

Small Arms Fire 11.3

< -4 not allowed [-4; +3]

DRM	≤4	8	10	12	15
-	1	1-2	1-3	1-3	1-4
-1	2	3	4	4	5-6
-2	3	4	5	5-6	7-8
-3	4	5-8	6-10	7-12	9-15

- cannot Fire into a hex
- without known enemy unit 11.0.b
- with friendly non-vehicular units (exc : with a FP in Assault hex) 2.2.4
- non-vehicular units cannot Fire if loaded 11.3.b
- in a Primary Impact Hex 11.4.7.1.a

+1	Enfilade	not if 2+ non-vehicular Combat units
+1	Target Density	every 2 steps of non-vehicular over 4 ↑ including Riders / Passengers
-1	Hindrances	for each applicable Hindrance
-1	Concealed Target	all defending combat units are Concealed
-1	Go to Ground	all defending non-vehicular units are Disrupted
-1	Regrouping Fire	firing unit is Regrouping
-1	Night Fire	firing at night
-1	Friendly AFV / HT	unloaded non-vehicular in open-terrain, not Towed Gun, not across a Wall or Tree-Line
-1	Suppressed Fire	# applicable DRM / 2 ↑
-x	best TEM	not if the target hex contains Riders
<i>Reaction Fire - Infantry, MGs, FPs</i>		
+1	Proximity Fire	within 2 hexes, not from Assault hex
-2	Split Fire (2 target(s))	SAV ≥ 1, Fire through at most 2 adjacent hexsides
<i>Vehicle Firing</i>		
+1	HE vs Building / IP	vehicles & Towed Gun with SAV ≤ 1 and range
-1 / -2	Motion Fire	0 / 1 hex : Shoot & Scoot or Halt & Fire

- Passengers and loaded Towed Guns are immune to Small Arms Fire 11.3.c

Anti-Tank Fire 11.5

< -4 not allowed [-4; +8]

- if ATV < 0, can only target Carrier or FV (exc : ★ Anti-Tank Rifles) 11.5.a
- ATV is limited to 1 when targeting an FP or Towed Gun 11.5.b
- cannot fire into a hex without known enemies 11.0.b
- may fire at vehicles or Towed Guns in hexes containing friendly units 11.5
- must distribute Anti-Tank Fire equally amongst the AFVs in a hex 11.5.1.d
- if an AFV fires its Riders must unload 10.4.6.2.c

DRM	LATW	4	5	15	18	21	24	30
-	1	1	1	1-5	1-6	1-7	1-8	1-10
-1	2	2	2	6-10	7-12	8-14	9-16	11-20
-2	3	3-4	3-5	11-15	13-18	15-21	17-24	21-30

+1	Elite	firing unit is Elite
+1	Towed Gun ambush	Towed Gun fired when revealed from Hidden
-1	Hindrances	for each applicable Hindrance
-1	Concealed Target	target is Concealed
-1	Motion Target	target has a red or green motion marker
-1	Hulldown	behind a wall, at higher level, in a building not if fire comes along an enclosed road
-1	Opportunity Fire	target entered 3+ contiguous open hexes in LOS
-1	Suppressed Fire	# applicable DRM / 2 ↑
-2	Towed Gun	target is a Towed Gun in an IP or building hex

not LATW

-3	Split Fire	Fire at 2 targets, through 1 single hexside
-1 / -2	Motion Fire	0 / 1 hex : Shoot & Scoot or Halt & Fire

- units marked with an ATDRM may conduct normal Actions 11.5.1.a
- LATW may Maneuver 1 hex and fire, if the hex entered is 11.5.2 :
- a cover-terrain, behind a cover hexside, contains an IP or friendly combat unit

Mortar Fire 11.4

< -4 not allowed [-4 ; +3]

