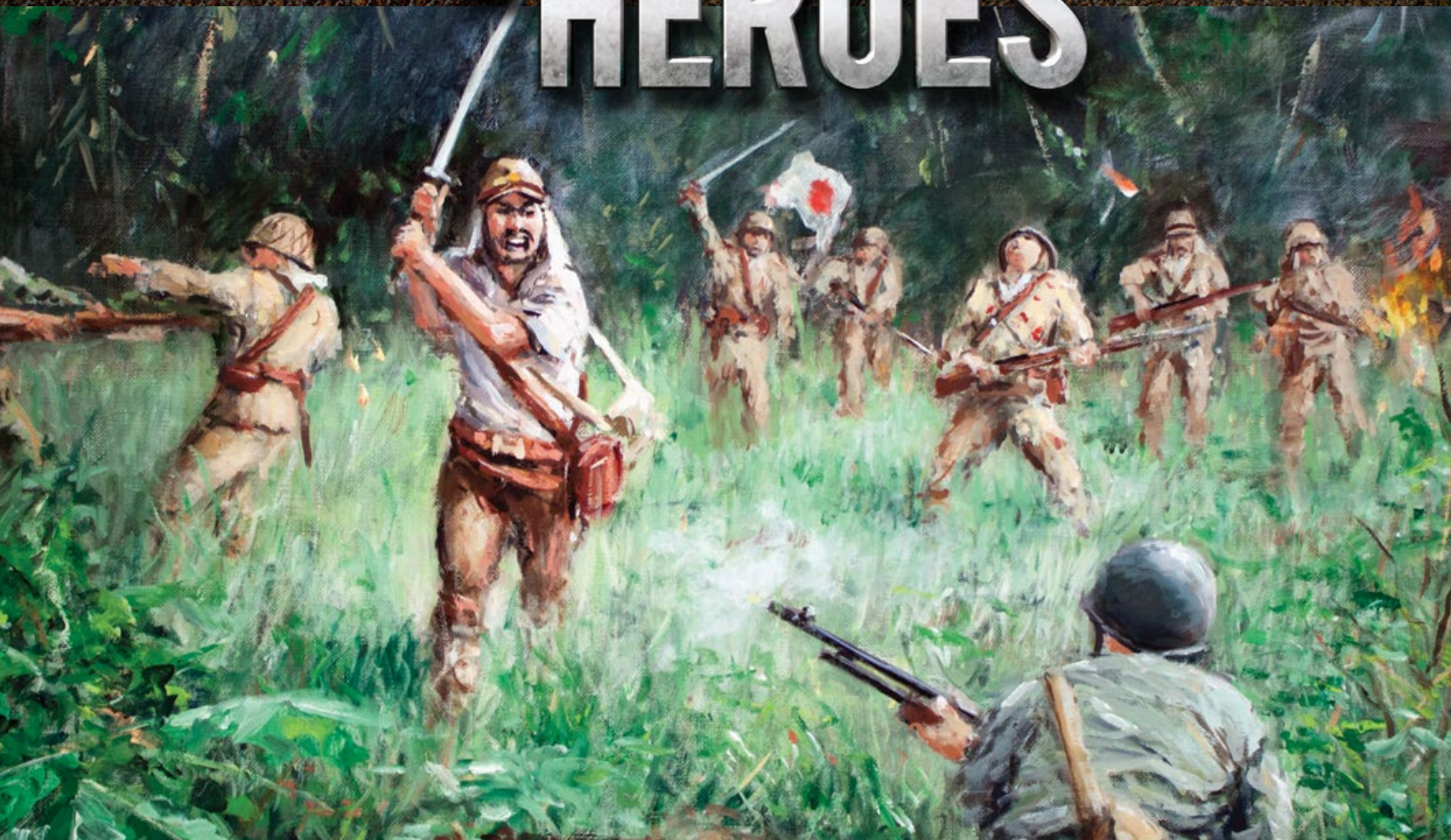


CONFLICT OF HEROES[®]



Rulebook Guadalcanal 1942



v55

Game Overview

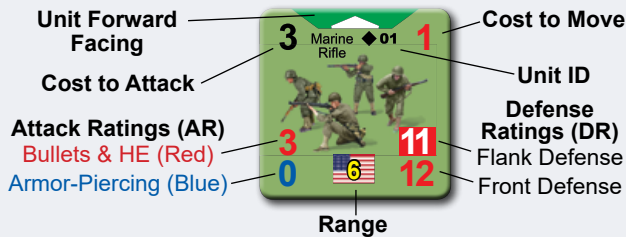
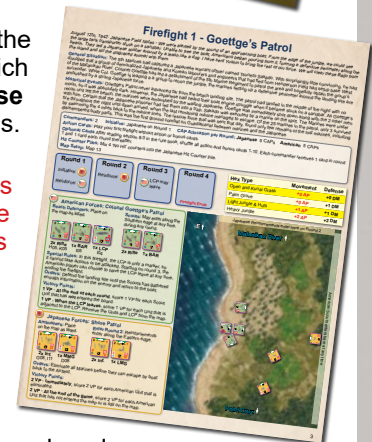
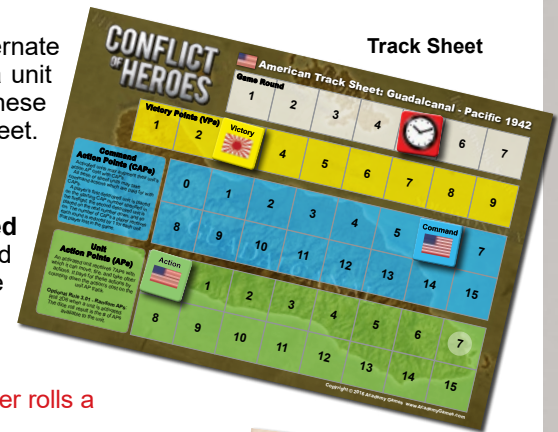
Conflict of Heroes is a tactical war game of platoon to company-sized engagements, with each counter representing a squad of infantry, a crewed gun, or a vehicle. The engagements are presented as Firefights with different objectives. During a Firefight, players use their army's units to fight for these objectives, which are worth Victory Points (VPs). The player with the most VPs at the end of the Firefight wins.

Each Firefight consists of several Rounds. In each Round, players alternate taking turns. During his turn, a player can take an action, stall, or pass. When a unit activates, it receives 7 **Action Points (APs)**, which it may spend to take actions. These APs are tracked on the green Unit Action Points Track on the player's Track Sheet. Different actions may cost a different number of APs.

Ex: For the unit shown below, it costs 3APs to attack or 1AP to move.

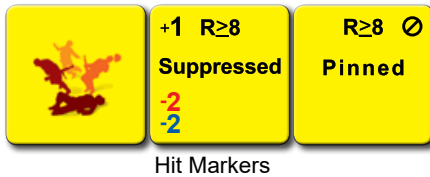
A unit's **Attack Rating (AR)** is listed in the lower left corner of the counter. **Red AR** is used to attack unarmored targets with red **Defense Ratings (DRs)** and **blue AR** is used to attack armored targets with **blue DRs**. A unit's DRs are marked in the lower right corner of the counter. In combat, a player rolls **two 6 sided dice (2D6)** and adds the result to his Attack Rating to determine his **Attack Value (AV)**. $AV = AR + 2D6$

Ex: The Marine Rifle attacks an enemy unit with a red Defense Rating and the player rolls a 9 for a red 12AV (3AR + 9 2D6 roll).



The player then compares this AV to the defender's **Defense Value (DV)**, which is a unit's DR modified by the **Defense Modifier (DM)** of the terrain it occupies. $DV = DR + DM$

Ex: A defending unit with a 12DR is located in Light Jungle. Light Jungle provides a +2DM. So the defender has a 14DV (12DR + 2DM).



The attacker hits if his AV is greater than or equal to the defender's DV ($AV \geq DV = \text{Hit}$).

When a player's unit is hit, he randomly draws a Hit Marker from his Hit Marker pile, looks at it, and places it under the affected unit. The various Hit Markers affect units in different ways. A unit may be Killed, Suppressed, Pinned, and so on.

Play continues with players alternating turns until both pass consecutively. At this point the Round ends and the next Round begins. Most Firefights consist of five or fewer Rounds.

Victory Points (VPs) are won during a Firefight by destroying enemy units and taking objectives. Victory Conditions are listed on each Firefight sheet. A player can lose most of his command, but still win the Firefight if he has met his Victory Conditions and has more Victory Points than his opponent.

Programmed Instruction This rule book is organized to facilitate a programmed instruction approach to learning the rules. This means that you will learn one section of the rules at a time and then play one or two Firefights to reinforce your understanding of those rules. As you read further, you will learn new rules that will build upon what you have already learned. This enables you to begin playing the game as quickly as possible.

Ex: Throughout the rule book, you will see numerous Examples of the rules printed in red.

Designer's Note: Throughout the rule book, you will see numerous Designer's Notes printed in blue. These notes will give you an insight into why the rules work the way they do as well as discuss some of the history that influenced the game design.

Optional Rules: Throughout the rule book, you will see Optional Rules printed in brown. We recommend that you play a section's rules at least once before implementing Optional Rules.

Section 1 - Game Structure & Turn Progression

In this section you will learn how to set up a Firefight, command your forces, and play through a game Round.

1.0 Game Setup

The Firefights provided in **Conflict of Heroes** represent historical situations for you and your friends to battle through. Follow these steps to set up a Firefight:

1. Choose a Firefight to play and determine who commands each force. Each Firefight specifies which and how many maps and overlays, units, **Command Action Points (CAPs)**, **Victory Points (VPs)**, Hit Markers, and Action Cards are used. Also listed are the number of Rounds in the Firefight, the Victory Conditions, and any special rules.
2. Each player takes a Track Sheet and marks his starting CAP level with a blue CAPs Marker and places a green **Action Point (AP)** Marker on the '0' AP space.
3. The American player marks the starting Victory Point position with the yellow VP Marker and the Japanese player marks

the **Bushido Point (BP)** position with the orange BP Marker.

4. Either player may place the Round Marker on the Round 1 box of his Track Sheet. **See Track Sheet example above.**

5. Configure the maps as described by the Firefight.

6. Place the starting forces on the map as specified by the Firefight. Unit setup locations are designated by the map coordinates as follows: Map #, then Column Letter and Row Number.

Ex: 13-J06 designates map #13, hex J06: the palm grove to the right.

7. Units may only occupy and move through full hexes. **Half hexes are never playable.**



8. Some Firefights allow hidden units or artillery barrages during setup. Write down the hex number locations of the hidden units and artillery targets on a piece of paper.

Note: To simplify this, players can download the free 'Hidden Movement and Artillery Targeting Maps' from our website at www.AcademyGames.com.

9. Players sort their faction's Infantry Hit Markers into separate piles, keeping the side with the effects face down. Each Firefight indicates how many Japanese 'No Hit' Hit Markers should be included in the Japanese Infantry Hit Marker pile. Separate the Vehicle Hit Markers into their own face down pile. (You may want to put the Hit Markers into 3 opaque cups.) These counters will be randomly drawn throughout the game when units take hits.

10. Select and shuffle the Action and Bonus Cards specified by the Firefight. Then deal each player their specified number of cards.

1.1 Unit Types

This game includes units that represent infantry squads of 6-12 men, crewed support weapons such as mortars, individual vehicles such as tanks and landing craft, and many others. Summaries of all units are listed on page 23.

Each unit has a symbol and a unique identification number. **Ex:** $\triangle 23$ next to the MMG name.

Unburdened Foot Units refers specifically to units that have a red movement cost of 2APs or less. These include Infantry and Rifle units, crewed Machine Guns, and Light Mortars, etc.



2.0 Pre-Round Sequence

A Firefight lasts a set number of Rounds. Prior to each Round, the following steps must be taken in order:

1. **Flip Spent Units** to their fresh sides.
2. **Reduce or Remove Smoke Counters.** (14.0)
3. **Reset American CAPs** to their starting value minus casualties. (7.4.3)
4. **Reset Japanese CAPs** to their starting value plus the Japanese player's BP value. Subtract if the BP is negative. (8.0)
5. **Draw Cards** as specified in the Firefight. (9.0)
6. **Target Off-Board Artillery** for resolution in the next Round's Pre-Round Sequence. (13.1)
7. **Resolve Off-Board Artillery** targeted the previous Round. (13.2)
8. **Prepare Reinforcements** as specified in the Firefight. (5.5)
9. **Roll for Round Initiative.** (2.1)

2.1 Roll for Round Initiative

At the beginning of each Round, the players each roll 2D6 for initiative. The roll may be modified by CAPs (3.2.4). In case of a tie, re-roll. The player with the highest result wins the initiative and takes the first turn.

2.2 Taking Turns

A Round consists of a series of alternating player turns. During a player's turn, he may **take one action, stall, or pass**. An action is defined as any single thing a unit does such as moving one hex, attacking once, rallying, etc. Each action costs a certain number of Action Points (APs).

A unit is either fresh, active, or spent. A fresh unit can be activated by a player, giving that unit 7APs to spend. An active unit is **spent** after it has spent all of its APs. A unit is marked as spent by flipping its counter to the side with the red bar.



During each turn, a player may take one of the following actions:

1. **Unit (AP) Action:** Choose any fresh unit and activate it by advancing the green AP Marker to 7APs on the green Unit AP Track. This activated unit may take an action by spending these **APs**. Different actions can cost a different number of APs. If the activated unit has APs remaining after taking an action, it may take additional actions by spending more of its APs in later turns within the same Round (3.0). The unit is marked as spent if it has spent all of its APs or if the player wishes to activate a different fresh unit with 7APs. A player may have **only one activated unit** at a time (*exception - Shared Activations 10.0*).
2. **Opportunity Action:** Take any one action with any fresh unit that is not the activated unit. Mark the unit as spent after it has taken the one action.
3. **Command (CAP) Action:** Take one action with any fresh, activated, or spent unit by spending **only** Command Action Points (CAPs). The unit's spent or fresh status is **not** changed by a Command Action.
4. **Card Action:** Play an Action or Weapon Card.
5. **Stalling Action:** Instead of taking one of the above actions, a player may stall. Stalling counts as an action that costs either 1AP from the currently activated unit or 1CAP.
6. **Passing Action:** A player may wish to pass. A Pass Action costs no APs or CAPs, but if the passing player has an activated unit, he must flip the unit to its spent side and lose any of its unused APs. A player who has passed may take more actions during future turns. However, if both players pass consecutively, the **Round is immediately over** and no further actions may be taken until the next Round.

Ex: A player may wish to stall instead of passing because his opponent could end the Round by also passing.

Designer's Note: APs and CAPs are employed in the game to account for the efforts, planning, and time it takes to carry out specific actions. More involved actions cost more APs and/or CAPs.

Each player may simultaneously have an activated unit. Players alternate taking turns by taking Unit AP, Opportunity, Command, Card, Stall, or Pass Actions.

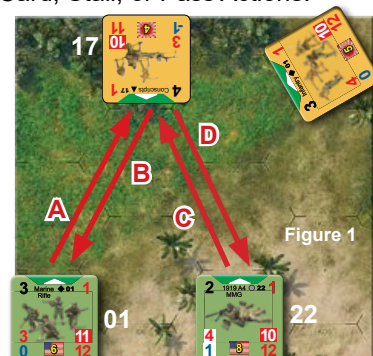
An activated unit may intersperse its Unit AP Action turns with Command Action (3.2) or Card Action (9.0) turns. Taking these other action turns does not spend the activated unit, which may continue to take AP Actions in future turns.

Other units may take Opportunity Action, Command Action, and Card Action turns between an activated unit's AP Action turns. These other actions do not spend the activated unit, which may continue to take AP Actions in future turns.

A player is not required to have an activated unit at all times. He may take several turns with no unit being activated by taking only Command, Opportunity, Card, Stall, or Pass Actions.

Ex: Figure 1 American Turn:

The American player activates Marine Rifle 01, placing his green AP Marker on the '7' box of his AP Track. These 7APs may be spent by this Marine Rifle 01 unit only. (A) Rifle 01 attacks the Japanese Conscripts 17 by spending its 3AP cost to attack, counting the AP Track Marker down to 4APs. The Marines miss and the American Turn ends. (For this example, all units are bad shots and miss on all attacks.)



Japanese Turn: The Japanese player activates Conscripts 17, placing his green AP Marker on the '7' box of his AP Track.

(B) Conscripts 17 then spends 4APs to attack back at Rifle 01 by counting his Unit AP Track Marker down to 3APs. The Conscripts miss, ending the Japanese turn.

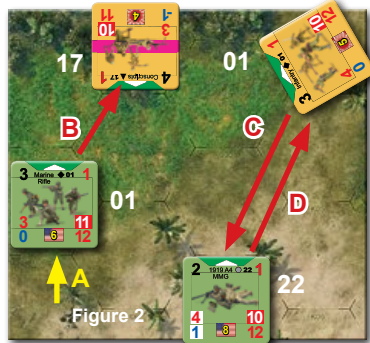
American Turn: Rifle 01 has enough APs remaining to attack again, but the American player instead decides to take a Command Action to attack Conscripts 17 with MMG 22. **(C)** The American player counts his blue CAP Track Marker down 2CAPs, attacks and misses. His Turn ends.

Japanese Turn: (D) The Japanese player wishes to attack MMG 22 with Conscripts 17, but they must spend 4APs to attack and they only have 3APs remaining. The Japanese player counts off the remaining 3APs from his AP Track, plus 1CAP from his CAP Track, attacks and misses. (CAPs may be used to supplement unit APs - 3.2.1.) Since the Conscripts have 0AP remaining on the AP Track, the unit is marked as spent by flipping the counter to its spent side. This indicates that the Conscripts cannot be activated again for the rest of this Round, but it may still take Command Actions and Card Actions (9.0).

American Turn: In Figure 2, Marine Rifle 01 has 4APs left and moves forward one hex for 1AP **(A)**. The American AP Track is counted down to 3APs.

