

1. Staging Area ^{2.5}

- *Staging Area* cards have no stacking limits
- Units in a *Staging Area* may not *Spot*, *Call for Fire*, *Fire* or be fired upon
- units may move between cards in the *Main Staging Area* and are not marked *Exposed*
- units enter and exit the map to and from a *Main Staging Area* by normal movement
- *Assault Staging Areas* are not adjacent to the map (no normal movement, no LOS)
- *Communication* by *Field Phone* or *Radio* is assured between the *Main Staging Area* cards
- A *Field Phone* or *Phone Line* in the 1st row provides a connection to *Field Phone* anywhere in the Staging area

2. Commands ^{4.1.1}

- an HQ or Staff draws for Commands then use, save and/or lose them before another HQ or staff draws ^{4.1}
- the max # of expendable Commands per *Impulse* per HQ or Staff is 6 on daytime, 4 otherwise ^{4.1.3}
- the max # of Commands saved per *Impulse* per HQ or Staff is 3, 6, 9 on daytime, 2, 4, 6 otherwise (*Green, Line, Veteran*) ^{4.1.3}
- BN HQ if on the map gets the max # of Commands, otherwise it activates the CO HQ if in communication ^{4.1.1}
- command draw during *Activation* and *Initiative Segments* are subject to modifiers ^{4.1.2, card # 55}
- on *Activation Segment*, HQ or Staff draw and get a minimum of 1 Command regardless of the modifiers ^{4.1.1}
- on *Initiative Segment*, HQ draw and may receive 0 Command, Staff get 1 Command ^{4.1.1}
- *General Initiative* draw is not modified, halve it rounding down for Combat Patrol Mission ^{4.1.1}

3. HQ and Staff Fire Teams ^{4.1.4}

- an HQ or Staff on its *Fire Team* side can only issue commands to himself and may not be activated until it rallies
- an HQ or Staff converted to a *Litter Team*, *Paralyzed Team* or *Casualty* loses its saved Commands and abilities
- an HQ can be reconstituted during a mission, CO Staff may not ^{6.5.2}

4. Actions ^{4.2}

- a unit can only perform a given action once per *Impulse*, except for *Move within a Card* ^{4.2}
- unless automatic, base draw is 2 cards, +1 for veteran level, -1 for green level (exc. : *Seek Cover*, *Spotting*, *Call for Fire*) ^{4.2}
- **Limited Action Teams** have their own limited set of available actions ^{4.2.5}
- units that are not *Pinned* and not **LAT** units are considered to be in *Good Order* ^{4.2.5}

5. Visual-Verbal Communication ^{4.3.1}

- *Unpinned* units, on the same card, both under the same *Cover* or neither one under a *Cover* can communicate
- *Pinned* unit can always receive a *Rally* order including 1 subsequent *Exhort* order
- *Cease Fire* and *Shift Fire* order is passed down from it's recipient to any unit in the card

6. Runners ^{4.3.2}

- you can have up to 2 runners in play, they can be *Dispatched* the same *Impulse* they are created
- the CO HQ spends a Command to *Dispatch* a runner, place it next to the HQ or Staff it wishes to activate
- on the next turn, if the Runner is not *Hit* or *Pinned*, activate the HQ or Staff if possible and return the runner to the CO HQ

7. Networks ^{4.3.3}

- BN TAC is privately used by BN HQ to order it's Staff and the CO HQs
- CO TAC establish communication between CO HQ, it's Staff and PLT HQs

8. Field Phones ^{4.3.4}

- a *Field Phone* marker acts as a *Phone Line*
- a *Phone Line* supports any number of phones and phone networks
- a unit carrying *Phone Lines* may, as it moves and as a free action, lay a *Phone Line* in the card it leaves
- during the Combat Effects Phase a *Phone Line* has the following chances of being cut:
 - 1-in-2 if on the same card as a *Incoming!* or *Air Strike!* **VOF**
 - 2-in-3 if on the same card as a *Good Order Enemy* unit but no *Good Order Friendly* unit
- if the last *Step* of a unit with a Field Phone becomes a *Casualty*, there is a 1-in-2 chance that it is destroyed

9. Radios 4.3.5

- SCR536 allows communication within *Line of Sight*, ignoring visibility, but not from under a *Cover* marker
- SCR300, PRC25, PRC77, PRC119 and Vehicle Radios can communicate anywhere on the map
- ICOM, PRR, PRC148, PRC152 even allow communication between PLT HQs and Squads on adjacent cards
- if the last *Step* of a unit with a Radio becomes a *Casualty*, there is a 1-in-2 chance that it is destroyed

10. Pyrotechnics 4.3.6

- Non-aerial devices can only be placed on the same card as the deploying unit
- Aerial rocket devices (colored flares, illuminations) may also be placed on any adjacent card to the deploying unit
- units with **LOS** to the signal (Aerial devices are always visible) will attempt to perform the associated action
- *Colored Smoke* may not be used for signaling during night missions (*Moon* +2 or higher)
- *HC* and *WP* provide concealment, *WP* has a combat effects (**G!** -4): 4.3.6.C
 - units must be able to trace a normal **LOS** to the *Smoke* in order for it to be used as a signal
 - *Smoke* blocks **LOS** at all levels as it billows up in significant quantity
 - *WP* smoke can also be deployed in addition to any *Grenade Attack*, *Fire Mission*, *Air Strike!*, *Tanks...* results
- *CS* (Tear) gas screening effect is identical to *Smoke*, its combat effect is as below : 4.3.6.D
 - in the *Enemy Activity Segment*, all *Good Order Enemy* units in a card with *CS* are converted to *Fire Teams*
 - all units have a 2-in-3 chance of falling back, if they don't they are *Pinned* in the same card
 - if they do, move them and mark them as *Exposed* in a card out of **LOS** or with the highest *Cover* value
 - *CS* gas can be deployed as hand Grenades, with 40mm or Rifle Grenades, or used by **G!** capable Squads

