

## 1. Staging Area <sup>2.5</sup>

- *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 1<sup>st</sup> row provides a connection to *Field Phone* anywhere in the Staging area

## 2. Commands <sup>4.1.1</sup>

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

## 3. HQ and Staff Fire Teams <sup>4.1.4</sup>

- 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 <sup>6.5.2</sup>

## 4. Actions <sup>4.2</sup>

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

## 5. Visual-Verbal Communication <sup>4.3.1</sup>

- *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 <sup>4.3.2</sup>

- 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 <sup>4.3.3</sup>

- 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 <sup>4.3.4</sup>

- 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 **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 <sup>5.2.1</sup>

- 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. <sup>5.2.2.A</sup>

#### 15. Cover <sup>5.2.3</sup>

- 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 <sup>6.1.1, 6.1.2, 6.3</sup>

- *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 : <sup>6.3.4</sup>
  - 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 <sup>6.4</sup>

- 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!** <sup>card # 54</sup>
  - apply all other applicable modifiers (*Concentrated Fire*, *Cross Fire*, *Grenade Miss*, *Demolition Miss*) <sup>card # 53</sup>
  - apply the *Visibility Modifiers* (*Rain/Snow*, *Fog*, *Smoke*, *Illumination*, *Observation Devices*), <sup>card # 52</sup>
  - apply the modifiers based on the target unit's *Status* and *Cover*, <sup>card # 53</sup>
  - 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 <sup>6.5</sup>

- 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 <sup>6.5.2.A</sup>
- the Company HQ reconstitutes from its XO, any Platoon HQ, Arty FO, 1st Sergeant, then CO GySgt, in that order. <sup>6.5.2.B</sup>

## 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 <sup>7.18.2 8.11.1</sup>

- 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 <sup>8.13</sup>

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

## 24. Human Wave Assault <sup>8.14</sup>

- 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 <sup>8.15</sup>

- *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 <sup>9.0</sup>

- *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  $\geq 2$  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* <sup>9.2</sup>
- apply the modifiers to the card and its adjacent, illuminated cards can be seen into without **LOS** restrictions

## 27. Vehicles Commands <sup>10.0</sup>

- 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 <sup>10.5</sup>

- 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 <sup>10.5.3</sup>
  - carry out 1 single Vehicle action <sup>10.5.2</sup>
  - in the case of a *Move* action, resolve any Basic **VOF** on the card that the vehicle moves to <sup>10.5.3</sup>
  - carry out *Reaction AT Fire* from all eligible *AT-capable* units <sup>10.5.4</sup>
  - in the case of a *Move* or *Move & Fire*, you may restart at the 2<sup>nd</sup> 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 <sup>10.5.3</sup>

## 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 <sup>G!</sup>**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 2<sup>nd</sup> 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 CombatVehicle 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 CombatVehicle 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 <sup>13.8</sup>

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

#### 41. Urban Hand Grenade & Pyrotechnic Impossible Targets <sup>13.9</sup>

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

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

#### 42. AT Combat Results <sup>10.7</sup>

		Vehicle	Crew & Passengers	Casualties & Assets & Ammo
Ground Vehicle	<b>Brewed up</b>	Burning Wreck	<i>Casualties</i>	destroyed
	<b>Knocked out</b>	Wreck	<i>Fire Team</i> + HIT + <i>Exposed</i> under the vehicle	on the card, Ammo destroyed
	<b>Retreating</b>	Out of play	Out of play	Out of play
	<b>Pinned</b>	Pinned	±1 <i>AT Fire</i> , may not Concentrate or Spot, <b>VOF</b> is <i>All Pinned</i>	
Aircrafts	<b>Crashed</b>	Burning Wreck	<i>Casualties</i>	destroyed
	<b>Crash Land</b>	Wreck	<i>Fire Team</i> + HIT + <i>Exposed</i> under the vehicle	on the card, Ammo destroyed
	<b>Damaged</b>	Out of Play	<i>Transport Aircrafts</i> in <i>Outbound Box</i> before ending for good in the <i>Pickup Zone</i>	
	<b>Undamaged</b>	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 <sup>4.1</sup>

