2GM TACTICS

PROYECTO ENIGMA

RULEBOOK

DRACO IDEAS

2GM TACTICS

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Special thanks to:
It has been 10 years since I first thought of developing a game system set in World War II, the result of combining two of my greatest passions: history and board games. At first, it wasn't even a game, just some Excel tables and photos from the internet that were converted into cards. Over time, through play, testing, trial and error, the turns, dynamics, and game system were developed and defined.

Time passed and I put the idea of 2GM aside in a folder on my computer to fully dedicate myself to my new role as a father.

Gradually, I recovered my spare time (juggling with work and family), and returned to the hobby, to tabletop games and wargames. Either karma or fate brought me together with Luis and his game ONUS!, and it was through this newfound friendship that 2GM Tactics was born. It opened up a whole new world for me, one that involved Draco Ideas, Verkami, Kickstarter, gaming clubs, gaming days, gaming blogs and forums, and even YouTubers.

I met Matías, Javier, Jaime, Jose Manuel, Sergio, Ramsés, Lara, and so many other professionals and great people, as well as a lot of people connected to tabletop games and this great world that encompasses it.

Thanks to your recognition, support, and feedback, we were able to release the second edition of the game, along with the Africa and Eastern Front expansions, and later 2GM Pacific.

Today, the third edition of the 2GM series and the Western Front expansions has been released. Thanks to all of you, I have managed to complete a project, a full circle, which encompasses the entire Second World War. To all of you, and to so many others that I could not fit into these words... a thousand thanks!

PROYECTO ENIGMA

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INTRODUCTION

2GM TWG is a wargame that immerse players on the Western European Front during World War II. This is the third edition of the **2GM Tactics** game series, and it is fully compatible with all other published material.

It is a board game for 1 to 4 players with a strong army-building component, where cards represent military units and the actions they can perform on the battlefield. Each player can build their own army deck based on their objectives, the game scenario, and their strategy.

Once the game starts, players will take turns until one faction fulfills their victory conditions.

RECRUITS AND VETERANS

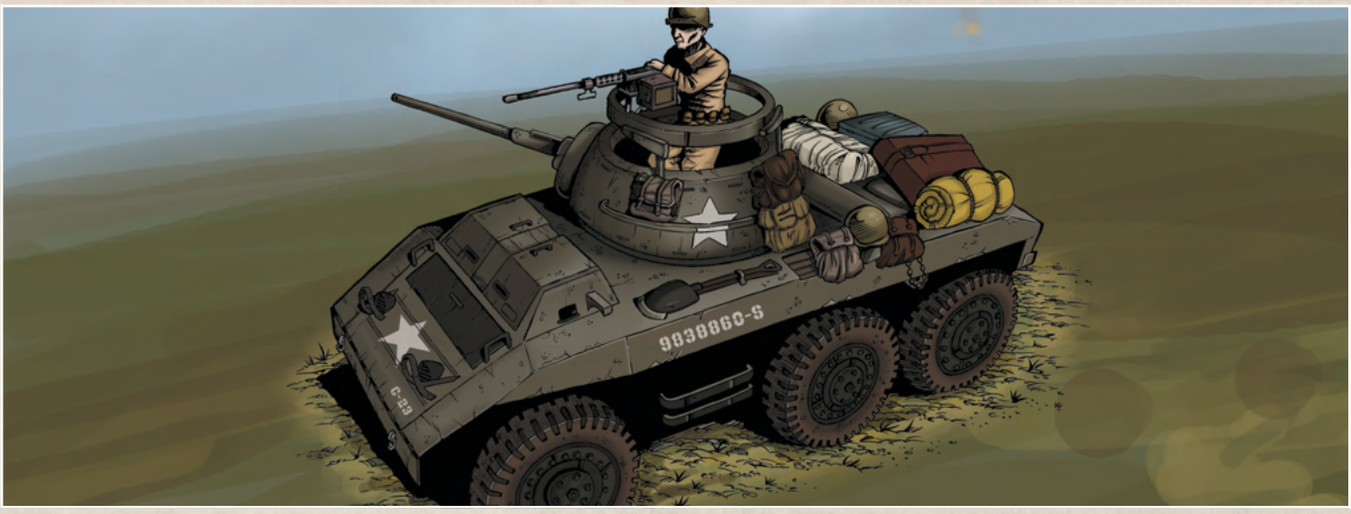
If this is the first time you play a 2GM board game continue reading the rulebook so you become familiar with the mechanics of the game. However, if you are a veteran who already knows the rules, you don't need to read the whole rulebook and we recommend skipping to the ADVANCED RULES included in the **Advanced Rulebook.** The Advanced Rulebook includes many additional rules that dig deeper into the different aspects of the game.

OBJECTIVE

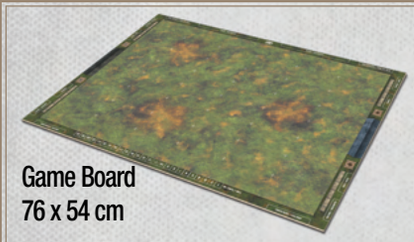
The game objective varies depending on the kind of battle you choose. In order to **obtain victory,** a player or side will have to fulfill one or more victory conditions:

- In a **Pitched Battle:** the goal is to destroy the enemy Headquarters.
- In a **Historical Scenario:** complete the objectives in the scenario description of the **Campaign Book**. These may involve destroying a number of enemy units, destroying or taking a location or specific building on the battlefield, reaching a specific location, resisting for a number of turns, etc.

A player or side may also achieve victory by forcing the enemy player or side to surrender, or if the opponent runs out of cards in their deck and hand.



GAME COMPONENTS



Game Board
76 x 54 cm

125 United States
Army Cards

125 Germany
Army Cards

10 Advanced
Rules Cards

98 Upgrade Tokens
(double-sided)

1 Rulebook, 1 Campaign Book
and 1 Advanced Rulebook

57 Double-sided
Terrain Cards

6 Double-sided
General Officer Cards

20 Action Point
Tokens

20 Wound
Tokens

2 Headquarters
(United States / Germany)

3 Double-sided
Scenario Cards

4 Double-sided
Reference Cards

2 Objective
Tokens (double-sided)

2D10
dice

CARD TYPES

The different card types can be easily identified according to the icon shown in the upper-right corner of the card:

Unit Cards

They represent troops, vehicles, or artillery.