Japanese Turn:

The Japanese player could activate and attack with Infantry 01, but instead wants to see what the American player does next and passes.



American Turn: Marine Rifle 01 attacks Conscripts 17 with its last 3APs **(B)**, misses, and marks Rifle 01 as spent.

Japanese Turn: The Japanese player activates Infantry 01, marking his Unit AP Track to 7APs. He then counts his AP Track down 3APs and attacks MMG 22 **(C)**. Infantry 01 has 4APs remaining.

American Turn: The American player activates MMG 22, marking his Unit AP Track to 7APs. He then counts his AP Track down 2APs and attacks Infantry 01 **(D)**. MMG 22 has 5APs remaining.

Japanese Turn: The Japanese player wishes to see what the American will do. If the Japanese player passes, he would have to mark Infantry 01 as spent, which he does not want to do. Instead, he stalls for 1AP, leaving Infantry 01 3APs.

American Turn: MMG 22 attacks Infantry 01 for 2APs, counts his AP Track down to 3APs, and misses.

Japanese Turn: Infantry 01 attacks back, spending its last 3APs, misses, and Infantry 01 is marked as spent.

American Turn: MMG 22 attacks Infantry 01 for 2APs, counting its AP Track down to 1AP, and misses.

Japanese Turn: Both Japanese units are spent, so neither may be activated again. The Japanese player could take a Command Action (if he has enough CAPs to do so) or play an Action Card, but instead decides to pass.

American Turn: The American player would like to attack with MMG 22 again by spending 1AP and 1CAP, but sees that he has no CAPs left. Even though he has 1AP left, he decides to pass and the MMG is marked spent.

Round over: Both players passed consecutively, so the current Round ends and a new Round begins.

2.3 Round Progression

A Round ends when each player passes in consecutive order. Victory Points (VPs) are awarded, the Round Marker is advanced, and the next Round's pre-Round sequence is followed (2.0).

2.4 Game End and Victory Conditions

The Firefight ends after the last Round is played or when a Firefight's Victory Conditions have been met. The player whose symbol is face up on the VP Marker wins the game. If a player ever reaches 20 VP, he wins the Firefight and the game ends immediately!

2.5 Victory Points (VPs)

Typically Victory Points are earned during the game by destroying opposing units, occupying Control Hexes (2.5.2), and by achieving objectives during scoring Rounds. The VP score is tracked on the American Track Sheet. The VP Marker has a Japanese flag on one side and an American flag on the other side. Only one side has a VP advantage at any one time. This advantage changes when a side's VPs drops below 1. The score may never be '0' or tied.



Ex: The Japanese lead with 2 VPs and the VP Marker, Japanese side up, is on the '2' space of the VP Track. The Americans gain 2 VPs for taking control of an objective. The VP Marker is moved down to the '1' space for the first VP gain and is then flipped to the American side for the second VP gain. The Americans now lead with 1 VP.

If a player achieves more than 10 VP, use the +10 VP Marker to track the score.

2.5.1 Scoring Destroyed Units

When a unit is destroyed, the VP value for that unit is immediately awarded to the opposing player and recorded on the VP Track. If a player destroys his own unit (yes, it can happen), his opponent receives the VP value with its destruction.

2.5.2 Hex Control

Objective and Victory hexes specified in a Firefight are marked with Control Markers, which are placed with the controlling side's flag face up. During the course of the game, control is maintained by one side until an opposing ground unit enters and solely occupies the hex, even if the unit simply passes through the hex. If an opposing unit enters an **occupied** Control Marker hex, control does not change until the opposing side becomes the **sole** occupant of the hex.



3.0 Unit (AP) Actions

A player may activate a unit by choosing any fresh unit on the map and advancing the AP Marker on the green Unit AP Track of the Track Sheet to 7APs. Activating a unit is **not** an action.

The activated unit takes one AP Action at a time by spending the APs on the green Unit AP Track. As actions are taken, the AP Track is counted down to show the unit's remaining APs.

Ex: The Japanese Conscripts unit spends 4APs to attack or 1AP to move one open hex.

A unit is marked as spent (2.2) as soon as it has no APs remaining.

Ex: The Japanese player activates a fresh Conscripts unit, marks its AP Track to 7APs, and then attacks an advancing Marine unit for 4APs, counting the AP Track Marker down to 3APs. On the next Japanese Turn, he moves the Conscripts unit into a Heavy Jungle hex for 3APs, counting the AP Track Marker down to 0AP. The Conscripts unit has spent all of its APs and is immediately marked as spent.

Designer's Note: The AP cost for a unit to attack takes many factors into account and does not represent just one shot, but the total firepower output of the unit during a two to three minute time frame. This involves target acquisition time, ammo replenishment, orders being screamed at squad members, and much more.



At the beginning of his Turn, a player may mark an active unit as spent in order to immediately activate and use a different unit. The green Unit AP Track is again set to 7APs and this new unit may now take an action by spending these APs. In all cases, each player may have no more than one activated unit at a time (*exception - Shared Activations 10.0*).

Ex: It is the Japanese player's Turn and he has an activated Conscripts unit with 3APs remaining. But on the American's last Turn, a Marine unit made a very threatening move by advancing on a Japanese MMG holding a key hill location. The Japanese commander decides to mark the Conscripts unit as spent, losing its remaining 3APs. He then activates the fresh MMG and marks his AP Track to 7APs. He then immediately attacks the advancing Marine unit for 2APs, counting the AP Track Marker down to 5APs.

The process of marking an activated unit spent and activating a new unit must be done at the beginning of a player's Turn and does not count as an action.

An activated unit may intersperse its AP Actions with Command (3.2.2) and Card (9.0) Actions.

Ex: The Japanese player activates a fresh Conscripts unit, marks its AP Track to 7APs, and then attacks an advancing Marine unit for 4APs, counting the AP Track Marker down to 3APs. On the Japanese player's next Turn he plays Action Card #03 - 'Follow Me!' to rally the Conscripts unit. This does not affect the Conscripts' AP Track balance, which remains at 3APs. On the next Japanese Turn, the Conscripts unit stalls for 1AP, counting the AP Track down to 2APs. On the next Japanese Turn, the Conscripts unit still has 2APs remaining and could take another AP Action. Instead, the Japanese player decides to mark the Conscripts as spent and activates a fresh Rifle unit with 7APs.

An activated unit may intersperse its AP Actions with OTHER units taking Opportunity (3.1), Command, and Card Actions.

Ex: The Japanese player activates a **Conscripts** unit, marks its AP Track to 7APs, attacks once spending 4APs and counts the AP Marker down to 3APs. On the next Japanese Turn, he executes a Command Action by moving a spent **MMG** one hex for 2CAPs. On the next Japanese Turn, he executes a Card Action with Card #04 to attempt to rally a **Tank** that was previously hit. On the next Japanese Turn, he returns to the activated Conscripts unit and moves it forward into Heavy Jungle for 3APs. The Conscripts unit is now out of APs and is marked spent.

3.0.1 Variable AP Allocation (Optional Rule)

At the beginning of a Firefight, players may decide on the following option. Instead of a unit automatically receiving 7APs when activated, the player rolls three six sided dice (3D6) and sums the high and low dice rolls to determine how many APs the unit receives. **Ex:** 3D6 are rolled for a 5, 4 and 3. The unit receives 8APs (5+3) for its activation.

Optional Rule - Additional Fog of War: For added suspense, players may decide to roll the 3D6 under a cup, keeping the results secret. Instead of setting the Track Sheet to the amount of APs received, the player tracks how many APs have been spent. Once the unit is spent, the player must show his opponent the dice result.

Ex: The player rolled for 8APs and attacks with the active unit for 3APs. He counts his AP Track Marker up from 0 to 3APs. On a future Turn, after the unit has spent all of its 8APs or the player decides to activate a different unit, the player reveals his dice.

3.1 Opportunity Actions

A player can only take an Opportunity Action with a fresh unactivated unit. An activated or spent unit may NOT take an Opportunity Action. Any one action costing **any** number of APs, such as attacking once, moving one hex, rallying, etc., may be taken as an Opportunity Action. This action does not cost APs or CAPs, but the unit is marked spent after completing the action.

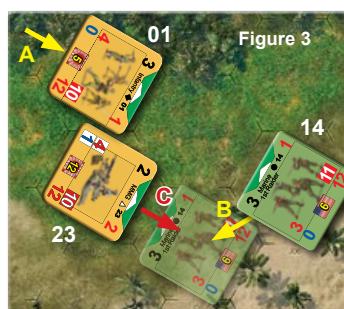


Figure 3

Ex: Figure 3.
Japanese Turn: (A) The Japanese player activates Infantry 01, moves it forward for 1AP, and counts the AP Marker down to 6APs on his green Unit AP Track.

American Turn: The American active 1st Raider 14 unit has taken actions in previous turns and thus has only 3APs remaining. It moves next to MMG 23 for 1AP, and the green AP Track Marker is counted down to 2APs.

Japanese Turn: The Japanese player wants to attack with the fresh MMG 23 at 1st Raider 14, but activating MMG 23 to make the attack would cause Infantry 01 to be marked as spent (thus losing its remaining 6APs). MMG 23 will instead Opportunity attack at the 1st Raider 14. The Opportunity attack marks the MMG as spent and it can no longer be activated for 7APs this Round.

Designer's Note: Taking an Opportunity Action with a fresh unit is often less efficient than waiting to activate the unit later in the Round. But sometimes a player needs to immediately react to a situation with a unit, without marking the currently activated unit as spent or using CAPs or Action Cards.

3.2 Command Action Points (CAPs)

A force's available command resources are represented by the CAP Marker on the blue Command Track on the Track Sheet. Each Firefight specifies the starting number of CAPs for each player. These CAPs are shared by **all** of a player's units during the entire Round and are not replenished until the beginning of the **next Round**. CAPs left over from one Round are **not** carried over into the next Round.

CAPs may be spent to:

- Supplement an activated unit's APs (3.2.1).
- Execute a Command (CAP) Action (3.2.2).
- Modify any dice roll (3.2.3), stall (2.2), or play an Action Card (9.1).

Designer's Note: The strength, functionality, and effectiveness of a fighting force relies on its logistics and leadership structure. Leaders coordinate attacks, keep the morale high in the company, direct group attacks, and much more. The logistical structure is responsible for supplying ammo to the front line troops, evacuating wounded soldiers, communicating with the HQ command, etc. If a position had to be held, extra ammunition, spare parts, and men were sent to reinforce the defenders. Command and logistical availability are abstracted in the game through the use of CAPs.

3.2.1 Supplement an Activated Unit's APs

A player may use CAPs to supplement an activated unit's APs on a one-for-one basis. A player may spend as many of his CAPs as desired this way.

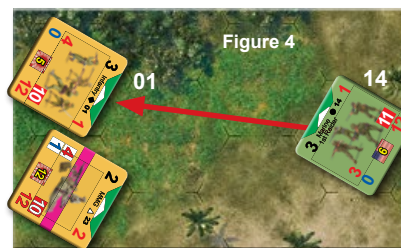


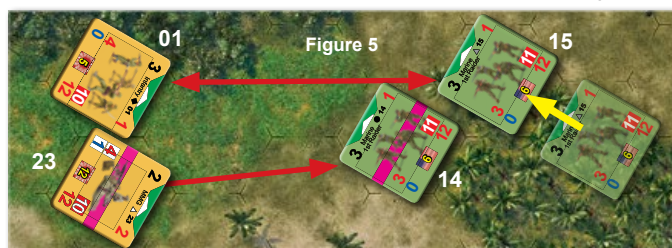
Figure 4

Ex: Figure 4. It is the American player's Turn and his 1st Raider 14 wants to attack the Japanese Infantry 01. It costs the 1st Raider 3APs to attack, but it only has 2APs remaining on its Unit AP Track. The

American player has 5CAPs at his disposal for the Round, which allows him to attack with the 1st Raider by spending its remaining 2APs plus 1CAP. The CAPs Marker is counted down one space on the blue Command Track to show 4CAPs remaining for the Round. 1st Raider 14 has spent all of its unit APs and is marked as spent.

3.2.2 Command (CAP) Actions

Command Actions are completely paid for with CAPs. CAP Actions can be taken by a fresh, active, **or spent** unit. Fresh units that take a Command Action are **not** marked as spent.



Ex: Figure 5 continuing the previous example.

Japanese Turn: The Japanese player has 3CAPs left on his blue CAP Track. He decides to use a CAP Action to attack 1st Raider 14 with his **spent** MMG 23 for 2CAPs and misses.

American Turn: The American activates 1st Raider 15, setting his green Unit AP Track to 7APs. 1st Raider 15 moves forward one hex for 2APs (it costs +1AP movement penalty to move into Light Jungles - 4.0) and counts down his AP Track to 5APs.

Japanese Turn: Infantry 01 attacks 1st Raider 15 for 3APs, counts its green AP Track to 3APs (having spent already spent 1AP to move in Figure 3), and misses.

American Turn: 1st Raider 15 has 5APs remaining. It attacks Infantry 01, counts its green AP Track to 2APs and misses.

Japanese Turn: Infantry 01 has 3APs remaining. It attacks 1st Raider 15, counts its green AP Track to 0AP and misses. Since it has 0 AP left, Infantry 01 is flipped to its Spent side.

American Turn: 1st Raider 15 has 2APs left, so attacks again for 2APs + 1CAP and misses. He then marks the unit as spent.

Japanese Turn: All of the Japanese units are Spent and he has no more CAPs, so the Japanese player passes.

If the American player passes on his next turn, the Round ends. Otherwise, instead of passing, both players could have continued to take Command Actions or Card Actions (9.0).

3.2.3 Modify Any Dice Roll with CAPs

A player may pay up to 2CAPs to negatively or positively modify any of his dice rolls on a one-for-one basis. He may never modify an opponent's dice roll. A player must state all CAP dice roll modifications before rolling. **The CAPs spent are valid for only one dice roll.**

Ex: The American player needs to roll ≥ 9 to hit a unit. Before rolling, he declares that he will spend 2CAPs to positively modify his roll. He now only needs to roll ≥ 7 to hit ($7 + 2\text{CAPs} = 9$).

3.2.4 New Round Initiative Dice Roll

Players may pay up to 2CAPs to modify new Round initiative rolls (2.1). The player with the most CAPs announces how many he will spend to modify his initiative dice roll. Then his opponent announces how many CAPs he will spend. Each player may only announce once what they will spend. Both players deduct the stated CAPs (up to two maximum), then roll, adding the modifications to the dice total. If tied, the players re-roll and can again spend CAPs to modify the new dice rolls.

Ex: At the beginning of a new Round, the American player has the most CAPs and decides to use 2 of his 7 available CAPs to modify his roll. The Japanese player chooses to save his CAPs and uses none. The American player rolls a total of 6 (4 dice roll + 2CAP modifier). The Japanese player a 7 and thus goes first.

3.2.5 Equalizing Play

If a game is out of balance because the opponents have different levels of experience, you can equalize the Firefight by increasing the disadvantaged player's starting CAPs level by one or two CAPs.

4.0 Terrain

The battle is played on a map consisting of hexes representing 40-50 meters of ground. On these hexes you will see various types of terrain. Each hex has a dot in the middle. Whatever terrain type surrounds the dot dictates the **entire** hex's terrain type.

Ex: If a center dot touches any part of a Hut, the entire hex is considered developed and thus blocks LOS - even if portions of the developed hex are open and LOS could be drawn through it.



Open Terrain: Grasslands and sandy beaches with intermittent clumps of brush and individual trees. Open terrain includes any hex that is not a hut, kunai grass, palm grove, swamp, jungle, or river hex.

Ex hexes: 13-C03, 13-C04, 14-G02, 15-J04, 15-K05, 16-E05, 16-E11, V1-18.



Kunai Grass: Fields of waist to shoulder high grass native to the Solomon Islands. The grass was very thick and difficult to move through.

Ex hexes: 13-H07, 15-I03, 15-H06, 16-I12.



Palm Grove: A grove of palm trees with very little undergrowth. Palm groves partially block LOS (6.1).

Ex hexes: 13-K05, 14-E04.



Hut: Simple wood and reed buildings that provide light cover.

Note: A hut covering the center dot of a hex means that the hex is developed and does not represent just one individual hut.

Ex hexes: 13-Q04, V1-21, H4-03.



Light Jungle: Less dense jungle with thinner vegetation.

Ex hexes: 13-C06, 13-G07, 13-E12, 14-F03, 15-D05



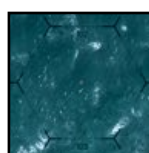
Heavy Jungle: Thick jungle with lots of undergrowth and vegetation.

Ex hexes: 13-C07, 14-C06, 15-C04



Path: Rough trails worn down by prolonged foot traffic. Paths do not change the terrain type of the hex such as jungle or palm grove.

Ex hexes: 14-E03, 14-C06, 14-E09, 14-O09, 15-D11, 15-R11.



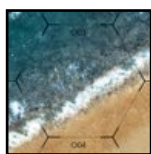
Open Water: Ocean and lakes cannot be moved into by land units. LCPs may move into water and can transport other units.

Ex hexes: 13-B02, R2-10.



River: Waterways of varying sizes and depths. Rivers are categorized in Firefights as either shallow, deep, or rushing.

Ex hexes: 16-B09, M1-02, R1-06, R2-09.



Surf: Where an ocean and the shore meet. Shallow enough to wade through with great difficulty. Both LCPs (21.0) and land units may move through Surf. Units are loaded and unloaded from LCPs on Surf hexes. A Surf hex is any hex that has both land and water terrain pictured in it. **Ex hexes:** 13-B03, 13-C02. R2-06.



Swamp: Water saturated ground.
Ex hexes: 16-J08, 16-H11, 16-R10.



Hills: Terrain at an increased level. Level one hills (L1) are designated with a ▲ after the hex number. L2 hills have two ▲▲. L3 hills have three ▲▲▲. Each level represents a 10-15 meter rise in elevation. Hills add their modifiers to other terrain feature modifiers in a hex.

Ex hexes: ▲ 15-D04, ▲▲ 15-G05, ▲▲▲ 15-F05.



