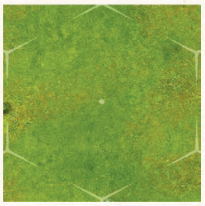
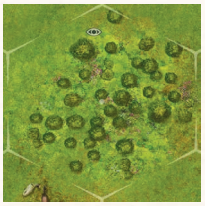
TERRAIN CHART V3.0 (9.4-9.6)



Clear

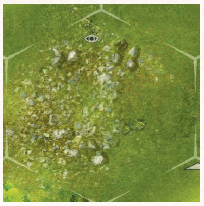
1/2/1

Clear LOS
No defense for vehicles



Brush

1/2/1

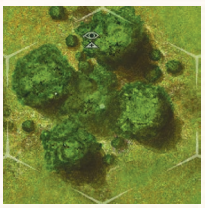


Rocky

1/3/2

Trees

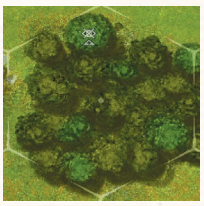
1/2/2



Light Forest

1/2/2

No indirect fire



Heavy Forest

2/x/x

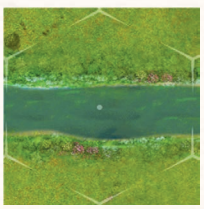
No indirect fire

Corn Field

2/2/1

Wheat Field

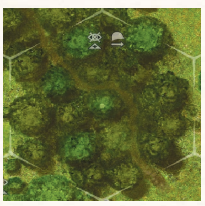
2/1/1



River

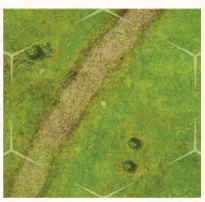
x/x

Cannot be entered or crossed



Covered Trail in Heavy Forest

*MR 9.5.6



Main Road

1/1/1

Clear LOS along the road

*MR 9.5.3

Bridge

1/2/2

Clear LOS along the road

Large Single-Storey Building

2/x/x

Infantry only
No indirect fire

Single-Storey Building

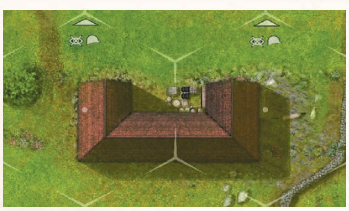
2/x/x

Infantry only

Multi-Storey Building

2/x/x

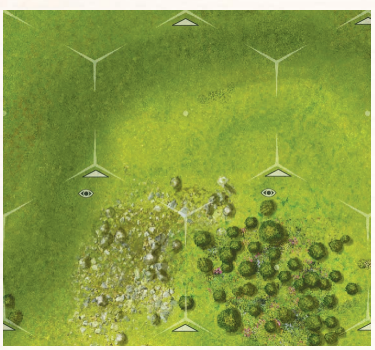
Infantry only
No indirect fire



Large Multi-Storey Building

2/x/x

Infantry only
No indirect fire



Hill Elevation Level 1*

+1

+1 movement cost per elevation level increase

+1 blue defense die when a unit is attacked from a lower elevation level

-1 0 1 2 3

*Elevation levels from -1 to +3

LEGEND (9.4):

Movement costs for infantry & artillery (2) / wheeled vehicles and tracked vehicles (x=not allowed)

Terrain hex elevation level: example for 1

Terrain defense bonus for infantry & artillery. Vehicles always get the weakest die (For exceptions, see terrain types)

2/x/x

Terrain influence on LOS: example add +1 to terrain hex elevation level if checking LOS

Special terrain characteristics: example for infantry only

Terrain Line-Of-Sight (LOS) impact: example for blocking

LOS is hindered

LOS is blocked

Covered trail - for infantry only

Terrain influences LOS of hex elevation: +1, +2, +3

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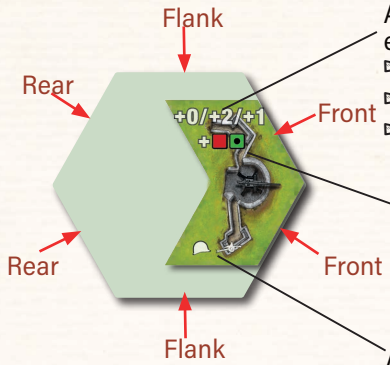
TERRAIN CHART V3.0

FORTIFICATIONS (9.5.7)



Additional movement costs for entering or crossing this hex:
- +0 points for infantry or artillery units
- +2 for vehicles and
- +1 for cavalry

Additional terrain defense: Units (only allowed unit types) get these dice plus the strongest die of the hex terrain in which this fortification is.