11. Movements 5.1.1-4

- *Pinned* and **LAT** units may have limited Movement Actions 4.2.5
- mark any unit that moves with an *Exposed* marker unless it :
successfully *Infiltrates*, moves between *Trench*, *Bunker*, *Pillbox* or moves into Staging Area
- a *Good Order* unit without \vec{A} or **H VOF**, may *Infiltrate* if either the origin or destination card has a **VOF** 5.1.4
- moving **within a card** (*Attempt to Seek Cover*, *Move/Attempt to Infiltrate within a card*) :
 - you may not have a unit under a *Cover* marker *Attempt to Seek Cover*
 - a unit may move within a card an unlimited number of times
 - a unit can move directly to and from no *Cover* and the *Upper Story Cover* marker 5.2.2.B
- moving **to another card** (*Unit/Platoon Move/ Infiltrate to an Adjacent Card*) :
 - once marked as *Exposed*, a unit may not move to another card
 - a unit can directly move into another card *Cover* marker if it's unoccupied or *Friendly* occupied
 - a *Friendly* or *Enemy* unit may not move through a **PDF** when moving diagonally

12. Stacking 5.1.5

- Stacking limit on a card is 16 *Steps* and 4 vehicles per side, do not count *Casualties* or *Steps* embarked in/on vehicles

13. Transportation 5.1.6, 7.4.1-2, 10.2.1-2, capacity table 5.1.6 A

- when a unit becomes a *Casualty* it drops any it currently carries
- when a unit is *Pinned* or *Paralyzed* it does not drop what it carries but can't move with it
- dropping items neither requires an order nor does mark the unit as *Exposed* 5.1.6.B
- the *Pick up*, *Load*, *Unload*, *Embark* action **may not** be issued to an unoccupied Jeep, a *Pinned* or *Paralyzed Team*
 - will mark *Exposed* any involved units and within the same area of the card, orders :
 - an infantry unit to pick up any items and *Casualties* from the card or from a different unit
 - an infantry unit to load/unload items **or** *Casualties* on/off a vehicle **or** embark a vehicle (ex from a *Cover*)
 - a vehicle's crew to load/unload any items **and** to embark any infantries **and** *Casualties*
- vehicles may not take or execute *Prisoners*
- *Disembarking* units is a *Move* action, the vehicle must then be *Activated*, and will draw *Reaction AT Fire* before 10.2.2
- units *Disembark* before or after a vehicle *Move* action, they may do so directly into *Cover*, mark them as *Exposed* 10.2.2

14. Line Of Sight ^{5.2.1}

- you may automatically trace an **LOS** into all adjacent cards
- to trace an **LOS** through a card, both the entry and exit sides of that card must have white borders
- during normal visibility, the maximum **LOS** is *Very Long Range* **3** cards, otherwise it is reduced to *Close Range adjacent*
- *Smoke, Incoming!* or *Air Strike!* markers block **LOS through** and **out** of the card, thus units may not fire out of it
- higher elevation allows units to trace an **LOS** over blocking terrain at lower level
- the dark **LOS** borders on the Hill card supersede any light borders on the non-Hill Terrain card. ^{5.2.2.A}

15. Cover ^{5.2.3}

- use card's higher *Cover & Concealment* value if any **PDF** crosses a dark border (*Indirect G!, Incoming!, Air Strike!* do not)
- add the value of the *Burst* icon to any *Incoming!* **VOF** or *Mortar Section* indirect lay
- the OP binocular symbol on the *Church Tower Cover* means that only 1 *Step* can be inside it
- *Foxhole, Trench, Bunker, Pillbox, Upper Story* and *Church* markers do not count against a card's *Cover Potential*
- *G!, Incoming!* or *Air Strike!* **VOF** receives a -1 modifier for every *Step* above 3 under a targeted *Cover* marker
- *Bunker, Pillbox* and *Caves* have a (x) limit to the number of *Steps* that you can place under them
- units in a *Bunker, Pillbox* or *Cave* may not fire at *Point Blank*, they keep firing off-card unless ordered to exit the marker
- Multiple sources of *Smoke Cover* are not cumulative; use only the single best, defensive benefit

16. Opening Fire and PDF ^{6.1.1, 6.1.2, 6.3}

- *Friendly* Non-engaged units immediately open fire at a card within **LOS**, range and occupied by *Spotted Enemy* units only
- a unit ordered to *Move* or *Cease Fire* reopens fire once it has finished if the circumstances so permit
- *Shift Fire* order moves an existing **PDF** to a different card, occupied or not but **not** with *Unspotted Enemy* units only
- engaged units will not stop firing merely because there are no more opposing units on the target card
- *Enemy* units receive a *Cease Fire* order at the beginning of the *Enemy Activity Check Segment* and in the *Clean Up Phase*
- attempts to *Concentrate Fire* and *Ranged Grenade* attack may only be attempted along the **PDF**
- units moving into a card that already has a **PDF** marker immediately open fire along the **PDF**
- a firing unit loses its **PDF** and moves its **VOF** to a *Spotted* opposing unit that enters its card
- if any unit moves into a card along a **PDF**, move the **VOF** to that card (friendly fire!) see *Grazing and Overhead Fire*
- move the **VOF** to a card along the **PDF** with *Incoming!, Air Strike!* or *Smoke* marker, whether it is the firing card
- when a **lone unit** with an opposite **VOF** moves to another card within **LOS** and range : ^{6.3.4}
 - if it moves along the **PDF**, the opposite **VOF** will follow it to the new card
 - if it was on the same card as the opposite unit, any **VOF** will follow it to the new card and a **PDF** is placed