Some of these cards indicate the year they entered service. The year is only relevant in Historical Scenarios. The back side of the card indicates the country. To deploy these cards on the battlefield you need to pay the deployment cost.

Units are grouped into five categories:

Infantry: they make up the bulk of your army and are divided into light infantry and heavy infantry. There are also units equipped with special weapons and military communications gear.

Artillery: artillery pieces, anti-aircraft batteries and anti-tank guns.

Tanks: they are the spearhead of your army, providing both mobility and shielding. There are light, medium, and heavy tanks.

Transport vehicles: in charge of mobility and logistics. There is a wide variety of vehicles with different armor-plating, weaponry, and features.

Aircrafts: divided into fighters and bombers, they combine speed and destructive power on the battlefield.

Support Cards

These cards improve the performance of units during combat and describe actions or situations that take place during battle.

The back side of the card indicates the country. Unless the text on the card indicates otherwise, the cards are played by paying their deployment cost.

There are four categories:

Supplies: cards with an immediate effect. They are discarded once used, unless specified otherwise on the card.

Promotion: cards that automatically improve a unit, upgrading it to veteran or elite rank if certain conditions are met. They are discarded once used.

Upgrades: cards that are placed under a deployed unit. The effect of the card lasts for one turn or the whole game, as indicated by the card.

Special: cards that represent special weapons and tactics that are unique to each army.

Terrain Cards

These cards are not part of a player's army deck and do not belong to any specific country. Terrain cards are placed on the battlefield at the start of the game and remain there during the whole game or until destroyed. There are two categories:

Natural: cards that determine the natural landscape and geographical features of the battlefield. Natural terrain includes mountains, forests, bushes, rivers, lakes, and seas.

Artificial: cards that represent man-made structures. Artificial terrain includes buildings, bunkers, barriers, trenches, walls, etc.

General Officer Cards

They are the high ranking officers that lead troops into battle. General Officer cards form a separate deck.
A general can be deployed next to its Headquarters only under certain circumstances and his innate abilities benefit the troops under his command.

CARD ICONS

DEPLOYMENT COST:
The Action Points (AP) you must pay to use or deploy cards and units on the battlefield.

MOVEMENT POINTS (MP):
The number of spaces a unit can move on the battlefield.

RANGE:
The distance in spaces at which a weapon may be fired.

ACCURACY/EVASION: Accuracy indicates the die roll you need to match or exceed in order to achieve a successful or critical hit with the unit. Evasion indicates a modifier to an attacker's Accuracy value.

ARMOR-PIERCING:
A weapon's capability to penetrate an enemy's armor upon impact.

DAMAGE:
The wounds a unit inflicts when it hits an enemy unit.

ARMOR:
The unit's defense value.

WOUNDS:
The amount of damage a unit can sustain before being destroyed.

UPGRADES:
Other weapons that can be used to equip the unit.

SPECIAL ABILITIES:
Key words that identify unit-specific abilities. Their description is detailed in the **Advanced Rulebook** and the ability reference card.

HEADQUARTERS

The **Headquarters** (HQ) are the operations center where battle is orchestrated.

Each player starts the game with their own HQ deployed on the battlefield, at the center of their side of the game board. The Headquarters are considered an extra space on the board, adjacent to the 2 central spaces of each player's deployment line.

During the game, in the **Headquarters Phase, Action Points (AP)** are generated and placed on your HQ. Each HQ generates **1 AP** per turn. Performing certain actions during the game requires spending AP.

Headquarters have a maximum number of AP they **can store** and keep for the next turn. The amount of AP stored can never exceed that number, unless a specific card or effect indicates otherwise.

Headquarters have a specific number of **Hit Points (HP),** which is the amount of damage they can sustain before being destroyed. Headquarters are immune to critical hits, which are simply considered a normal hit. Additionally, each HQ can **hold a General Officer card**. In order to do so, during a Pitched Battle, you have to play the *"General"* card (support card) from your hand and choose one of the avaliable General Officer cards. In a Historical Scenario, the General Officers required by the scenario will be deployed from the start of the game.

In a **Pitched Battle,** the goal is to destroy the enemy HQ to obtain victory. In a **Historical Scenario**, you can choose to destroy the enemy HQ, despite not being the ultimate goal of the game. If this happens, their HQ won't be able to generate AP or store AP anymore. Likewise, they won´t be able to deploy a General Officer cards and would have to be discarded.

TOKENS

Different types of tokens are used throughout the game, which are placed on top of cards to represent **Wounds, Upgrades,** and other effects and situations that take place during battle.

Upgrade tokens represent different weapons and skills that you may equip on units as soon as they are deployed on the battlefield.

Reload upgrades: Upgrade tokens with a small turning arrow in the upper-right corner of the icon must be flipped over to represent they have been used and the effect is no longer active.

Once flipped, these tokens show the same image in gray.

Reload upgrades are weapons that usually need more time to reload or cool down before being used again. In the best case, they can only be used once every two turns. In the best case, they can only be used once every two turns.

Special upgrades: There are other Upgrade tokens, such as the HMG or Mortar that show a **small star** in the upper-right corner of the token.

Their performance is described in the **"Special Abilities"** section of the **Advanced Rulebook.**

DICE

2GM Pacific is played with **ten-sided dice** (D10) numbered from 1 to 10.

Dice are rolled to attempt successful hits on specific targets.

Rolling a 10 **always** results in a critical hit.

THE BATTLEFIELD

The game is played on a **board** divided into 6 rows with 48 spaces in total.

For each player, number 1 is the closest row to their HQ and 6 the farthest and closest to enemy HQ.

During your turn, you may deploy Unit cards on the first row (known as Deployment Line).