Steep Terrain: Terrain that increases two or more levels between two adjacent hexes.
Ex hexes: 15-H03 to I03, 15-H06 to H05, 15-N03 to M03 or N04.

Terrain may give your units cover, conceal enemy units, block Line of Sight, and/or affect movement. The Foot Unit Movement and Terrain Table details how certain terrain types affect a Foot Unit's movements, **defensive modifiers** (DMs), and **line of sight** (LOS) restrictions.

Foot Unit Movement and Terrain Table

	Additional AP Cost to Move into a Hex	Terrain Defensive Modifier (DM)	Hex Blocks LOS?	Cover Terrain?
Open Terrain	+0 AP	+0 DM	No	No
Kunai Grass	+1 AP	+0 DM	No	Yes
Palm Grove	+0 AP	+1 DM	6.1	Yes
Hut	+1 AP	+1 DM	Yes	Yes
Light Jungle	+1 AP	+2 DM	Yes	Yes
Heavy Jungle	+2 AP	+3 DM	Yes	Yes
Path	+0 AP	-	-	-
Open Water	-	-	No	No
Shallow River	+3 AP	-1 DM	No	No
Deep River	+5 AP	-1 DM	No	No
Rushing River	-	-	-	-
Surf	+2 AP	-1 DM	No	No
Swamp	+2 AP	+1 DM	No	Yes
Uphill	+1 AP	+1 DM	-	-
Steep Terrain	+2 AP	+1 DM	-	-
Backwards	+1 AP	-	-	-

Movement AP Costs & Defensive Modifiers are cumulative.

Optional Cautious Movement Rule (5.0.2)

Unit is Moving Normally	+0 AP	-1 DM	-	-
Unit is Moving Cautiously	+1 AP	+0 DM	-	-

5.0 Foot Unit Movement

Foot Units have a **red** movement cost number in the top right corner of the counter. To move a Foot Unit into a hex, the unit must pay the movement cost number in APs. Some terrain

types cost more to move into, and these additional costs are listed on the movement and terrain table. These costs are added to the unit's movement cost and are cumulative.

Ex: Japanese MMG 23 has a 2AP movement cost and would spend 3APs to move into a Light Jungle hex (2AP unit movement cost + 1AP for Light Jungle terrain cost).



Each Foot Unit's movement into a new hex is considered a separate action. There are no stacking limits. Units may move into and through hexes occupied by both friendly and enemy units. (Of course, an enemy unit may engage you in close combat if you move into its hex!)

5.0.1 Paths

Paths negate hex restrictions and movement cost penalties of the terrain that covers the hex. Units must follow the Paths from hex to hex to gain the path movement advantage. Paths do not affect the Defense Modifier (DM) of the hex.

5.0.2 Foot Unit Cautious Movement (Optional Rule)

All Foot Units moving into a 'No Cover Terrain' hex, as listed on the Movement & Terrain Table above, are penalized -1DM. This penalty is only applied if an opponent attacks the unit immediately in the following turn. Transported Foot Units (22.1) are **not** penalized.

The movement penalty can be negated by moving cautiously. Foot Units move cautiously by adding +1AP to the regular movement cost listed on the movement table.

Designer's Note: A player must weigh the extra APs paid for cautious movement against the benefits of a higher DM when using these optional rules. Beginners may wish to gain some experience playing CoH before using this optional rule.

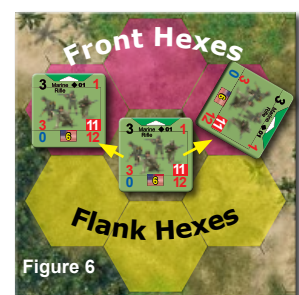
5.1 Facing

All units have a forward facing represented on their counters by a white arrow on a green, red or blue field. A green field indicates a counter that can move and/or pivot on land, a red field indicates a counter that is stationary and may not move and/or pivot (*Bunkers 18.1.1*), and a blue field indicates an LCP (21.0) that can move through water.



At all times, a unit's facing arrow must point to a hex side (as opposed to the corner of a hex). Units may move forward into any one of their 3 front hexes (see figures 6 and 10). Units may change their facing to any hex side at no AP cost **after** they move into a new hex and **before** the opposing player's turn.

Flank hexes represent hexes to the rear of and outside of a unit's field of focus.



5.2 Backwards Movement

A unit may move backwards into any of its 3 flank hexes, but must pay a +1AP backward movement penalty in addition to all other movement costs (5.0). A unit moving backwards into a new hex may change its facing at no additional AP cost.

Moving backwards is considered a cautious move (5.0.2).

Designer's Note: Facing is critical for a unit. Facing involves a unit's 'focus' or attention as much as taking up positions to deal with that focus. While deployed behind a wall, against an embankment, etc., a unit is very vulnerable to attacks originating from its flank. Not only is the unit often more exposed, but flank attacks can be psychologically devastating. 'Where did the enemy come from? Are we surrounded? Can we get away?' The natural instinct is often to either just run away or to hunker down. A unit's experience and leadership play a vital role in assessing the new threat and deciding how to react to it.

5.3 Pivoting

If a unit does not wish to move into a new hex, but wants to only change its facing, it may pivot as an action for a cost of 1AP or 1CAP. The unit may change its facing to any hex side.

5.4 Enemy Occupied Hexes

Units may move into and through hexes occupied by both friendly and enemy units. If friendly and enemy units occupy the same hex at the beginning of a turn, a player may initiate close combat (7.7.3).

If vehicles with bonus movement (11.1) move through an enemy occupied hex without stopping, they cannot be engaged in close combat.

5.5 Reinforcements

When a Firefight calls for reinforcements these units may come into the game on that Round or later Rounds. If the reinforcements enter on a later Round, they must still enter on the same hex(es) as specified by the Firefight.

Units move onto full hexes when entering a Firefight. **Half hexes are ignored.** The move can be made with a Unit AP, Opportunity, Command or Card Action.

If an enemy unit occupies an entry hex, the reinforcements may shift their hex of entry by up to 2 hexes.

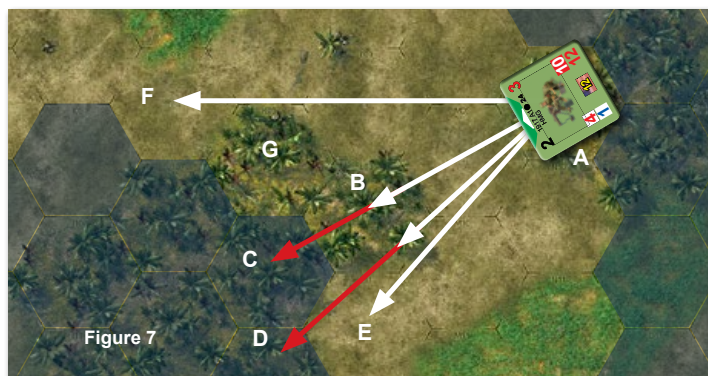
Multiple units may enter the map simultaneously using a group move (10.1.1) or while being transported (22.0).

5.6 Exiting the Game

Units may never exit a map, unless called for in the setup rules of an individual Firefight.

6.0 Line of Sight (LOS)

Units have to see each other in order to attack each other. Hexes that block LOS are listed on the Movement and Terrain Table in section 4.0. If a line drawn from the center dot of the attacking hex to the center dot of the target hex is free of any blocking terrain, LOS is established. Units can see into a hex that blocks LOS, but not through it. So LOS is blocked if any part of the LOS crosses **any** part of a blocking hex. LOS rules apply in both directions. So if unit A can see unit B, then B can see A.



Ex: Figure 7. The HMG in hex A can see into Light Jungle hex B, but not through it to hexes C or D.

If LOS passes exactly along the edge of two hexes, it is always affected by the hex with the least restrictive LOS.

Ex: Figure 7. The HMG in hex A can see into hex F, because the LOS follows the hex edge between the Light Jungle G and the open hex. The LOS is not blocked, because the open hex LOS applies.

Players may check for LOS before they commit to attacking.

Units do not block LOS or attacks.

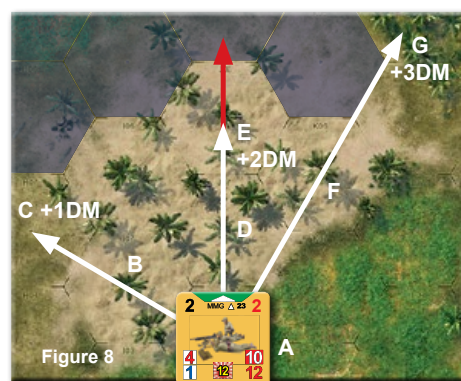
6.1 Palm Groves

Line of sight is not blocked by one Palm Grove hex, but is blocked if LOS passes through a second Palm Grove hex. A Palm Grove hex provides its +1 DM to all terrain behind it.

Ex: Fig 8. The MMG in hex A can see thru Palm Grove B into hex C. Palm Grove B would provide a +1 DM to a unit in hex C.

Ex: The MMG can see through Palm Grove D into Palm Grove E, which does block LOS. A unit in hex E would have a cumulative +2 DM from both Palm Groves.

Ex: A unit in hex G has a +3DM. +1DM Palm Grove +2DM Light Jungle.

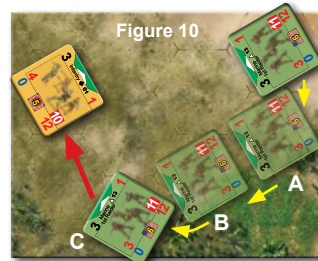


6.2 Arc of Fire (AoF)

The front 3 hexes extending outward centered on a unit's facing arrow represent the unit's Arc of Fire. Units may only attack targets in their Arc of Fire.



Ex: Figure 10. The American 1st Raider moves into hex A, which is in its front arc and is considered a forward movement. The Japanese passes. The American moves to hex B and again the Japanese passes. The American now moves to hex C and changes its facing for free. The Japanese Infantry cannot attack the American, because the American is now outside of its Arc of Fire. The American is also facing the Japanese's flank. The Japanese could pivot to face the American as an action for 1AP, but then would have to wait another Turn in order to attack.



6.3 Fire Zone (FZ)

Any hex that is in a unit's LOS (6.0), is within its Arc of Fire (6.2), and is within its range (7.7) is in the unit's Fire Zone.

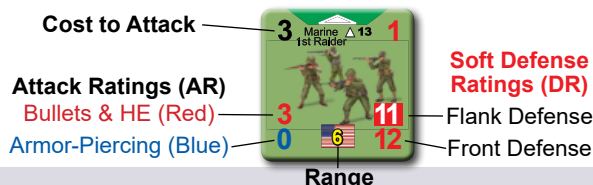
A unit can attack any enemy unit that is in its Fire Zone.

7.0 Combat and Rallying

All units have a red **and** a blue **Attack Rating (AR)** located in the **lower left** corner of the counter. The **red AR** reflects a unit's hand to hand, anti-personnel, and high-explosive attack power. The **blue AR** reflects a unit's armor-piercing attack power.

All units also have two red or blue **Defense Ratings (DR)** located in the **lower right** corner of the counter. **Red DRs** indicate that the unit is a soft target, such as men or a truck. **Blue DRs** indicate that the unit is armored, such as a tank.

When a unit attacks at an enemy unit, it attacks using the same AR color as the target's DR color.



7.1 Attack Value (AV)

AV is calculated by adding the attacking unit's AR to a 2D6 roll. Remember, attack dice rolls can be modified by adding up to 2CAPs (3.2.3).

$$AV = \text{Unit AR} + 2D6 + \text{CAP modifiers}$$

Ex: Figure 10. The American 1st Raider with a red 3AR is attacking the Japanese Infantry unit. The player rolls an 8 and scores an 11AV (3AR + 8 dice roll).

Units may attack even if they have a 0 or negative AR.

American Foot Unit Hit Markers (7.4)

+2 R_≥9 +1
Cower
1 +1

- Cost +2AP to attack.
- +1AP per hex to move or pivot.
- Range drops to 1.
- DR increases.
- ≥9 needed to rally.

R_≥8
Unnerved

- No stats are affected.
- ≥8 needed to rally.

0 R_≥9
Panic
0 +1 -2

- Unit cannot attack.
- Flank DR increases.
- Front DR decreases.
- ≥9 needed to rally.

+1 R_≥8
Suppressed
-2 -2

- Costs +1AP to attack.
- AR decreases by 2.
- ≥8 needed to rally.

0 R_≥8 0
Stunned
0

- Unit cannot take any action other than rally.
- ≥8 needed to rally.

0 R_≥8 0
Stunned
0

- Unit cannot take any action other than rally.
- ≥8 needed to rally.

R_≥8 0
Pinned

- Unit cannot move or pivot.
- ≥8 needed to rally.

0 R_≥8 0
Stunned
0

- Unit cannot take any action other than rally.
- ≥8 needed to rally.

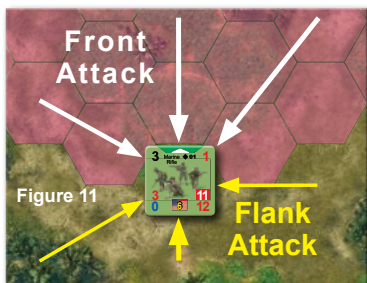
Designer's Note: Most of the American troops on Guadalcanal were fresh out of training or had no combat experience. However, most of the commanding officers and many of the non-commissioned Marine officers (NCOs) were veterans of WWI and the 1920s and 1930s Central American Banana Wars. American Hit Markers have a higher Rally Value since the inexperienced soldiers often had to rely on their officers to pull them through the desperate situations they found themselves in on Guadalcanal.

7.2 Defense Value (DV)

DV is calculated by adding either a unit's front or flank DR to the hex's Terrain Defense Modifier (DM). Attacks **originating** from outside of a unit's Arc of Fire are considered flank attacks and are resolved against the unit's weaker flank DR. The unit's flank DR is printed above the unit's front DR on the counter.

$$DV = DR + \text{Terrain DM}$$

Ex: Figure 11. The yellow lines represent flank attacks because the attack **originates** from outside of the unit's Arc of Fire. These flank attacks would be resolved against the unit's 11 flank DR.



Defenders may never add CAP modifiers to their unit's DV

7.3 Combat Resolution

Combat involves one unit attacking another unit.

The black number in the top left corner of the counter shows the number of APs the unit must pay to attack. Each attack is considered a separate action and takes up the player's turn.

When attacking, compare the attacker's **Attack Value (AV)** to the defender's **Defense Value (DV)** of the same color.

- Hit: If the AV is equal to or greater than the DV, the defender takes one hit (7.4).

$$AV \geq DV = \text{Unit takes 1 Hit}$$

- Critical Hit: If the AV is greater than the DV by 4 or more, the defender takes two hits.

$$AV \geq DV + 4 = \text{Unit takes 2 Hits}$$

Japanese Foot Unit Hit Markers (7.4)

+2 R_≥8 +1
Cower
1 +1

- Cost +2AP to fire.
- +1AP per hex to move or pivot.
- Range drops to 1.
- DR increases.
- ≥8 needed to rally.

0 R_≥7 0
Stunned
0

- Unit cannot take any action other than rally.
- ≥7 needed to rally.

0 R_≥9
Panic
0 +1 -2

- Unit cannot attack.
- Flank DR increases.
- Front DR decreases.
- ≥9 needed to rally.

+1 R_≥8
Suppressed
-2 -2

- Costs +1AP to fire.
- AR decreases by 2.
- ≥7 needed to rally.

R_≥7 0
Pinned

- Unit cannot move or pivot.
- ≥7 needed to rally.

0 R_≥7 0
Stunned
0

- Unit cannot take any action other than rally.
- ≥7 needed to rally.

0 R_≥8 0
Stunned
0

- Unit cannot take any action other than rally.
- ≥8 needed to rally.

0 R_≥8 0
Stunned
0

- Unit cannot take any action other than rally.
- ≥8 needed to rally.

Designer's Note: The Japanese were well trained and experienced from fighting in China. However, they had not fought against trained forces equipped with modern weapons like the Americans. The Japanese mix of fanatical fighting and overconfidence caused them to take heavy losses and resulted in unpredictable outcomes from combat with the Americans. The 'No Hit' Markers simulate the Japanese units' willingness to die to the last man.

A unit may be attacked an unlimited number of times in a Round.

7.4 Hits

When an un-hit unit takes a hit, its commanding player draws a Hit Marker and without revealing it to his opponent, places it face down under the unit that has been hit. Pull hits against Foot Units from the separate nation specific Foot Hit Marker piles and pull hits against Vehicles from the shared Vehicle Hit Marker pile.

A unit's stats and abilities are modified by the corresponding values printed on the Hit Marker. If no value appears in a corner of a Hit Marker, there is no effect on the corresponding stat of the hit unit.

Ex: A Japanese Infantry pulls a Suppressed Hit Marker. The unit's stats are modified as follows:

3 Infantry 01 1 +1 R_≥8
4 0 10 12 -2 -2
Suppressed

- The cost to attack increases from 3 to 4.
- The red AR decreases from 4 to 2 and the blue AR from 0 to -2.
- Movement and Defense Values are not affected, since the corresponding areas on the Hit Marker are blank.
- This hit unit may rally and remove the Suppressed Hit Marker on a 2D6 roll of 8 or higher (7.6).

Some Hit Markers have a 0 symbol, which negates a unit's ability.

Ex: A pinned unit cannot move or pivot, but none of its other stats are affected.

Ex: A stunned unit cannot do anything except rally. However, its Defense Ratings are not affected.

A player only needs to reveal a Hit Marker to his opponent when the hit unit's affected stats are used in play. In such a case, he shows the Hit Marker to his opponent and then places the Hit Marker back face down under the hit unit.

Ex: A suppressed unit wishes to attack. Its AR is affected by the Hit Marker, so the Suppressed Hit Marker must be shown to the opponent.

Ex: A panicked unit is attacked. Its DR is affected, so the defender must reveal the Panic Hit Marker to the attacker, regardless of the outcome of the attacker's dice roll.