- a *leader/non-vehicular combat unit* may request *MFA*s before acting (exc : ★ only a leader, or a unit within 2 hexes of its leader)
- the requesting unit **cannot** be 11.4.4.1 :
- *Disrupted, Regrouping, Heroic, Out of Command*
- in a *Primary Impact Hex* or *Assault hex* (exc : *Fire on My Position*)
- loaded, unless the *vehicle* is stationary
- an *MFA cannot* target a hex with friendly *non-vehicular units* 11.4.4
- a *leader may* request an *MFA* on its position on a d10 ≤ its *Cohesion*
- *attacking units* in an *Assault* do not benefit from any *TEM*s 11.4.7

	Primary	Secondary	# MDRM	# SMK
< 60mm	0	N/A	1	1
60mm Sec	0	-1	2	3
80-82mm Sec	+2	0	2	5
80-82mm Plt	+2	0	6 / 8 ★	7

+1	Airburst	<i>non-vehicular in Forest or Tree-Line</i>
+1	Target Density	per 2 <i>non-vehicular</i> steps over 4 ↑ not Riders / Passengers
-x	best TEM	none for assaulting, exiting units

- place a *Primary MDRM* on target **unless Hindrance** or ★ mortar 11.4.5.4
- roll for remaining *MDRM*, on ≥ 7 place a *Primary MDRM* on target
- *Primary Impact Hex* 11.4.7.1 :
- **only** *AFVs* and *FPs* have *LOS* out of and are allowed to *Fire*
- **only** *AFVs without Riders* may enter the hex
- *non-vehicular* may **only** *Withdraw*, resolve *MDRM no TEM* on exit
- *Secondary Impact Hex* 11.4.7.2 :
- *non-vehicular, FV and Carrier* are *Suppressed* for *Fire* and *Recovery*
- *non-vehicular* resolve *MDRM no TEM* on exit
- **must** *Withdraw* if *Disrupted* unless ● or ★

Recovery 12.1

- *Disrupted units* may **only** *Recover* or *Withdraw* 13.3.2
- *Regrouping units* may **only** *Fire (-1)*, *Recover* or *Withdraw* 1.3.6

	Disrupted unit	Regrouping hex
Recover	≤ <i>Cohesion</i>	
Rally	≤ 1	≤ <i>best combat unit Cohesion</i> (or <i>non-vehicular, no Heroism</i>)
Heroic	if roll 10 and is an <i>infantry and enemy</i> within 5 hexes	

-1	Elite	<i>Disrupted or is Regrouping best unit</i>
-1	Leader	1 <i>Disrupted unit or 1 Regrouping hex</i>
+1	Suppressed	
+1	● or ★	<i>Regrouping</i>

- **rallied** units may conduct an additional *Action*
- a **Heroic** unit has a *Cohesion* of **8**, a *Maneuver* of **3** hexes, and suffers a *Casualty* instead of *Disrupting* 12.6
- in the same hex, *Disrupted* units automatically *Recover*
- and *Regrouping units & leader* that assisted *Rally*
- **unless** it is in an *Assault* hex, it selects the closest (*LOS*) target
- **immediately** moves towards it, **assault** within **3** hexes
- if the closest target is assaulting, the *Hero* reinforce the assault

Shock Recovery

1	Rally	• <i>Heroic</i> marker is lost 12.6.4 : • if the target hex is vacant after <i>Fire Resolution</i> or before <i>Action</i>
2-4	Recover	• when under <i>Assault</i> and the units <i>Feint</i>
5-7	-	• after <i>Assault</i> prior to <i>Cohesion</i> checks
8-10	Knocked Out	