Allowed unit types: This fortification can only be used by infantry and artillery

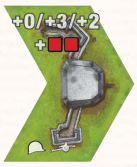
- **Flanking attacks:** -1 defense die (weakest)
- **Rear attacks:** -1 defense die (strongest)
- **Attacks from above:** no defense dice from terrain hex

Trench
When firing through its Flank, the unit in the trench loses its weakest attack die.

Sandbag Positions
Flanking attacks have no effect on the additional defense dice.

Gun Position

Pillbox
Flanking attacks have no effect on the additional defense dice.

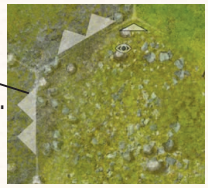


Bunker
When attacked with OAS ignore the loss of the weakest defense die.

OBSTACLES (9.5.8)

Tank Barricades
Clear LOS.
infantry + vehicle units cannot cross.

Steep Slopes
delayed action.
infantry + vehicle units cannot cross.

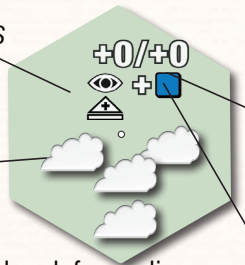


Barbed Wire
Clear LOS.
infantry units cannot cross.

Stone Wall
+0/x/+1
Clear LOS.
infantry and cavalry units cannot cross.

SMOKE

The smoke spreads and impacts the LOS up to two elevation levels



Smoke marker. Maximum of 4 per hex

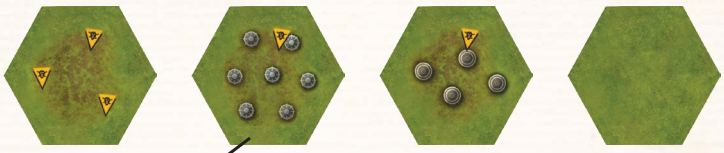
Smoke is hindering LOS. From three markers onwards, the LOS is blocked

No impact on movement costs

+1 blue defense die per smoke marker in the hex. This bonus also applies to a defender when a unit fires from a hex with smoke.

MINEFIELDS (9.5.9)

Hidden side: Minefield marker



Unhidden side: from left to right APM, ATM and Dummy

Note: A minefield detection roll is required when a unit enters or leaves a minefield.

Scouting Unit	D6 Base Result for Success	D6 Roll Modifying abilities	D6 Roll Modifiers
Infantry	5+	Scout	+1
Artillery / Vehicle	6+	Mine Detection	+2
		Unhidden Minefield	+1
		Command Card Effect	+Effect
		Fallback Action	-1

Unit Inside the Minefield	Minefield Attack Dice	Units Defense
Infantry / Artillery	1 yellow, 1 green	1 green
Vehicle	1 green	1 blue

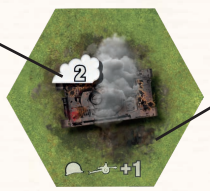
Result of Attack	Effect on Infantry / Artillery	Effect on Vehicles
skull	1 Damage*	1 Damage and Immobilzed*
target	1 Damage	1 Damage and Immobilzed
X	Suppressed	Suppressed

*Chapter 10.8.1 should be taken into account. For double success results only the strongest symbol counts.

WRECKS (9.5.8.5)

Front-Side

Place 2 smoke markers on the hex. Flip the marker once the last smoke marker has been removed.