The 'KIA' Hit Marker is immediately revealed when pulled and the destroyed unit is removed from the map. Hit Markers are also revealed when a unit is destroyed or after it rallies.

Designer's Note: Taking a hit or being destroyed and removed from the map does not necessarily mean that these men were killed. Often these units were no longer physically or psychologically combat effective. Their morale could have been broken or their tanks no longer operable.

7.4.1 Destroyed Units

A hit unit is destroyed when it takes a second Hit.

Ex: A hit unit is attacked and hit again. It is destroyed.

Ex: An un-hit unit is attacked and critically hit. It takes two hits and is destroyed.

7.4.2 Japanese 'No Hit' Hit Markers

If an un-hit Japanese unit is hit and draws a 'No Hit' Marker, the 'No Hit' Marker is placed face down under the Japanese unit as if it were a hit. **Note:** This is done to deceive the Americans.

If this Japanese unit takes another hit, it is not destroyed. Instead, a new Hit Marker is drawn and replaces the 'No Hit' Marker, which is shown to the American player and placed back into the draw pile. **Note:** The newly drawn Hit Marker could be another 'No Hit'!

If a hit Japanese unit (one with a real Hit Marker) takes another hit, it draws a second Hit Marker. If the second Hit Marker is anything but a 'No Hit', the unit is destroyed. If, however, the second Hit Marker is a 'No Hit', the 'No Hit' Marker is shown to the opponent, placed back into the draw pile, and the Japanese unit remains on the map with its original Hit Marker.

Ex: A Japanese unit with a 'Suppressed' Hit Marker is attacked and hit again. It pulls a 'No Hit' Marker, shows it to his opponent, and places it back in the Japanese Hit Marker pile. The 'Suppressed' Japanese unit is not destroyed.

Ex: A Japanese unit with a 'No Hit' Marker is attacked and hit again. It pulls a 'Cower' Hit Marker and replaces it with the 'No Hit' Marker. The 'No Hit' Marker is shown to the American and is then placed back into the Japanese Hit Marker pile. The 'Cowering' Japanese unit is not destroyed.

Ex: An un-hit Japanese unit is critically hit (7.3) and must pull two Hit Markers. It pulls a 'Suppressed' and a 'No Hit' Marker. The 'Suppressed' Marker is placed under the Japanese unit and the 'No Hit' Marker is placed back into the Japanese Hit Marker Pile.

7.4.3 American CAP Track Adjustments

Destroyed **American** units are removed from the game and are placed on its commanding player's CAPs Track. The first destroyed American unit is placed on the starting CAP number specified in the Firefight, the second destroyed American unit on the next CAP number lower, and so on. At the beginning of each Round, the American CAPs Track Marker is reset to its beginning value minus one for each lost American unit.

The Japanese do not lose CAPs when their units are destroyed (8.0).

Ex: The American player begins a Firefight with 9CAPs and loses 2 units in Round one. The first unit is placed on the '9' space, the second on the '8' space. He begins Round two with only 7CAPs at his disposal. The 7CAPs could decrease in future Rounds, if he lost more units.

If the CAP Track Marker is on the space where a destroyed unit must go, the CAP level is immediately reduced by one and the player loses the use of this CAP.

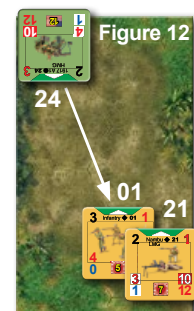
Ex: In the example above, the American player had 8CAPs left when he lost his second unit. The destroyed unit is placed on the '8' space and the CAP Marker is moved to the '7' space.

Designer's Note: As units are destroyed, the loss of front line sergeants, 2nd lieutenants, and other officers affect a force's combat and command structure effectiveness.

7.5 Stacked Units and Combat

There are no stacking limits. When a hex with more than one unit is attacked, the attack is resolved simultaneously against all of the targeted units with separate dice rolls. The more units in a hex, the better the chances are that an attacker will hit one of them. This does not cost the attacker any extra resources and is considered to be one action. However, **each dice roll CAP modifier (3.2.3) affects only one target in a multi-target hex.** The attacker can pay CAPs on each dice roll separately if he so wishes. The attacker's Turn only ends after all attacks have been resolved against all stacked units in the target hex.

Ex: Figure 12. The American HMG 24 attacks the Japanese LMG 21 and Infantry 01 for 2APs. Both defenders have a 12DV. The HMG attacks LMG 21 first. The American player decides to add 2CAPs to modify his dice roll and scores a 15AV (4AR + 9 dice roll + 2CAPs) for a hit. Then the HMG attacks Infantry 01, this time without spending any CAPs to modify its dice roll. The CAPs spent on the first dice roll do not count for this second roll. The HMG misses and the American ends his turn.



Multiple Target Types - A unit attacking a hex that contains opponents with different DR colors rolls against each using its corresponding colored AR.

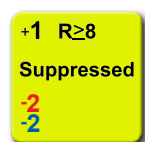
Designer's Note: The stacking rules were developed to simulate target density. Having two tanks nicely lined up for an anti-tank gun is a fire fest, whereas if they were spaced out the gun would have to reorient itself between shots. Therefore, the more targets in a hex, the easier they are to attack and hit. On Guadalcanal, the Japanese often grouped units together for mass assaults that resulted in high casualties for them. Concentrated forces were easier to manage and had overwhelmed the enemy in China, but could also be devastated by mortar, artillery, and MG attacks. The American forces were trained to spread out and not bunch up for these reasons.

7.6 Rally

Hit units can try to remove a Hit Marker by successfully rallying. A successful rally indicates that the soldiers have calmed and their leaders have inspired them to fight.

The cost to attempt a Rally Action is 5APs.

After spending 5APs, the player rolls 2D6. The rally attempt is successful if the 2D6 roll is greater than or equal to (\geq) the rally number marked on the top center of the Hit Marker. The Hit Marker is removed from the successfully rallied unit, shown to the opponent, and then is placed back into the Hit Marker pile. If a rally attempt fails, nothing happens and the Hit Marker remains in place.



Units may also attempt to rally with an Opportunity, Command, or Card Action. A unit can attempt multiple rallies as long as it has enough APs, CAPs, and/or Action Cards to do so. Each rallying attempt is considered a separate action.

Some Hit Markers are marked as 'No Rally' and cannot be rallied for the remainder of the game.

Hit Markers are returned to the Hit Marker pile after a unit successfully rallies or is destroyed.

Units in a hex with enemy units **cannot** rally.

7.6.1 Rally Dice Roll Modifiers

Units in Cover Terrain add a +1 rally dice roll modifier to their rally attempt. The Movement and Terrain Table (4.0) and the Summary Sheet list which terrain acts as cover.

Units stacked with other friendly un-hit units receive an additional +1 rally dice roll modifier per friendly un-hit unit in the same hex.

Rally dice rolls may be modified with CAPs.

7.7 Range

A unit's range represents the number of hexes away the unit may attack and is designated on the bottom center of the counter inside the country symbol. Blocking terrain naturally limits the LOS and effective range of a unit.

7.7.1 Long Range Attack

If the range to a target exceeds an attacking unit's range, but is less than or equal to twice its range, it may long range attack. Long range attacks subtract 2 from their Attack Rating (AR).

Designer's Note: The ranges on the counters represent the distances at which the units historically attacked in combat situations, not their true maximum range capabilities.

7.7.2 Short Range Attack

If an attacking unit is in a hex adjacent to a target, the target is considered to be in short range and the attacking unit adds +3 to its AR.

Ex: Figure 13. **American Turn:** Paramarine 19 moves adjacent to the Japanese MMG 23.

Japanese Turn: The MMG attacks. Since the American Paramarine is in the adjacent hex, the MMG adds a +3AR short range bonus to his normal 4AR for a total 7AR.



7.7.3 Same Hex and Close Combat (CC)

Units may move into enemy-occupied hexes. A player, **on his Turn**, may (but does not have to) attack an opposing unit in the same hex through CC. The CC attack requires an AP, CAP, Opportunity, or Card Action. If the opponent's unit survives, it may take an action to attack back or retreat on its Turn with an AP, CAP, Opportunity, or Card Action.

The AR of units in CC are modified as follows:

-2AR for all units with a white box around their AR.

+4AR for all other units.

Ex: The HMG has a white box around its red AR, so in CC it is reduced from 4AR to 2AR.

Units with a minimum attack range, including mortars and Field Guns, may still CC.



- CC does not affect other friendly units in the same hex.
- CC is resolved against the flank DR of the target enemy unit.
- Terrain modifiers affect all units defending in CC.
- Fortifications benefit only the occupying units (18.1).
- Units in CC can only group attack (10.1.2) with other friendly units in the same hex.
- Units cannot sight outside of their hex for attacking, spotting, or Victory Condition purposes while enemy units are in their hex.

Advancing into an enemy hex is an action, so the defending unit may attack or retreat during the next action if it can. If the defending unit decides to retreat from the hex, it may not move into the same hex or either of the two adjacent hexes from which the advancing unit had just moved. It may, however, move into these hexes in later turns.

A unit or group may CC attack only one enemy unit per turn.

Ex: Two Japanese Infantry units group move (10.1.1) into a hex occupied by an American Rifle. The American may CC attack only one of these Japanese at a time per turn.

Designer's Note: When attacking stacked units in another hex, the attacker rolls against each enemy unit. But in close combat, the attacker may attack only one enemy unit at a time to simulate overwhelming melee and overrun engagements.

Ex: Figure 14. A Japanese Infantry occupying Heavy Jungle is being assaulted by American Paramarines.



American Turn: The American moves cautiously forward into the hex next to the Japanese for 2APs (5.0.2).

Japanese Turn: The Japanese Infantry attacks short range with a 7AR (4AR + 3 Short Range Bonus) against the Paramarines' 12DV and misses.

American Turn: The Paramarines advances into the Japanese Infantry's hex.

Japanese Turn: The Japanese Infantry CC attacks with 8AR (4AR + 4CC Bonus) against the Paramarines' 14DV (12 Flank DR + 2 Heavy Jungle DM). The Japanese needs to roll a 6 to hit (14DR - 8AR = 6) and scores! The American pulls a 'Pinned' Hit Marker.

American Turn: The Paramarines attacks with a 9AR (5AR + 4CC Bonus) against the Infantry's 12DV (10 Flank DR + 2 Heavy Jungle DM). They need a 3 to hit and a 7 to critically hit (12DV - 9AR = 3).

You are now ready to play Firefight 1.
Play this Firefight before continuing on with the rules.

Section 2

In this section you will be introduced to Bushido Points, which model the Japanese mindset during WWII and its effects on Japanese doctrine. You will also be introduced to cards that add uncertainty and tactics to the game. Lastly, you will learn how to coordinate the efforts of your units with combined actions.

8.0 Bushido Points



The unique war doctrine and mentality of the Japanese during WWII is represented by **Bushido Points (BPs)** which are tracked on the Japanese orange BP Track on the Track Sheet. Each Firefight specifies how the Japanese player can gain and lose BPs. If the Japanese player has negative BPs, the BP Marker is flipped to its negative side. The Japanese can never have more than 9BPs or less than -9BPs.

At the beginning of each Round, the Japanese player adjusts his CAP allocation by his BP total.

Ex: At the beginning of the Round, the Japanese player has 4CAPs allocated to him by the Firefight and 2BPs on his BP Track. He increases his CAPs total by 2 to 6CAPs on his CAPs Track.

If the player's BPs changes in the middle of the Round, the Japanese player immediately loses or gains the corresponding number of CAPs. The Japanese cannot have less than 0 CAPs.

Some Firefights also list a **Bushido Bonus** that the Japanese receive for having a positive BP score and a **Bushido Penalty** for a negative BP score. A Bushido Bonus (or Penalty) is removed if the Japanese no longer has a positive (or negative) BP score.

Ex: At the start of the Round, the Japanese player has 2 CAPs and 0 BPs, so he does not receive either the Bushido Bonus or the Bushido Penalty. During the current Firefight, the Japanese receive +2 BP for each Control Marker they control and -1 BP for each unit the Japanese lose. During the beginning turns of the Round, the Japanese gain control of a Control Marker. The Japanese gains +2 BP and immediately gains +2 CAPs. The Japanese also receives the Firefight's Bushido Bonus. The American later manages to destroy the Japanese unit and take a Control Marker with a close combat attack! The Japanese

loses a total of 3 BP, putting him at -1, and immediately reduces his CAPs by 3 (to a minimum of 0). He also loses his Bushido Bonus and receives the Firefight's Bushido Penalty.

Designer's Note: Bushido, in feudal Japan, was the code of the samurai, which stressed unquestioning loyalty, obedience, and valuing honor above life. By WWII, Bushido was being used as a tool to inspire patriotism and had spread to all parts of Japanese society. BPs are used to reflect the Japanese mentality and conduct during the war. The Japanese leadership worked hard to instill in the common soldier a sense of superiority over their opponents. Japanese soldiers were also willing to fight to the last man, because death was preferred to capture. While their overconfidence and willingness to sacrifice themselves often overwhelmed opponents, it also resulted in large Japanese casualties when facing the trained and well armed Marines. To simulate the Japanese ferocity, even when high casualties were suffered, the Japanese player does not lose CAPs when a unit is destroyed. The Japanese player instead loses and gains CAPs based on how they conduct the battle. If a commander is using tactics contrary to the Bushido Code, his men will lose heart. The commander can also inspire his troops to perform great acts of daring, even when they have taken a large number of casualties and the battle seems lost. Disobeying a superiors' orders was against Japanese doctrine, so commanders would rarely go against orders, even if those orders were detrimental to the situation in the field. During the battle of Henderson Field (Firefight 11), Lieutenant General Hyakutaki relieved Major General Kawaguchi of command for wanting to move his forces farther east in order to attack a less defended Marine position.

9.0 Cards

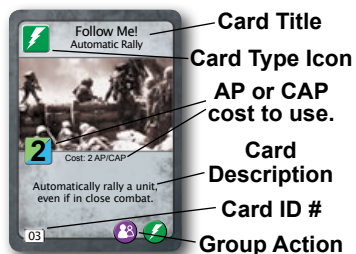
There are several types of cards in the game:

- **Action Cards** ⚡ are played as an action.
- **Bonus Cards** + do not count as an action, but influence some other action the player is taking.
- **Event Cards** 📄 trigger special events or designate scoring Rounds.
- **Weapon Cards** 🗡 give players extra 'toys' to play with.
- **Capability Cards** 🏠 allow units to use special rules and actions.

Each Firefight specifies which Action, Bonus, and Event Cards are shuffled into a single deck at the beginning of the game using the card ID numbers in their lower left corner.

In each pre-Round sequence (2.0), players draw one or more cards (as specified by each Firefight) from the top of the deck. Action and Bonus Cards are held secretly until played, but Event Cards are played immediately. There is no limit to the number of cards a player may hold in his hand or play in a Round. Un-played cards may be held into future Rounds. Individual card descriptions are listed on page 21-22.

The cost to play an Action, Bonus or Weapon Card is listed in the middle of each card. If the cost icon is blue, the cost must be paid in CAPs and if in green, the cost must be paid by an activated unit's APs. If the icon is split with both colors, the action may be paid with any combination of APs or CAPs. A card paid for with an activated unit's APs **must be played on that unit**. Cards with no cost or cards paid for entirely with CAPs may be played on any unit.



9.1 Action Cards ⚡

Action Cards have a green lightning bolt icon in the top left corner and are played as an Action. Action Cards give a player additional APs, CAPs, or allow him to take certain actions.

Ex: A fresh Japanese MMG is hit and draws a 'Pinned' Hit Marker. The Japanese player has card #03 'Follow Me - Automatic Rally' in his hand. He plays it on his Turn as an action, spending 2CAPs. The Hit Marker is removed and the Japanese unit is not marked as spent.

9.2 Bonus Cards +

Playing a Bonus Card does not count as an Action. These cards are played in addition to an Action the player has taken or may take, including having played another action or Weapon Card.

Action and Bonus Cards are discarded after being played.

9.3 Event Cards 📄

Event Cards initiate events such as reinforcements entering the game or a special scoring. Each Firefight specifies if and how these cards are to be used.

9.4 Weapon Cards 🗡

Weapon Cards represent weapons that the player or specific units can use during the Firefight. Weapon Cards are played as or part of an action. Each Firefight will designate which, if any, Weapon Cards are in use. The weapon's effects and AR are listed on the card.

Field Artillery (13.1), Aerial Attack (17.0), and Naval Gunfire (13.1) are weapons whose availability are listed in each Firefight.

Flares (15.1), Smoke (14.0), and Canister (16.0) are weapons that are assigned to specific types of units at the beginning of a game. Units which have a Weapon Card available to them will have the Weapon Card's number listed in parenthesis with their setup information.

Ex: Both Japanese Mortars have Weapon Card 41: Smoke assigned to them.

A Weapon Card assigned to a unit can be used by a single unit or as part of a Group Action (10.1) an unlimited number of times in the Firefight, but requires the unit to perform an action to use the Weapon Card.

9.5 Capability Cards 🏠

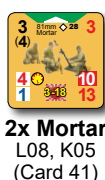
Capability Cards are assigned to specific units in some Firefights. Capability Cards either modify a unit's stats, allow the unit to perform a special action, or assign a special ability to the unit. Each Capability Card can only be assigned to one unit type and is assigned to all units of that type. Some Firefights allow the player to choose which Capability Cards to assign to a unit type and will designate the number of cards that can be chosen. Some Capability Cards indicate that they may not be assigned to units in this manner.

The initiative player assigns all Capability Cards first. Capability Cards are placed face up in front of the player for easy reference and are active for the entire Firefight unless stated otherwise.

Some Capability Cards modify a unit's action for an extra CAP or AP cost.

Ex: The Sniper has Capability Card 62 assigned to it. If hidden when it attacks, the player may spend 1CAP to attempt to have the Sniper remain hidden.

Designer Note: Place an unused unit on the Capability Card that is assigned to that unit's type as a reminder.