During subsequent turns, you will move towards the enemy in order to achieve the objective determined by the type of battle and chosen scenario.

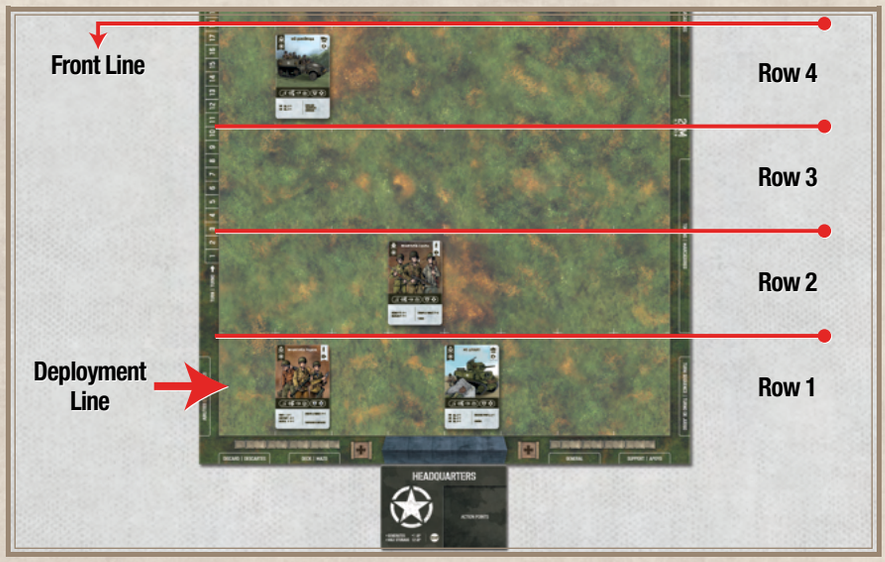
Natural and artificial terrain shape the battlefield.

Before combat, terrain is placed on the board following the terrain placement rules described in the **"Preparing for Battle"** section.

There are 3 key concepts related to the game board:

- The **Deployment Line** is the first row adjacent to each player's Headquarters (row 1). During the Deployment Phase, units may be deployed on any space of this row.
- The **Front Line** is the battlefield row occupied by one of your units which is farthest from your Deployment Line.
- The **Supply Line** goes from the Deployment Line to the Front Line (or as far as possible) as long as you have one or more units on each row. If there are one or more empty rows, the Supply Line is broken. During the Headquarters Phase, you get the AP your HQ generates (usually 1 AP) plus 1 AP for each row of an uninterrupted Supply Line.

The Supply Line is not affected by the HQ being destroyed, if you are playing a Historical Scenario where the HQ are not the objective.



Example:
The American player has units on rows 1, 2, and 4.

The transport vehicle on row 4 is the player's Front Line, but it is too far ahead to continue the Supply Line.

As there are no American units on row 3, the Supply Line is limited to rows 1 and 2.

Therefore, the player gets 2 AP plus the AP generated by their HQ.

TERRAIN

Terrain cards form a separate deck and are placed according to the rules explained in the **"Preparing for Battle"** section.

Your units can move through a terrain by simply placing the unit card on top of the Terrain card. Some Terrain cards provide units with additional **cover**, making it harder ti hit those units; the terrain provides an Evasion modifier to the unit taking cover, as indicated by the Terrain card.

Some Terrain cards establish a limit of type units that can occupy the terrain, and others indicate the number of **Hit Points (HP)** the terrain can sustain before being destroyed and removed from the battlefield.

- When a unit fires against an unoccupied Terrain card, it automatically hits the terrain.
- If a unit fires against occupied terrain, the unit occupying the terrain will be the target of the attack. The terrain will suffer the same amount of damage inflicted to the unit. Critical hits destroy units automatically, but not terrains, which will suffer the normal damage caused by the attacking unit.

When a terrain is destroyed, remove the card from the battlefield. If there was a unit occupying the terrain, it immediately loses any cover or other bonuses provided by the Terrain card. Terrain cards with **Indestructible** (immune to damage) are an exception, and so are **Buildings,** which are described below.

BUILDINGS

Terrain cards with the **Building** tag have the following extra rules:

- Buildings provide an **armor bonus** to the units inside, apart from cover.
- When the building is destroyed, the card is not removed from the battlefield, but remains there until the end of the game as ruins. **Flip it over** to show the ruins side of the card. If there was a unit in the building, it is automatically destroyed.

TERRAIN TYPES

There are **3 types of terrain:** normal, difficult, and inaccessible. Terrain and units do not obstruct line of sight when attacking the enemy.

- **Normal Terrain:** this type of terrain has no restrictions and units can pass through it with no penalty.
- **Difficult Terrain:** this type of terrain includes the tag Difficult Terrain on the card. Units have to spend all their remaining Movement Points to move into this terrain. They also spend all their MP to move out of the terrain or move into an adjacent space with the same tag.
- **Inaccessible Terrain:** this type of terrain includes the tag Inaccessible on the card. Units cannot move into inaccessible terrain under any circumstances.

PREPARING FOR BATTLE

Before starting a game, decide the type of battle you want to engage in, build your army decks, and set up the battlefield.

TYPE OF BATTLE

First you must agree on whether to play a **Pitched Battle** or a **Historical Scenario**.

- In a **Pitched Battle**, there is a **MAXIMUM LIMIT OF 120 POINTS,** although you can agree on a totally different limit.

  You may also establish any other restrictions regarding units, terrain, and cards to be used or banned. Determine the time limit for the game, if you wish to do so. Once the game time is over (e.g. 60 minutes) play one last round. The HQ with the most damage loses the game.

- A **Historical Scenario** is played as indicated by the rules of the scenario. Historical Scenarios are found in the **Campaign Book.**

  Normally, these types of battles impose more restrictions regarding point limit, unit types, and victory conditions.

  For example, Historical Scenarios establish a **year limit** for the type of units that can be used in battle. Units that entered service after the year limit cannot be included in decks, as they didn't exist during that given period.