Withdrawal 10.3.1 / Retreat 14.3.3

- **Withdrawal** : 1-4 hexes non-vehicular units, **not Towed Guns** or *FPs*
- **cannot** withdraw from an hex with a *Nationality* marker 10.5.3.2
- **cannot** enter an enemy-occupied or a *Primary Impact Hex* 11.4.7
- **Retreat** : 2-4 hexes non-vehicular units, **not Towed Guns** or *FPs*
- **cannot** end in a *Mortar Impact Hex*
- **may** retreat **1** hex if the destination is a *cover-terrain* hex, contains a vehicle, or the hexside crossed is a wall
- units are eliminated **if** must retreat through prohibited hex(sides)
- 4 MPs vehicles, can retreat freely, are marked with *Green motion*
- *FVs* and *Carriers* are eliminated **if** forced to retreat through :
 - forest **or** not along tree-lined road / railroad
 - are **not** affected by enemy-occupied hexes
- **must** take the shortest route toward *FBE, Assembly* or **★ leader**
- max **3** hexes **if** at *Night* **or** through 1 or more River, Marsh, Jungle, Urban Building, or Sunken Road hex
- **must** resolve *MDRM* upon exiting any *Impact Hex*, **no TEMs** 11.4.7
- **allowed** to move **adjacent** to a *Good Order* enemy *combat* unit **if** :
 - the enemy hex is a *Primary Impact Hex* **or** *Nationality Hex*
 - **or** the entered hex contains a *Good Order* friendly *combat* unit
 - movement priority (no consecutive lateral moves) :
 - **allowed** shortest path, then *** not allowed** adjacent to an enemy
 - hex **further away** from the origin **if** forced by impassable terrain
 - **may** move along an impassable *River* to reach a *bridge* or *Ford*
 - **may** be forced to retreat into an enemy-occupied hex, **Breakout**
- **Withdrawal** :
 - remove *Regrouping* marker **unless** **★ Out of Command**
 - mark *Regrouping* **if** moved in *** unless** *Disrupted*
- **Retreat** :
 - **if** not *Disrupted* and moved in *** unless** it's an *Assault Arrow Hex* **or** the hex entered is an *Urban* hex :
 - each unit conducts a *Cohesion* check and *Disrupt* on failure
 - **●** **or** **★** only the best unit conducts a *Cohesion* or is *Reduced*
 - **Breakout** units conduct a *Cohesion* check, **cannot** end in this hex

Concealed 4.3

- a unit lose its *Concealment* if it 4.3.1 :
- retreats from or remains in an *Assault Hex*
- is *Disrupted, Shocked*, or suffers a *Casualty*
- is a *non-vehicular* and the *FFAR* is \geq best *Cohesion* in the hex
- *Concealment* is immediately lost **if** in *LOS* of an enemy unit :

	Action	Open-Terrain	Cover-Terrain *
non-vehicular in <i>day light</i>	Fire	8	2
	Maneuver	8	3 / 2 ● / 1 <i>LATW</i>
vehicle	any	∞	8
	is adjacent at the end of a <i>Activation / Reaction</i>		

* *Brush/Orchard/Palm Grove, IP, FP* are considered *cover-terrain*

Hidden 20.9

- unloaded *Towed Guns*, and *LATW* units **can** always set up *Hidden*
 - revealed *Hidden* units are placed in their hex *Concealed* 20.9.2
 - a *Hidden* unit is revealed **when** it conducts an *Action*
 - **or** at *Fire Resolution* **if** its hex contains an *SADRM / MDRM*
 - **or** after a *Call for Reaction* **if** it is *LOS* of an enemy 20.9.2.a :
- | combat unit | <i>LATW, Towed Gun, ●, ★</i> | 2 | others | 3 |
|-------------|---------------------------------------|----|----------|---|
| any unit | <i>vehicle</i> in <i>open-terrain</i> | 10 | at Night | 1 |
- when enemy **enters** the hex of *Hidden* units 20.9.2.b :
 - they step back **1** hex, any *Riders / Passengers* unload
 - mark eligible units with an *Assault Arrow*, they **may** *Feint* **except** *non-vehicular* units that used the *Road Bonus*
 - *Hidden* units **may** fire **without** losing *Concealment*

Maneuver 10.1

MP (hex)	Activation	Reaction	Reverse
on foot	3 (2)	2 (1, ● 2)	-
at night *	(2) max	(1) max	-
tracked	5	4	3
wheeled	6	4	3
at night	3	2	(1)

road bonus : +1 **not** if enemy at 2 hexes **or** at *Night*

● if directed by a *leader* in *Reaction* 10.1.2.a

* at night : unless *Heroic*, ● or ★ 17.1.c

	Infantry MP Cost
All	move within River / Marsh
2	Urban Building
1.5	any Woods / Jungle - enter River / Marsh
+0.5	Fords - up Hill
+0	Wall - Tree Line