2x Mortar
L08, K05
(Card 41)

9.5 Capability Cards 🏠

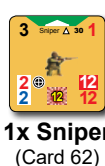
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The initiative player assigns all Capability Cards first. Capability Cards are placed face up in front of the player for easy reference and are active for the entire Firefight unless stated otherwise.

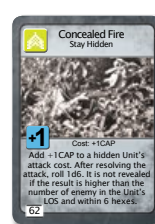
Some Capability Cards modify a unit's action for an extra CAP or AP cost.

Ex: The Sniper has Capability Card 62 assigned to it. If hidden when it attacks, the player may spend 1CAP to attempt to have the Sniper remain hidden.

Designer Note: Place an unused unit on the Capability Card that is assigned to that unit's type as a reminder.



1x Sniper
(Card 62)



Designer Note: Capability Cards represent specially trained units or temporary battlefield conditions. The Marines will receive Capability Cards in the later Firefights as they gain combat experience. Units like the 1st Raider will receive them so that the player can utilize the special training they received prior to Guadalcanal. Many of the Japanese units were Elite Veteran units and will receive Capability Cards to distinguish them from the inexperienced Japanese units. Capability Cards can also represent a unit's battle worn, sick, or demoralized state.

9.6 Card Icon Details

Some cards have icons printed in the bottom right.



Group Action - The card may be played as part of a Group Action (10.1) **Ex:** Card #03 'Follow Me!' allows all units in a group to rally.



High Explosive - The weapon attack is always resolved against the target's flank Defense Rating.



Action Spent - Using the card is considered an action.

10.0 Shared Activations

Multiple fresh units can be activated together to coordinate their actions. The activated units take individual actions whose costs are subtracted from a shared 7AP pool. A player need not declare which units are going to share an activation before taking actions. He may add units at will. Units sharing an activation continue spending the shared 7AP pool, even if individual units within the group are destroyed. Each individual shared action counts as a turn, which is followed by the opponent's turn. When the shared AP pool is spent, **all the units that shared the activation are marked as spent.**

Summary: A player activates a unit and advances the AP Track Marker to 7APs as always. But now he may also take actions with other fresh units, paying for their actions from this shared 7AP pool.

Ex: A Japanese Infantry is activated and advances the AP Track Marker to 7APs. It moves west into an open hex for 1AP and counts the AP Track down to 6APs. The American player passes. A fresh Japanese MMG (with a 2AP movement rate) shares the Japanese Infantry's activation and moves 1 hex east next to the Infantry's hex. The MMG's 2AP movement cost is paid for from the shared AP pool and the units have 4APs remaining.

10.1 Group Actions

Units may take **any** action as a group including moving, attacking, rallying, or a card action. Group Actions may be taken by:

- Units grouping their Shared Activations (10.0).
- Fresh units grouping an Opportunity Action.
- Fresh, activated, or spent units grouping a Command Action.
- Fresh, activated, or spent units using an Action Card (10.1.4).

A player's Turn ends only after all participating units have completed the Group Action.

10.1.1 Group Movement

Units in the same or contiguous (continuous adjacent) hexes may group move and pay only the AP cost of the moving unit with the **highest cost** to move.

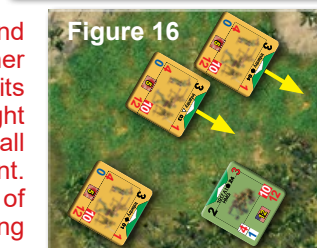
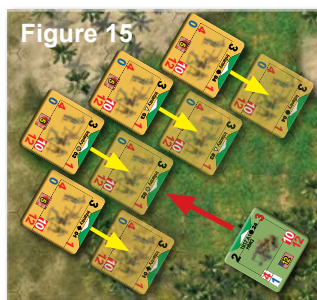
Ex: The Japanese Infantry and MMG moved next to each other in the previous example. They now group move together towards the north into open hexes. The total cost for the move is 2APs, based only on the MMG's movement cost and they now have 2APs remaining in their shared AP pool.

Ex: Figure 15. **Japanese Turn:** Four Japanese Infantry, that are sharing an activation, group move towards the American HMG. Three Infantry move into open terrain, but the first moves into Light Jungle so the group must pay the costlier 2AP Light Jungle movement cost. Had all units moved into open terrain hexes, the group move would have only cost a total of 1AP.

American Turn: The American activates the HMG and attacks the second Infantry unit for 2APs and destroys it.

Units that are split, either by moving away from each other or through combat, can no longer group move until they are again adjacent.

Figure 16. Japanese Turn: The Japanese player has 5APs remaining in the shared AP pool and for his next action he could either group move the two adjacent units or move the lone unit in the Light Jungle. He may not group move all three, since they are not adjacent. He decides to move the group of two Infantry forward for 1AP, leaving him 4APs in the pool.



Not all units included in a Group Move Action must move.

Ex: Three adjacent units initiate a Group Move Action. The center unit holds its position, while the two adjacent Rifle units move forward one open hex. The APs paid are determined by the unit with the highest cost to move. If the center unit had been a MMG with a 2AP cost to move, the group move would have still only cost 1AP, since the MMG did not move.

Units included in a group move may split by moving away from each other. Individual units involved in a group move may pivot instead of moving into a new hex.

Hit units that are able to move may participate in a group move.

10.1.2 Group Attacks

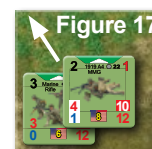
Multiple units may group attack. Attack groups must target a single hex. An attack group designates one unit as the attack group leader, with the rest of the units in the attack group supporting it. Supporting units must:

- Be in the attack group leader's hex and/or the six hexes around the attack group leader
- Have the target hex in their Fire Zone (including turreted units 12.4)
- Be in normal range (i.e., not in long range)
- Not have a Hit Marker that affects their AR.

Only the Group Leader's cost of attack is subtracted from the AP pool. Units may only join a group attack if they have an AR greater than 0 (this AR can include range bonuses). Each supporting unit increases the group leader's AR by +1.

All attack modifiers are based on the attack group leader.

Ex: Figure 17. A fresh American MMG and a fresh Rifle group attack a target. The MMG is designated as the attack group leader and spends 2APs. Its AR increases from 4AR to 5AR due to the support of the Rifle. These two units could also have been in adjacent hexes to group attack.



10.1.3 Group Rally

Units in the same or contiguous hexes may group rally for 5APs/CAPs. Each rallying unit rolls separately (7.6).

10.1.4 Other Group Actions

Multiple units in the same or contiguous hexes may take other Group Actions such as creating Hasty Defenses with a Group Card Action, etc. Ingenious combinations of Group Actions are limited only by a player's creativity.

Ex: An activated American Rifle moves next to a fresh HMG unit. On his next turn, the American plays a Hasty Defense card on both units. They both receive a Hasty Defense counter. The HMG is not marked as spent, since only a Card Group Action was played on it.

10.2 Group Action Details

A Group Action may never be taken by multiple units that are not in the same or contiguous hexes. Group Actions can be taken and paid for in several ways:

- Units sharing their activations pay for a Group Action out of their shared activation 7AP pool. (*The AP pool amount may vary if optional 'Variable AP Allocation' rule 3.0.1 is used.*)
- Multiple fresh units may take a group Opportunity Action. After a group Opportunity Action is taken, all participating units are marked as spent.

Ex: Two fresh American Rifles are stacked together and have been overrun by a Japanese Chi-ha tank. The Rifles group move with an Opportunity Action and retreat backwards into non-adjacent hexes. Both are marked as spent.

- Multiple fresh, activated or spent units may take Group Command Actions using only CAPs. Fresh and activated units are not marked as spent.

Ex: An activated American Rifle moves into a hex with a non-activated HMG. During their next turn, the two units perform a Command Action and group attack for 2CAPs (the HMG is the attack group leader). The Rifle then moves on using what remains of his AP pool. The HMG is not marked as spent.

- Multiple fresh, activated or spent units may take Group Card Actions. Fresh and activated units are not marked as spent.

Ex: Two hit Rifles are in adjacent hexes, one spent, the other fresh. Auto-Rally card #3 is played on both Rifles for a cost of 2CAPs. Both Rifles remove the Hit Markers and the single Rifle remains fresh.

Ex: Four adjacent Rifles all move forward two hexes with 'Rapid Deployment' card #5.

Ex: Two adjacent 1st Raider units have the 'Jungle Training' Capability Card assigned to them. Using the Capability Card, they both group move into a Heavy Jungle hex for 1AP and 1CAP.

Players may intersperse Individual Actions and Group Actions.

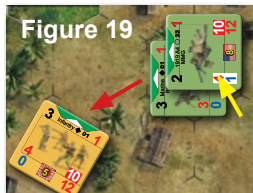
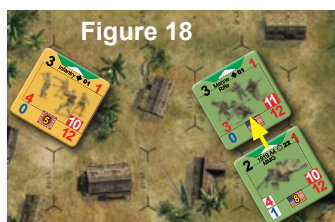
Ex: Figure 18. The American MMG 22 activates and moves into the Marine Rifle 01 hex for 1AP. The Japanese pass.

Figure 19. Both American units command group move forward one hex for 1CAP. CAPs are paid, instead of APs, because Rifle 01 does not want to share the MMG's activation. Again the Japanese pass. Now both American units command group attack the Infantry, with the MMG as the attack group leader, for 2CAPs. The MMG's AR increases from 4 to 5AR and a hit is scored. The Japanese pulls a 'Pinned' Hit Marker.

Figure 20. The MMG moves into the hut for 2APs and has 4APs left. It could continue to attack, continue moving, or take other actions. Marine Rifle 01 is not marked as spent since only CAPs were utilized for all group actions.

New Ex: Figure 18. This time both American units share their activation. The MMG moves into the Rifle's hex for 1AP. The Japanese passes. Then both units group move forward for another 1AP. The Japanese passes. In Figure 18, they group attack for 2APs and miss. The Japanese passes. The MMG moves into the hut for 2APs and the units have 1AP remaining, but decide to pass. Both units are marked as spent.

You are now ready to play Firefight 2.



Section 3

In this section, you will be introduced to vehicles, mortars, artillery, canister fire, and airplanes. You will also learn how to use smoke to protect your units and flares to reveal the enemy that is hidden in the dark. Fortifications and special rules for night combat will also be covered.

11.0 Vehicle Movement

Vehicle Movement rules are identical to the Foot Movement rules covered in section 1. Below are additional rules that pertain only to vehicles. Vehicles are either tracked units (such as tanks) or wheeled units (such as trucks and cars). Tracked units have a blue movement cost and wheeled units have a green movement cost in the top right corner of their counters. There are only tracked units in Guadalcanal so wheeled units will not be covered in these rules.

11.1 Bonus Movement

Some vehicles receive bonus moves in certain terrain. These potential bonus moves are represented on a counter by track symbols below the movement cost.

A unit with one or more bonus move symbols on its counter, that pays to pivot in or move into terrain that lists one of these symbols, **may** take one free bonus move for every symbol on its counter. The bonus move(s) must be taken into terrain that allows bonus movement. The vehicle may pivot **after** each bonus move, same as normal movement.



Ex: The American Stuart tank shown to the left has two blue symbols. Its movement cost is blue, so it is classified as a 'Tracked Vehicle'. Under the Tracked Movement column; open terrain and roads list a bonus move per blue symbol. If the tank pays to move into any of these terrains, it may move an additional two of any combination of these terrain hexes for free. For example, the Stuart could pay to move into an open hex for 1AP and then take free bonus moves into an open hex and then a kunai grass hex.

Ex: Figure 21. **Japanese Turn:** The Chi-ha moves along the white arrow path paying 1AP to move into the first open hex. It then bonus moves into the next open hex. Only after the bonus move does the Japanese Turn end.

Next Japanese Turn: The Ha-go moves into the Light Jungle hex for a total of 3APs (1AP movement cost, plus 2APs Light Jungle movement penalty). Jungles do not allow the tank a bonus move and he ends his turn.

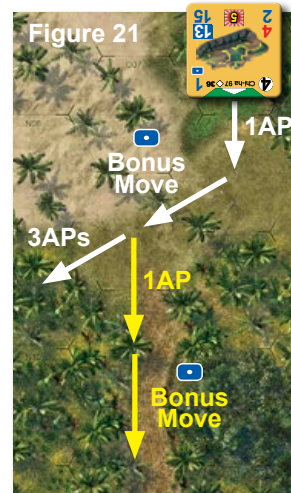
Alternative Japanese Turn: Instead of moving into the Light Jungle, the Chi-ha moves along the path into the Light Jungle

Vehicle Movement Costs

	Additional AP Cost to Move into a Hex
Open Terrain	+0 AP Bonus per
Kunai Grass	+0 AP Bonus per
Palm Grove	+0 AP
Light Jungle	+2 AP
Heavy Jungle	NA
Hut	+2 AP
Open Water	NA
Surf	+0! AP
Shallow River	+2! AP
Deep River	+5! AP
Rushing River	NA
Swamp	+2! AP
Uphill	+1 AP
Steep Terrain	NA
Path	+0 AP Bonus per

Movement AP Costs listed above are cumulative.

! = Check for immobilization: 2D6 ≥ 6 is safe.
 = Bonus move an extra open or road hex.
 = No bonus movement allowed into this hex.
 NA = Not accessible.



hex for 1AP. It then bonus moves into the next open hex. The tank can ignore the normal penalty of moving into Light Jungle because it is moving along the path. Only after the bonus move does the Japanese Turn end.

A unit's Movement Action includes all bonus movements.

An entire multiple hex Movement Action must be completed before a player's Turn ends. So in each of the examples above, the opponent may not take his Turn until the paid and bonus moves are fully completed.

Designer's Note: A unit's movement cost takes into account the time it took to give orders, study maps, set for sighting, and so on. The unit's movement allowance is an abstraction of these processes. Even though a truck full of men could reach 100 kph, seldom did it travel so fast over bumpy or muddy roads.

11.2 Enemy Occupied Hexes

Vehicles may move into and through hexes occupied by both friendly and/or enemy units. If vehicles move through a hex without stopping due to movement bonuses, they cannot be engaged in CC.

11.3 Reverse Movement

A unit may move backwards into any of its flank hexes for a +1AP movement penalty cost, which is added to the normal movement cost of the terrain.

Movement bonuses do not apply when moving in reverse.

11.4 Vehicle Immobilization

Vehicles can be immobilized while moving over certain terrain such as rivers and swamps. After moving into terrain whose movement cost is followed by an 'I' on the Vehicle Movement Cost Table, the vehicle must check for immobilization. The player must roll 2D6 and score a 6 or higher to prevent his unit from being immobilized. The player may modify this dice roll with CAPs. If the player fails, he places an Immobilized Marker under the unit.

Immobilized vehicles may not pivot, but turreted vehicles may still attack outside of their Arc of Fire (12.4).

12.0 Armored Defense and Attack Ratings

Until now we have only considered unarmored units such as infantry and various support teams. **Unarmored units have red front and flank Defense Ratings (DR)**, which are attacked by bullets or high explosive (HE) munitions - represented by a unit's **red Attack Rating (AR)**.



An armored unit's front and flank DR is marked in blue on its counter. Similarly, certain units have munitions such as armor-piercing rounds. The armor-piercing AR is marked in blue on their counters. The blue AR is only used to attack units with blue DRs.

Designer's Note: When developing the tank AR and DR values, round penetration and armor thickness were not the only factors taken into account. These would have generated distorted values. Targeting equipment, crew training, tank maintenance, rate of fire, armor slope, relative armor thickness, round 'stick' factors, steel quality, radio access, movement speed, and more were considered for the system to yield historical combat results. The ranges on the counters represent the distances at which the units historically attacked, not their true maximum ranges.

12.1 Multiple Target Types

A unit attacking a hex with multiple targets that have different DR colors attacks against each target with its AR of the corresponding color.

Ex: The Chi-ha tank, shown below, attacks a hex containing a tank and an infantry unit. Against the tank, the Chi-ha uses its blue 2AR. Against the infantry unit, it uses its red 4AR.

12.2 Vehicle Hits

Hits against vehicles are resolved in the same manner as hits against Foot Units (7.4).

Destroyed (x1): <ul style="list-style-type: none"> Immediately remove the affected unit from the map. 	Gun Damaged (x1): <ul style="list-style-type: none"> Either the Blue or Red AR ability is affected, depending on the symbol color.
Immobilized (x3): <ul style="list-style-type: none"> Unit may not move or pivot. Front DR decrease by 1, flank DR increase by 1. 	Light Damage (x2): <ul style="list-style-type: none"> Unit mechanical stats are not affected, but the crew is rattled.
Panicked (x1): <ul style="list-style-type: none"> Unit may not attack. Front DR decreases by 4. 9 needed to rally. 	Stunned (x1): <ul style="list-style-type: none"> Unit may not move, attack, or take any action other than rally. 9 needed to rally.
Suppressed (x1): <ul style="list-style-type: none"> Costs +1AP to attack. AR decreases 3 red and 5 blue. 8 needed to rally. 	Back of Hit Markers <ul style="list-style-type: none"> All vehicle Hit Markers have the same back art.

⊖ = The ability is lost. Black means **all**, blue or red is gun **color specific**.

Designer's Note: The 'No Rally' Hit Markers can not be rallied because much of their damage is of a physical nature that can not be readily repaired in the heat of battle. These Hit Markers may only rally with the 'Follow Me' Action Card.

12.3 Range Effects

Vehicle attack ranges and their effect on Attack Ratings are identical to those for Foot Units (7.7).

12.4 Turreted Vehicles

Some vehicles, such as tanks, have turreted guns which are designated with a white circle under their AP cost to attack. A turreted gun can rotate 360 degrees without the vehicle having to change its facing. Thus, vehicles with turreted guns are the only units that can attack targets outside their Arcs of Fire, which they may do for an **additional 2APs/CAPs** cost to attack.

The tank's facing does not change when attacking outside of its arc and this attack **does not** constitute an additional action. Turreted vehicles attacking outside of their arc with an Opportunity Action or a Command Action Card do not have to spend an additional 2APs/CAPs.

