrawing unit perform a , not into an
- the other unit is marked
- each round, vs may:
 - counter attack is resolved as normal
 - vs if first & :
 - on **double** success : + 1
 - on / :
 - on **X** : **X** & must **Withdraw**

Sandbags 9.5.7.1

terrain *strongest* defense die +
 terrain *weakest* dice +

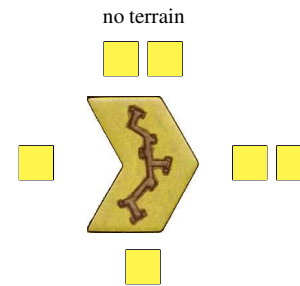


- +1 MP
- +2 MP

Reaction Fire: terrain defense die **only**

Trenches 9.5.7.2

terrain *strongest* defense die +



- +1 MP
- +2 MP (may **not** cross)

attack **from flank** - *weakest* attack die

Reaction Fire: terrain defense die **only**

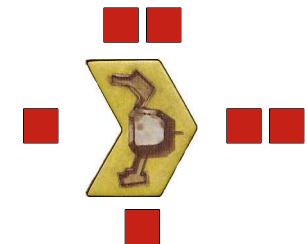
Bunker 9.5.7.4

on game **setup** only

terrain *strongest* defense die +

no terrain

OAS : ignore loss of *weakest* defense die



- +2 MP (may **not** cross)
- +3 MP (may **not** cross)

have their *Arc of Fire* limited to *Front*

Reaction Fire: terrain defense die **only**

1. Action Tokens

Token	Effects	Cause	Restrictions
 Delayed	auto spotted  10.5 on X result:  13.2	move / unload into <i>Harsh terrain</i> 9.4.5 - 9.10.3 - 10.11.3  cross steep slopes 9.5.8.2  loads <i>immobile</i>  9.10.4 unloaded <i>immobile</i>  / <i>Slow</i> 9.10.3 - 9.10.5 - 10.11.3	 no last shot on overrun 9.9.1  may not load unit 9.10.2 <i>immobile</i>  may not be loaded 9.10.4  no hidden movement 9.11
 Normal		normal movement 9.1 - 9.8 - 9.9 <i>free</i> spotting already marked  7.1 - 7.2 unloading <i>immobile</i>  9.10.5 <i>Close Combat</i> where enemy withdraw 11.5 OAS spotting 12.4.2.1	
 9.2 Fast	+1 MP  /  : lose <i>weakest defense</i> die (min 1)  defense : +  auto spotted  10.5	fast movement 9.2 - 9.9 overrun  9.9.1 unloaded units 9.10.3 - 10.11.3 <i>Close combat</i> where enemy is eliminated 11.5.4	not in <i>Harsh terrain</i> 9.4.5 not in <i>Minefields</i> 9.5.9.2  /  not if <i>Slow</i> or marked  9.2  no last shot on overrun 9.9.1  may not load unit 9.10.2
 -1 Attack	lose <i>weakest attack</i> die when firing 10.9 & in <i>Close Combat</i> 1 st round 11.4 <i>Anti Aircraft</i> : <i>single success</i> 12.3.4-5	 in previous turn 6.5 <i>free</i> spotting and not marked 7.1 - 7.2 smoke cover without moving 9.7.3	may not  9.2 <i>Covering Fire</i> : add next <i>strongest</i> die 9.12 <i>Joint Fire</i> : add next <i>strongest</i> die 10.9.4
 Firing	auto spotted  10.5	<i>Indirect Fire - Firing Smoke</i> 7.1 - 7.2 <i>Fire - Reaction Fire</i> 10.0 - 8.2 <i>Covering Fire - Joint Fire</i> 9.12 - 10.9.4 <i>Close Combat - Anti Aircraft</i> 11.3 - 12.3.4	
 Turret Fire	auto spotted  10.5 target defense: +  10.10.4	stationary <i>Fire</i> outside of arc of fire 10.6	<i>Turret</i>  & stationary <i>Fire</i> 10.6
 Fire & Move	move up to 1/2 MP (rounded up) 9.3 target defense: +  10.10.4	<i>Fire & Move - Move & Fire</i> 9.3 may <i>Fire</i> outside of arc of fire 10.6	<i>mobile</i>  may only rotate, not move 9.3
 9.11 Hide	defense: +  -1 spotting   may move 1 hex, not if <i>Slow</i> not on road, <i>Harsh terrain</i>		 not on roads  /  not on roads or clear
 9.11.1 Hidden	defense: +  -2 spotting  attack: as if  (- <i>weakest attack</i> die)	 in previous turn 6.5	
 9.11.2 Ambush	defense: +  -2 spotting  attack: + X defense: - <i>weakest defense</i> die	 in previous turn 6.5	
 9.7.1 Dig In	lose <i>weakest defense</i> die (min 1)		 only, not in <i>fortification</i>
 9.7.1 Dug In	defense: + 	 in previous turn 6.5	until <i>eliminated</i> or <i>Move</i> (not <i>Reinforcing</i>)
 13.3 Fallback	immediately move MP +1 hex unless <i>Slow</i> cannot move be closer to an enemy unit triggers <i>Reaction Fire</i> , no terrains defense  may move in reverse if blocked: suffer 1  <i>eliminated</i> if in the same hex as an enemy must  if receives an X cannot hold an objective	X  while already  10.8.3  hits resolution 10.8.1 uncancelled X in <i>Close Combat</i> 13.3 <i>eliminated</i> if already or  /  X	 no last shot on overrun 9.9.1  may not load unit 9.10.2 <i>immobile</i>  may not load 9.10.4
 13.3 Suppressed	 /  defense: +  10.10.6 cannot attack in <i>Close Combat</i> 1 st round 11.4.3 must  if receives an X cannot hold an objective	1+ uncancelled X after combat 10.8.3  hits resolution 10.8.1	 no last shot on overrun 9.9.1  may not load unit 9.10.2 <i>immobile</i>  may not load 9.10.4
 Immobile	<i>eliminated</i> on any uncancelled  result 10.8.1.2 always outflanked in <i>Close Combat</i> 11.4.1 always use rear defense in <i>Close Combat</i> 11.5.1 <i>turreted tank</i> may turret fire 13.1	uncancelled critical result:  10.8.1.2 <i>eliminated</i> on  13.3	 may not load unit 9.10.2
Half-Strength	<i>Covering Fire</i> : add next <i>strongest</i> die 9.12 failed  roll half up dice 10.5 attack: <i>single success</i> (<i>strongest</i>) 10.9.1 <i>Close Combat</i> : <i>single success</i> (<i>strongest</i>) 11.4.1 <i>Close Combat</i> : lose <i>weakest defense</i> die 11.4.1	<i>Close Combat</i> each uncancelled  11.5.4	