ARMY BUILDING

At the beginning of the game, each player chooses a side and builds their deck as they wish, taking into account the point limit established beforehand. There is no minimum or maximum card limit for a deck, except for the amount of cards included in the game box.

> ***NOTE:*** *during your first games, we recommend building a deck with approximately 75% Unit cards and 25% Support cards. At least half of those Unit cards should be infantry units.*

To build an army deck, you have to add the deployment cost indicated on each card. If the cost of a card is "X", it counts as 5 points for deckbuilding purposes only.

The sum of the deployment costs of your cards can NEVER exceed the established point limit.

Example: *a Heavy Infantry card cost 2, Luck cost 1, Allies cost 5, and so on.*

NATURAL TERRAIN CARD PLACEMENT

In a **Historical Scenario,** the battlefield is predetermined.

To select the scenery (natural terrain) of the battlefield in a **Pitched Battle,** follow the rules below:

- Use 2 ten-sided dice (2D10). One represents tens and the other units. A result of 10 on a die is considered 0.
- First, roll 2D10 to determine the number of Terrain cards to place on the battlefield by checking Table 1.
- Then, roll as many 1D10 as the number of cards obtained in the previous step. The type of each Terrain card on the battlefield is determined by the results on Table 2.
- If you want to include a River or Sea, decide it before rolling the dice. You must agree upon the location of the River or Sea. If you can't reach an agreement, the River or Sea should not be included in the current game.
- If at any time the die roll results in an unavailable terrain, reroll the dice.
- Finally, determine the location of each Terrain card on the battlefield by rolling the dice once again and placing each card on the board according to Table 3. If a space is already occupied by another Terrain card, reroll the dice until all Terrain cards have been placed.

TABLE 1: NUMBER OF TERRAINS	
Result	Quantity
00-05	NO TERRAIN
06-14	2 TERRAINS
15-30	3 TERRAINS
31-51	4 TERRAINS
52-72	5 TERRAINS
73-88	6 TERRAINS
89-94	7 TERRAINS
95-99	8 TERRAINS

TABLE 2: TERRAIN TYPES	
Result	Type
0	LAKE
1-4	FOREST
5-7	BUSHES
8-9	MOUNTAIN

TABLE 3: TERRAIN PLACEMENT									
		Tens							
		0	1	2	3-4	5-6	7	8	9
Units	0								
	1-2								
	3-4								
	5-6								
	7-8								
	9								
NOTE: THE WHITE BOXES REPRESENT EACH SPACE ON THE BATTLEFIELD.									

STARTING A BATTLE

In **Pitched Battles,** players start with **5 AP.**

Each player may secretly spend as many AP as they choose (e.g. hiding them in a close fist) in an attempt to obtain the **Initiative**. Both players then roll 1D10 simultaneously, reveal the AP in their hand, and add those points to their roll. Whoever gets the highest number, after adding both die roll and AP used, will get the **Initiative** to decide who plays first. In case of a tie, reroll the dice keeping the same number of AP used.

You can use the AP spent this way to place **Artificial Terrain** on the battlefield in your second and third rows.

The player with the Initiative also decides who places terrain first. Once a player has placed all their artificial terrain, their opponent follows suit.

Example: *the German army player uses 3 of their 5 AP available, adding +3 to their D10 roll. Therefore, they will have 3 AP to spend on artificial terrain. The player decides to place a Trenches (2 AP) and a Barriers (1 AP).*

Once the game starts no other **Artificial Terrain** cards can be placed, unless you agree otherwise.

If you do, you can play additional artificial terrain during the game, but only during the Deployment Phase, on a space adjacent to or occupied by one of your units.

Keep the AP you haven't spent in this process.

Example: *if you spent 3 AP, you start your first turn with the 2 remaining AP.*

Shuffle your army decks and draw **5 cards at random** to form your starting hands. If a player does not like their starting hand, they can put the cards back in the deck, reshuffle, and draw 5 new cards.

This can only be done once.

In **Historical Scenarios** players will start with the number of AP and cards in hand indicated in the description of each specific scenario.

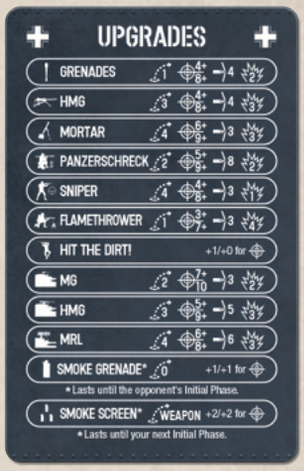
If the scenario allows it, Action Points can be used to deploy **Artificial Terrain** according to the scenario's rules when indicated, or following the placement rules previously explained (between second and third row).

Players can also return their starting hand to the deck, reshuffle, and draw the same number of cards, only once.

NOTE: *Artificial Terrain cards can never be placed on top of natural terrain.*

TURN SEQUENCE

TURN SEQUENCE	
START	End of ongoing game effects.
HQ	Headquarters, cards, and the Supply Line generate Action Points.
CARDS	Draw TWO cards from your deck.
MOVEMENT	Move your units.
DEPLOYMENT	Deploy units. Units cannot move the same turn they are deployed. Use the rest of your cards.
SHOOTING	Attack the enemy with your units.
FLIP-OVER	Reload upgrade tokens that were not used during the current turn (untilted) are flipped over.
DISCARD	Discard excess cards. Hand limit is 7 cards.
END OF TURN	End your turn.



UPGRADES				
GRENADES	1	4+/8+	4	2
HMG	3	4+/8+	4	3
MORTAR	4	6+/9+	3	3
PANZERSCHRECK	2	5+/9+	8	2
SNIPER	4	4+/8+	3	1
FLAMETHROWER	1	3+/7+	3	4
HIT THE DIRT!				+1/+0 for
MG	2	7+/10	3	2
HMG	3	5+/9+	5	3
MRL	4	6+/8+	6	3
SMOKE GRENADE*	0			+1/+1 for
* Lasts until the opponent's Initial Phase.				
SMOKE SCREEN*	WEAPON			+2/+2 for
* Lasts until your next Initial Phase.				

