

Taking Turns (2.2)

Round: In a Round, players alternate taking Turns.

Turn: During their Turn a player may take one **Action**.

Units (3.0)

Units are either **Fresh**, **Activated**, or **Spent**.

Fresh: A **Fresh** unit may be **Activated**, given 7AP, and immediately take a Unit (AP) Action.

Activated: Each player may simultaneously have one **Activated unit** (exception - *Shared Activations* 10.0).

Spent: An **Activated** unit is **Spent** once it has 0AP or another of the player's units is activated and given 7APs.

Player Actions (2.2)

Unit (AP) Action (3.0): Spend APs to take an action with the **Activated** unit.

Opportunity Action (3.1): Take an action with any **Fresh** unit and then mark it as **Spent**.

Command (CAP) Action (3.2.2): Spend CAPs to take an action with any **Spent**, **Fresh**, or **Activated** unit.

Card Action (9.0): Play and resolve an Action Card from your hand or a Weapon or Capability Card assigned to a unit.

Stall Action (2.2): The player stalls, paying 1AP with an **Activated** unit or 1CAP.

Pass Action (2.2): The player does nothing. If the player has an **Activated** unit, it is marked **Spent**. If both players consecutively pass, the Round ends immediately.

Groups

Shared Activations (10.0): Multiple units may be activated together and perform Individual or Group Actions from a shared 7AP pool. Each Individual or Group Action is a Turn.

Group Actions (10.1): Unit (AP) Actions, Opportunity Actions, Command (CAP) Actions, and Card Actions may be taken by a group of continuously adjacent units.

Command Action Points (CAPs) and Bushido

- Actions** (3.2.1): CAPs may supplement an Activated unit's APs for any action.
- Die Modifier** (3.2.3): Up to 2 CAPs can positively or negatively modify any die roll, including Initiative, Attacking, and Rallying. CAPs are spent before the roll is made.
- Bushido** (8.0): The Japanese add/subtract their Bushido from their starting number of CAPs.

Unit Actions

Move (5.0): Pay AP Cost to Move to an adjacent hex and then face any direction.

- Units with bonus moves may move multiple hexes (11.1).
- A unit may choose to **only pivot** in its original Hex (5.3).
- Units may use bonus movement after pivoting (11.1).

Attack: Pay AP Cost to Attack an enemy within the unit's Fire Zone.

- Unit may attack an opponent up to double its Range with a -2 Attack penalty.

Rally (7.6): Unit pays 5 AP/CAP to make a rally attempt to remove a Hit Marker. Succeeds if $2d6 \geq \text{Rally \#}$. Unit receives +1 die roll modifier if in +1DM or higher cover and +1 die roll modifier for each friendly un-hit unit in its hex.

Hide (19.2): If a unit is not in enemy LOS, it may pay 7APs to become hidden anywhere within 1 hex of its current location that is also not in enemy LOS.

Hasty Defense (18.1.2): Unit pays 7APs to place a Hasty Defense counter.

Use Card (9.0): Use a Weapon or Capability Card that is assigned to the unit.

Group Actions

Group Move (10.1.1): Continuously adjacent units may move together. The cost of the movement equals the cost of the unit with the most expensive Movement Cost.

Group Attack (10.1.2): A Group Attack Leader pays its Cost to Attack. Adjacent units may join the attack and will add +1 to the Group Attack Leader's Attack Value.

Other Actions (10.1.4): All other actions may be performed by a group of continuously adjacent units.

Hidden Units

Hidden Movement (19.1): Hidden Movement into terrain **with cover** costs +3APs. Hidden Movement into terrain **with no cover** costs +6APs.

Revealing (19.0): Units in terrain with no cover are revealed if an opposing unit within 2 hexes has LOS on them. Units in cover are revealed if a unit enters their hex. Hidden units are revealed if they take an action other than Hidden Movement or Stalling.

Combat

Attack Value (AV) $AV = \text{Attack Rating (AR)} + 2D6 + \text{CAPs}$ (7.1).

Defense Value (DV) $DV = \text{Defense Rating (DR)} + \text{terrain DM}$ (7.2).

Combat $AV \geq DV = 1 \text{ Hit}$. Unit is destroyed when it receives 2nd hit (7.3). $AV \geq DV + 4 = 2 \text{ Hits} = \text{Critical Hit}$. Unit is destroyed (7.3).

Close Combat +4AR Bonus. All CC attacks are against unit's flank DR (7.7.3). -2AR Penalty, if AR has a white box under it.

Short Range Attack +3AR Bonus. Target is one hex away (7.7.2).

Long Range Attack -2AR Penalty. Target is past range, but not over 2x range (7.7.1).

Line of Sight (LOS) Units (men and vehicles) do not block LOS (6.0).

Fire Zone Any hex within a unit's LOS, Arc of Fire, and Range (6.3).

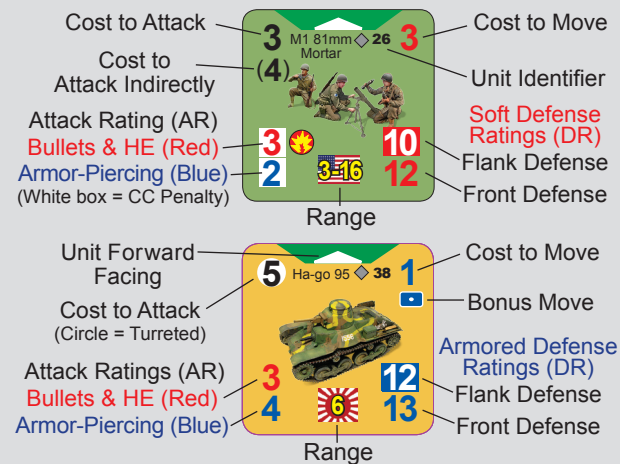
Flare Removes night restrictions from its hex and the 6 surrounding hexes. Remove after 2 Turns of the player who placed it (15.1).