17. Combat Resolution ^{6.4}

- for each unit on a card containing a **VOF** marker:
 - determine the lowest **VOF** from All **Pinned, S, A, H, G!, S!, Mines!, Incoming! Air Strike!** ^{card # 54}
 - apply all other applicable modifiers (*Concentrated Fire, Cross Fire, Grenade Miss, Demolition Miss*) ^{card # 53}
 - apply the *Visibility Modifiers* (*Rain/Snow, Fog, Smoke, Illumination, Observation Devices*), ^{card # 52}
 - apply the modifiers based on the target unit's *Status* and *Cover*, ^{card # 53}
 - draw a card and find the result depending of the above computed **NCM** [-4 ; +6].
 - **MISS** : remove the unit's *Pinned* marker if there is one
 - **PIN** : place a *Pinned* marker on the unit
 - **HIT** : **PIN** + draw another card and find the **HIT EFFECT** according to the *Experience Level* of the hit unit
 - each letter shows the Limited Action Team to which 1 *Step* of the unit Converts :
 - *Casualty, ParalyzedTeam, LitterTeam, FireTeam, AssaultTeam*
 - follow the breakdown chart, use any specified named *Fire Team* instead of generic *Fire Team* or *Assault Team*
 - apply all results immediately, do not change any **VOF** or **PDF** markers yet, as combats happen simultaneously

18. Reconstitution ^{6.5}

- named *Fire Team* can rally back to their original counter, generic **LATs** can't, they don't track back
- *Assault Team* have Line Level, other **LAT** have Green Level, use chart 12.6 to compute the level of the reconstituted Squad
- reconstituted HQs always enter play as Green experience
- a Platoon HQ may be reconstituted from a CO Staff unit, or any *Good Order* Step from that Platoon ^{6.5.2.A}
- the Company HQ reconstitutes from its XO, any Platoon HQ, Arty FO, 1st Sergeant, then CO GySgt, in that order. ^{6.5.2.B}

19. Potential Contact Markers & Packages 8.2

- if multiple *PC* markers end up on a card due to an event, only keep the highest letter (A is highest) 8.2.3
- remove *PC* markers that are fired through by *Enemy* units at the same elevation level 8.4.4
- resolve markers in alphabetical order, those with the same letter in random order 8.2.4
- units listed with a '+' sign are on the same card, those with a '/' character are on separate cards 8.3
- if needed, expend the map when a package is placed, not if an *Enemy* moves off the map 8.4.5
- if the generated package can't be placed due to counter limit, draw to regenerate another one 8.3
- Package Placement : 8.4.3, 8.4.6
 - a unit which places a **VOF** must be placed so that it is able to open fire on the unit which triggered the contact
 - do not place a package on a card that either :
 - is along the **PDF** of another *Enemy* unit **or** has an *Enemy* **VOF** marker **or** is occupied by an *Enemy*
 - **or** is occupied by *Friendly* units **unless** the package does no place a **PDF** or does not fire at *Point Blank*
 - G! rated units will open fire with a *Grenade Attack*, G! rated units will only if placed at *Close Range* 8.4.3
 - units capable of *Grazing Fire* will not open fire through other *Enemy* units between them and their target 8.4.3
 - unlike *Friendly* units, *Enemy* units will open fire on a jointly-occupied card in order to fire on the unit which triggered it 8.4.3
 - *Cover* is : Package description ⇒ mission *Default Enemy Cover* ⇒ out of *Cover* 8.4.6
 - if package description is : *in/under Cover*, use the card's *Basic Cover*, add 1 marker ⇒ available marker ⇒ out of *Cover* 8.4.6
 - unless otherwise stated, units placed in Multi-story building *Cover* are placed on the ground floor 8.4.6

20. Spotting The Enemy 8.5

- a card can never contain both *Spotted* and *Unspotted Enemy* units
- an *Unspotted* unit on a card with a *Spotted* unit immediately becomes *Spotted* as well
- a unit cannot *Spot* enemies from the *Staging Area*
- *Unspotted* units can only be targeted by *Smoke*, *White Phosphorous* or *Battalion Fire Missions* or move into an existing **VOF**