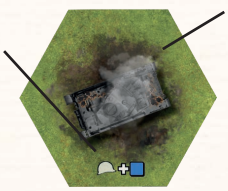


Infantry and artillery units must spend one additional movement point to enter this hex.

Front-Side

Infantry terrain defense bonus +1 blue die

Back-Side



No movement restrictions

Note: Wrecks on bridges or roads impede vehicle movement. A vehicle must spend one additional movement point to enter a hex containing a wreck.

RANGED FIRE AID (10.0)

MODIFICATIONS TO ATTACK DICE

1. **Identify Target Type** and **Range Factor (10.1)**
2. **Check Line of Sight (LOS)** (10.2)
   Determine whether LOS is clear, hindered, or blocked using the Player Aid.
3. **Joint Fire (Optional)** (10.9.4)
   Activate one adjacent, unactivated unit as a Fire Support Unit (FSU).
   Gain one additional attack die and mark the FSU with a Firing marker.
4. **Declare Fire Action & Mark Status** (10.0, 10.10.4)
   Mark the attacking unit with Firing, Move & Fire, Fire & Move, or Turret Firing (if firing outside its arc of fire).
5. **Spotting Roll (if required)** (10.5, 10.10.5)
   Perform a spotting roll if the target is Hidden, using Hide Action, or in Ambush.
6. **Check Arc of Fire & Range** (10.6, 10.1)
   Ensure the target is within arc of fire and select attack dice from the unit card.
7. **Experience Modifiers** (4.2.3)
   Veteran and Elite attackers gain +1 blue attack die.
   Attacks against Recruit units cause 1 automatic suppression.
8. **Attack Dice Reductions** (10.9.1)
   - ⇨ Attack Die -1 or Hidden: lose weakest attack die
   - ⇨ Half-strength: double successes count as a single success (strongest symbol only)
9. **Ambush Bonus** (13.1)
   Attacker with an Ambush marker gains one automatic suppression (X).
10. **Special Abilities & Attributes** (4.2)
    Apply all relevant unit card abilities and conditional effects.
11. **Command Cards** (8.3)
    Apply any Command Card effects affecting the attack.

MODIFICATIONS TO DEFENSE DICE

1. **Base Defence Dice & Area of Impact** (10.9.3)
   Use inherent defence dice from the unit card.
   Vehicles use the appropriate Area of Impact; Indirect fire uses Above.
2. **Terrain Defence Bonus** (10.10.1)
   Add terrain defence dice from the Terrain Chart (9.4).
3. **Hindered LOS (10.10.2)**
   For each hindering terrain or smoke along the LOS, add the strongest defence die of that terrain (cumulative).
   Exception: indirect fire using a spotter.
4. **Attacker's Fire Status** (10.9.1, 10.10.4)
   Apply defence dice granted by Turret Fire, Move & Fire, or Fire & Move.
5. **Ambush Effect (**10.10.4)
   Defender loses its weakest terrain defence die when fired upon from an ambush.
6. **Spotting Failure** (10.5, 10.10.5)
   Blind fire: only single successes count; no critical hits.
7. **Defender Status Modifiers** (13)
   - ⇨ Digging In: lose weakest die (min. one)
   - ⇨ Dug-In: +1 green die
   - ⇨ Fast Action: infantry/artillery lose weakest die; vehicles +1 blue die
   - ⇨ Suppressed: infantry/artillery +1 green die
   - ⇨ Hide Action / Hidden / Ambush: +1 blue die
8. **Experience Level** (4.2.3)
   Hardened, Veteran, and Elite units gain +1 blue defence die.
9. **Half-Strength Clarification** (10.10)
   Half-strength units suffer no defence penalties.
10. **Special Abilities & Command Cards** (4.2, 8.3)
    Apply all relevant unit abilities and Command Card effects.

SPOTTING ROLL TABLE (10.5)

Roll 1d6 for spotting

Attacker's Unit Type	Target is... in Arc of Fire	Target is... not in Arc of Fire
Infantry	2+	2+
Artillery	2+	3+
Vehicle	4+	5+

Hindered LOS: Subtract -1 from the result **for every hindering terrain** types in the LOS.