	AFVs MP Cost
∅	Urban Building - River - Marsh
4	heavy Woods / Jungle
3	light Woods / Jungle
2	Path
+1	Wall - Tree Line - Fords - up Hill

	HTs MP Cost	Trucks MP Cost
∅	Urban Building - Wall - Path - River Woods / Jungle - Tree Line - Gully - Marsh	
2		Rural - Beach Palm / Orchards / Bushes
+2		Fords
+1	Fords - up Hill	up Hill

Transport 10.4.6

	non-vehicular	leader	LATW or FT
AFVs & HTs	2 steps	1	1
Trucks	4 steps	1	1
Jeeps	1 steps		1
Carriers	Passengers or <i>Towed Gun</i>		

● *Riders / Passengers* 10.4.6.2 :

- **cannot** load if *Disrupted*
- **cannot** load or unload adjacent to known enemy unit
- or ★ **may** but are marked *Regrouping*
- load / unload as their **only** action of the game turn
- **all AFV Riders unload** in their hex
- if any is *Disrupted* or the *AFV Fires* or is *Shocked*
- to **load**, the *vehicle* must be **stationary** 10.4.6.2.1 :
- in the **same** hex as its *Riders / Passengers*
- or adjacent if they are in a forest or urban-building hex
- **may Shoot & Scoot**
- to **unload** the *vehicle* must be **stationary**
- or marked with a *red Motion* marker 10.4.6.2.2 :
- *Riders / Passengers* unload in the **same** hex
- **may Halt & Fire**
- *Towed Gun* have 0 step inherent *Carrier* 10.4.6.3 :
- as the **only** game turn *Action* for both they can load **or** unload **or Maneuver** if loaded
- if in a hex a *Carrier cannot* enter it may load onto or unload from a *Carrier* in an adjacent hex

Limited Reaction 8.3

- eligible units may reinforce an adjacent assaulted hex 10.5.1
- a *leader* or a *non-vehicular combat* unit may :
- request *Mortar Fire Actions* and/or *Illuminations*
- a *leader* may *Maneuver* or *Recover* **and** may give units of its *Plt* or *Ad Hoc* units similar orders **if**
- at the beginning of his *Reaction* those units are :
 - ★ within **1** hex of him
 - stacked with him in a *Forest* or building hex
 - within 1 hex in *Open, Brush/Orchard/Palm Grove*, connecting road/railroad or path hex
- *non-vehicular* unit may :
 - load or unload 10.4.6.2
 - withdraw (exc : *Towed Gun, FPs*) 10.3.1
 - **if not** from an *Impact Hex* 8.3.c :
 - d10 ≤ best *Cohesion* unit
 - - 1 if *Elite* and/or assisted by its *leader*
 - on failure the units are marked as *Activated vehicles* may :
- *Maneuver* **if** in *Motion* 10.4
- *Recover* 12.7 or be placed in *motion* 10.4.1 **if** stationary
- *Elite* units may attempt *Recovery* 12.1
- *LATW* sections may 11.5.2.2 :
 - *Fire, Maneuver*, or *Maneuver & Fire*

TEMs & LOS

not cumulative, use the lowest value

	SADM	MDRM
Marsh	-	-1
Hut - Wall	-1	-
Woods - Jungle Tree-lines - Hill		-1
Wooden Bldg IPs - FPs		-2
Stone / Urban Bldg		-3

- Hindrances are cumulative 4.2.4 ;
 - *MDRM, Smoke*
 - *Roadblock, Brush/Orchard/Palm Grove*
 - *Enclosed Road* hex containing a vehicle
- use the **best** when *LOS* is traced **between 2**
- *walls* and *hedgerows* do **not** cast blind hexes 4.2.3
- *Anti-Tank Fire* into / from an Urban Road hex is blocked by its building feature 4.2.1.f
- Enclosed Road 4.1.9.4 ;
 - by *buildings, forest* or *tree lines*
 - observation for *reaction* is limited to **4** hexes **6** if it is a vehicle / *Towed Gun*
 - *Fire* is limited : **2 4 6**