21. Enemy Activity 8.6

- *Enemy* units that are placed on map or take action as a result of *Enemy Higher HQ Events* do not take an *Activity check*
- check cards with *Enemy* units in random order, then *Enemy* units of a card : *Pinned/LAT* ⇒ *Good Order* ⇒ *Leaders* 8.6.1
- do nothing if the activity may not be legally performed and no alternative is listed
- fallback priorities : out of **LOS** ⇒ best *Cover* ⇒ R#, into *Cover* which provides the best protection (stacking penalties!) 8.6.2
- a 1 *Step* lone mortar with *Friendly* units at *Point Blank* will automatically flip to it's *Fire Team* side 8.6.5
- booby traps attack only once and target a random unit 8.7.2
- *Enemy* units *Pinned* or reduced to an *LAT* follow the *Enemy LAT Activity Check Hierarchy*
- Enemy Snipers 8.8
 - an *Unspotted Enemy* Sniper with no eligible targets will take no action
 - if *Spotted*, it will move 1 card away (out of *Friendly LOS* ⇒ best terrain ⇒ R#), be marked *Exposed* and select a target
 - *Exception*: if *Spotted* and in *Field Fortifications*, *Caves*, *Barricaded Buildings* or *Compounds*, it remains in place
 - if out of *Friendly LOS*, it regains its *Unspotted* status
- Enemy Leaders 8.9
 - all units in *Visual-Verbal* communication draw 1 additional card for any *Action Attempts* made
 - *Pinned/LAT* units in the same card draw on the *Leader* column of the *Enemy LAT Activity Check Hierarchy*
 - if alone on a card, flip it to its *Fire Team* side during the next *Enemy Activity Check Segment*
- Enemy Indirect Fire Spotters 8.10
 - the first target is the card that triggered the package, the initial fire happens automatically and is *Activated* not *Pending*
 - if still in *Good Order*, the next target priority is :
 - units in the same card as its *Target* marker
 - a card within its **LOS** that has a vehicle ⇒ most *Steps* ⇒ closest (random if multiple cards exist)
 - if no target exists, the spotter does nothing
 - a *Fire Mission* is expended only if the *Call for Fire* attempt was successful
 - remove *Good Order* spotters who have expended all their available *Fire Missions* in the next *Enemy Activity Phase*

22. Out Of Ammo ^{7.18.2.8.11.1}

- flip 1 *Step* weapon on their *Fire Team* side if it has a S or A/S **VOF** :
 - in the *Clean Up Phase*, remove from play any such *Enemy* team if it is *Unspotted*
 - other *Enemy* attempt to leave the map, using safest path, instead of a regular check on the *Enemy Activity*
- mark the others with an out of ammo marker, they then have a S **VOF** and a range of *Close* until they can pick up more ammo

23. Fanatism ^{8.13}

- treat *Litter Team* and *Paralyzed Team* Hit results as *Fire Team* and *Casualty* respectively

24. Human Wave Assault ^{8.14}

- all Hit results are treated as *Casualty*, *Human Waves* are never *Pinned*
- when a *Human Wave* Package is drawn, they should be placed at max **LOS** of *Friendly* units
- when using *Overrun Tactics*, *Human Waves* may exit the bottom of the map, remove them from play if this happens
- *Human Waves* remain subject to these rules even when reduced to single-step *Fire Team*
- each squad has its own individual activity check, the same as any other *Enemy* unit

25. Prisoners ^{8.15}

- *Paralyzed* or *Litter Teams* are captured if they are alone with opposite *Good Order* unit or *Unpinned Assault* or *Fire Team*
- a single *Step* of any unit with a printed **VOF** can guard any number of captured *Steps* taken on a given card
- the guard *Step* is immediately removed from play along with the prisoners
- vehicles may not take or execute prisoners
- *Enemy* guard *Steps* are returned to the pool of available *Enemy* unit counters
- *Enemy* casualties are automatically captured if their card is *Cleared* at the end of the *Mutual CaptureRetreat Phase*

26. Visibility ^{9.0}

- *Visibility Modifier* is the combined value of *Light level* and *Weather Conditions* modifiers
- *G!*, *Incoming!*, *Air Strike!*, *Mines!* (Claymores, Booby Traps) **VOFs** are not affected by the *Visibility Modifier*
- *Limited Visibility* applies when *Visibility Modifier* is ≥ 2 and it :
 - limits **LOS** to *Close Range*
 - limits the maximum of *Commands* that can be *Saved* or *Expended* per *Impulse*
- *Illumination* are not cumulative, use the best one and do not help mitigate any *Weather Conditions* or *Smoke* ^{9.2}
- apply the modifiers to the card and its adjacent, illuminated cards can be seen into without **LOS** restrictions

27. Vehicles Commands ^{10.0}

- the vehicle PLT HQ is always in communication with all members of its *Platoon*
- unless explicitly specified, vehicles cannot take orders by *Visual-Verbal* communication
- a vehicle that belongs to a *Vehicle Platoon* can only be given orders by its *Vehicle Platoon* HQ and the CO HQ
- others can be given orders by the CO HQ, CO Staff or the *Platoon* HQ it could be attached to
- the orders available to vehicles during the *Command Phase* are :
 - *Activate for Movement & AT Combat* (available to any vehicle and *Unpinned AT-capable* infantry units)
 - *Attempt to Remove a Pinned marker*
 - *Cease Fire / Shift Fire*
 - *Load, Unload, Embark* (do not prevent an *Activation for Movement*)

28. Vehicle Activation Sequence ^{10.5}

- alternate action resolution of *AT-activated* units with the attacking side going first
- non-vehicle *AT-capable* units can only *AT Fire* during this phase, do **not** resolve **VOF** and do **not** trigger *Reaction AT Fire*
- when an *AT-activated* vehicle takes an action:
 - resolve **VOF** on the vehicle's card ^{10.5.3}
 - carry out 1 single *Vehicle* action ^{10.5.2}
 - in the case of a *Move* action, resolve any Basic **VOF** on the card that the vehicle moves to ^{10.5.3}
 - carry out *Reaction AT Fire* from all eligible *AT-capable* units ^{10.5.4}
 - in the case of a *Move* or *Move & Fire*, you may restart at the 2nd point
 - finally flip the *Activated* marker to its *Moved/Fired* side
- then resolve any **VOF** against *non-Activated* vehicles and *Activated* vehicles that did not take an action ^{10.5.3}

