1.0 OVERVIEW

Basics of Play

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

Taking your turn

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

The Map

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

Fate Chits

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

Victory

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

2.0 SETUP

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

Preparing the map

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

Setup tokens

Place all **tokens** facedown beside the map. They are drawn at random to track damage and suppression.

Preparing your units

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

Reinforcements

Some scenarios allow **reinforcements** to arrive during play. Events trigger their arrival. They deploy off-map and must move into a map edge area. Each scenario provides further details.

Shuffle the event deck

Players secretly add any strategic assets they acquired to the event deck, then shuffle it.

3.0 UNITS

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

Size

Guns and vehicles are **small**, **medium**, or **large** as indicated by their counter size. Squads are medium sized; teams are small.

State

Each unit counter has a **ready** and **spent** side. Ready units may activate normally and have most of their stats covered except their **awareness** and **signature**. Spent units have their stats displayed and may only cower unless they regroup.

Movement

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

Capacity

Any counter with a printed **capacity** has space for units as follows: (1) squad per circle, (1) team per half circle, (1) gun or vehicle per dot, and (1) small gun or small vehicle per half dot. (2) teams are equivalent to (1) squad. Counters have capacity for varying reasons: barricades provide cover; fortifications fortify units; and vehicles transport units.

Combat Units

Combat units have an **effective range**, **full firepower** (FP), **limited firepower**, and **penetration** (PEN). Some have a **minimum range**.

Valor

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

Valor Checks

Units often perform **valor checks**. To do so, draw a fate chit and read the top portion; either side is the same. The unit passes if it has at least as many medals as the chit, otherwise it fails. PASS or FAIL indicates pass or failure regardless of valor. Draw (2) chits for an **easy** check: the unit passes unless both fail. Draw (2) chits for a **difficult** check: it fails unless both pass. Some checks automatically fail if an unlucky "13" condition is met.

Decoys

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

4.0 ASSETS

Players may receive and/or purchase assets during setup. Many assets are restricted to the attacker or defender, or by nationality. Refer to each card's text for rules governing its use. The quantities of each asset are limited by the counter mix unless specified otherwise.

Asset Types

There are (2) asset types: **strategic** and **tactical**. Tactical assets have counters. Strategic assets are shuffled into the event deck or played at their owner's discretion.

Unit IDs

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

Weapons

Weapons are tactical assets assignable to infantry. A team may be assigned (1) weapon; a squad up to (2) weapons. An assigned weapon is either **stowed** off-map or **deployed** on its unit. A deployed weapon enhances or replaces a unit's stats but has a fixed facing; it must be redeployed to change facing. A weapon is **dropped** if its assigned unit routs or is eliminated. Place it where it was dropped; any infantry in that hex may deploy or stow it. Eliminate a weapon that is deployed or dropped in blaze, ford, or mud. Activated infantry may voluntarily drop or eliminate their weapons at any time before firing.

Fog-of-War

Defender only tactical assets have counters that deploy on their **fog-of-war** side, hiding all information from the attacker until they are spotted. They may be placed anywhere allowed by the scenario, but no more than (1) fortification per hex.

Ambush counters represent hidden units. They may ambush other units. Replace an ambush counter with the actual unit when it reveals.

Empty counters are removed from play when revealed.

Fords allow units to ignore any water in a hex, but they are bog for guns and wheeled units.

Mines op fire at any units that enter their hex. They are bog for all ground units.

Roadblocks prevent the use of any road in a hex.

Tank Traps are impassable by guns and vehicles.

Wire is impassable by foot and wheeled units. It is eliminated when a tracked unit exits its hex.

Fortifications

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

5.0 EVENTS

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

6.0 ORDERS

A player must play an order card on his turn. Each **order** lists how many of his units he may activate and the actions that they may perform. Each nation has its own set of order cards reflecting its doctrine. They are not discarded and are replayable each turn.

Enhancements

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

Complex Orders

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

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

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

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

7.0 ACTIONS
Spent units may only cower or regroup. Ready units may perform (1) of the following if their order allows:
Advance at limited speed and FP. The unit may move then optionally fire or fire then optionally move. It may not fire while moving. Guns cannot advance.
Aim with full FP. The unit may fire now or place its AIM marker, allowing it to later op fire into a hex with full FP. Remove its AIM marker if it gets spent.
Cower by drawing (2) suppression tokens, secretly viewing them, and placing (1) face down on the unit.
Regroup the unit by removing any MOVING marker and flipping it to ready.
Rout by dropping any weapons, then moving at full speed provided the distance to the nearest revealed enemy unit(s) increases with each hex entered.
Sprint at full speed or attempt (1) task. Infantry that sprint into melee may fire with limited FP. Guns sprint at limited speed.

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

Spent Units
Units get spent if they fire, op move, rout, sprint, fail a bog check, take damage, or attempt a task. They do not get spent by advancing or aiming if they do not fire.

Opportunity Actions
Whenever an enemy unit moves, changes facing, or attempts a task, ready units may **opportunity fire** at it with limited FP or **opportunity move** at limited speed.