LATW 2.2.6 11.5.2

zero-step non-combat unit

- Hidden & Concealment
 - may always set up *Hidden* 20.9.1
 - *hidden* status is lost if in *LOS* and **2** hexes away instead of **3** 20.9.2.a
 - *concealment* loss if maneuver in cover-terrain is **1** hex instead of **3** 4.3.1.1.c
- Actions
 - may move 1 hex and fire if the hex entered is 11.5.2 :
 - a *cover-terrain* or behind a cover hexside
 - contains an *IP* or friendly *combat* unit
 - may *Fire, Maneuver, or Maneuver & Fire* as *Limited Reaction* 8.3.f
 - may *fire* in *Reaction* out of a *minefield* hex or *wire* hex 19.1-2
 - when firing from a urban-road hex, *LOS* is blocked by building *feature* within the same hex 4.2.1.f
- Assault
 - can only *assault* with or *reinforce* friendly *combat* units 10.5.1.c
 - +1 *assault* against an *FP, Towed Gun, Urban Building / Road* 14.2.e
 - triggers vehicle destruction if *undisrupted* 14.3.2
 - is *destroyed* if with only **1** *undisrupted, non-shocked combat* unit 14.1.b

Random Events 18.0

- on pure **1** : may remove the *Concealed* marker from a hex within **5** hexes and *LOS*
- on pure **10** : roll on the below *Fate Table*

die roll / ● ★	Fate
1-2	Medic randomly return an infantry or <i>MG Section</i> into play closest to its <i>Plt, Concealed</i> if in cover, not adjacent to an enemy if no casualty, all units in 1 hex <i>Recover</i> if no non-vehicular in play, <i>Recover 1</i> random <i>AVF</i>
3-5 / 3-4	Recover <i>Recover</i> all <i>Disrupted, Regrouping</i> and <i>Shocked</i> units in 1 hex
6-7 / 5-7	Sniper 1 randomly selected non-hidden platoon <i>leader</i> suffers a casualty if none in play, 1 randomly selected <i>AVF</i> is <i>Shocked</i>
8-9	Indecision loss of <i>Initiative</i> to the opposing player (reroll if both players do)
10	Panic all units (not <i>Towed Guns</i>) in 1 hex (opposite player chooses) move 4 hexes toward their <i>FBE</i> (not further) turn is over

Leader 2.2.5

zero-step non-combat unit

- Initiative :
- a player without a *leader* or an *AFV* forfeits the initiative.
- Activation Phase :
- a platoon without a *leader* cannot coordinate 7.1
- ad hoc unit stacked with him cannot be activated by another platoon 7.2.a
- he may activate units from a single *AFV* platoon in the same hex 7.2.b
- Limited Reactions :
- A *leader* may Maneuver or Recover and may direct units of its platoon (or ad hoc) to Maneuver or Recover if they are : 8.3.a
 - stacked with him in a Forest or Building
 - within 1 hex in Open, Brush/Orchard/Palm Grove, connecting road/railroad or path hex
- Mortar :
- may request an **MFA unless Disrupted, Regrouping, Heroic, Out of Command** or in a *Primary Impact, Assault* hex or loaded in a vehicle in motion 11.4.4.1
- may request an **MFA** on its hex if pass a *Cohesion* check **unless Disrupted, Regrouping** or in a *Primary Impact Hex*. 11.4.4.2
- a Knee Mortar stacked with its *leader* may fire at any hex in its **LOS**. 11.4.10.2
- Assault :
- only **1 leader** may participate in an *Assault* 14.0, conducts a *Loss* check 14.3.5
- may claim the “Defender in an Urban Building / Road Hex ” *DRM* 14.2.1
- can only *assault* with or *reinforce* friendly *combat* units 10.5.1.c
- Fire Resolution :
- **-1** to the *Final Result* if **not Disrupted** and has a higher *Cohesion* 13.1.4
- Recovery 12.1.1 :
 - a *Regrouping leader* can **only** assist other *Regrouping* units in its hex
 - a *leader not Disrupted*, in an *Assault, Primary Impact* or *Recovered may* :
 - *Maneuver* then assist 1 *Disrupted* unit or *Regrouping* units in its hex
 - on *Rally*, the *leader* may conduct an *Action unless* he already *Maneuver*. 12.5
- Leader Loss (Sniper, Casualty, Assault) 13.3.4.1 :
 - place it **7** minutes ahead of the current time on the *Time Track*
 - returns in the *Cleaning Phase, Concealed / Hidden* with any unit of its *Plt*