Designer's Note: Most tanks kept their turret within their front 120 degree arc rotational. If a tank was threatened by an enemy, the crew would try to face the threat, offering the smallest target silhouette with the highest armored area while protecting the treads of the tank. Often tactical logic was overcome by the sheer psychological stress and panic of taking flank attacks.

Self-propelled Guns (SPGs) were Field Guns mounted onto a chassis. Having no turret, they had limited horizontal tracking ability and had to pivot the entire vehicle in order to follow a target. This made moving target acquisitions more difficult than for turreted vehicles. This combat occurrence is designed into the game mechanics, dispensing complicated turret rules. The



rotation speed, crew training and reaction speed, command visibility, and targeting capabilities are calculated into the 'AP Cost to Attack' for each unit type. The effect is that Self-propelled Guns have to expend a separate Pivoting Action in order to attack outside of their arcs.

12.5 Open Topped Vehicles

Open topped vehicles have a white box with red border around their blue flank DR. This blue DR acts as a red DR when attacked by mortars or off-board artillery with a high explosive symbol or CC attacks by Foot Units. These attack open topped vehicles with their red AR.



Designer's Note: Many self-propelled guns had open tops and rear sections, which made them very vulnerable to hand grenades, artillery shrapnel, and other incoming flank attack.

12.6 Vehicles as Cover

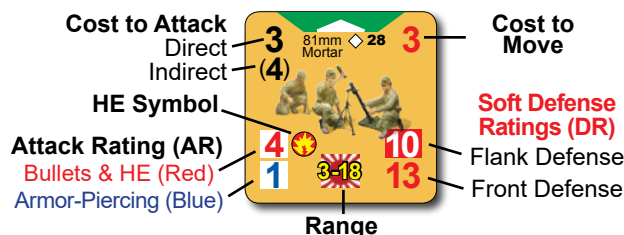
Vehicles and LCP (21.0) offer +1DM cover to all friendly non-transported (22.0) unburdened Foot Units in the same hex. If playing with the cautious movement optional rule (5.0.2), the Foot Units do not have to move cautiously when group moving with these vehicles.

Ex: An American Marine Rifle unit and a Stuart Tank group move towards an enemy position. The Rifle unit receives a +1DM from the tank.

13.0 Mortar Units

Mortar units represent teams of 2-6 men that fire high explosive shells directly or indirectly. When a mortar can see its target, it attacks directly. Some mortars can attack indirectly over Blocking Terrain (20.3) at targets not in the mortar's LOS. These mortars have an AP Indirect Cost to Attack marked on the counter in parentheses.

Indirect Attack: To attack indirectly, the mortar unit must use a **Spotting Hex**. This is any hex with a clear LOS to and within 2 hexes of the mortar that is not enemy occupied. The mortar unit has LOS from the Spotting Hex for all purposes, but still checks for Range from its own hex.



Ex: Figure 22. The mortar can use any of the highlighted in-LOS hexes as Spotting Hexes, even those outside of its Arc of Fire. The mortar's target must be within its Arc of Fire and in a Spotting Hex's LOS.

Designer's Note: Mortar units sent out spotter teams that directed the attack for the mortars. These teams are simulated in the game by the Spotting Hex. The proximity between the Spotting Hex and the mortar team is necessary, since the spotters had to signal or call instructions to the mortar team.



Mortars may attack from jungle and hut hexes. (Mortars were often set up in yards, alleyways, or jungle clearings.)

Mortars may not attack targets that are closer than their minimum range and must attack targets in their Arc of Fire.

Mortars **may** conduct close combat, but may not attack short range if their minimum range is 2 or more.

Attack elevation bonuses for mortars are determined by the height of the Spotting Hex when executing an indirect attack.

13.1 Off-Board Artillery (OBA) and Naval Attacks

Off-Board Artillery and Naval Attacks (referred to jointly as Off-Board Artillery in the rules) are represented by Weapon Cards and each Firefight states if any are available. Unless specified otherwise in a Firefight, OBA has a 1 Round delay. A player secretly writes down a target hex during the current pre-Round target sequence and resolves that artillery strike during the next pre-Round resolution sequence. The mechanics for resolving OBA are exactly like on-board mortar attacks, except that OBA attacks are resolved against multiple hexes, usually **the target hex and the 6 hexes surrounding it**. (The affected hexes are marked on each Weapon Card.) A separate attack is resolved against each of these 7 hexes. Of course, if there are multiple units in a hex, the OBA attacks are resolved separately for each unit. [Free artillery planning maps are available at AcademyGames.com](http://AcademyGames.com).



Unless specified otherwise in the Firefight, artillery may be plotted anywhere on the map.

Designer's Note: Artillery was usually fired from kilometers away at pre-registered targets and was either called in by radio, field telephone, or pre-arranged signals such as flares. The pre-registered targets were marked on maps (or more likely, tissue overlays placed over the map) and were usually easily identifiable terrain features such as roads, rivers, or ridges.

13.2 Resolving Off-Board Artillery

To resolve Off-Board Artillery:

1. The attacking commander places the Artillery Marker on the targeted hex facing north.
2. Artillery hits its target on a 1d6 result of 3-6. **Players may modify their die roll with CAPs.** If the player misses, the unmodified die result equals the number of hexes the artillery drifted from the target hex.
3. If the artillery drifts, roll another 1d6 to determine the direction in which the artillery drifted. The die result's corresponding direction is marked on the Artillery Marker.



Ex: The American is resolving his Off-Board Artillery strike and places the Artillery Marker on the target hex facing north. He rolls 1d6 for a 2 and so misses the target by 2 hexes. He rolls 1d6 again for a 1, indicating that the artillery drifted 2 hexes north of the intended target hex.

13.3 High Explosives Attack Resolution

Mortar and Artillery units have a high explosive symbol (red star) next to their Attack Rating which denotes that their **attacks are resolved against a target's flank DR** (including hidden units). Targeted units still receive the benefit of all Terrain & Fortification DMs (*exception - 13.4 Air Bursts*).

13.4 Mortar and Artillery Air Bursts

Units with red colored flank Defense Ratings **do not** receive Light or Heavy Jungle Terrain DM bonuses when subjected to high explosive mortar or artillery attacks.

Designer's Note: Usually artillery exploded upon impact with the ground. But when artillery shells hit dense tree cover, the shells would burst in the air sending shell and tree fragments raining down upon units on the ground and in fox holes. This effect was devastating.

13.5 Mortar and Artillery Water Suppression

Mortar and artillery attacks receive a -2 AR and lose their high explosive symbol when attacking a River, Water, or Surf hex.


Designer's Note: Water would absorb the explosive energy of the shell and suppress the spread of shrapnel.

14.0 Smoke

Smoke is used to create a screen to cover a unit's position and movement. When smoke is fired, a +2DM Smoke Counter is placed in the target hex. LOS and attacks may originate and end in a +2DM smoke hex, but may not pass through it. Units receiving a +2DM for all attacks originating from or ending in a +2DM smoke hex.

Ex: A targeted unit in a +2DM smoke hex adds +2DM to its DR.

Ex: A unit attacking out of a +2DM smoke hex adds +2DM to its target's DR.

+2DM Smoke negates bonus movement  for that hex (11.1).

At the beginning of every new Round, all +2DM Smoke Counters are flipped to their +1DM side and all +1DM Smoke Counters are removed from the map.

+1DM Smoke Counters simulate smoke that has dissipated. These counters partially obscure LOS passing through the smoke, but **do not** block LOS. Units may see and attack through a +1DM smoke hex. Units receive +1DM against all attacks originating, ending, or passing through the +1DM smoke hex.

Smoke effects are cumulative. Two +1DM Smoke Counters in a hex act as a +2DM smoke screen and block all LOS through the hex. Two +2DM Smoke Counters add +4DM for the hex, and so on. LOS passing through two hexes, each with a +1DM Smoke Counter, is blocked past the second hex (like *Palm Groves* 6.1).

Each DM worth of smoke acts as a L1 Blocking Terrain (20.3).

Ex: A +1DM counter acts as a L1 Blocking Terrain, a +2DM smoke counter acts as a L2 Blocking Terrain.

Smoke never damages units.

14.1 Unit Smoke Capability

Units assigned 'Weapon Card 41: Smoke' may pay their cost to attack to lay a +2DM Smoke Counter, instead of resolving an attack. The target hex must be in the unit's Fire Zone (6.3). Smoke automatically hits its target hex.

Some Firefights allow artillery to fire Smoke. A player must note that he is firing smoke when determining a target hex (12.1). Smoke strikes the same hex area as a normal artillery attack. But with smoke, no attack rolls are made, instead +2DM Smoke Counters are placed on every affected hex.

Unless otherwise specified, all smoke placed is +2DM.

Smoke may not be laid in a water, surf, or river hex.

15.0 Night Combat

Some Firefight Rounds occur at night and will list special rules that affect night Rounds. The special rules will usually limit how far a unit can see, setting a max normal range for all units. Units may still attack long range, but may only attack up to double the night limited range.

Ex: The current night Round limits all unit Normal Ranges to 3 hexes. The Marine BAR can Normal attack targets that are within 3 hexes and can long range attack targets between 4 and 6 hexes.

Vehicles gain no Bonus Movement during a night Round.



15.1 Flares

Units assigned 'Weapon Card 40: Flares' may pay their cost to attack to place a Flare Counter instead of resolving an attack. The target hex must be in the unit's Fire Zone (6.3). A Flare automatically hits its target hex.

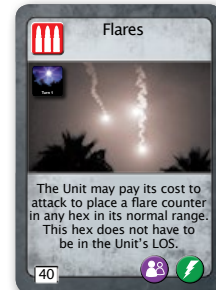
A Flare illuminates the hex it is in and all adjacent hexes. Units may ignore night rules when targeting or moving through an illuminated hex.

A Flare lasts for **two** subsequent attacking player turns, after it has been placed by the attacking player. The attacking player places the Flare with its Turn 1 side face up. The Flare is flipped to its Turn 2 side at the end of the attacking player's next turn. The Flare is removed at the end of the attacking player's second Turn after being placed.

Ex: An American mortar fires a Flare. The player places a Flare Counter in the target hex with its Turn 1 side up.

Next American Turn: The American player attacks into one of illuminated hexes with a BAR unit, ignoring any night rules. At the end of the turn, the Flare Counter is flipped to its Turn 2 side.

Next American Turn: The American player moves one of his units. Then the Flare Counter is removed.



16.0 Canister Attack

Units assigned 'Weapon Card 42: Canister' may pay their cost to attack to simultaneously attack an adjacent hex and the next hex 2 hexes away. The hexes must be connected. The unit attacks with the red and blue AR values listed on the Canister card to attack the flank defense of all units in the two hexes. The attack has a range of 1, so the first hex is considered short range (+3AR) and the second hex as long range (-2AR). Terrain DM adds to the defending unit's DV. A separate attack roll is made against each hex.

Hidden units are automatically revealed when attacked by canister.

Ex: Figure 23. The American antitank gun has 'Weapon Card 42: Canister' assigned to it. This allows the antitank gun to attack both Japanese Infantry at once, since they are adjacent and one hex away and the other is two hexes away. The antitank gun uses the Weapon Card's 3 Red AR against the Flank Defense of each Infantry. The antitank gun receives the +3 short range bonus versus the adjacent Infantry but receives the -2 long range penalty against the second Infantry who is 2 hexes away.

Designer's Note: Canister was a type of anti-personnel round used by the Americans for their M3A1 Stuart tanks and M3A1 37mm anti-tank guns. Canister rounds were tin containers filled with 122 ball bearings that turned the Stuart and 37mm gun into large shotguns when fired. Canister was extremely effective at close range against Banzai attacks and for stripping away foliage from concealed positions.

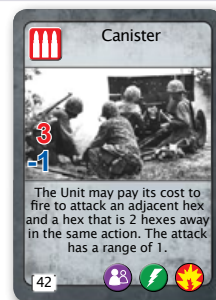


Figure 23

17.0 Airplanes

Airplanes are represented by an Aerial Attack Weapon Card whose use is specified in a Firefight. A Firefight will generally state the number of times an Aerial Weapon Card may be used as an action in a Round. Using an Aerial Weapon Card is an action. Airplanes attacked from a high angle, so both blue and red attacks count against the target's flank DV. Terrain DMs add to the target's DV.



18.0 Fortifications and Obstacles

Fortifications include Bunkers and Hasty Defenses.

Obstacles include Barbed Wire.

All are represented by counters placed on the map. No more than 1 of **each type** of Fortification or Obstacle may be in a hex, except for Hasty Defenses.

Fortifications and Obstacles do not block LOS.

18.1 Fortifications - Bunkers and Hasty Defenses

Units occupying a Fortification are placed under the counter and receive the cumulative benefit of the Terrain DM and the Fortification DM [?]. The Fortification DV is located in the bottom right corner of the Fortification counter.

18.1.1 Bunkers may be occupied by Foot Units (1.1), Anti-Tank Guns, and Field Guns. Mortars may not attack from inside of a Bunker. Bunkers have a red facing, so may not pivot during the game. Units in a Bunker face the same direction as the Bunker.



Enemy units outside of a Bunker's Arc of Fire can attack units in the Bunker, but units in the Bunker cannot attack targets outside of the Bunker's Arc of Fire.

An unlimited number of units may be placed in a Bunker.

Bunkers have front [3] and flank [2] defense modifiers listed in the shield symbols. These black DMs are effective against both blue and red AR attacks. The smaller number represents the Bunker's flank DM against attacks originating from the Bunker's flank, artillery/mortar attacks, and close combat attacks.

Firefights begin with Bunker counters on the map. They may not be built during the course of a game, unless specified by the Firefight.

Ex: The Japanese Infantry unit receives a +3DM to its front 12DR for a total 15DV against frontal attacks. If this Infantry were attacked from the Bunker's flank, it would have a red 12DV (10DR + 2DM for the Bunker's flank defense modifier).



Designer's Note: Bunkers on Guadalcanal were log and earth work structures that often had to be constructed hastily just prior to an unexpected attack. The Japanese were experts at concealing their Bunkers. Marines often would not be aware of them until they walked onto them.

18.1.2 Hasty Defense counters represent a hastily fortified position which may be placed in any terrain type except water. A Hasty Defense may be prepared by **any Foot Unit** as an action by paying 7APs or by playing an Action Card.

Ex: Action Cards 02 or 11.



A Hasty Defense counter is placed on top of the unit that prepared it and the unit receives a black +1DM from any direction. A Hasty Defense counter may only be occupied by the unit that prepared it and is removed if that unit pivots, moves, or is destroyed.

Multiple Hasty Defenses may be prepared by multiple units in a hex, but only one Hasty Defense may be placed on each individual unit.

Players may prepare as many Hasty Defenses as there are counters available in the game.

18.2 Occupying and Exiting Bunkers

Units may occupy empty or friendly Fortifications when moving into a hex at no additional cost. In CC, Fortifications benefit defending units only. Units may exit a Fortification at no additional cost if part of a Movement Action **out** of the hex. Units may exit a Fortification without leaving the hex by paying their normal movement cost for that hex to place the unit on top of the Fortification counter. A unit in a hex that wishes to reenter a Fortification pays its normal movement cost for that hex.

Ex: An American Marine MMG in a Bunker in an open hex is being outflanked. As its action it spends 1AP to exit the Bunker and may then face any direction.

18.3 Obstacle - Barbed Wire

Barbed Wire counters affect units that want to move into the hex from any direction.



Tracked vehicles add a 2AP movement penalty when moving into a Wire hex and do not receive open terrain bonus movement.

Wheeled vehicles may not enter a Wire hex.

Foot Units pay a +1D6 movement penalty cost for moving into a Wire hex. To move into a Wire hex, Foot Units:

1. Announce their intent to move into the Wire hex.
2. Roll 1D6 to determine a movement penalty cost.
3. Add this movement penalty to the normal terrain movement cost for that hex.

If after rolling for the penalty cost an activated unit does not have enough APs/CAPs to move into the Wire hex or if the player does not wish to pay the additional APs/CAPs to move into the hex, the unit loses all of its remaining APs. This attempt counts as an action. The unit may still take further CAP or Card Actions on later turns.

Ex: An American Marine Rifle unit occupies a open terrain hex with a Wire counter on it. A Japanese Infantry unit wishes to move into the American hex in order to initiate close combat. The Japanese has 4APs and 2CAPs left. He states his intent, rolls 1D6 for a 4 and so must pay 5APs total to move into the Wire hex with the American Marines (the 4 rolled + 1AP open terrain movement cost). The Japanese Infantry may either pay 4APs + 1CAP to move in, or not move in and lose his remaining 4APs.

Wire counters are destroyed and removed when a tracked unit moves into the hex or when successfully attacked (18.4).

Wire may be placed only during setup, unless specified by the Firefight.

Artillery and mortar attacks are resolved simultaneously against the Wire counter and any other units in the hex.

18.4 Fortification and Obstacle Destruction

Fortifications and Obstacles with a red Defense Rating (DR) in the bottom right hand corner of their counters can be destroyed by mortar, artillery, tank/armored car/field gun red Attack Ratings (no MG's), or CC Foot Unit attacks. The DR of a Fortification or Obstacle is modified by any Terrain DM, including woods, buildings, and smoke. When a Fortification or Obstacle is hit, it is removed from the game.

Attacks are resolved simultaneously (but rolled individually) against the target unit(s) and the Fortification or Obstacle. If a Fortification is destroyed, units inside of it still receive the Fortification's DM for that turn's attack.

Units in Fortifications defend with their flank DR against flank, artillery/mortar, and CC attacks as normal.

A player may attack an empty Fortification or Obstacle, in an attempt to destroy it.

Ex: American artillery with a red 6AR attacks 2 Infantry units in a Bunker with a 16DV and a red 2 flank DM. The artillery rolls a 10 for a total 16AV and the Bunker counter is removed. The American player rolls 11AV against the first Infantry's 12DV (10 flank DR +2DM from the Bunker) and misses. For the second Infantry unit, the American player rolls 12AV and hits!