Spotting roll fails: Only single success symbols on the dice are counted, and critical hits are not possible. A half-strength unit rolls only half of its attack dice (rounded up), with the attacking player choosing which dice are removed.

EXPERIENCE LEVELS (4.2.3)

Level	Marker	Effect
Recruit		Attacker gains automatically one "X" symbol when attacking this unit
Regular	No marker	No effects
Hardened		+1 blue defence die
Veteran		+1 blue defence die +1 blue attack die
Elite		+1 blue defence die +1 blue attack die This unit ignores "X" symbols

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CLOSE COMBAT (11.0)

PROCEDURE (11.2)

1. Initial Close Combat Round Only – Apply unique modifiers **(I)**
2. Both players roll simultaneously
   1. Assaulting unit: attack and defense rolls
   2. Defending unit: attack and defense rolls
3. Assign damage simultaneously
4. Check if combat ends (elimination or fallback, 11.5.6.2)
5. Check if either unit withdraws (attacker decides first, 11.5.6.1)
6. If both units remain, **remove status markers** and repeat from step 2

MODIFIERS

Apply these general modifiers **(G)** in each close combat round.

Note: Apply these initial modifiers **(I)** only in the initial close combat round. **(I)** modifications may supersede **(G)** modifications.

Modifications are **cumulative***.

- ⇨**(G)** Half-strength: only half success symbols count for attack results
- ⇨**(G)** Experience: veteran, and elite units gain 1 blue ■ attack die
- ⇨**(G)** Experience: hardened, veteran, and elite units gain 1 blue ■ defense die (4.3.2)
- ⇨**(G)** *Enemy command cards may affect cc*
- ⇨**(G)** Special abilities on unit cards
- ⇨**(I)** CC Support unit allows **one** re-roll of one attack **and** one defense die during the intial round of cc.
- ⇨**(G)** *Vehicles attacks vs infantry: only the strongest symbol counts; no double success*
- ⇨**(G)** *Immobilised vehicles always defend using rear armour, regardless of facing.*
- ⇨**(G)** *Infantry vs vehicle: infantry hits weakest defense*

MODIFIERS TO ATTACK DICE (11.4)

Both player take their attack dice (distance 0=close combat) listed on the unit card.

Check for modifiers:*

Assaulting unit:

- ⇨**(I)** Marked with -1 attack die: lose weakest attack die
- ⇨**(I)** Crossing obstacles (e.g., barbed wire, stone walls): lose weakest attack die
- ⇨**(I)** Defender is outflanked: gain one re-roll. *Immobilised vehicles are always outflanked.*

Defending unit:

- ⇨**(I)** Defending unit is suppressed, it cannot attack in the initial round of close combat.
- ⇨**(I)** Marked with -1 attack die: lose weakest attack die
- ⇨**(I)** Activated: Only half success symbols count.
- ⇨**(I)** Activated & half-strength: lose weakest attack die

MODIFIERS TO DEFENSE DICE (11.5)

Both player take their defense dice listed on the unit card (4.2).

Check for modifiers*:

Assaulting unit:

- ⇨Terrain defense bonus:
  - **(I)** Weakest defense die of terrain hex
  - **(G) After** the initial cc round: Strongest defense die of the hex terrain or fortification, whichever is stronger
- ⇨**(I)** Marked with fast action: lose weakest defense die
- ⇨**(G)** *Vehicle vs vehicle: frontal armour, no terrain defense bonus*

Defending unit:

- ⇨Terrain defense bonus:
  - **(I)** Strongest defense die of terrain hex. Add one defense die (strongest) for fortifications and modify depending on the area of attack (front, flank, rear; see 11.5.2 - flanking & rear assaults)
  - **(G) After** the initial cc round: Strongest defense die of the hex terrain or fortification, whichever is stronger
- ⇨**(I)** *Vehicle vs vehicle: defense dice depend on area of attack (front, flank, rear, top), no terrain defense bonus*
- ⇨**(G) After** *the initial cc round: Vehicle vs vehicle: subsequent cc rounds: frontal armour, no terrain defense bonus.*
- ⇨*Artillery units always use their weakest inherent defence dice*

* Modifications are **cumulative**.