29. Vehicle AT Actions ^{10.5.2}

- actions available to *AT-activated* units during the *AT Combat & Vehicle Movement Phase* :
 - *AT Fire* (only action available to non-vehicle *AT-capable* units) ^{10.6}
 - does not have to be along an existing **PDF**
 - a firing unit that has a G! or ^{G!} **VOF** must first succeed at a *Grenade Attack* (expend ammo, no *Grenade Miss* marker)
 - determine the firing unit's *Gunnery Value* and the target's *Defensive Value*
 - if the firing unit has a *Move then Fire* capability and has moved, add the *Move & Fire* modifier
 - add any other applicable modifier (*Pinned*, moving target, **VOF** modifier if resolving Basic **VOF**, etc).
 - draw an action card and add the *AT modifier* to determine the *AT Combat* result
 - if the firing unit has a *Quick Shot* capability and the result is 0 or an even number, you may fire again (not against aircrafts)
 - *Concentrate Fire* ^{7.11}
 - a unit that is **not Pinned**, may *Concentrate Fire* on a *Cover* or R# infantry in the card under it's **VOF**
 - *Critical Hits* apply as normal. A *Jam* result has no effect
 - a vehicle with G! **VOF** only, can instead draw for *Grenade* icons to place a *Grenade VOF* on infantry targets
 - *Move* (may *Move & Fire* if it has a number specified in the *Move & Fire* column) ^{10.5.2.c-d}
 - vehicles must stop when they enter a *SLOW* trafficability card, and cannot enter *NO* trafficability cards
 - vehicles may only move into or through the *In the Street* area of *Urban* cards
 - resolve **VOF** and *Reaction AT Fire* in every card moved into with a +1 modifier
 - ignore *PC* markers on the card it crosses, only the *PC* marker on the card it ends up will be revealed
 - in case of a *Move & Fire* action, the vehicle must cease moving after it has fired
 - *Spot* ^{4.2.4.a}
 - the unit must have **LOS** to the enemy *Unspotted* unit and may **not** be *Pinned*
- any *AT-capable* unit, activated or not, **not** marked as *Moved/Fired*, in **LOS** of a vehicle that just conducted 1 *AT action* :
 - may carry out *Reaction AT Fire* and then be marked *Moved/Fired* ^{10.5.4}
 - enemy *AT-capable* units **always** *Reaction AT Fire*

30. Vehicles VOF ^{10.3}

- vehicles with a Basic **VOF** will automatically open fire as do any infantry units (target priority, along or place **PDF**)
- *AT-capable* with A or H **VOF** will use ammo, thus they won't open fire on card without infantry, passengers/drivers targets

31. Wreck Markers ^{10.7}

- *Wreck* markers do **not** count against the *Terrain* card limit of 4 vehicles per side ^{5.1.5}
- *Wreck* markers do **count** towards *LZ* stacking limits ^{11.1.3}
- *Burning Wreck* markers block **LOS** and provide a non cumulative cover bonus as *Smoke* markers do ^{5.3}
- **not** *Burning Wreck* markers provide *Cover* but do **not** count against the max # of *Cover* markers allowed on the card ^{5.2.4}

32. Jeeps & Trucks ^{10.8.1}

- whatever unit embarked in a *Jeep* acts as the driver, use regular activation rules, *Visual-Verbal* communication is possible
- *Trucks* crew have no radio, can be activated by HQ or Staff via *Visual-Verbal* communication or act by *General Initiative*
- embarked infantry units may fire and be fired at as normal, are marked *Exposed* when moved, suffer from *AT Combat* result

33. Riding on Tanks ^{10.8.2}

- a tank carrying any casualties or infantries may not engage in combat until the passengers have disembarked
- if a tank is *Brewed Up*, *Knocked Out*, or *Pinned*, riding infantries are immediately **HIT**, disembarked and marked *Exposed*
- riding infantries may be engaged like any other infantry unit in the *Combat Effects Segment*, but have no **VOF**
- riding infantries are marked *Exposed* when the tank moves and derive no cover from the vehicle

34. Anti-Tank Ambush ^{10.8.3 mission instructions}

- a vehicle without *Good Order* infantry, attacked by anti-tank guns or rocket, at *Point Blank* or *Close* :
 - G! **VOF** draws 1 more card, a 2nd if target is *Pinned* ^{10.6.2}
 - apply a - 3 (- 4 if *Pinned*) modifier to the final *AT Combat* Modifier

35. Attack Helicopters 10.8.5

- lay colored *Smoke* on closest *Friendly* card or WP on target card then execute an *Attempt to Call for Fire* order 7.16.2.G
- on success : place 2 *Attack Helicopters* on the target card at any time during the *AT Combat & Vehicle Movement Phase*
- resolve **VOF** and *Reaction AT Fire* on the card they are placed, without the +1 moving target modifier
- if both *Attack Helicopters* are *Undamaged*, they may attack the target card and 1 adjacent card, otherwise only the target card
- *Attack Helicopters* may stay a second turn, you may target another card by going through the first point procedure
- on *Short* result : an adjacent card is randomly selected as target card and no second turn attack is possible 7.16.4

