1.0 OVERVIEW

Basics of Play

- Players choose sides, then a scenario. Each player takes his assets, units, order cards, privacy screen, and scenario booklet.
- Setup the map as instructed by the scenario.
- Place your units and assets on the map within their starting sector: defender first, then the attacker.
- The attacker takes his turn as the **active player**, then the defender. This process repeats, with players alternating turns until the game ends.

Taking your turn

- Play an order card and any enhancements. Your opponent may regroup units if it is a complex order.
- Choose a unit and take an action as allowed by the order you played. Repeat this process for additional units until you run out of activations or choose not to activate another.
- Your turn ends and your opponent's turn begins.

The Map

The **map** has two units of measure: 50-meter **hexes** and groups of one to seven hexes called **areas**. The partial hexes on the map edges are in play. Units that exit the map are eliminated.

Fate Chits

Fate chits are drawn from the **draw bag** throughout the game for combat and valor checks. Return all chits to the bag after each check.

Victory

The player with the most **victory points** (VPs) when the game ends is the winner. VPs vary by scenario but are usually gained by completing **objectives** and eliminating enemy units. The game ends if a victory condition is met or "Sudden Death" event is drawn.

2.0 SETUP

Each player has his own **scenario booklet** with limited intel about the enemy. Your booklet is for your eyes only, even if you have both already played a scenario.

Preparing the map

Both booklets show which mapboards to use for each scenario, how to connect them, where to place overlays, and which direction is north.

Prepare the token supply

Place all **tokens** facedown beside the map. They are drawn when units get damaged or suppressed. Tokens return facedown to the supply if removed from play.

Preparing your units

A scenario specifies each side's starting units and assets. During setup, players place their counters on the map: defender first, then the attacker. Each side's booklet shows a **starting sector** where they may be placed. Unless stated otherwise, players choose the initial state of their units and assets.

Create the event deck

Each player secretly adds his strategic assets, then shuffle the event deck.

Reinforcements

Some scenarios have **reinforcements** arriving through events. They arrive off-map and must move into a map edge hex. Each scenario provides further details.

3.0 UNITS

Units have double-sided counters: **infantry** are round, while **guns** and **vehicles** are hexagonal to maintain facing. Vehicles have **armor ratings** for each hexside facing. Infantry are either **teams** or **squads**. Units on the same side are **friendly**; all other units are **enemy**.

Size

Guns and vehicles are **small**, **medium**, or **large** as indicated by their counter size. Squads are medium sized; teams are small. A unit's **signature** is its visibility to enemy units.

State

Each unit has a **ready** and **spent** side. Ready units can activate normally and have their stats covered except for their signature. Spent units have their stats visible and can only cower or sustain fire until they regroup.

Awareness

A unit's **awareness** is its ability to spot enemy units.

Movement

All units are **ground** units except **air** units. Guns and infantry are **foot units**. Vehicles are either **tracked** or **wheeled**. A unit's **speed** is its allotment of movement points (MPs) each activation.

Combat Units

Units are either **combat units** or **unarmed.** Combat units have an **effective range**, **full** and **limited firepower** (FP), and **penetration** (PEN); some also have a **minimum range** and/or **blast effect**.

Valor

A unit's medal count indicates its **valor**: (0) **conscript**, (1) **regular**, (2) **veteran**, and (3) **elite**.

Valor Checks

Units often perform **valor checks**. To do so, draw a fate chit and read the top of either side; they are identical. The unit passes if it has at least as many medals as the chit, otherwise it fails. PASS or FAIL are fixed outcomes for any unit. For an **easy** check, draw (2) chits: the unit passes unless both fail. For a **difficult** check, also draw (2) chits: the unit fails unless both pass. Some checks automatically fail if an unlucky "13" condition is met. Each valor check is performed only once.

Capacity

Any counter with a printed **capacity** has space for units as follows: (1) squad per circle, (1) team per half circle, (1) gun or vehicle per dot, and (1) small gun or small vehicle per half dot. (2) teams are equivalent to (1) squad. The usage of capacity depends on the counter type: barricades provide cover; fortifications fortify units; and vehicles transport units.

Decoys

Decoys are fake units. They activate and move like real units but are eliminated if they get spent or are spotted.