ASSIGNING DAMAGE (11.5.4)

Critical Hits: After applying all damage/suppression:

- ⇨Each uncancelled critical hit: flip to half-strength
- ⇨If already half-strength: unit is eliminated
- ⇨Two critical hits: eliminates full-strength unit

Damage Points:

- ⇨Apply damage markers only if damage exceeds counter's indicator
- ⇨If damage exceeds unit strength: eliminate the unit

Suppression:

- ⇨At least one uncancelled suppression (including adrenaline rush 11.5..) unit is suppressed
- ⇨Suppressed units in close combat must fall back and receive a fallback status marker (13.3)

WITHDRAWING CC (11.5.6.1)

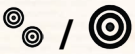
- ⇨After cc procedure step 5: Attacker first chooses whether to withdraw.
- ⇨If withdrawing, the remaining unit makes one final close-combat attack; the withdrawing unit does not attack.
- ⇨The withdrawing unit uses a fast action to leave the close-combat hex.
- ⇨The remaining unit gains a normal action marker.

OFF-BOARD ARTILLERY SUPPORT (OAS, 12.4)

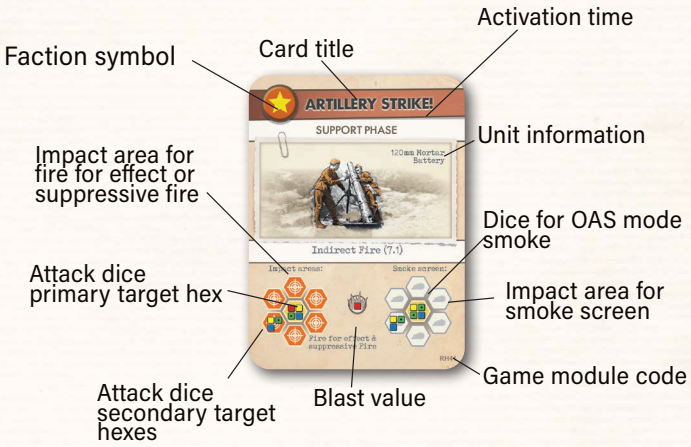
OAS Sequence:
Support phase: Request OAS (12.4.1) --> Spotting the target hex (12.4.2.1) --> Firing exploratory shells (12.4.2.2)
Action phase: Start artillery strike (12.4.3) --> OAS fire mode (12.4.3.1) --> OAS impact area (12.4.3.2) --> Attack result (12.4.3.3): OAS destroying buildings (12.4.3.4 and 12.5)
Craters due to OAS attacks (12.4.3.5)

FIRING EXPLORATORY SHELLS (12.4.2.2)

For this action the player owns the OAS rolls two dice. A green combat die to determine the drift distance to the primary target hex and a D6 to determine the direction of the deviation.
Apply the following results and move the objective marker to the new hex.

Result of Plan / Action	Effect
	Primary target hex confirmed - add a blue attack die for the upcoming attack
	Primary target hex confirmed
X	Primary target hex NOT confirmed - shift objective marker by 1 hex
Blank	Primary target hex NOT confirmed - shift objective marker by 2 hexes

Result of D6	Direction
1	
2	
3	
4	
5	
6	



OAS FIRE MODES (12.4.3.1)

The three modes of OAS fire are:

- Smoke Screen (12.4.3.1.1)
- Suppressive Fire (12.4.3.1.2)
- Fire For Effect (12.4.3.1.3)

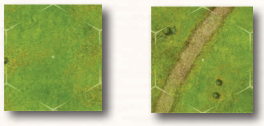
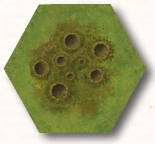
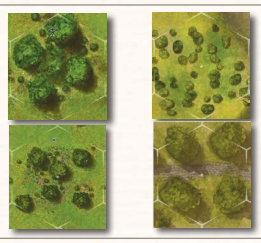
BLAST VALUES VS BUILDINGS (12.5)