Japanese 15.2.1

- *Casualty Points* are always 1 per box 21.2
- *Reduced* squads are **1** step *combat* units
- do **not Disrupt** but will suffer a *casualty (reduce)* instead 13.3.1 13.3.2
- do **not Disrupt** in case of *Collateral Damage* but are marked *Regrouping* 13.3.7
- do **not** conduct a *Cohesion Check* due to *Small Arms Fire* and *Mortar Fire* 13.3.1.6
- lose *Concealment* if they *Maneuver* in *cover-terrain* within **2** hexes, not **3** 4.3.1.1.b
- lose *Hidden* status if in *LOS* of an enemy *combat* unit within **2** hexes, not **3** 20.9.2
- directed by a *leader* in *Reaction* may maneuver at least **2** hexes, not **1** 10.1.2.a
- may unload adjacent to a know enemy, but are marked *Regrouping* 10.4.6.2.d
- must **not withdraw** when *Disrupt* upon exiting a *Secondary Impact Hex* 11.4.7.2.c
- have a **+1 Recovery DRM** when attempting to recover from *Regrouping* status 12.2
- only the best unit conduct a *Cohesion* check **when** retreating adjacent to enemy units 14.3.3.5
- suffer **no Maneuvre** limitation at *Night* 17.1.c
- *knee mortar squads*, and *reduced squads cannot* deploy 10.3.2.a
- **2 reduced** squads, or **1 reduced** squad and **1** deployed section may re-combine 10.3.3
- Knee Mortars, fire a *SADM* or *MDRM* or *Smoke* 11.4.10
- in *Reactions*, fires **only** at units it *observed*, at **any** in *LOS* if stacked with its *leader* 11.4.10.2
- the *MV* for a *squad* is **0, -1** for a *reduced squad*
- their *Primary Impact Hex* is considered a *Secondary Impact Hex*
- it **cannot** extend and recovers on a roll ≤ 5 11.4.10.4

Mines & Wire 19.0

• **cannot** be placed with themse, *IP*, *FP* or in a river or bridge hex

Minefield :

- any unit must **stop** on entry **unless Heroic**
- non-*vehicular* :
- **1** random unit suffers a *Casualty* on a roll = **10**
- *Fire* is limited to infantry and *LATW*, **only** in Reaction
- each vehicle is :
- *Shocked* on a roll \geq **9** if *AFVs*
- *Destroyed* on a roll \geq **8**
- on **exit**, non-*Heroic* units **fail** on $>$ **5** (considered to have acted)

Wires:

- **only** non-*vehicular* units and *AFVs* may **enter** a *Wire* hex
- non-*vehicular* :
- must **stop**
- *Fire* is limited to infantry and *LATW*, **only** in Reaction
- on **exit**, non-*Heroic* units **fail** on $>$ **5** (considered to have acted)
- *AFVs* :
- +**1** MP to enter
- on **exit** is *Shocked* & unload on a roll = **10**, otherwise remove *Wire*