Sides take turns completing the whole turn sequence which includes **9 phases**. If a side has 2 players, their turn sequence takes place simultaneously, performing the actions of each phase in the order determined by the player with priority.
The complete rules for more than 2 players are explained in the **Advanced Rulebook**.

INITIAL PHASE

During this phase the effects of certain cards will end: tokens and special abilities with limited duration such as "during one turn" or "during this turn" effects of the active player.

Unless an effect lasts until the end of the game or indicated otherwise, it usually ends during this phase.

Example: *the effect of a Smoke Grenade ends at the beginning of the next player's turn. However, the effect of a Smoke Screen ends at the beginning of the next turn of whoever played that card during their turn, so the effect is active during the other players' turns.*

HEADQUARTERS PHASE

Action Points are generated during this phase. Take any **AP** tokens and store them in your HQ. Action Points are generated in 3 different ways:

- **Headquarters:** always generate **+1 AP.**
- **The Supply Line:** each consecutive row starting from your HQ and occupied by at least 1 unit generates **+1 AP.**
- **Special cards:** some deployed Unit and Support cards generate AP. The amount of AP generated depends on the text of the card and sometimes on their location on the battlefield.

Example: *your HQ generates 1 AP, the Supply Line generates 2 AP (rows 1 and 2) and your Command Group unit generates 1 AP, so you get a total of 4 AP tokens this turn that you place on your HQ.*

CARD PHASE

Draw 2 cards and add them to your hand.

There is no card limit during your turn. However, at the end of your turn (Discard Phase) you cannot have more than 7 cards in your hand.

MOVEMENT PHASE

During this phase you can move all the units deployed on the battlefield. Units can only move **orthogonally** to any of the 4 spaces adjacent to the unit.

Units cannot move diagonally and don't need to spend all their Movement Points (MP) when they move. A unit with 3 MP can move 0, 1, 2, or 3 spaces.

Units can pass through spaces occupied by other units of your army/side, but cannot end their movement there, except in some cases as explained further on.

As an exception to the rule, two units with 1 MP can swap places. Units may never move through spaces containing enemy units.

Example: *a vehicle can pass through a space containing an allied infantry unit.*

Assault

An **infantry unit** can assault a space occupied by an enemy unit.

A space under assault may also contain natural or artificial terrain **cards,** which need to be considered regarding possible penalties.

An Assault is initiated during the **Movement Phase,** but resolved in the **Shooting Phase**. To perform an Assault, move a unit into a space occupied by an enemy unit:

- Declare the Assault and place your unit partially on top of the defending unit.
- The attacking unit must have enough MP to perform the Assault, as it is considered a normal movement.

Once the assaulting unit has moved, resume the rest of your Deployment Phase, and you will eventually resolve the Assault during your Shooting Phase, as explained in the **"Assault Resolution"** section of the rulebook.

Covered Movement

Infantry units can benefit from partial cover by moving alongside armored units, such as Tanks or Transport Vehicles, on the same space. The unit gets an Evasion modifier of +1/+1 when doing so.

An infantry unit **must meet two conditions** to benefit from covered movement:

- You must declare this movement and indicate the units involved.
- Both units must move alongside at least 1 space, according to the MP of the card with the lowest value. Both units must occupy the same space.

Additionally, the following rules need to be considered:

- A unit is no longer covered if you separate the units at some point during the **Movement Phase** or if one of the units is destroyed.
- During the **Deployment Phase,** two units can be deployed simultaneously on the same space, as long as the player declares it.
- During the **Shooting Phase,** the enemy can choose which unit they target as usual: the unit providing cover or the one taking cover, bearing in mind that the covered unit has Evasion +1/+1.
- An infantry unit riding a transport vehicle cannot benefit from **Covered Movement** as it is inside the vehicle, not behind it.

The details on transported units are explained in the **Advanced Rulebook,** under **Mobility: Transport Units.**

DEPLOYMENT PHASE

Units are deployed from your hand onto the battlefield, on your Deployment Line.

A unit cannot be deployed on the same space as another unit, unless you are using Covered Movement or Transport and/or Towing abilities (check the "Special Abilities" section in the Advanced Rulebook).

Support cards are also deployed during this phase unless stated otherwise on the card.

The **deployment cost in AP** of a Unit or Support card is indicated in the upper-left corner of the card.

Example: *the deployment cost of an American M1 is 4 AP.*

Some units can be deployed with different **offensive or defensive upgrades (extra gear and abilities),** depending on the player's needs.The upgrades available for a unit and their extra cost are indicated on the bottom half of the card: offensive upgrades are on the left side and defensive upgrades on the right.

The cost of upgrades will be added to the deployment cost when the unit is deployed.

Infantry units are limited to only one offensive and one defensive upgrade. The rest of the units have no restrictions in this regard.

Example 1: *the American Heavy Infantry unit can be deployed on the battlefield at a cost of 2 AP or at a cost of +1 AP adding the HMG when deployed. If it is deployed with the HMG it cannot be equipped with the Mortar or the Bazooka, but it could be deployed with Hit the Dirt! as it is considered a defensive upgrade.*

Example 2: *the M4 Sherman tank can be deployed with two MGs, one HMG, one MRL and/or the Smoke Grenade. Fully equipped, the tank would cost 11 AP (4 AP for the tank, +1 for the MG, the other MG is free, +2 for the HMG, +3 for the MRL, and +1 for the Smoke Grenade).*

Units can also be equipped or affected by Support cards, but never two cards with the same name.

Example: *an aircraft cannot be equipped with two Sustained Fire cards, or an infantry unit cannot be the target of two Ammo cards.*

A **unit cannot move the same turn it is deployed,** as the Movement Phase is previous to deployment, unless the ability of the card or a Support card state otherwise.

In that case, the deployment space does not count against the unit's Movement Points.

SHOOTING PHASE

During this phase the active player resolves attacks and any assaults initiated during the Movement Phase. The active player can decide the resolution order of each attack/assault, but always has to finish resolving an attack/assault before moving to the next.