1. Close Combat 11.1

- may **not** initiate close combat
- **transport** may **not** initiate or support close combat
- entering a hex for close combat does not trigger *Reaction Fire*
- and **cannot** be used to initiate close combat
- a unit is **eliminated** if attacked in close combat
- is resolved simultaneously
- ends on **eliminated** or voluntary withdrawal
- **remove** action markers at the end of the first round

1.1. Close Combat Support 11.3

- each player may assign 1 **adjacent** unit (1 CP)
- non-activated // mark it with
- allow to re-roll 1 **defense** and 1 **attack** dice during **first** round

1.2. Attack Dice 11.4

First round only	vs		+
	<i>half-strength</i> vs		only strongest result
	<i>Support</i>		1 re-roll
	-1		lose weakest die
		crossing obstacle	lose weakest die
		Outflanked or	1 re-roll
			cannot attack back
		<i>Activated</i>	single success
		<i>Activated & half-strength</i>	lose weakest die

1.3. Defense Dice 11.5

First round only			strongest terrain or fortification dice
	vs		+
			weakest defense dice
			frontal armour, no terrain
	vs		weakest armour, no terrain 11.7
			rear armour, no terrain 11.7 even in the First round
	<i>Support</i>		1 re-roll
			weakest terrain dice
			lose weakest defense dice
			strongest terrain and fortification dice reduced once flank , twice rear
		vs	facing armour, no terrain 11.7

1.4. Assign Damage 11.5.4

- assign 1 damage point for each 10.8.2

- during **First** round, all units ignore 1 (*Adrenaline Rush*)
- on any uncanceled : 13.3, the other unit is marked
- each uncanceled : reduce *half-strength*
- if 1 unit is **eliminated**, the other unit is marked
- stays if the unit wins the close combat

1.5. Voluntary Withdrawal 11.5.6.1

- other player execute a final close combat attack
- the withdrawing unit perform a , **not** into an
- the other unit is marked

1.6. Close Combat against transport 11.8

- may attack each transported unit with range 0 **strongest** die
- transported unit use printed **defense** dice
- then execute an **Emergency Disembark** 10.11.3

1.7. Desperate Attack 11.9

- each round, vs may target the vehicle's drivetrain
 - counter attack is resolved as normal
 - vs , if **first** round and :
 - on **double** success : + 1
 - on / :
 - on : & must **Withdraw**

2. Fallback 13.3

- immediately perform a **MP** +1 (unless **Slow**) move
- may move in reverse
- each entered hex **cannot** be closer to an enemy unit
- if blocked before all **MP** are expended: suffer 1
- triggers *Reaction Fire*, **no** terrains defense
- a unit is **eliminated** if :
 - or receives result
 - any unit receives a **second** result
 - an enemy enters the hex of a unit marked

3. Emergency Disembark 10.11.3

- **free** actions (Ø CP)
- into empty **adjacent** hexes & trigger *Reaction Fire*
- if no legal hex is available the unit is **eliminated**
- marked with , if **Slow** or in **Harsh terrain**

1. Terrains Cards



Clear
1 / 2 / 1







Beach
1 / 2 / 2







Brush
1 / 2 / 1







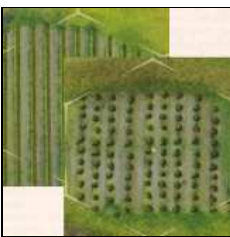


Rocky
1 / 3 / 2









Groves
1 / - / 2









Trees
1 / 2 / 2







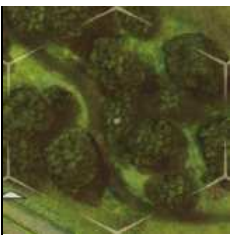


Light Forest
1 / 2 / 2









Heavy Forest
2 / - / -









Corn Field
2 / 2 / 1









Wheat Field
2 / 1 / 1









Bridge
1 / 2 / 2







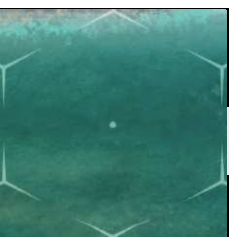


Large Bridge
1 / 1 / 1









Shallow Water
2 / - / -







Swampy
II / - / -









River
- / - / -







Single Storey
2 / - / -









Large Single Storey

2 / - / -







 +1 



Multi Storey

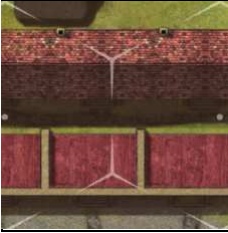
2 / - / - +1







 +1 



Large Multi Storey

2 / - / - +1







 +1 



Church Tower

2 / - / - +2







 +1 