Stacked Units Attack rolls are made against all Stacked units in a hex (7.5).

Transported Units Attacks are resolved against a transported unit's flank. Transported units may not attack (22.0).

Pre-Round Sequence

- Flip Counters** to their Fresh sides.
- Smoke** - Reduce or remove Smoke Counters (14.0).
- Reset American CAPs** - Deduct one per casualty (7.4.3).
- Reset Japanese CAPs** - Plus or minus Bushido (8.0).
- Draw Cards** - Take card(s) if called for (9.0).
- Target Off-Board Artillery** for next Round's resolution (13.1).
- Resolve Off-Board Artillery** targeted last Round (13.2).
- Prepare Reinforcements** called for by the Firefight (5.5).
- Roll for New Round Initiative** (2.1).



Defensive Modifiers are cumulative. +# AP = APs added to a unit's movement cost. **NA** = Not Accessible - Units may not enter this hex type.

= A vehicle may move one extra hex per track symbol listed on its counter.

= No tracked bonus moves are allowed into this hex type.

! = Check for immobilization, 2D6 ≥ 6 is OK.

		Foot Movement	Tracked Movement	Boat Movement	Terrain DR Modifiers	Blocks LOS?	Cover Terrain	Comments
MAP TERRAIN								
Open Terrain		+0 AP	+0 AP bonus per	NA	+0 DM	N	N	
Kunai Grass		+1 AP	+0 AP bonus per	NA	+0 DM	N	Y	
Palm Grove		+0 AP	+0 APs	NA	+1 DM	6.1	Y	Line of sight is not blocked by one Palm Grove hex, but is blocked if LOS passes through a second Palm Grove hex (6.1). The first Palm Grove provides +1 DM to all attacks that pass through the Hex.
Light Jungle		+1 AP	+2 APs	NA	+2 DM	Y	Y	Air Bursts (13.4) = Foot Units in Light Jungle receive no +2DM against mortar and artillery attack.
Heavy Jungle		+2 AP	NA	NA	+3 DM	Y	Y	Air Bursts (13.4) = Foot Units in Heavy Jungle receive no +3DM against mortar and artillery attack.
Path		+0 AP*	+0 AP bonus per	NA	-	-	-	Paths cancel other terrain's movement costs & restrictions (5.0.1).
Hut		+1 AP	+2 APs	NA	+1 DM	Y	Y	
River		?	?	+0 AP	-1 DM	N	N	Shallow River = +3 AP Foot movement, +2! AP Vehicle movement Deep River = +5 AP Foot movement, +5! AP Vehicle movement Rushing River = Impassable to all units.
Uphill		+1 AP*	+1 AP*	NA	+1 DM	-	-	*Moving uphill costs +1AP per level. Open terrain bonus moves still count. Units at higher elevation receive +1DM and +1AR (20.2). ▲ = Level one hills (L1), ▲▲ = level two hills (L2), ▲▲▲ = level three hills (L3).
Steep Terrain		+2 AP	NA	NA	+1 DM	-	-	Terrain that rises two levels along a hex side (20.1). NA = Tracked vehicles are not allowed across steep hill hex sides.
Swamp		+2 AP	+2! APs	NA	+1 DM	N	Y	Tracked vehicles check for immobilization (11.4). 2D6 ≥ 6 is OK.
Surf		+2 AP	+0! APs	+0 AP	-1 DM	N	N	Tracked vehicles check for immobilization (11.4). 2D6 ≥ 6 is OK.
Open Water		NA	NA	+0 AP	+0 DM	N	N	Foot and Vehicle units may be transported across Open Water in Boats (22.0).

FORTIFICATIONS & OBSTACLES								
Barbed Wire		+1D6* APs	+2 AP	NA	+0 DM	N	N	*Foot Units add 1D6 APs to the normal terrain movement cost (18.3).
Bunker		+0 AP	+0 AP	NA	+2/3 DM	N	Y	Multiple Foot Units and/or gun units allowed only. Vehicles may enter a bunker hex, but not occupy a bunker. Mortars may not attack from within a bunker (18.1.1).
Hasty Defense		+0 AP	+0 AP	NA	+1 DM	N	Y*	One unit allowed. Removed when the unit moves or pivots. *Provides cover for the hastily defended unit only. Foot Units may spend 7AP to place a Hasty Defense (18.1.2).
Smoke +1DM		+0 AP	+0 AP	NA	+1 DM	N	Y	Smoke +1DM counters are removed during the Pre-Turn sequence. +1 DM to all attacks into and thru the hex (14.0).
Smoke +2DM		+0 AP	+0 AP	NA	+2 DM	Y	Y	Smoke +2DM counters are reduced to +1DM in the Pre-Turn sequence. +2DM to all attacks originating from or ending in the hex (14.0).
Vehicles		+0 AP	+0 AP	NA	+1 DM (Foot Only)	N	Y	Non-transported Unburdened Foot Units in the same hex as a friendly vehicle receive a +1DM (12.6).

MOVEMENT RULES								
Move Backwards		+1 AP	+1 AP	NA	-	-	-	Backwards movement negates vehicle bonus movement. Moving backwards with Foot Units is considered a cautious move (5.2).
Optional - Non-Cover Terrain Foot Movement Penalty		+0 AP	-	-	-1 DM (Foot Only)	-	-	Foot Units are penalized -1DM for normal movement into hexes with no cover (5.0.2).
Optional - Cautious Foot Movement		+1 AP	-	-	-0 DM (Foot Only)	-	-	Cautious movement taken by Foot Units in non-cover hexes cancels the -1DM open terrain foot movement penalty (5.0.2).