You are now ready to play Firefight 3.

Section 4

In this section you will learn how to hide your units and ambush your opponent.

19.0 Hidden Units

A Firefight will state if and how many units start the game hidden. The locations of hidden units are written on a piece of paper instead of placing the units on the map. The opponent has no idea where these units are since no counters are placed on the map. [Free hidden unit tracking maps are available at www.AcademyGames.com](http://www.AcademyGames.com).

Hidden Units do not have a facing until they are revealed and placed on the map. At this time the player may choose their facing.

Hidden units are revealed if:

19.0.1 A Hidden Unit takes an action.

Hidden units are immediately revealed if they take any action other than hidden movement or stalling, even if out of enemy LOS. It, and **all other** hidden units in the same hex, are immediately revealed and placed on the map.

Cards may be played on a player's own hidden units, but doing so reveals them unless stated otherwise in the card's description.

19.0.2 A Hidden and a Non-Hidden Unit are in the same hex.

Hidden units are immediately revealed when they are in the same hex as any friendly or enemy non-hidden unit.

19.0.3 A Hidden Unit is attacked and hit.

Sometimes an attacker will attack a promising hex hoping to reveal an enemy. If multiple hidden units are in a hex, the incoming attack is resolved only against the unit with the lowest front DR.

Mortar and Artillery attacks (13.0) are resolved against the unit with the lowest flank DR.

If one hidden unit is hit and revealed, all other hidden units in the same hex are also revealed and placed on the map.

Attacks against hexes with potential hidden units are resolved even if there are no hidden units in the hex.

Ex: A Japanese Infantry unit is hidden in a Light Jungle hex for a red 14DV (12 front DR + 2DM for woods). An American HMG attacks the hex because he thinks it may be a good place for a hidden unit. In this case he guessed correctly, but does not know it. He scores a 13AV and misses. The Japanese player promptly ridicules the American player for thinking that there could be a hidden unit in that hex.

19.0.4 An enemy unit moves into the same hex or near it.

Units hidden in open terrain hexes stay hidden until an enemy unit moves within 2 hexes of their hex **and** has a clear LOS.

Units hidden in cover terrain stay hidden until an enemy unit moves into the same hex.

Fortifications such as Bunkers and Hasty Defenses (18.1) count as cover. Higher elevation DMs do not count as cover. See the Movement and Terrain Summary Sheet for a complete listing.

19.1 Hidden Movement

Hidden **unburdened Foot Units** (1.1) may move and remain hidden. Hidden movement adds a +3AP movement cost penalty when moving into cover terrain and a +6AP movement cost penalty when moving into non-cover terrain. All other movement modifiers are ignored.

Ex: It costs a Japanese Infantry unit 4APs to move hidden into a Heavy Jungle hex.

Hidden units may move into or within enemy LOS. They **may** move adjacent to an enemy unit and still remain hidden, as long as they stay in cover terrain. Thus, a hidden unit would be revealed if it moved into open terrain that was within 2 hexes of an enemy unit.

To move a hidden unit, a player states which hidden unit he is activating, takes the action, and marks the new location on a sheet of paper or the 'hidden unit tracking map' for future reference.

When a hidden unit is activated and performs a hidden move, the player deducts the AP costs from the Unit AP Track the same as with any other unit. Once a hidden unit is spent, the hidden unit counter is placed next to the map in open view and is marked as spent.

19.2 Hiding Unburdened Foot Units During a Game

Un-hit unburdened Foot Units that are out of enemy LOS may pay 7APs to hide themselves within 1 hex of their current position. The destination hex must also be out of enemy LOS. The units are taken off of the map and their new hex position is secretly written down. Unburdened Foot Units may hide as a group using the Group Action rules.

19.3 Snipers

Sniper squads were groups of men specially trained and outfitted to neutralize specific targets at long range. They are designated with a Sniper symbol.

- Snipers always attack a defender's **flank defense**.
 - Snipers may attack into a CC hex and do not hit their own units.
- Often a Firefight will assign Snipers the 'Concealed Fire' Capability Card, giving the Sniper a chance to remain hidden.

You are now ready to play Firefight 4.



Section 5

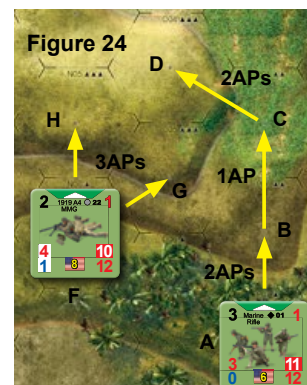
In this section you will learn how to deal with changes of elevation on the game map.

20.0 Hills

Hills are contoured on the map and come in levels that abstractly represent the height of the hill. All non-hill open terrain is considered to be ground level 0 (L0). Level 1 (L1) hill hexes are designated by one ▲ symbol behind the hex number, level 2 (L2) hill hexes are designated by two ▲▲ symbols behind the hex number, and level 3 (L3) hill hexes are designated by three ▲▲▲ symbols behind the hex number. A hill covering the center dot of a hex fills the entire hex even if the artwork does not. A bare hill hex with no buildings or woods is considered open terrain.

Moving up a hill incurs a +1AP movement penalty per level to the moving unit. Paths do not negate this penalty.

Ex: Figure 24. A Marine Rifle moving from hex A to B spends 2APs (1AP for open movement +1AP for moving up one level). If there were Light Jungle in the higher level hex, the cost would be 3APs (2APs for jungle movement +1AP for moving up a level).



20.1 Steep Terrain

Two level changes over a single hexside is considered **steep terrain**. Foot movement **up or down** a steep terrain hex carries a +2AP movement penalty.

Vehicles may not move up or down steep terrain ☹.

Ex: Figure 24. The Marine MMG may move from F to G or H for 3APs (1AP for open movement, +2 for moving up steep terrain).

20.2 Higher Elevation Bonuses

Units on a higher level attacked by units from a lower level receive a +1DM. Units on a higher level, attacking units on a lower level, receive a +1AR bonus.

20.3 Elevation and Line of Sight (LOS)

Blocking Terrain is any feature that blocks Line of Sight.

A unit has **LOS to a higher level** target if there is no intervening Blocking Terrain at the **same or higher** level than the target hex.

A unit has **LOS to a lower level** target if there is no intervening Blocking Terrain at the **same or higher** level than its hex.

11.4 Plateau Effect

A unit looking up a hill can see the first higher L1 or L2 hex, but no same level hexes beyond it.

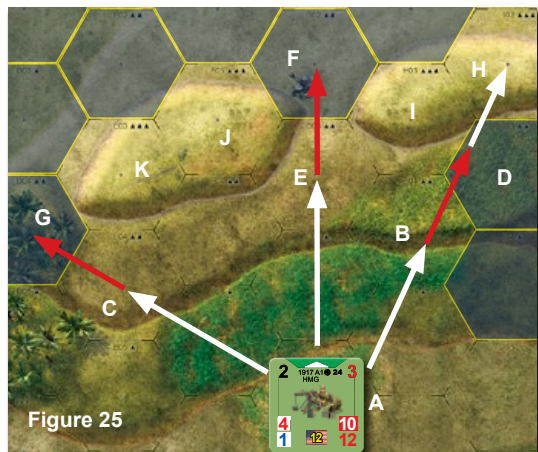


Figure 25

Ex: Figure 25. The HMG is on ground level (L0) and does not have LOS to the shaded/yellow outlined hexes. The HMG can see L2 hex B, but not L2 hex D, because intervening hex B is the same height as D, creating a Plateau Effect. The HMG has LOS to the first L3 hill crest hexes H, I, J, and K, but nothing beyond them.

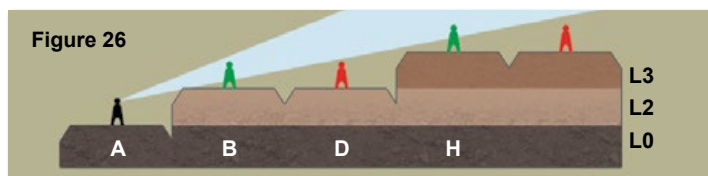


Figure 26

Ex: Figure 26. Here we see the plateau effect on LOS from a side view. The HMG in hex A can see hex B, but not D because of the Plateau Effect. Then it can again see hex H, but nothing beyond. All Jungles and Huts act as L1 Blocking Terrain for LOS purposes. Ex: Jungles or Huts on L0 hexes equate to L1 Blocking Terrain. Jungle and Huts L1 height are added to Hill heights for LOS determination. Ex: Figure 25. Hex G is a L2 hill with jungle, equating to a L3 Blocking Terrain.

20.4 Blind Spots

Hexes directly behind any Blocking Terrain are blind spots and out of LOS to units located at higher levels (and vice versa).

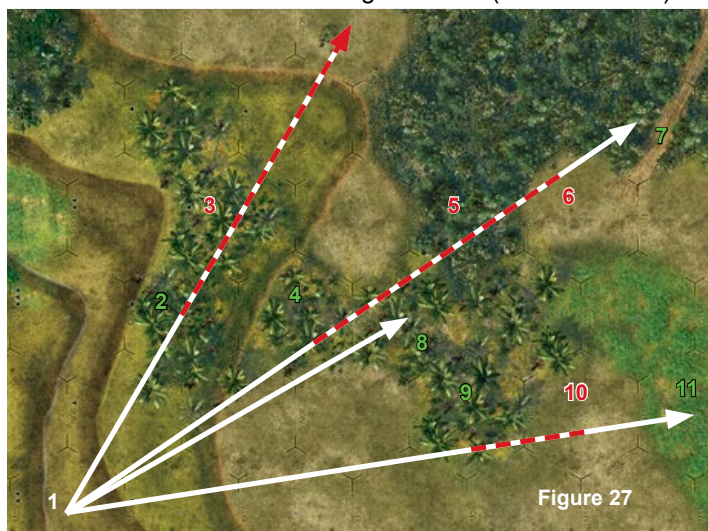


Figure 27

Ex: Fig 27. Hex 1 (L2) has clear LOS into the green numbered hexes, but not into red hexes, because the (L1) Jungle Blocking Terrain create blind and plateau hexes along the LOS path.

Designer's Note: Blind spots simulate units hugging a tree line or huts to stay out of the LOS of enemy units perched on hills.

An open terrain hill hex does not create a blind spot for attacks originating and ending along the **same** hill slope.

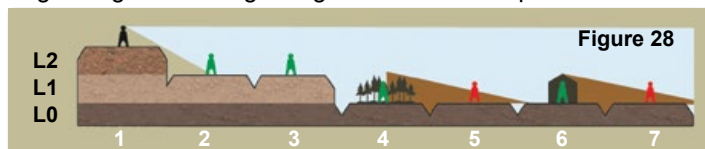


Figure 28

Ex: Figure 28. Here we see the blind spots from a side view. A unit in hex 1 (L2) has LOS into hexes 2, 3, 4 and 6. The unit does not have LOS into hexes 5 or 7 because these are blindspots behind the Jungle and the Hut hexes.

Ex: Figure 28. A unit in hex 3 (L1) has LOS into hex 4 but nothing beyond, because the Jungle acts as a L1 Blocking Terrain and thus is the same height as hex 3, creating a Plateau Effect. Anything beyond hex 4 is not visible.

20.4.1 Artillery Blind Spots

In Firefights with Hills, Artillery, and Naval Gunfire, the Firefight will designate from which map edge the Off-board Artillery originates.

You are now ready to play Firefights 5, 6, 7.

Section 6

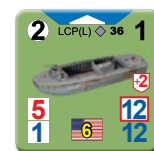
This section adds Landing Craft transportation rules and introduces special rules for playing with more than 2 players.

21.0 Landing Craft - Personnel (LCP)

LCPs are boats designed to transport and protect other units. LCPs can only move on open water or surf, not rivers.

Units transported by an LCP with a +2 red shield receive a +2DM against red attacks.

All other transportation rules apply.



22.0 Loading, Transporting, and Unloading Units

LCP's may transport **up to 4 Foot Units**.

The LCP must be in the same Surf hex as a unit in order for it to load. The loading unit then pays its movement cost to load onto the LCP with a Group Action. The unit is placed **on top** of the LCP counter, facing the same direction.

An LCP and any transported units take Group Movement Actions to move and pay the **LCP's** movement cost only. An LCP does not suffer a movement penalty for moving while loaded.

A unit being transported **may not attack**.

To unload in a Surf hex, a transported unit must pay its movement cost with a Group Action. The unloaded unit is now



Figure 29

Ex: Figure 29. **Turn 1:** The LCP, transporting a Rifle, group moves for 1AP.

Turn 2: The LCP and Rifle are still in a Water hex, so the Rifle cannot unload. They group move again for 1AP.

Turn 3: The LCP and the Rifle are now in a Surf hex, so the Rifle is able to unload for 1AP and is placed under the LCP.

Turn 4: The Rifle continues moving inland. After all APs have been spent. Both the Rifle and the LCP are marked as Spent.

Ex: Figure 29. Instead of using APs on turns 1, 2, and 3, the player uses CAPs to complete the actions that lead to the Rifle unloading from the LCP. The Rifle then can activate separately and move without causing the LCP to become spent.

Ex: Figure 29. **Turn A:** The 1st Raider is being transported by the LCP, so it cannot join in a group attack with the LCP when the LCP attacks the Japanese Infantry for 2APs.

Turn B: The 1st Raider unloads from the LCP for 1AP.

Turn C: The unloaded 1st Raider can now join the LCP to group attack (10.1.2) for 2AP. The LCP has a 9AV (5AR + 1AR for the Rifle group attack + 3AR for short range bonus (7.7.2).

Pinned: A pinned Foot Unit (7.4) may not move under its own power (including loading or unloading from an LCP), but may be transported if already loaded.

22.1 Attacking Transported Units

Incoming attacks are resolved simultaneously against an LCP and the **flank DRs** of any transported units. Attacks are rolled individually for each unit.

If an LCP is destroyed on a Surf hex, transported units still receive the LCP's +2DM for that attack. Transported units do not receive extra damage when an LCP is destroyed. But if the LCP is destroyed on Open Water, all transported land units are also destroyed.

Ex: Figure 29. The Japanese Infantry attacks the adjacent LCP that is transporting the 1st Raider. The Japanese player chooses to resolve the attack against the LCP first and adds +2CAPs to the attack for a 5AV (0 blue AR + 3AR for short range bonus + 2CAPs). The Japanese player rolls an 11, a Critical Hit, destroying the LCP. The Japanese player now resolves the attack against the 1st Raider. The attacks are resolved simultaneously, so the 1st Raider receives the +2DM shield from the LCP even though it was destroyed. The Japanese Infantry has a 7AV (4AR + 3AR for short range bonus) against the 1st Raider 14 DV (12 Defense + 2 DM for being transported on the LCP). The Japanese player misses. The LCP is removed from the map and the 1st Raider remains un-hit in the Surf hex.

23.0 Three and Four Player Games

Some Firefights are designed for more than 2 players. Each player has his own Track Sheet and force to command. Players decide at the beginning of the game if Turn order alternates between sides (Ex: Japanese 1, then American 1, then Japanese 2, then American 2) or if all players from one side simultaneously take their turns (Ex: Japanese 1 and 2, then American 1 and 2).

Players roll for initiative individually at the beginning of a Round with the high roller's side taking the first action(s). Players may also decide to take Turn order from highest to lowest initiative roll.

When all players **but one** pass consecutively, the Round ends.

Ex: American 1 passes, Japanese 1 takes an action, American 2 passes, Japanese 2 passes. If American 1 now passes, the Round is over.

Cards may not be traded between allied players.

Victory Points are rewarded to a side, not to individual players.

23.1 Two Players Playing a Three or Four Player Game

When two players play a Firefight designed for three or four players, they may consolidate each side's forces into one. This includes consolidating all CAP's, **minus one**, onto one Track

Sheet and drawing and combining the cards for both factions into one hand. The player controls all units of both forces and may activate the units in any order that he wishes.

Ex: A player controls two Japanese forces. The first force receives 7CAPs and the second 6CAPs. The single player may consolidate 12 CAPs (7+6-1) on a single Track Sheet and use them as he wishes. He also draws all Action Cards for both forces, using them as he wishes.

If three players are playing a four player game, we do not recommend that any of the forces be consolidated.

23.2 Solitaire Play

Please check for the Guadalcanal Solitaire Expansion by visiting www.AcademyGames.com.

You are now ready to play all Firefights. Enjoy!

Game Design Notes

We have come a long way since the first edition of 'Conflict of Heroes: Awakening the Bear'. Guadalcanal represents the first installment in the CoH series that expands the 2nd edition system beyond the Russian front of the 'Awakening the Bear', 'Price of Honour', and 'Storms of Steel' games. We have continued to develop Conflict of Heroes into a fast-playing and easy to learn system that stresses tactical realism. We have introduced many new ideas into Guadalcanal, while keeping the rules streamlined. This was done by building the new ideas into existing elements of the game, the best example of this being the concept of Bushido.

The Japanese culture and tactics varied significantly from those of the United States and often were not suitable for combating a modern military force with superior weaponry. We did not want to force the Japanese player to use these flawed tactics or portray them as unrealistically effective. We also could not allow the players to ignore their historical use. So we implemented Bushido as a variant of the existing Victory Point rules. We also tied the Bushido Points to Command Action Points instead of making them an additional Victory Condition. Now, the Japanese commander must choose whether to ignore a retrospectively bad tactic, like a Banzai Charge, and risk losing troop and command confidence, or figure out how to use the historical tactics in a more effective way. These tactics have their time and place and it is up to the player to figure out when to utilize the historical tactics and when to implement his own novel strategies.

War is a terrible thing and a lot of hatred and racism stems from it. We have been very mindful of this throughout the development of Conflict of Heroes and strongly believe it is important not to forget these ugly points in history in order to prevent them from repeating. We strive to portray a neutral perspective without perpetuating the hatred of the conflict. It is important to recognize the sacrifice these men made, no matter which nation they fought for, and to respect those that treated their enemies humanely, even as they fought to kill each other.