36. Forward Air Controller Aircraft 10.8.6

- place it on any card at any time during the *AT Combat Vehicle Movement Phase*
- resolve **VOF** and *Reaction AT Fire* on that card, without the +1 moving target modifier
- it may remain on the map for up to 5 turns, then moves off the map during the *Vehicle Movement Phase*
- each turn it can be ordered by the CO HQ to *Call For Fire* or mark target card with WP at close range

37. Fixed Wing Gunships 10.8.7

- place it on any card at any time during the *AT Combat Vehicle Movement Phase*
- it can remain on the map for the entire mission and can be moved to a new card every turn
- each turn it freely places up to 3 **H VOF** and 3 air-dropped *Illumination* on any 3 cards at max close range
- Gunships fly at high altitudes and are not vulnerable to *AT Combat*

38. Transportation and Assault Planning 11.0

- being *Activated* to *Move* is the only allowed action in any of the 4 *Staging Areas* of the *Helicopter Control Card*
- *LZ* not part of a pre-planned assault must be marked with **colored Smoke** for an helicopter to land on it
- *LZs* have a stacking limit of 16 infantry steps and 4 vehicles (ground or air) per card, including *Wrecks* and *Burning Wrecks*
- troops who would exceed the card limit can either disembark in the next *Vehicle Phase* or be taken back to the *Pick-Up Zone*
- resolve any **VOF** on the card, then resolve *Reaction Fire* from *AT-capable* units in LOS before unloading troops / equipment
- resolve VOF on the card again when transport helicopters depart
- transport in direct support :
 - all helicopter attachments begin the mission in the *Pick Up Zone* (unless otherwise specified)
 - no commands are required to move helicopters from the *Outbound box* to the *Pick-Up Zone*
 - 1 *Activate* command by CO HQ activates all helicopters in any 1 on-map *LZ* card or 1 area on the *Helicopter Control Card*
- pre-planned assault does not require *Activation* commands from the CO HQ or the marking of *LZs*
 - place the first wave units on the *Inbound Staging Area* if you intend to land on the first turn
 - you can add delays into the *Landing Plan*, you can also move waves into the *Loiter Zone* for 1 turn
 - *Amphibious* transports will always drop off all the units they are transporting on the beach

39. Urban Terrain Cards 13.0

- no *Cover* markers are used, but each area functions like a *Cover* marker for *Visual-Verbal* communications 13.2.3
- *Urban Terrain* cards are usually split into 4 *In the Street* areas and 1 or 2 central *Building / Courtyard* areas
- for *Enemy Action Checks* and *Command Draws*, **only Building** areas are considered *Under Cover*
- units from both sides may occupy a given area
- any infantry unit which moves into a **PDF** or *Point Blank* fire must stop moving immediately 13.2.5
- when attempting to enter an *Urban Terrain* card, units must move to the closest *In the Street* area first 13.2.1
- when exiting a *Building* to the *In the Street* area, units can be placed on either side of the street 13.2.1
- units use *Move within a Card* to move from area to area of a single card but may **not** use *Infiltrate within a Card* 13.2.1
- units may move into a **non-barricaded Building**, exclusively occupied by enemy units or PC markers only if : 13.2.2
 - the enemies are *Pinned* or under a **G! VOF** or the card has a *Smoke*, *WP Smoke*, or *CS Gas* marker anywhere on it
- the above condition also applies to moves between different areas of a *Complex Building*
- entering and exiting *Detached Building* areas require transiting through an *In the Street* area 13.2.2
- units may move from the *Upper Story* of an area to the another area, but may only go up or down within the same area 13.3
- the *In The Street* areas perpendicular to the attached sides of an *Attached Buildings* are considered as a single area 13.7
- units enter a *Compound* from one *In The Street* area into the *Courtyard* through a *Breach* or climbing the wall if not *Exposed*
- a *Breach* provides access to any area of a regular or *Barricaded Building* and to the *Courtyard* of a *Compound* 13.6

40. Urban Combat ^{13.8}

- units have **LOS** and can fire upon units in the adjacent cards, regardless of which building area they are in ^{13.1}
- units exert their **VOF** onto all areas of their card (*Point Blank*) in **LOS** ^{13.8}
- **but** units from both sides in the same *Building* area exert their **VOF** into that *Building* area only ^{13.8}
- all areas within a *Compound*, including *Attached Buildings* and *Upper Stories* have **LOS** to one another ^{13.4.2}
- units firing from the *Upper Story* of a *Compound* or *Attached Building* into its *Courtyard* have a free *Concentrate Fire* ^{13.4.2}
- in *Upper Stories*, any H or Incoming! **VOF** has an additional -1 to the **NCM** ^{13.3}
- units in building areas suffer a $\hat{a}, ^1$ **NCM** penalty for every step over 3 per side in one area ^{13.8.1}
- a *Grenade Attack* or *Concentrated Fire Attempt* will hit all opposing units in the target area ^{13.8.1}
- *Crossfire* and *Grenade Miss* modifiers still apply to all occupants of a card ^{13.8.1}
- The effects of *Smoke*, *WP* and *CS Gas* only affect the area in which they are deployed ^{13.9}

41. Urban Hand Grenade & Pyrotechnic Impossible Targets ^{13.9}

from ↓ into ⇒	Adj Street	Ground Floor	Upper Story	Multi-story Building Rooftop
In The Street			N	N
Courtyard	N		N	N
Ground Floor	N			N
Upper Story	N			
Multi-story Building Rooftop		N		

Any in **LOS** area can be targeted from a *Single Story Rooftop*.