Each unit can **shoot once per turn.** Players can turn their card sideways to remind all the players that the unit has already fired. At the end of their turn, they can return the card to its vertical position.

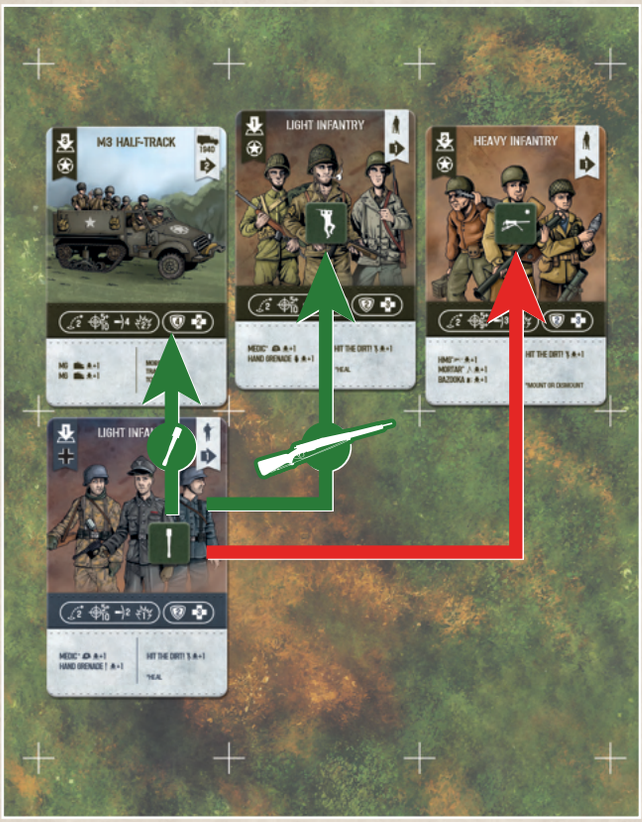
However, a unit with several weapons (**upgrade** tokens) may fire each weapon once. Units can fire orthogonally in any direction.

Example: *a Heavy Infantry unit equipped with a Mortar can fire its Rifles (main weapon) and the Mortar (upgrade), aiming at the same or two different targets.*

The **Range** of the weapon has to be considered each time it is fired. Units cannot target a unit that is not within range. The range of the main weapon is indicated on the unit card.

The range of upgrades is indicated in the **Upgrade reference card** of each country. Terrain or other units between the attacking unit and the target do not block line of sight.

To determine whether an enemy is within range, count the distance in spaces from attacker to target, orthogonally, as if you were moving the unit.



Example: *a German Light Infantry unit equipped with Grenades can fire its Rifles within Range 2 and the Grenade within Range 1. The enemy Heavy Infantry unit is 3 spaces away, so it is not within range.*

The Unit card indicates the **Accuracy** of the unit, the number it must match or exceed with 1D10 to hit the target. Accuracy also indicates the number it must roll to achieve a critical hit that would automatically destroy the target unit.

Example: *the German Light Infantry's Accuracy with its Rifles is 5+/10. This means that a roll of 5+ with a 1D10 against an enemy unit is a successful hit. Rolling a 10 would result in a critical hit, destroying the enemy unit right way, as long as the Armor-piercing value of the weapon is equal to or higher than the Armor of the target (this will be explained later on).*

There are cards or tokens that can modify the difficulty of a roll (Evasion). However, rolling a 10 is the maximum and is always considered a critical hit.

Example: *if an enemy unit is occupying a terrain that grants partial cover, such as Trenches, the units gets Evasion +1/+1.*

As a result, if the German Light Infantry unit wants to target that unit, it will have to roll 6+ for a successful hit or 10 for a critical hit. In addition, if the enemy unit has Hit the Dirt! (+1/+0), the Accuracy increases to 7+/10.

The next thing to consider during an attack roll is the **Armor-piercing** value of the attacking weapon, which is compared to the **Armor** of the defending enemy unit.

To achieve a successful hit, the Armor-piercing value has to be equal to or higher than the enemy Armor value.

A weapon with less Armor-piercing power than the enemy's Armor will not cause any damage.

Example: *a German Light Infantry unit with 2 Armor-piercing will not cause damage to an enemy M4 Sherman tank with 6 Armor, unless it performs a successful Assault.*

Once verified that the attacker has managed to hit the target and has enough Armor-piercing power to cause damage, the attacker checks the **Damage** the unit inflicts, as indicated on the Unit card.

Then, the target unit suffers a number of **Wounds** equal to the attacking unit's Damage. Place as many Wound tokens on the unit as the amount of damage suffered. If the enemy unit suffers a number of wounds equal to or higher than the Wounds value on the card, it is destroyed, and placed on top of the owner's discard pile.

Example: *the unit that fires the Rifles can cause 1 Damage. As a result, a normal hit against a unit causes only 1 Wound.*

The units that have **fired using Reload Upgrades** (with a turning arrow), must flip over the token to indicate it is no longer active or available.

In addition, the token must be tilted slightly with one of its corners facing downwards to indicate the weapon has been used.

Example: *an M4 Sherman tank unit with an MG decides to use it, which means it can still fire another weapon. The owner of the tank flips the Weapon token over (to its grey side) to indicate the MG is now inactive. Additionally, tilt the token to indicate the weapon has been used.*

Non-reload upgrades don't require flipping over, but they should still be tilted to remind players the weapon has been fired.

Example: *an infantry unit equipped with Grenades will not flip over the token, since it is a non-reload upgrade and it can be used again in subsequent turns. Nonetheless, the token should be tilted downwards as a reminder that it was used this round.*

Assault Resolution

If an Assault has been declared during the Movement Phase, it resolves during this phase. First of all, the defending unit performs a **reaction fire** response before the Assault with one of its weapons.

This is considered an extra firing action during another player's turn, therefore the unit will be able to fire as usual during its turn, except for reload upgrades which always have to be flipped over.

Then, if the attacking unit has not been destroyed it can fire one of its weapons, ignoring the Armor-piercing and Armor values of the units involved.

Units cannot fire inactive weapons or used reload upgrades.