4.0 ASSETS

Players may receive assets during setup. There are (2) types: **strategic** and **tactical**. Some strategic assets are shuffled into the event deck; others are played at their owner's discretion. Tactical assets have counters that are placed on the map. Many assets are restricted to the attacker or defender, or by nationality. Refer to each card's text for rules governing its use.

Unit IDs

Each unit has an **ID number** on its ready side and matching **ID markers** with that number. Use ID markers to as an **aim marker** for combat and to assign hidden passengers or tactical assets to a unit.

Weapons

Weapons are tactical assets assignable to infantry. Each unit may be assigned (1) weapon. An assigned weapon is either **stowed** off-map or **deployed** on its unit. A deployed weapon enhances or replaces a unit's stats but has a fixed facing; it must be redeployed to change facing. A weapon is **dropped** if its assigned unit routs or is eliminated. Place it where it was dropped; any infantry in the hex that is not assigned a weapon may deploy or stow it. Eliminate a weapon that is deployed or dropped in blaze, ford, mud, or water. Activated infantry may voluntarily drop or eliminate their weapon any time before firing.

Fog-of-War

Defender only tactical assets setup on their **fog-of-war** side, hiding their identity from the attacker until they are spotted. They may be placed anywhere allowed by the scenario, but no more than (1) fortification per hex.
Ambush counters represent hidden units that may ambush other units. Replace an ambush counter with the actual unit when it reveals. An ambush counter is not considered a unit until it reveals.
Empty counters are removed from play when revealed.
Fords allow units to ignore any water in a hex, but they are bog for guns and wheeled units.
Mines op fire at any units that enter their hex. They are bog for ground units.
Roadblocks prevent the use of any road in a hex.
Tank Traps are impassable by guns and vehicles.
Wire is impassable by foot and wheeled units. It is eliminated when a tracked unit exits its hex.

Fortifications

Bunkers, **foxholes**, and **trenches** are **fortifications**. Units inside them are fortified. Place units under a fortification to show they are inside. Only infantry may enter or exit fortifications. Hull down vehicles and guns may setup in fortifications but cannot leave or change facing. Units in a bunker cannot indirect fire and can only spot from its fixed facing. Foot units in foxholes or trenches are exposed in melee.

5.0 EVENTS

An **event** occurs any time a chit with an event icon is drawn. Apply any effects from the chit first, then draw a card from the event deck. Follow its instructions, then place it in a discard pile. Unless stated otherwise, the active player makes any choices arising from events.

6.0 ORDERS

A player must play an order card on his turn. Each **order** lists how many of his units he may activate and the actions that they may perform. Each nation has its own set of order cards reflecting its doctrine. They are replayable each turn and never discarded.

Enhancements

Orders with a "+" are **enhancements**. They may only be played along with an order. An order may have any number of enhancements.

Complex Orders

Complex orders take longer to execute. For each regroup icon on any orders played, the enemy may regroup (1) unit before any activations.

Nearby

Orders may require units to be **nearby** before any activations. Units are nearby if they are in the same area or in adjacent hexes; units in the same multi-level building must also be on adjacent levels.

Activation Sequence

A player activates his units one at a time in any sequence. Units may activate once each order. Reveal any unknown tokens on an activating unit; it may try to rally before taking its action.

Turn End

A player's turn ends when he reaches his activation limit or chooses not to activate another unit. Additionally, some orders state that a turn ends immediately if an activated unit gets spent by op fire.

7.0 ACTIONS

Spent units may only cower or regroup. Ready units may perform (1) of the following if their order allows:

Advance at limited speed and FP. The unit may move then optionally fire or fire then optionally move. It may not fire while moving. Guns cannot advance.

Aim by placing its AIM marker in a hex with a spotted target. It may fire into that hex with full FP either now or later. Remove the AIM if it gets damaged, suppressed, or performs any action besides firing into that hex.

Cower by drawing (2) suppression tokens, secretly viewing them, and placing (1) facedown on the unit.

Regroup the unit by removing any MOVING marker and flipping it to ready.

Rout by dropping any weapon, then moving at full speed provided the distance to the nearest revealed enemy unit(s) increases with each hex entered.

Sprint at full speed or perform (1) task. Infantry that sprint into melee may fire with limited FP. Guns sprint at limited speed.