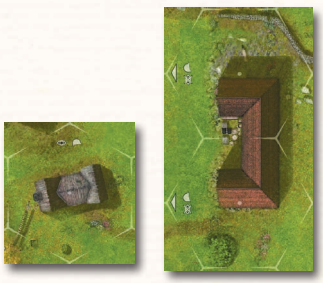
Result	Effect
	Building or fortification collapses - all units inside this hex are eliminated
	Building or fortification collapses - all units inside this hex are flipped to half strength
	Building or fortification collapses - all units inside this hex gain one damage
	Building or fortification not collapsed - all units inside this hex perform a fallback
X	Building or fortification not collapsed - all units inside this hex are suppressed

- If a **building** collapses, the defending player must take a ruin marker and place it on the hex.
- If a **bunker, pillbox or gun position** collapses, the defending player must flip the marker of these obstacles to their trench side.
- If a **trench or sandbag position** collapses, the defending player removes the marker.

CRATERS DUE TO OAS ATTACKS (12.4.3.5)

In the case of a critical hit that isn't cancelled out during an OAS attack roll a crater marker is placed on that hex. This applies to any hexes which are **roads, tree alleys, clear, light forest, olive & vine groves, or brush terrain**. The active player places a crater marker according to the following illustration. The terrain changes its character due to the crater marker. This hex has now all effects shown in the tables below.

Previous Terrain	Examples of Crater Markers
	 Craters 1/2/1
	Trees & Brush 1/3/2

Previous Terrain	Examples of Ruin Markers
	Ruins 1/x/3

TACTICAL AIR SUPPORT (TAS, 12.3)

TAS Sequence:
Request TAS (12.3.1) --> Timing of TAS (12.3.2) --> ID Target (12.3.3) --> Defense against TAS (12.3.4) --> TAS Defense against AA Fire (12.3.5) --> TAS attack resolution (12.3.6):

- » TAS spotting (12.3.6.1) --> TAS Accuracy (12.3.6.2) --> TAS attack result (12.3.6.3)
- » TAS destroying buildings or terrain (12.3.6.4) --> (12.5)
- » TAS second attack run (12.3.6.5)

AA UNITS ATTACK (12.3.4)

Range Factor

Blast	Close	Medium	Long

AA RESULTS TABLE (12.3.5)

Result	Effect
	TAS crashes and is destroyed. TAS does not attack. Remove the TAS card from the game.
	TAS is damaged. TAS does not attack. Place the TAS card in discard pile.
	TAS is slightly damaged, so TAS attack is inaccurate. Add a -1 to the accuracy roll. Place the TAS card in discard pile after use.
X	TAS turns away. TAS does not attack. Return the TAS to the player's hand after use. Card can be played again from the next turn onwards.

TAS UNIT SPOTTING (12.3.6.1)

Result	Defending unit is in a hex with...	
TAS rolls D6	No terrain bonus	Terrain bonus
1	Accuracy -1	Accuracy -2
2	Success	
3		Accuracy -1
4		Success
5		
6	Accuracy +1	

TAS UNITS ACCURACY (12.3.6.2)

TAS accuracy roll	Defender unit status					
	FAST ACTION	FALL BACK	IMMOBILE	SUPPRESSED	DELAYED ACTION	Other status
1						
2						
3				-		
4		-	-	-		
5		-	-	-	-	
6		-	-	-	-	-

FRIENDLY FIRE:

If the TAS Accuracy roll is a 1 or less, after any relevant modifiers have been applied, and there are one or more friendly units in any hexes adjacent to the hex of the target unit, a friendly fire attack will take place.

After the TAS has rolled its attack dice against the targeted hex, any of those which do not score at least a suppression result are put to one side. These attack dice are then rolled in an attack against one, (only), of the friendly units that are adjacent to the targeted hex.

This friendly unit is chosen by the non-active player. This friendly unit receives all the normal defense dice set out in 10.9-10.9.8 except the failed spotting roll 10.9.5.