Reactions to Assault / Feint 10.5.3

- **cannot** *Assault* or *Overrun* a hex marked with an *Assault Arrow*
- *Towed Gun* may **not** react
- any unit that does not react is marked as having conducted an *Action*
- units under *Assault* 10.5.3.2 :
- a *vehicle* may *Maneuver*
- a non-*vehicular* unit may attempt to *Recover* or *Withdraw*
- a unit may also *Request* an *MFA* and/or *Illumination*
- non-*vehicular* units may *Small Arms Fire* against **adjacent** hexes
- *Anti-Tank Fire* **must** be directed to assaulting enemy *vehicles* **if** any units in the *Assault* hex (*Nationality* hex) 10.5.3.1 :
- a *vehicle* may *Maneuver*
- *Recovery* is not allowed
- a *leader* may request an *MFA* on its hex (*Cohesion* check) 11.4.4.2
- non-*vehicular* units may *Small Arms Fire* against **adjacent** hexes **only if** the attacker has **no** *infantry* **and** **without** *Proximity Fire*
- *Anti-Tank Fire* **must** be directed to assaulting enemy *vehicles* **if** any – Feint 10.5.3.1 :
- mandatory if in a *Primary Impact Hex*
- *vehicles* may stay put or *Reverse*
- non-*vehicular* may stay put on a roll \leq best *Cohesion* or *Withdraw*

Small Arms Fire 11.3

Anti-Tank Fire 11.5

Mortar Fire 11.4

Assault 14.0

Withdrawal 10.3.1 / **Retreat** 14.3.3

Recovery 12.1

Maneuver

Transport 10.4.6

Concealed 4.3 / **Hidden** 20.9

Mines & Wire 19.0

TEMs & LOS

Limited Reaction 8.3

Reactions to Assault 10.5.3

Deploying / Recombining 10.3

Random Events 18.0

Leaders 2.2.5

LATWs 2.2.6 11.5.2

AVFs 10.4

● **Japanese** 15.2.1

Deploying / Recombining 10.3

- *Deploying Squads* 10.3.2 :
 - at **any time** during a squad's *Maneuver*
 - **unless** *Disrupted* / *Reduced*, ● *knee mortar*
 - max **1** per *infantry* platoon
 - only **1** section may *Fire*
 - *sections* that do not *Act* may *React*
- *Recombining Squads* 10.3.3 :
 - same hex during *Clean Up Phase* step 3
 - **same** *Plt* : sections and/or ★ ● reduced squads
 - keep **if** both *Concealed*, *Disrupted* or *Regrouping*
 - **or** ≤ 6 remove all or keep *Disrupted* or *Regrouping*

AVFs 10.4

1-step combat unit

- A **stationary vehicle** may :
 - *Fire*
 - *Pass* : **unless** in range & *LOS* of an *unconcealed* Anti-Tank unit
 - *Maneuver* : **must** spend 1 MP to go into motion
 - *Shoot & Scoop* : **only** Anti-Tank *Fire* **if** *Assaulting* 10.4.2
- An **in motion** vehicle may :
 - *Reverse* : max 3MP (no *Bypass*, *Overrun* or *Assault*)
 - *Maneuver* : may *Stop* and be marked with a *red Motion* marker
 - *Halt & Fire* : **only** Anti-Tank *Fire* **if** *Assaulting* 10.4.3
 - **if** *Active* : move 1 hex max, remove *green Motion* marker enter *Overwatch* : **may** fire but in *Reaction* **only** 10.4.1.b.iii
 - *Bypass* : **not** in an *Assault* hex, *non-AFVs* **only** as last resort: 10.4.5.1
 - *Maneuver* into the *Bypass* hex and temporarily halt in it
 - each *undisrupted* / *non-shocked* enemy unit in the hex **may** *Anti-Tank Fire* or *Small Arms Fire* (no *Split Fire*)
 - bypassing *vehicles* **must** exit the hex
 - *Overrun* : per game turn, 1 overrun per vehicle or target hex
 - *Conditions* 10.4.5.2 :
 - any *vehicle* **with** an *SAV* or *ATV* **without** *Riders*
 - **only** an *AFV* may overrun a *Towed Gun*, *FV*, or *HT*
 - **not** in an *Assault* hex, **not** with a *Towed Gun*
 - **not** a hex that contains an *AFV*, or *FP*, *Buildings*, *Forest*, *Enclosed Road* or *Brush/Orchard/Palm Grove*
 - to overrun a hex the vehicles must **start** from the **same** hex
 - *Procedure* 10.4.5.3 :
 - spend **+1** MP to enter the *Overrun* hex, temporarily halt in it
 - enemy *vehicles* may *Maneuver* (move only) to avoid it
 - an *AFV* with a *ATV* > 0 may place a 2 *ATDRM*
 - any vehicle may place a *SAV* - *TEMs* *SADRM* in the hex (*SAV* = 2 **if** *HT* with *SAV* ≥ 1 *Infantry* *Passengers*)
 - *Reaction* 10.4.5.4 :
 - units that did not act, with an *ATV*, may *Fire* (no *Split Fire*)
 - units with an *ATV* ≥ 0 **must** fire at any *AFV*
 - if none, 1 *Squad* may *Shock* an *AVF* on a 10 (*Kill GE* 9/43)
 - on *AVF Shocked* or *Passengers* unload, hex is under *Assault*