Tasks

Some actions allow units to stay in a hex and perform a **task**. Tasks include deploying or stowing a weapon or entering or exiting a fortification or vehicle in that hex. A unit completes a task unless it gets spent by op fire.

Opportunity Actions

When an enemy unit moves, changes facing, or performs a task, a player may declare **opportunity actions**: his ready units may **opportunity fire** at that unit with limited FP, **opportunity move** at limited speed, or cower. As a player moves his units, he must give his opponent time to declare op actions. Resolve op actions immediately, then resume the active player's turn.

Ambushes

Hidden units may reveal and **ambush**. Ambushes may interrupt like op actions, but any action may be taken and without FP or speed restrictions. Any foot targets are exposed to direct fire by ambushing units.

Spent Units

Units get spent if they fire, op move, rout, sprint, perform a task, get bogged, or take damage. They are not spent if they cower or advance or aim without firing.

8.0 MOVEMENT

At **limited speed,** a unit may spend each MP to move to an adjacent hex. At **full speed**, it may spend each MP to move to a hex in the same or an adjacent area. At either speed, it must observe bog and impassable restrictions along its entire path. Place a MOVING marker on a vehicle that moves at full speed. Unused MPs cannot be saved.

Facing

Guns and vehicles must maintain a **facing**. At limited speed, they may move in any direction with any facing. Vehicles that are at full speed or towing a unit can only enter adjacent hexes in their front facing, then may change to any facing. **Dual facing** units may move in any direction at any speed.

Double Time

Moving units may **double time** but must draw a suppression token afterwards. This allows them to either move (1) additional hex or perform a task before or after moving. Carriers and guns may not double time.

Impassable

Ground units may not enter hexes or cross hexsides that are **impassable**. Steep slopes and blaze are always impassable. Water is impassable except by undamaged **amphibious** units. Bocage, mud, rubble, walls, and woods are impassable by guns and wheeled units.

Bog

A unit must pass a valor check to exit a hex or cross a hexside that is **bog**, otherwise it gets spent. Bog checks are easy for **low ground pressure** units and difficult for **high ground pressure** units. Woods are bog for tracked units. Brush and fords are bog for guns and wheeled units. Bocage, mud, and rubble are bog for ground units.

Roads

Roads allow units bypass bog and to enter otherwise impassable hexes. Wheeled units may move twice per MP while entirely on roads. Units may trace LoS along a straight road, regardless of any surrounding obstacles.

Barricades
Bunkers, roadblocks, tank traps, non-burning wrecks, and friendly vehicles (unless moving) are **barricades**. If infantry enter a hex with an empty barricade, they are automatically in cover **behind** it; no task needed. Place them on the barricade to show they are behind it.

Stacking
Hexes have an unlimited unit capacity. Units may freely move past each other except that infantry must stop if they enter a hex with enemy units.

Transporting Units
A vehicle with space may transport units; it is a **carrier** while doing so. Infantry being transported are **passengers**. Guns and vehicles being transported are **towed**. Hide transported units off-map until their carrier is first spotted. Once revealed, keep them under their carrier as it moves. Transported units cannot move or be spotted on their own. They regroup separately but get spent whenever their carrier gets spent. Towed units may not fire but can be targeted. Passengers may fire with limited FP but cannot be targeted. If a carrier is eliminated, any surviving transported units must exit the wreck and cannot reenter. When a towed unit exits a carrier, its owner may choose any facing for it.

Riding Desant
If a vehicle's capacity is greyed out, infantry may only **ride desant**. They are passengers but take damage any time their carrier draws a token from fire. If a carrier fires, any riders exit immediately and are spent.

9.0 DIRECT FIRE
Combat units may **direct fire** at (1) spotted target in their field of fire. It is their **primary target** and any other units in the hex are **secondary targets** and must be fired at with limited FP. The primary target is fired at first, otherwise the firer chooses the sequence. Players may not voluntarily fire at friendly units; thus, they cannot fire into a melee. Direct fire needs a primary target.

Line of Sight
A target can only be spotted if a **line of sight** (LoS), free of obstacles, can be traced from the center of the spotter's hex to the center of the target's hex. The line may trace into and out of, but not through obstacles. It may trace exactly along a hexside unless both adjacent hexes are obstacles. LoS is reciprocal: if unit A sees unit B, then unit B sees unit A.