If the attacker destroys the defender, it will occupy the enemy position. Otherwise, the unit will return to the space it occupied before the Assault. After the Assault, the unit can fire normally with any remaining weapons.

Under Suppressive Fire

When a unit is **under intense fire by two or more enemy units,** an Under Suppressive Fire token is placed on the unit:

- The firing units must be able to damage the unit, meaning that the Armor-piercing power of those units has to be enough to target the enemy unit.
- To indicate a unit is Under Suppressive Fire, the attacking player (the active player), has to place the corresponding token on the enemy unit as soon as a second attacking unit fires upon the same target.
- Until the active player's next Initial Phase, (the player who placed that token), the unit with the token gets -1 MP and a +1/+1 Accuracy penalty.

Wound Tokens

A wounded unit is impaired in combat and gets a +1/+1 Accuracy penalty for each wound suffered, up to a maximum of 3 Wound tokens (+3/+3). Wounds are indicated by placing a Wound token on the unit.

Example: *a German Light Infantry unit with 2 Wound tokens will have a +2/+2 Accuracy penalty.*

This means that instead of rolling 5+/10 to achieve a successful hit, the unit has to roll 7+/10 to hit the target. In addition, as the unit has suffered 3 wounds it will be destroyed if it takes another hit.

FLIP OVER PHASE

This phase only affects reload and special **upgrades**. The rest of tokens are not affected by this phase.

A **Reload upgrade token** that has been flipped the current turn, and is now inactive, must NOT be flipped over again.

These tokens show their **grey side facing up** and are tilted to remind all players they have been used during the current turn.

Therefore, the active player has to flip back any untilted tokens to show their **colored side face up**, in order to use them again.

Example: *the M4 Sherman tank has an MG machine-gun that has been used this turn, and is currently tilted, so it cannot be flipped over again during the current Flip Over Phase. On the other hand, the M3 Half-Track which also has an MG machine-gun has not used the weapon this turn, as indicated by the untilted token, so it can be flipped over and rendered active for the next turn.*

Units with special upgrades (e.g. an infantry unit's HMG and Mortar) that were not used this turn, can dismount their weapon, rendering it inactive, in order to move during their next turn. This is explained in detail in the Mounting or Dismounting section of the **Advanced Rulebook.**

DISCARD PHASE

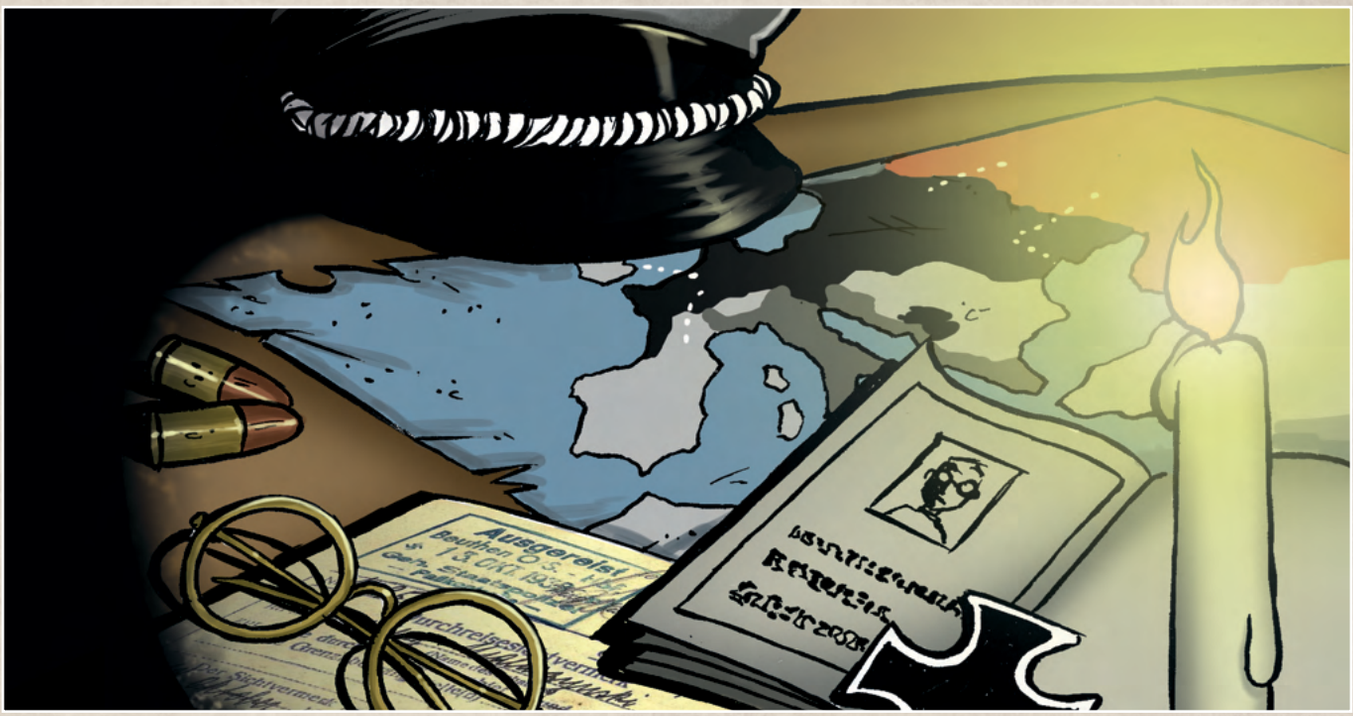
In the **Discard Phase,** the active player must **discard excess cards** down to 7, the maximum hand size. The player can choose which cards to discard and place them face up on top of their discard pile, with the rest of used Support cards and destroyed units.

END OF TURN PHASE

All the Support cards with effects lasting until the end of the turn are removed from the battlefield and placed in their respective owner's discard pile.

All the Unit cards turned sideways during the shooting phase return to the vertical position, and tilted tokens are untilted.

The active player's turn ends, followed by the opponent's turn.