HQ/Staff	Can Activate	Can give orders to	Draw Modifiers
<b>BN HQ</b>	CO HQ	Any unit ↓	<u>HQ / Staff is</u> <ul style="list-style-type: none"><li>• -1 : Pinned</li><li>• -1 : Green</li><li>• +1 : Veteran</li><li>• +1 : Under Cover</li></ul> <u>HQ / Staff under VOF</u> <ul style="list-style-type: none"><li>• -1 : S</li><li>• -2 : A</li><li>• -3 : H G! S! Incoming! Air Strike!</li></ul> <u>Activity Level</u> <ul style="list-style-type: none"><li>• +1 : No Contact</li></ul>
<b>CO HQ</b>	CO Staff, lower HQs	Any unit ↓	
<b>CO XO</b>	∅	Any unit ↓	
<b>1<sup>st</sup> Sgt</b>	∅	Any unit ↓	
<b>GySgt</b>	∅	Any unit ↓	
<b>Plt HQ, Tank HQ, Weapon Team HQ</b>	∅	Any <b>attached</b> unit, Any <b>LAT</b>	
<ul style="list-style-type: none"><li>• max # Commands expendable / HQ or Staff / <i>Impulse</i> : <b>6</b>, but <b>4</b> during <i>Limited Visibility</i>. <sup>4.1.3</sup></li><li>• max # Commands saved / HQ or Staff / <i>Impulse</i> : <b>3, 6, 9</b> (<i>Green, Line, Veteran</i>), but <b>2, 4, 6</b> during <i>Limited Visibility</i> <sup>4.1.3</sup></li><li>• <i>Activation Segment</i> : HQ and Staff get <b>min 1</b> Command <sup>4.1.1</sup></li><li>• <i>Initiative Segment</i> : HQ get <b>min 0</b> Command, Staff get <b>1</b> Command. <sup>4.1.1</sup></li><li>• <i>General Initiative</i> : no modifiers, / 2 down for Combat Patrol Mission. <sup>4.1.1</sup></li></ul>			



#### 44. Activity Level

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

#### 45. Spotting the Enemy <sup>8.5</sup>

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

#### 46. Opening Fire Priority <sup>6.1.1</sup>

<b>Friendly Unit</b>	closest card ⇒ strongest <b>VOF</b> ⇒ R#	
<b>Enemy Unit</b>	card with most <i>Friendly Steps</i> ⇒ R#	<i>Point Blank</i> : unit / <i>Cover</i> with most <i>Steps</i> ⇒ R#
<b>Sniper</b>	card with HQ / Staff / Leader ⇒ closest ⇒ R#	card projecting strongest <b>VOF</b> ⇒ most <i>Steps</i> ⇒ R#
<ul style="list-style-type: none"> <li>when first placed, <i>Enemy</i> units which place a <b>PDF/VOF</b> open fire on the card which triggered its placement <sup>8.4.3</sup></li> <li>on the card which they engage, Snipers will prioritize <i>Exposed</i> targets even if a non-exposed HQ unit is present <sup>6.1.1</sup></li> <li><i>Friendly</i> units will <b>not</b> automatically open fire on a card with <i>Friendly</i> units, <i>Enemy</i> will</li> </ul>		

#### 47. VOF & PDF <sup>6.3.5</sup>

		Affected Area	PDF		
Basic <b>VOF</b>	S / A / H	card	automatic		
	All Pinned	card	automatic		• when all firing units are <i>Pinned</i>
Special <b>VOF</b>	G!	unit / <i>Cover</i>	along existing / create Mortar Teams <sup>7.3.2</sup>	⊕ * %	<ul style="list-style-type: none"> <li><i>Grenade Attack Attempt</i></li> <li>if the target moves ⇒ Grenade Miss</li> <li>superscript : at <i>Close Range</i> only</li> </ul>
	S!	unit	along existing / create		+ S <b>VOF</b> on the card
	Incoming! Air Strike!	card	∅	* % ↓	<ul style="list-style-type: none"> <li><i>Call For Fire Attempt</i></li> <li><i>Incoming!</i> applies card's <i>burst</i> modifier</li> </ul>
	Mines!	targeted unit(s)	∅	*	<ul style="list-style-type: none"> <li>draw 3 cards / unit moves in or within</li> <li>Claymore attacks a R# unit</li> </ul>
	D! / F!	building / cove	∅		• has no <b>VOF</b>
Mods	Concentrate Fire	<i>Cover</i> / R# unit	along existing	⊕	<ul style="list-style-type: none"> <li>remove if no more <b>LOS</b>, shift, move ...</li> <li>expend 1+ ammo per success <sup>7.11</sup></li> </ul>
	Crossfire	card	from 2 ≠ directions	①	
	Grenade Miss	card	∅	①	• is a <b>VOF</b> by itself
	Demolition Miss	card	∅	①	• is a <b>VOF</b> by itself
⊕ : cumulative    * : ignore <i>Visibility Modifiers</i> ↓ : use lower <i>Cover &amp; Concealment</i> value ① : 1 / card    % : -1/Step above 3 under a <i>Cover</i> marker					
<ul style="list-style-type: none"> <li><i>Mortar Sections</i> indirect lay : ↓ % and card's <i>burst</i> modifier (same as <i>Incoming!</i> but does not block <b>LOS</b>) <sup>7.3.2</sup></li> <li><i>free Grenade Attack back for</i> : a <i>Good Order</i> unit target of a <i>Grenade Attack</i> at <i>Point Blank</i> by a <i>Spotted</i> unit <sup>7.10.5</sup></li> <li><i>free Grenade Attack back for</i> : an <i>Unpinned LAT</i> with a <b>VOF</b> target of a successful <i>Grenade Attack</i> by a <i>Spotted</i> unit <sup>7.10.5</sup></li> <li><i>critical G!</i> on 2+ grenade icons : ignore <i>Cover</i> if any, otherwise 2 x G! (<b>VOF</b> of -8 for US grenades) <sup>7.10.3</sup></li> <li><i>critical Concentrate Fire</i> on 2+ <i>Crosshairs</i> icons : ignore <i>Cover</i> if any, otherwise 2 x <i>Concentrate Fire</i> <sup>7.11</sup></li> <li>if <i>Jam</i> on <i>Ranged Grenade Attack</i> or <i>Concentrate Fire</i> with A, G! or H <b>VOF</b>, replace <i>Steps</i> with <i>Generic Fire Teams</i> <sup>7.12</sup></li> </ul>					