8	7	6	5	4	3	2	1	0	1	2	3	4	5	6	7	8
24	21	18	15	12	9	6	4		-4	-6	-9	-12	-15	-18	-21	-24
0	1	2	3	4	5	6	7	8	9							
0	10	20	30	40	50	0	1	2	3							

MORTAR SUPPORT AVAILABLE

PENDING
Recover/Extend
Sections ≤ 4
Platoons ≤ 3

INITIATIVE
odd Axis
even Allies

TIME LAPSE

1-2	2
3-5	3
6-8	4
9-10	5

Small Arms

- MDRM ⇒ hex, SADRm ⇒ Nationality, ATDRM ⇒ vehicle
- roll once for each DRM
- apply the **single most detrimental** result to a unit

- consider the **single highest** result among SADRm / MDRM
- select the **best Cohesion** unit with priority, 13.13
- exclude Riders / Passengers in case of MDRM :
- unconcealed undisturbed combat units
- concealed undisturbed combat units
- Disrupted combat units
- non-combat units
- the : best Assault Value ⇒ best SAV ⇒ at random
- Final Fire Attack Result -1 if stacked with its undisturbed platoon leader **and** it has a higher Cohesion
- if FFAR ≥ Cohesion
- non-vehicular units lose their Concealment if any 43.11e

- if FFAR > Cohesion 13.15-6
- the selected unit **Disrupts** (remove Regrouping) or suffers a **Casualty** if it is Heroic, ●, ★ or FFAR ≥ 10
- if it is a Rider, it and any other Riders must unload
- non-vehicular units conduct a Cohesion check **unless** ● or ★
- if roll = 10 & MFA MV ≥ 2 13.17 :
- unload **all Riders / Passengers** in the hex
- a random vehicle is **Destroyed** * (Shocked if its an AFV)

- **ignore** any roll ≤ 2, consider the **single highest** result per target :
- if Final Fire Attack Result > [E]AV
- the vehicle is **Destroyed** (Collateral Damage if ATV > 0 *)
- an AFV is **Shocked** if :
- Final Fire Attack Result = [E]AV
- or roll = 10 **and** Final Fire Attack Result ≥ [E]AV - 2

- **Shocked** 13.35 :
- may only **Recover**, stay **Shocked** if already **Shocked**
- its Riders unload & conduct a Cohesion check
- **Destroyed** 13.3.6 :
- a destroyed FP is replaced with an IP
- if by roll 10 & MFA ≥ 2 or ATV > 0 * :
- apply **Collateral Damage** once at the end of fire resolution
- **Collateral Damage** 13.3.7 :
- unload **all Riders / Passengers** in the hex
- for each **Destroyed** * vehicles :
- Towed Gun is **Destroyed unless** ATF from an MG
- its Riders / Passengers **Disrupt** (●, ★ Regrouping)
- **and** conduct a Cohesion check
- applies to units that unloaded a ATDRM marked vehicle
- in **open-terrain** without IP, not during an Assault :
- 1 on foot undisturbed unit is **Disrupted** (●, ★ Regrouping)