Obstacles
Obstacles block LoS when both units are below them. They also block if one unit is below and the other is at the same level. If one unit is below and the other is above, they only block units in their shadow. Overlays cast a **shadow** into any hex directly behind them. Hexside obstacles do not cast a shadow.

Overlays
Buildings, **hills**, and **woods** are obstacles added to the map with **overlays**. Each overlay adds (1) level of elevation and can stack to create multi-level obstacles. Hills add elevation to a hex before any buildings or woods. **Gullies** are cutouts that are (1) level lower than the mapboard. A **slope** is the hexside between any level change created by a gully or hill. It is **steep** and impassable if it changes (2) or more levels.

Hexside Obstacles
Bocages, **crests**, and **walls** are **hexside obstacles**. They are barricades when direct fire crosses their hexside. Units are behind them if they are adjacent and arrived before any enemy units.

Smoke
Smoke is an obstacle at any elevation. Each smoke hex is its own area and any targets in it are obscured.

High Ground
Any unit above another is on **high ground**; it is in cover from direct fire. Its counterpart is on **low ground** and exposed unless it is in cover.

Spotting
A unit must **spot** its primary target. If in LoS, spent guns and vehicles, destructible objects, and targets within a unit's awareness (in hexes) are automatically spotted. An aiming unit may try to spot any (1) target in its LoS: it must pass a valor check if the target is within spotting range; it is a difficult check up to twice that range; and it cannot spot beyond that. A target's **spotting range** (in hexes) is the sum of its signature and the spotter's awareness. The following halve a unit's signature (cumulative, then rounded down): fortified, obscured, in cover. Suppressed units have (0) awareness.

Field of Fire
Most units have a **field of fire** in any direction. Some units may only direct fire at hexes in a 180° arc extending outward from their front or rear facing.

Firing

When firing at a unit, draw a fate chit. Find the side for its target type (foot or vehicle). Read the **fire result** for the row that matches the target's range. Its **range** is the number of areas between the target and the firing unit, counting the target's area but not the firing unit's area. Units in the same area are range (0).

Fire Modifiers

A variety of modifiers may change which row is read. Modifiers that increase damage are **upshifts**; those that decrease damage are **downshifts**.

Effective Range

Downshift once if the target's range exceeds the firer's effective range.

Exposed

Upshift once if a foot unit is exposed. It is **exposed** when ambushed, sprinting, in bog, performing a task, or on low ground without cover. Foot units not in buildings or fortifications are exposed to indirect fire. Only foot units can be exposed.

Armor Facing

The LoS determines which armor rating to use for direct fire. Compare the firer's penetration to the target's armor rating that LoS crosses: if the penetration is a higher grade, upshift once; if it is (1) grade lower, downshift once; if it is lower by (2) or more grades, downshift twice.

Conditional Shifts

Always check armor, range, and if units are exposed. The following shifts apply only if they appear on a chit:

FIREPOWER
Upshift if the firing unit's FP is equal or greater than the FP on the chit and the target is not inside the firer's **minimum range**.

FORTIFIED
Units in a fortification or infantry suppressed in rubble, woods, or masonry buildings are **fortified**.

IN COVER
A unit is **in cover** if it is in brush, buildings, a fortification, rubble, woods, or behind a barricade. Any target on high ground is in cover from direct fire.

MEDIUM
Downshift if the target is small or medium.

MOVING
Downshift if the target has a MOVING marker or just moved before op fire.

OBSCURED
A unit is **obscured** if LoS starts in, ends in, or passes through any hex or hexside with blaze, haze, or smoke. Targets are never obscured from mines or indirect fire.

SMALL
Downshift if the target is small.

Opportunity Fire

Op fire is at the hex moved into and after any facing change, not the hex moved out of. The target must be spotted. If the firer has an AIM marker in a hex, it spots any unit that enters and op fires at its primary target with full FP; op fire is with limited FP in all other instances. A target fails any task and must stop moving if it gets spent by op fire.

Cresting

Ignore any armor downshifts when op firing at a vehicle that just moved across a bocage, crest, or slope.

Sustained Fire

Units with a **sustained fire** icon may op fire into the hex with their AIM marker even if they are spent.