## 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 <b>not</b> fire from <i>Woods</i> or <i>Jungle</i> or at <i>Point Blank</i> • <b>G!</b> mortar team direct lay may create <b>PDF</b> , follows <b>G!</b> rules 7.3.2
Rocket Launchers Recoilless Rifles	3@ $\angle$ ( <b>H</b> : Exp)	( <b>H</b> : Ovh)	• <b>H VOF</b> : Exp and Ovh
Hand Grenades			• <b>only</b> at <i>Point Blank</i> (see <i>Urban Combat</i> 13.9)
Rifles Grenade	@ $\angle$		• expended as fired, not transferable among units
Grenade Launchers			• <b>not</b> affected by <i>Jam</i> results
AFVs	@	Ovh	
Demolition Charge	@	DEMO	• <b>must</b> be thrown (Grenade Attack) if on a card with a <b>VOF</b> 4.2.4
Flamethrower	@	FLAME	• automatic HIT resolved <b>before</b> 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 : <b>may not</b> fire when <i>Exposed</i> x@ : tracks ammo, each step may carry x ammo			
Inf : <b>may not</b> <i>Attempt to Infiltrate</i> $\angle$ : <b>may not</b> fire from under <i>Building, Bunker, Cave, Pillbox</i>			
<u>Mortar Indirect Lay</u> : requires a <i>Call for Indirect Fire</i> order from an in communication observer who has <b>LOS</b> to the target, the order supersedes direct lay, it is not automatically reconducted on next turn, does not place a <b>PDF</b> 7.3.2			
<u>Grazing Fire</u> : expert a <b>VOF</b> into every card at the same elevation along its <b>PDF</b> (not at <i>Point Blank</i> ) 7.2.2			
<u>Overhead Fire</u> : may fire over units at least 1 level lower than the firing unit or the target, and not higher than both 7.2.3			
<u>Final Protective Lines</u> : 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"> <li>• while marked with an <i>FPL</i> marker, the unit may not move and does not react to <i>Enemy</i> units in its <b>LOS</b></li> <li>• if given a <i>Shift Fire</i> order, it loses its <i>FPL</i> marker and begin acting like regular HMG units</li> <li>• 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</li> </ul>			
<u>DEMO</u> 7.13 : • <i>Cover</i> : occupants $\Rightarrow$ Casualties <i>Bunker/Pillbox</i> $\Rightarrow$ <i>foxhole</i> <i>Cave</i> $\Rightarrow$ removed • <i>Urban Terrain</i> : occupants of an area $\Rightarrow$ HIT      place a <i>Breach</i> marker			
<u>FLAME</u> 7.14 : • <i>Bunker/Pillbox</i> $\rightarrow$ removed <i>Cave</i> $\Rightarrow$ occupants removed      survivors $\Rightarrow$ <i>Exposed</i> outside <i>Cover</i>			
<u>FIRE</u> 7.16 : • <i>Smoke / White Phosphorous</i> <b>only</b> 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 Misson</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 <b>LOS</b> card set before the mission 7.16.2.D • <i>Illuination</i> misson do not require <b>LOS</b> 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 WP 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 Helicopters) 7.16.4 • you may place a <i>Registered Target</i> marker on a card after a successful Fire Mission (1 per Firing Agency) 7.16.5			