TRANSPORT UNITS: DISTINCTIVE FEATURES

Most **transport units** have the ability to carry infantry units inside and tow an artillery unit attached behind the vehicle. However, the following rules need to be considered:

- To get unit on or attach artillery to a transport vehicle, move the infantry or artillery unit into the same space as the vehicle. If the transport vehicle hasn't moved yet during this turn, it can now move. However, if the transport vehicle had to use all or part of its Movement Points to approach the transported or towed unit, it won't be able to move until the next turn.

- You may deploy a transport unit alongside an infantry or artillery unit on the same space. Additionally, if the vehicle has Mobility, it can move on the same turn it was deployed. The deployment space does not count against the unit's movement limit.

- Transport vehicles and transported or towed units move simultaneously.

- Enemy fire always targets the transport vehicle. If the transport vehicle is damaged, the infantry or artillery unit with it suffers the same amount of damage. If the transport vehicle is destroyed, both cards are removed from the battlefield.

- To get out unit of or detach artillery from a vehicle, move the infantry or artillery unit to an adjacent unoccupied space to the left or right. If there are no empty spaces, the units cannot be separated. This action uses all the Movement Points of the transported or towed unit.

The detailed rules on transport units are explained in the **Advanced Rulebook**, under **Mobility: Transport Units**.

AIRCRAFT UNITS: DISTINCTIVE FEATURES

Aircrafts are not deployed on the battlefield as the rest of units: they are deployed next to a player's HQ. Depending on their abilities, they have the following distinctive features:

- Regardless of its ability, an aircraft remains next to the HQ until the player decides to use it during their turn's Shooting Phase.
- To fire with an aircraft, a single target has to be chosen out of the following three options: 1 space on the battlefield (or several spaces if the aircraft has the Bomber tag), the enemy HQ, or 1 enemy aircraft deployed next to the enemy HQ.
- An aircraft with ***Bomber*** that targets the battlefield can choose several spaces if indicated on the card text.
- In order to hit enemy units or the enemy HQ, you must follow the basic combat rules. Aircrafts are immediately discarded once used.

Additionally, aircrafts with the ***Fighter*** tag can:

- **Intercept** an enemy aircraft unit during the enemy's Shooting Phase. The intercepting aircraft fires first.
- **Escort** a Bomber aircraft during the Shooting Phase to protect it from intercepting aircrafts or Anti-aircraft attacks. Escort planes always fire first against an intercepting aircraft, but they are also the priority target of units with Anti-Aircraft abilities.

Aircrafts used to Intercept or Escort go straight to the discard pile once used.

The detailed rules on aircraft units are explained in the **Advanced Rulebook**, under **Air Combat**.

GAME SUMMARY

PREPARING FOR BATTLE:

Choose the type of battle you want to play:
Pitched Battle or **Historical Scenario.**

Build your deck according to the type of battle chosen:

- In a **Pitched Battle** it is usually a 120-point deck.
- In a **Historical Scenario** points are determined by the specific scenario.
- To **build a deck,** add the deployment costs of your cards ("X" = 5 points) until you reach the total number of points established beforehand.

Set up the **game board** and **Natural Terrain cards** according to the type of battle.

Key concepts in relation to the game board:

- **Deployment Line:** the first row of the battlefield adjacent to your Headquarters.
- **Front Line:** the farthest row of the battlefield occupied by one of your units.
- **Supply Line:** each consecutive row from your Deployment Line to your Front Line with at least 1 unit.

STARTING A BATTLE:

Pitched Battle: each player starts with 5 cards in their hand, which they can return to the deck and reshuffle to draw 5 new cards, only once. Each player starts with 5 AP they may secretly add to their die roll to become the starting player. The AP spent can be used to place **Artificial Terrain** cards on their second and third rows of the battlefield.

Historical Scenario: each player starts with the number of cards indicated in the scenario description. They may return those cards to the deck and reshuffle to draw new cards only once. Each player starts with the AP indicated in the scenario description. **Artificial terrain** and starting player are also determined by the chosen scenario.

TURN SEQUENCE:

Initial Phase: end of effects of certain cards and tokens: or

Headquarters Phase: players obtain AP from 3 different sources:

- HQ always generate 1.
- Some Unit and Support cards also generate AP.
- The Supply Line.

Card Phase: draw 2 cards from the deck and add them to your hand.

Movement Phase: move all your units on the battlefield orthogonally.

- **Assault:** it starts in this phase. The infantry unit is placed partially on top of the target unit or terrain. Assault resolves during the Shooting Phase (Assault Resolution).
- **Covered Movement:** an infantry unit may be placed on top of a tank or transport vehicle to benefit from partial cover.
  Units advance according to the lowest MP value and the covered unit gets Evasion +1/+1.

Deployment Phase: use any amount of AP to deploy Unit and Support cards. Deploy units with upgrades by paying the extra cost indicated on the card. Infantry units can only be deployed with one offensive and/or defensive upgrade. The rest of the units have no limit.

Shooting Phase: use the Shooting ability of your units to inflict damage on enemy units. Units with more than one weapon can fire against the target more than once as long as it is within Range .

In order to successfully hit an enemy unit the die roll must be equal to or higher than the Accuracy of the unit plus modifiers. A critical roll always destroys the target unit.

In order to inflict Damage the attacking unit's Armor-piercing value has to match or exceed the enemy's Armor . Wound tokens are placed on enemy units according to the damage suffered.

- **Assault Resolution:** Assaults are resolved during the current phase. The assaulted unit can fire a weapon despite not being their turn. Assaulting units ignore Armor-piercing and Armor values.
- **Under Suppressive Fire:** place this token on a unit that is under fire by two different units with enough Armor-piercing power. The affected unit gets a +1/+1 Accuracy penalty when attacking and -1 Movement Points.

Flip Over Phase: Reload upgrade tokens that were not used during the current turn (untilted) are flipped over.

Discard Phase: discard the excess cards in your hand down to 7.

End of Turn Phase: cards whose effect ended during the current turn or phase are removed, tilted tokens are tilted back upright and the next player's turn starts.

PROYECTO ENIGMA
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