I want to thank my father Uwe for introducing me to war games at the ripe age of 4 and for teaching me to think critically about history, the world, and other cultures. It has unfortunately backfired on him since he has not been able to beat me at a war game since I was 5 (I do not accept his excuse that he lets me win).

We hope you discover something new in our games and have fun playing them with close friends.

Gunter Eickert

Development Teams

Special thanks to the following people who helped in the development of the game. We appreciate the numerous ideas, hours of historical research, and stimulating discussions.

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Online Rules, Q&A, and Maps

The latest rules version, video rules, Q&A, additional free Firefights, and much more can be found online at:

www.AcademyGames.com

Online forums for quick answers about **Guadalcanal**:

www.boardgamegeek.com/boardgame/68076 or

www.facebook.com/groups/44778571393/

Conflict of Heroes Tournament Winners!

Josh Coyle - 2015 World Boardgaming Championships (WBC)
Doug Smith - 2014 World Boardgaming Championships (WBC)
Dage McNitt - 2014 Council of Five Nations SWA Tournament
Josh Coyle - 2013 World Boardgaming Championships (WBC)
Stan Myszak - 2012 World Boardgaming Championships (WBC)
Michael Nagel - 2010 World Boardgaming Championships (WBC)
Steven Pleva - 2009 World Boardgaming Championships (WBC)

Action Cards

Action Cards must be played during a player's turn. Playing an Action Card constitutes an action. Cards paid for with APs must be played on the activated Unit or group that paid for it. Cards with no cost or those that are paid with CAPs only, may be played on any Unit.



Command Action (x7) Card #02
Any Unit or group may execute any one action at 0 cost.



Follow Me! (x2) Card #03
Any Unit or group may immediately rally. May even be used on Hit Markers with 'No Rally' conditions.



Rally Up! (x2) Card #04
Any Unit or group may roll to attempt to rally. Each attempt must be rolled separately.



Rapid Deployment (x2) Card #05
Any Unit or group, including hidden ones, may move up to 2 hexes at no cost. May not be used on immobilized, pinned, or stunned units. Unit may not move into prohibited hexes.



Battlefield Confusion (x2) Card #06
Flip any one enemy Unit to its spent side. The affected Unit may no longer activate or use APs for the remainder of the Round. It may use CAPs and cards. This card may not be played on a group or off-board Units, but may be played on hidden Units.



Experienced Sergeant (x2) Card #07
An activated Unit rolls 1D6 for additional APs that are added to the Unit's AP Track. The new AP total may be higher than the Unit's starting APs.



Frontline Officer (x2) Card #08
Roll 1D6 for additional CAPs and add them to the CAP Track. These CAPs are added only once and the new CAP total may be higher than the Firefight's starting CAPs.



Sniper Fire (x2) Card #12
Opponent loses CAPs immediately for this Round only:
Roll 1 = 0CAPs Roll 2-3 = 1CAP
Roll 4-5 = 2CAPs Roll 6 = 3CAPs



Seek Cover! (x2) Card #13
A Hasty Defense counter(s) may be placed on any fresh, activated or spent Unit or group (including vehicles). A Hasty Defense counter may not be placed on a Unit in CC.



Scout Teams (x2) Card #30
Choose any one of your Units. Your opponent must reveal all hidden Units that are within 2 hexes and within the LOS of the Unit you chose.

+ Bonus Cards

Playing a Bonus Card does not constitute an action. Bonus Cards may be played in conjunction with another action or as described below.



Careful Aiming (x2) Card #09
Playing this card increases a Unit's AR by 2. Playing this card does not constitute an action. This card may also increase a group's attack by 2AR.



Swift Action (x2) Card #10
A player may take two consecutive actions, skipping an opponent's turn. Playing this card does not constitute an action. A player must announce the use of this card before his first action is taken. This card may be used by a group.



Luck! (x2) Card #11
A player may play this card in an attempt to modify his own dice roll result. Playing this card does not constitute an action and may be played during a player's Turn after a roll has been made.

Event Cards

Event Cards add special rules and effects to Firefights.



Objective 1 - 3 (x3)
Objective cards are shuffled and one is drawn randomly. This card usually defines a player's secret objective for the game. The card is revealed at game's end.

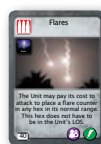


Firefight Event (x2)
Event Card are sometimes mixed into the card deck and when pulled trigger an event set by the Firefight. Draw a new card after the event is resolved.

Weapon Cards

Weapon Cards are played as an action or in support of a Group Action. Off-board artillery cards are played and resolved during the pre-round sequence (2.0).

Unit Weapons Cards are assigned to a type of Unit in some Firefights and may either be used as an action or used to modify an action.



Flares (x1) (15.1) Card #40
A Flare Counter cancels the effects of night rules for the hex it is in and all adjacent hexes. Units pay their cost to attack to place a Flare Counter which lasts for two Rounds after being placed.



Smoke (x1) (14.0) Card #41
A Smoke Counter limits LOS and provides a DM bonus. Units pay their cost to attack to place a Smoke Counter which lasts for two Rounds after being placed.



Canister (x1) (16.0) Card #42
A Unit attacks the flanks of Units in two hexes in one action. The first target hex must be at range 1 and the second must be at range 2 and adjacent to the first hex.



Low Ammunition (x1) Card #43
Each time a unit attacks, the player chooses whether to pay +1 AP / CAP or reduce the unit's Attack Rating by 1.



Off-Board Artillery (OBA) (13.1)
• OBA represent off-board resources available to the players as set by a Firefight.



• OBA cards can represent both U.S. and Japanese artillery capabilities.
• A player must note if he will use smoke when targeting in the pre-round sequence.



• The affected target hex patterns are printed on each card.
• OBA attacks a target's flank defense.
• Terrain modifiers apply except for jungle hexes (see *Air Bursts* 13.4).



75 mm Howitzer (x1) Card #44

105 mm Howitzer (x1) Card #45

15 cm Howitzer (x1) Card #46

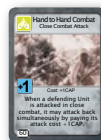
Naval Gunfire (x1) Card #47



Aerial Attack (x1) Card #48
U.S. airplanes were vital to the defense of Henderson Field against the constant threat of Japanese air raids from Rabaul. The Aerial Attack card represents the role these planes played in ground combat when they would strafe the enemy. Troops had no anti-air defense when in the jungle so they had no choice but to take cover from the aerial attacks.

Capability Cards

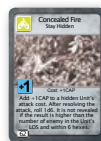
Capability Cards are assigned to a specific type of Unit. Some Capability Cards must be used as an action or can only be used after a specific action occurs. Some cards have their own set cost to use while others require the player to pay a number CAPs and/or APs in addition to the actions normal cost. The cost to use a Capability Card must still be paid when the Unit is performing a Command Card or Opportunity Action. Some Capability Cards may be used as part of a Group Action but all Units performing the action must be able to use the Capability Card. There is no limit to how many times a Unit may use a Capability Card in a Game.



Hand to Hand Combat (x1) Card #60
Use **after** an enemy pays the cost to make a close combat attack and adds any CAPs to the attack, but before the attack is resolved against your Unit. Your Unit may pay its normal cost to attack +1CAP to make a simultaneous attack against the attacking opponent. After the Unit resolves its attack, the opponent completes its own attack. Your Unit's hit result against the opponent does not take effect until after the opponent completes its attack.



Swift (x1) Card #61
After a Unit moves into an open terrain hex using an AP, CAP, or Card Action, the Unit may pay its cost to move again and 1 additional CAP to move into a second open terrain hex before the player's Turn is over. Moving uphill into open terrain is allowed.



Concealed Fire (x1) Card #62
A hidden Unit may pay an additional 1CAP to its attack cost to attempt to remain hidden. After its attack is resolved, roll 1d6. The Unit remains hidden if the roll result is greater than the number of enemies in the Unit's LOS and within 6 hexes. Otherwise the Unit is revealed and placed on the map. This roll may be CAP modified.



Driven (x1) Card #63
As an action the Unit may attempt to rally by paying only 3APs and 1 CAP. If the Unit successfully rallies, the Unit may take an additional action before the player's Turn is over. This additional action may be part of a Group Action but only with Units that just rallied using the Driven card.



Hit and Run (x1) Card #64
After a Unit attacks using an AP, CAP, or Card Action, the Unit may pay its cost to move and 1 additional CAP to perform a move action before the player's Turn is over.



Take Cover! (x1) Card #65
Use **after** an enemy pays the cost to attack and adds any CAPs to the attack, but before the attack is resolved against the Unit. The Unit may pay 1CAP to increase its Defense Value by 1. The attack is then resolved.



Battle Hardened (x1) Card #66
By paying 1 additional CAP when taking an action, a Unit may ignore the effects of a Hit Marker that would normally prohibit or penalize the action.



Jungle Training (x1) Card #67
The Unit may pay 1CAP to reduce the movement cost into a Light or Heavy Jungle hex by 2APs.

Ex: It costs a normal Rifle 3APs to move into a Heavy Jungle hex. The trained unit can pay with 1CAP and 1AP, or 2CAPs.



Emboldened (x1) Card #68
The Emboldened Unit's Front Defense is increased by 1 and the Unit's red Attack Value is increased by 1. It costs the Unit 1 less AP or CAP to fire. Emboldened has no cost and is always in effect.

Emboldened may not be chosen by a player to assign to Units during setup. Emboldened can only be assigned to Units by the Firefight.



Worn (x1) Card #69
The Worn Unit receives a -2 penalty when attempting to rally. Worn has no cost and is always in effect.

Worn may not be chosen by a player to assign to Units during setup. Worn can only be assigned to Units by the Firefight.

Guadalcanal Unit Counters

Listed below are the Unit names, number supplied in the game, and descriptions. **Designer's Note:** Unit stats and abilities were calculated based on how they performed historically relative to each other during a specific time period. Fans of the series will notice that a Unit's (relative) stats in different games often change as the war progresses.

U.S. Forces: The United States Marine Corps



Marine Rifle x8

These 9 man squads were armed with bolt action rifles and 1 Browning Automatic Rifle. Most of the soldiers were fresh out of training, but many of the officers were veterans of the Banana Wars.



Marine BAR x4

An additional Browning Automatic Rifle was added to the standard Marine Rifle Squad. The BAR could be fired from the hip or function as a light machine gun.



Marine 1st Raider x6

Led by Colonel Merritt Edson, Edson's Raiders were volunteer Marine Rifle squads who received special training in jungle fighting and beach landings with rubber boats for raids behind enemy lines.



Paramarine x3

Units of the 1st Marine Parachute Regiment were armed with a variety of automatic weapons. They were highly effective, but suffered the highest casualty rate at Guadalcanal.



1919 A4 MMG x2

The 1919 A4 Browning machine gun was a .30 caliber air cooled medium machine gun that was mounted to give it extra stability and range.



1917 A1 HMG x2

The 1917 A1 Browning machine gun was a heavier water cooled variant of the 1919 A4, but proved no more effective.



M1 81mm Mortar x2

Mortars devastated the Japanese. The M1 could indirectly attack from a distance, causing panic as shells fell from nowhere.



M2 60 mm Mortar x2

The M2 was based on the M1, but much lighter. The Marines could carry it on patrol through the jungles, giving them vital fire support.



M3A1 37mm ATG x2

Canister shells fired from the Marine anti-tank guns decimated charging Japanese forces. Canister was also used to strip away foliage and reveal hidden opponents.



M3A1 Stuart x3

This light tank was suitable for the island jungle terrain, but was under-armored for tank-to-tank combat.



M3 GMC x1

The M3 Gun Motor Carriage mounted a 75mm fixed gun that could easily penetrate the light armor of the Japanese tanks.



LCP(L) x3

Landing Craft Personnel (Large) were infantry landers mounted with 2 BARs. They were crewed by the United States Coast Guard.

Japanese Forces: The Imperial Japanese Army



Infantry x16

Japanese Infantry were veterans of fighting on other Pacific Islands and in China. A squad consisted of 12 men and 1 LMG, though the counter sometimes represents a greater number of men.



Conscripts x4

Many conscripts were drafted from Korea and Okinawa. They were ill trained and primarily used for manual labor.



Nambu LMG x2

The Type 11 Nambu was the first light machine gun designed in Japan. The sights and stock were shifted to the right because the protruding magazine blocked LOS and unbalanced the gun.



MMG x2

The Type 92 machine gun fired 7.7mm rounds and had a 3 man crew with several ammo carriers. It had a small 30 round clip and was prone to jamming.



Grenade Discharger x3

The type 10 and type 89 Grenade Launchers were effective light mortars. The Marines incorrectly thought the base plate was propped on the thigh and nicknamed them Knee Mortars.



81mm Mortar x2

When mortar rounds started landing, Marines had no option but to hit the ground and take cover. The Type 87 Mortar was also used to lay smoke to cover a Japanese attack.



Snipers x2

Japanese snipers would hide in dense jungle or in trees and were a constant threat to the Marines on Guadalcanal.



75 mm Mountain Gun x1

The modular design of the Type 94 mountain gun allowed the gun to be broken down for transport along the jungle trails and re-assembled in 10 minutes.



PaK 36 37 mm Gun x2

The Type 94 anti-tank gun was based on the German PaK 36. While it could pierce the M3 Stuart's armor, it had an inadequate muzzle velocity for combating anything heavier.



Chi-ha 97 x2

This medium tank with its 57mm main gun was an infantry support vehicle that suffered high casualties when encountering the earlier war tanks of other nations.



Ha-go 95 x2

This light tank was the most common Japanese tank. It had been excellent during the 1930s, but was ineffective during WWII.

Index Table

Action Cards	9.1	Cover from Vehicle	12.6	Rally	10.1.3	New Round Initiative	3.2.4	Smoke	14.0
Action Points (APs)	3.0	Critical Hit	7.3	Hasty Defense	18.1.2	Night Combat	15.0	Sniper	19.3
Actions	2.2	Defense Rating (DR)	7.0	Hex Control	2.5.2	No Hit Markers	7.4.1	Solitaire Play	23.2
Air Burst	13.4	Defense Value (DV)	7.2	Hidden Units	19.0	Obstacles	18.0	Spent Unit	3.0
Airplane	17.0	From Mortar Attack	13.0	High Explosives (HE)	13.3	Off-Board Artillery	13.1	Stacking Limits	7.5
Arc of Fire (AoF)	6.2	Destroyed Units	7.4.1	Higher Elevation Bonus	20.3	Open Topped Vehicles	12.5	Stall	2.2
Armor / Tanks	12.0	Dice Roll Modifier	3.2.3	Hills	20.0	Opportunity Actions	3.1	Steep Terrain	20.1
Artillery	13.2	Drift	13.2	Hits / Casualties	7.4, 12.2	Palm Grove	6.1	Supplement APs	3.2.1
Attack Rating (AR)	7.0	Elevation Bonus	20.2	Initiative	2.1	Pass	2.2	Tanks	12.4
Attack Value (AV)	7.1	Enemy Hexes	5.4	Killed Units	7.4.1	Paths	5.0.1	Terrain	4.0
Backwards Move	5.2	Equalize Play	3.2.5	LCP	21.0	Pinned	7.4	Transporting	22.0
Barbed Wire	18.3	Event Cards	9.3	Line of Sight (LOS)	6.0	Pivoting	5.3	Turns	2.2
Blind Spots - LOS	20.4	Exiting Game	5.6	Blind Spots	20.4	Plateau Effect for LOS	20.3	Turreted Units	12.4
Blocking Terrain	20.3	Facing	5.1	Elevation	20.2	Pre-Round Sequence	2.0	Unburdened Foot Unit	1.1
Bonus Cards	9.2	Fire Zone	6.3	Units do not block	6.0	Rally	7.6	Unit (AP) Actions	3.0
Bushido	8.0	Flank Attack	7.2	Map Coordinates	1.0	Range	7.7	Uphill Bonus	20.2
Bunkers	18.1.1	Flares	15.1	Mortars	13.0	Long	7.7.1	Variable APs	3.0.1
Canister Fire	16.0	Foot Units	5.0	Movement	5.0, 11.0	Same hex	7.7.3	Victory Hex Control	2.5.2
CAP Adjustment	7.4.3	Fortifications	18.1	Backwards	5.2	Short	7.7.2	Victory Points (VPs)	2.5
Capability Cards	9.5	Destruction	18.4	Bonus	11.1	Reinforcements	5.5	Water Movement	4.0
Cards	9.0	Enter & Exit	18.2	Cautious	5.0.2	Reverse Movement	5.2, 11.3	Weapon Cards	9.4
Casualties	7.4.1	Exit Game	5.6	Foot	5.0	Round Progression	2.3	Wire	18.3.1
Close Combat (CC)	7.7.3	Game End	2.4	Hidden	19.1	Self-propelled Guns	12.4		
Combat	7.0	Group Actions	10.1	Vehicle	11.0	Setup - Game	1.0		
Command (CAP) Actions	3.2.2	Attacking	10.1.2	Multiple Players	23.0	Shared Activation	10.0		
Control Hex	2.5.2	Movement	10.1.1	Multiple Targets	7.5, 12.1	Short Range Attack	7.7.2		

Abbreviations

1D6	1 Six-sided Die	BP	Bushido Points	HE	High Explosive	MMG	Med Machine Gun
2D6	2 Six-sided Dice	CAPs	Command Action Points	HMG	Heavy Machine Gun	NA	Not Accessible
AoF	Arc of Fire	CC	Close Combat	KIA	Killed in Action	OBA	Off-Board Artillery
APs	Action Points	CoH	Conflict of Heroes	L1	Level 1 Hill	SMG	Sub-Machine Gun
APC	Armored Personnel Carrier	DM	Defense Modifier	LCP	Landing Craft - Personnel	SPG	Self-propelled Gun
AR	Attack Rating (Firepower)	DR	Defense Rating	LMG	Light Machine Gun	VP	Victory Point
AT Gun	Anti-Tank Gun	DV	Defense Value (DV = DR+DM)	LOS	Line of Sight		
AV	Attack Value (AV = AR+2D6+CAPs)	FZ	Fire Zone	MG	Machine Gun		