42. AT Combat Results ^{10.7}

		Vehicle	Crew & Passengers	Casualties & Assets & Ammo
Ground Vehicle	Brewed up	Burning Wreck	<i>Casualties</i>	destroyed
	Knocked out	Wreck	<i>Fire Team</i> + HIT + <i>Exposed</i> under the vehicle	on the card, Ammo destroyed
	Retreating	Out of play	Out of play	Out of play
	Pinned	Pinned	±1 <i>AT Fire</i> , may not Concentrate or Spot, VOF is <i>All Pinned</i>	
Aircrafts	Crashed	Burning Wreck	<i>Casualties</i>	destroyed
	Crash Land	Wreck	<i>Fire Team</i> + HIT + <i>Exposed</i> under the vehicle	on the card, Ammo destroyed
	Damaged	Out of Play	<i>Transport Aircrafts</i> in <i>Outbound Box</i> before ending for good in the <i>Pickup Zone</i>	
	Undamaged	temporarily Abort	<i>Transport Aircrafts</i> in <i>Loiter Box</i> and may reenter a subsequent turn other <i>Aircrafts</i> may freely reenter next turn unless it is their last turn on map	

43. Chain of Command ^{4.1}

HQ/Staff	Can Activate	Can give orders to	Draw Modifiers
BN HQ	CO HQ	Any unit ↓	<u>HQ / Staff is</u> • -1 : Pinned • -1 : Green • +1 : Veteran • +1 : Under Cover <u>HQ / Staff under VOF</u> • -1 : S • -2 : A • -3 : H G! S! Incoming! Air Strike! <u>Activity Level</u> • +1 : No Contact
CO HQ	CO Staff, lower HQs	Any unit ↓	
CO XO	∅	Any unit ↓	
1st Sgt	∅	Any unit ↓	
GySgt	∅	Any unit ↓	
Plt HQ, Tank HQ, Weapon Team HQ	∅	Any attached unit, Any LAT	

- max # Commands expendable / HQ or Staff / *Impulse* : **6**, but **4** during *Limited Visibility*. ^{4.1.3}
- max # Commands saved / HQ or Staff / *Impulse* : **3, 6, 9** (*Green, Line, Veteran*), but **2, 4, 6** during *Limited Visibility* ^{4.1.3}
- *Activation Segment* : HQ and Staff get **min 1** Command ^{4.1.1}
- *Initiative Segment* : HQ get **min 0** Command, Staff get **1** Command. ^{4.1.1}
- *General Initiative* : no modifiers, / 2 down for Combat Patrol Mission. ^{4.1.1}

44. Activity Level

Heavily Engaged	2+ occupied cards are under a VOF and 1+ card has <i>Enemy & Friendly</i> units on it
Engaged	2+ occupied cards are under a VOF
Contact	1+ occupied cards are under a VOF or 1+ <i>Enemy Spotted</i>
No Contact	no VOF no PDF no <i>Enemy Spotted</i>

45. Spotting the Enemy ^{8.5}

Spotting recipient is		Traget's card has		Target is			
<i>Green</i>	-1	3+ Cover & Concealment *	-1	under Cover	-1	on the same card	+1
<i>Veteran</i>	+1	0 Cover & Concealment *	+1	a Sniper or FO	-1	a unit with a A VOF	+1
on higher elevation	+1			<i>Veteran</i>	-1	a unit with a H or G! VOF	+2
* use lower value when spotting across a white border				<i>Green</i>	+1	<i>Exposed</i>	+2

46. Opening Fire Priority ^{6.1.1}

Friendly Unit	closest card ⇒ strongest VOF ⇒ R#	
Enemy Unit	card with most <i>Friendly Steps</i> ⇒ R#	<i>Point Blank</i> : unit / <i>Cover</i> with most <i>Steps</i> ⇒ R#
Sniper	card with HQ / Staff / Leader ⇒ closest ⇒ R#	card projecting strongest VOF ⇒ most <i>Steps</i> ⇒ R#

- when first placed, *Enemy* units which place a **PDF/VOF** open fire on the card which triggered its placement ^{8.4.3}
- on the card which they engage, Snipers will prioritize *Exposed* targets even if a non-exposed HQ unit is present ^{6.1.1}
- *Friendly* units will **not** automatically open fire on a card with *Friendly* units, *Enemy* will

47. VOF & PDF ^{6.3.5}

		Affected Area	PDF		
Basic VOF	S / A / H	card	automatic		
	All Pinned	card	automatic		• when all firing units are <i>Pinned</i>
Special VOF	G!	unit / <i>Cover</i>	along existing / create Mortar Teams ^{7.3.2}	⊕ * ✂	• <i>Grenade Attack Attempt</i> • if the target moves ⇒ Grenade Miss • superscript : at <i>Close Range</i> only
	S!	unit	along existing / create		+ S VOF on the card
	Incoming! Air Strike!	card	∅	* ✂ ↓	• <i>Call For Fire Attempt</i> • <i>Incoming!</i> applies card's <i>burst</i> modifier
	Mines!	targeted unit(s)	∅	*	• draw 3 cards / unit moves in or within • Claymore attacks a R# unit
	D! / F!	building / <i>Cover</i>	∅		• has no VOF
Mods	Concentrate Fire	<i>Cover</i> / R# unit	along existing	⊕	• remove if no more LOS , shift, move • expend 1+ ammo per success ^{7.11}
	Crossfire	card	from 2 ≠ directions	①	
	Grenade Miss	card	∅	①	• is a VOF by itself
	Demolition Miss	card	∅	①	• is a VOF by itself