As a player moves his units, he must give his opponent time to declare op actions. Resolve op actions immediately, then the active player resumes his turn. Units taking op actions get spent but do not affect activation limits.

Ambushes
Hidden units may reveal and **ambush**. Ambushes may interrupt like op actions but any action can be taken, FP and speed are not restricted, and any direct fire targets are exposed.

8.0 MOVEMENT
At **limited speed,** a unit may spend each MP to move to an adjacent hex. At **full speed**, it may spend each MP to move to a hex in the same or an adjacent area. Observe restrictions for bog and impassable hexes along its entire path. Place a MOVING marker on a vehicle that moves at full speed. Unused MPs are not saved.

Facing
Hexagonal units must maintain a **facing**. At limited speed, they may move in any direction with any facing. At full speed or if towing a unit, vehicles may only enter adjacent hexes in their front facing, then change to any facing; **dual facing** units may move in any direction.

Double Time
Units that move may **double time** but draw a suppression token afterwards. This allows them to either move (1) additional hex or attempt a task before or after moving. Carriers and guns may not double time.

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

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

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

Barricades

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

Stacking

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

Transporting Units

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

Riding Desant

If a vehicle's capacity is greyed out, infantry may only **ride desant**. Treat them as passengers but reduce them each time their carrier draws a token from fire. If a carrier fires, any riders exit immediately and are spent.

9.0 DIRECT FIRE

Combat units may **direct fire** at (1) spotted **primary target** in their field of fire; they cannot direct fire without one. Any other units in the hex are **secondary targets** and must be fired at with limited FP. The primary target must be fired at first, otherwise the firer chooses the sequence. Players may not voluntarily fire at friendly units; thus, units cannot fire into a melee.

Line of Sight

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

Obstacles

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

Overlays

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

Hexside Obstacles

Bocages, **crests**, and **walls** are **hexside obstacles** and barricades for direct fire that cross them. Adjacent units are behind them if they arrived before any enemy units.

Smoke

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

High Ground

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

Spotting

A target must be **spotted** to be a primary target. Spent guns and vehicles, destructible objects, and any targets within the unit's awareness (in hexes) are always spotted if in LoS. Just before firing, a unit may try to spot (1) other target in LoS: it must pass a valor check if the target is within spotting range; or a difficult check beyond that range. A target's **spotting range** in hexes is the sum of its signature and the spotter's awareness. The following halve its signature (rounded down) and are cumulative: the unit is obscured, in cover, or fortified. Suppressed units have (0) awareness. If a unit has no spotted targets, it cannot direct fire.

Field of Fire

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

Firing

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

Fire Modifiers

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

Effective Range

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

Exposed

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

Armor Facing

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

Conditional Shifts

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

FIREPOWER

Upshift if the firing unit's FP is equal or greater than the FP on the chit and the target is beyond the firer's **minimum range**.

FORTIFIED

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

IN COVER

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

MOVING

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

OBSCURED

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

MEDIUM

Downshift if the target is small or medium.

SMALL

Downshift if the target is small.

Opportunity Fire

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

Cresting

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

Sustained Fire

Units with a **sustained fire** icon may leave their AIM marker in a hex after firing. This allows them to op fire into that hex even if they are spent.

Melee Combat

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

10.0 FIRE RESULTS

Apply the fire result from a chit as follows:

ELIMINATED

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

DAMAGED/REDUCED

The target unit gets spent. For a gun or vehicle, draw and place a **damage token** on it. A team is eliminated. Replace a squad with a team of the same type and valor; it must drop any second weapon.

SUPPRESSED

Draw and place a **suppression token** on the target. Any riders are reduced.

MISS

No effect.

Damage and Suppression Tokens

Tokens from op fire take effect immediately. All other tokens are placed face down on the target; their effects **unknown** until it activates.

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

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

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

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

PASSENGERS
Any passengers are reduced.

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

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

Blast Damage
If a vehicle's token has a **blast number**, draw a damage token if the firer's full FP equals that number; eliminate the vehicle if it exceeds it.

Rally Check
A unit may try to **rally** when it activates: perform a valor check for each suppression token on it. Remove the token if it passes, otherwise it stays in effect. Rally checks are easy while in cover but difficult if exposed.

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

Destructible Objects
Destructible objects have a printed **strength**. They can be the primary target if the firer's FP equals or exceeds their strength; they are never a secondary target. When firing at an object, draw a token instead of a chit. It is eliminated if the token's blast number is less than the firer's full FP; otherwise no effect.

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

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

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

FOXHOLE
Place a foxhole counter in the target hex unless a fortification is already present.

HAZE
Place a haze counter in the target hex unless blaze, haze, or smoke are already present.

WEAPON
Eliminate the target's deployed weapon or a random stowed weapon if none are deployed.

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

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

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

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

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

Artillery Smoke
When choosing a target, artillery may lay smoke instead. Determine the impact hex normally but instead of a barrage, place smoke in all sheaf hexes.