Melee Combat

Melee rules apply to opposing units in the same hex:
- Units may not spot or fire outside of melee.
- Ignore field of fire.
- No secondary targets.
- The firer performs a valor check if it selects a vehicle target. He chooses the armor facing if he passes, otherwise his opponent decides.
- Foot units are exposed unless in bunkers.
- Infantry ignore any armor downshifts when firing at vehicles unless enemy infantry (including passengers) are in the hex.

10.0 FIRE RESULTS

Apply the fire result from a chit as follows:

ELIMINATED
The target and any passengers are **eliminated**. The opponent keeps the counter(s) for VP purposes. Replace a vehicle with a wreck unless the hex already has blaze or rubble. Remove any tokens.

DAMAGED
Draw and place (1) **damage token** on the target and any riders; it also gets spent. Units in water are eliminated if damaged.

SUPPRESSED
Draw and place (1) **suppression token** on the target. Any riders are damaged.

MISS
No effect.

Damage and Suppression Tokens

Tokens for blast effect, destructible objects, or op fire take effect immediately. All others are placed facedown, their effect **unknown** until the unit activates.

CREW

The target's FP is halved (rounded down).

GUN

The target may no longer fire. Remove any CREW or TURRET damage.

HESITATION

The target cannot take an action but does not get spent.

IMMOBILIZED

The target may no longer move or change facing. Remove any MOBILITY damage.

MOBILITY

The target's speed is halved (rounded down).

PASSENGERS

Any passengers are reduced.

REDUCED

A team is eliminated. Replace a squad with a team of the same type and valor.

TURRET

The target's field of fire is restricted to its front facing.

Bailing Out

If a token has a red medal, the unit must pass a valor check or is eliminated. The check is easy for **wet stowage** units; difficult for **volatile** units.

Blast Effect

If the firing unit has blast effect, immediately reveal suppression tokens on vehicles: if the firer's full FP equals the **blast threshold** on the token, the vehicle is damaged; if it exceeds it, the vehicle is eliminated.

Rally Check

A unit might **rally** when it activates: perform a valor check for each suppression token on it. Remove the token if the unit passes, otherwise it stays. Rally checks are easy if a unit is fortified but difficult without cover.

Broken Units

A unit with (2) or more tokens after rally checks is **broken**. It may only cower, regroup, or rout, and must stay in cover once in it.

Destructible Objects

Destructible objects have a printed **strength**. They may be a primary target if the firer's FP equals or exceeds their strength; they are never a secondary target. To fire at an object, draw a token instead of a chit and reveal immediately. It is eliminated if the firer's FP equals or exceeds the token's blast number; otherwise no effect.

BLAZE

If woods are eliminated, remove any haze or smoke, then place a blaze counter. **Blaze** is impassable, obscuring, and an obstacle at any level. Draw and place (1) damage token on each unit in a hex when blaze is placed. Any unit that ends a turn in blaze is eliminated.

RUBBLE

If buildings or a bunker are eliminated, place a rubble counter. **Rubble** is bog for infantry and impassable by guns and vehicles. Draw and place (1) damage token on each unit in a hex when rubble is placed.

Collateral Damage

Apply **collateral damage** if the firer receives a FP upshift and one of the following icons appears on a chit:

FOXHOLES

Place foxholes in the target hex unless another fortification is already present.

HAZE

Place **haze** in the target hex unless blaze, haze, or smoke are already present.

WEAPON

Eliminate the target's weapon.

11.0 INDIRECT FIRE

Mortars may **indirect fire**. Artillery must indirect fire. Use direct fire rules except:
- Any destructible objects are primary targets; units are always secondary targets.
- Foot units not in buildings or fortifications are exposed.
- High ground is not cover.
- Targets are never obscured.
- Ignore any armor downshifts.

Artillery Assets

When an artillery asset is drawn, reveal its target, determine the impact hex, then resolves the barrage.

Target Hex

Planned artillery may target any hex but is designated before play begins. For **called** artillery, a player may target any hex spotted by his units.

Impact Hex

Perform (1) valor check for each **deviation**. For each failure, drift (1) hex from the target hex in the direction indicated on the chit. The final result is the **impact hex**.

Barrage

Superimpose the **sheaf** (converged, linear, normal, or open), aligning its center over the impact hex. Indirect fire at any targets under the sheaf; the range and FP for each hex is indicated on the sheaf.