⊕ : cumulative * : ignore *Visibility Modifiers* ↓ : use lower *Cover & Concealment* value
 ① : 1 / card ✂ : -1/Step above 3 under a *Cover* marker

- *Mortar Sections indirect lay* : ↓ ✂ and card's *burst* modifier (same as *Incoming!* but does not block **LOS**) ^{7.3.2}
- *free Grenade Attack back for* : a *Good Order* unit target of a *Grenade Attack* at *Point Blank* by a *Spotted* unit ^{7.10.5}
- *free Grenade Attack back for* : an *Unpinned LAT* with a **VOF** target of a successful *Grenade Attack* by a *Spotted* unit ^{7.10.5}
- *critical G!* on 2+ grenade icons : ignore *Cover* if any, otherwise 2 x G! (**VOF** of -8 for US grenades) ^{7.10.3}
- *critical Concentrate Fire* on 2+ *Crosshairs* icons : ignore *Cover* if any, otherwise 2 x *Concentrate Fire* ^{7.11}
- if *Jam* on *Ranged Grenade Attack* or *Concentrate Fire* with A, G! or H **VOF**, replace *Steps* with *Generic Fire Teams* ^{7.12}

48. Weapons and Fire Support 7.0

	Restrictions	Capabilities	
Tripod-Mounted Machine Gun \vec{A}	6@ Exp Inf	Grz Ovh FPL	• +1 card for any <i>Attempt to Concentrate Fire</i>
Mortar	2@ Exp Inf \angle	Ovh + MInd	• may not fire from <i>Woods</i> or <i>Jungle</i> or at <i>Point Blank</i> • G! mortar team direct lay may create PDF , follows G! rules 7.3.2
Rocket Launchers Recoilless Rifles	3@ \angle (H : Exp)	(H : Ovh)	• H VOF : Exp and Ovh
Hand Grenades			• only at <i>Point Blank</i> (see <i>Urban Combat</i> 13.9)
Rifles Grenade	@ \angle		• expended as fired, not transferable among units
Grenade Launchers			• not affected by <i>Jam</i> results
AFVs	@	Ovh	
Demolition Charge	@	DEMO	• must be thrown (Grenade Attack) if on a card with a VOF 4.2.4
Flamethrower	@	FLAME	• automatic HIT resolved before regular combat resolution
Sniper			• randomly select a target by prioritizing those that are exposed
Fire Support		FIRE	• <i>Call for Fire</i> action +1 card draw if <i>Registered Target</i> 4.2.4.i
Exp : may not fire when <i>Exposed</i> x@ : tracks ammo, each step may carry x ammo			
Inf : may not <i>Attempt to Infiltrate</i> \angle : may not fire from under <i>Building, Bunker, Cave, Pillbox</i>			
Mortar Indirect Lay : requires a <i>Call for Indirect Fire</i> order from an in communication observer who has LOS to the target, the order supersedes direct lay, it is not automatically reconducted on next turn, does not place a PDF 7.3.2			
Grazing Fire : expert a VOF into every card at the same elevation along its PDF (not at <i>Point Blank</i>) 7.2.2			
Overhead Fire : may fire over units at least 1 level lower than the firing unit or the target, and not higher than both 7.2.3			
Final Protective Lines : exerts a <i>Grazing H VOF</i> that expends 2 ammo per round and is not affected by <i>Visibility</i> 7.2.4			
<ul style="list-style-type: none"> • while marked with an <i>FPL</i> marker, the unit may not move and does not react to <i>Enemy</i> units in its LOS • if given a <i>Shift Fire</i> order, it loses its <i>FPL</i> marker and begin acting like regular HMG units • if given a <i>Fire FPL</i> order, it fires along the diagonal until it runs out of ammo or is given a <i>Cease</i> or <i>Shift Fire</i> order 			
DEMO 7.13 : • <i>Cover</i> : occupants \Rightarrow Casualties <i>Bunker/Pillbox</i> \Rightarrow foxhole <i>Cave</i> \Rightarrow removed			
• <i>Urban Terrain</i> : occupants of an area \Rightarrow HIT place a <i>Breach</i> marker			
FLAME 7.14 : • <i>Bunker/Pillbox</i> \rightarrow removed <i>Cave</i> \Rightarrow occupants removed survivors \Rightarrow <i>Exposed</i> outside <i>Cover</i>			
FIRE 7.16 : • <i>Smoke / White Phosphorous</i> only can target an empty card or a card with <i>Unspotted Enemy</i> (exc vehicle move)			
• the eligible observer must be in communication with both the order originator and the firing agency 7.16.1			
• <i>Battalion Fire Mission</i> : if allowed, on 3-Bursts card draw, add 2 <i>Pending Fire</i> on any 2 adjacent cards 7.16.2.B			
• <i>Final Protective Fire</i> : targets a <i>Friendly</i> unoccupied, in observer's LOS card set before the mission 7.16.2.D			
• <i>Illuination</i> mission do not require LOS from the FO and are placed immediately 7.16.2.E			
• <i>Airstrike</i> : a mark must first be set (colored <i>Smoke</i> on closest <i>Friendly</i> card or <i>WP</i> on target card) 7.16.2.G			
• on <i>Short</i> : place the <i>Pending Fire</i> 1 card closer to the FO (Random if own card, <i>Air Strike!</i> or <i>Helicopters</i>) 7.16.4			
• you may place a <i>Registered Target</i> marker on a card after a successful <i>Fire Mission</i> (1 per <i>Firing Agency</i>) 7.16.5			