CONFLICT OF HEROES® AWAKENING THE BEAR!

Awakening the Bear – 3rd Ed.
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Unit Information

Examples

Examples

Front Facing (**Ground**/**Fortification**)
Unit Symbol/Counter #
Unit Name

Attack Cost
Upper # = Direct Attack *2.4*
(Lower #) = Indirect Attack (Mortar) *13.2*

Color Fields
5 = Turret 360° Firing Arc *16.2*

Firepower
Red # = **vs Soft Target** *6.6*
Blue # = **vs Armored Target** *6.6*

Color Fields
3 = Crewed Weapon (CC Penalty) *6.11*

Symbols
🔥 = Flamethrower *18.0*
💥 = HE High Explosive *13.9*

Center
Unit Picture

Bottom
Attack Range *5.3*
National Symbol

Move Cost
Color = **Foot**/**Wheeled**/**Tracked**
# = Cost: **Foot** *4.5*, **Wheel**/**Track** *15.1*

Bonus Move Symbols
◉ = Wheel Bonus *15.2*
▭ = Track Bonus *15.2*

Defense
Color = **Soft** or **Armored** *6.2*
Upper # = Flank Defense *6.1, 6.3*
▸ *If outlined* 13 = Open Top Veh. *16.5*
Lower # = Front Defense *6.1*

Symbols
+2 = APC DR Bonus *16.5*
+2 = Fortification Defensive Bonus *17.0*

Miscellaneous
▮ = Spent Unit side *2.2*

Common Turn Actions

Action	Cost	Description
Attack	Unit's Attack Cost	Roll Attack (6.0) on Target Hex in Fire Zone (5.0).
Move	Unit's Move Cost	Move into an adjacent Hex and Pivot (4.5, 15.2). Backwards Move +1AP (4.11).
Enter the Map	0 AP	Requires **no** Spent Check (4.12). Enter a Unit (4.5)/Group (10.2) onto full Hex(es), or by Transport (15.6).
Pivot in Place	1 AP	Pivot without moving (4.6). Ignore Move Penalties (4.9).
Stall	1 AP	Choose a Unit, do nothing (2.8), then make a Spent Check.
Pass	0 AP	Do nothing (no Spent Check) (2.7). If both players pass consecutively, Round ends.
Battle or Weapon Card	Printed on Card	Play a Battle or Weapon Card as an Action if marked with a Battle Icon ⚡ (8.2).
Rally	5 AP	Make a successful Rally Check to remove Hit Marker (7.7).
Hidden Move	5 AP	Move Hidden Unit (11.5) or become Hidden (11.4).
Hasty Defense	5 AP	Place Hasty Defense Counter on top of Unit (17.6).

Combat

Hit Number = DR−AR

DR = TARGET'S DEFENSE + DR MODIFIERS 2d6 ≥ HIT NUMBER = **HIT**
AR = ATTACKER'S FIREPOWER + AR MODIFIERS 2d6 ≥ HIT NUMBER + 4 = **CRITICAL HIT**

Combat Modifiers	Attack (AR)	Defense (DR)
Long Range Up to twice Range *(5.3, 6.7)*	−2 AR	—
Short Range Adjacent Hex *(6.7)*	+3 AR	—
Close Combat (CC) Same Hex *(6.7, 6.10, 15.14)*	+4 AR	Flank DR
CC Penalty (Crew-Served Weapon) *(6.11)*	−2 AR	Flank DR
Flank Attack *(6.3)*	—	Flank DR
Defensive Terrain *(6.4)*	*Terrain Chart (other side)*	
Attacker High Ground *(12.3)*	+1 AR	—
Defender High Ground *(12.3)*	—	+1 DR
Air Bursts (HE 💥) *(13.9)*	—	Ignore Heavy Woods
Vehicle Cover For Foot Units *(15.15)*	—	+1 DR
Transported Unit *(15.11)*	—	Terrain DR

LOS – Units do not block LOS *(5.2)*
Stacked Units – Attack all Units for one Action *(6.9)*, except CC *(6.10)*
Attack Hidden: Reveal Number = 6 + Terrain DR *(11.7)*; Flamethrower *(18.0)*

Pre-Round Sequence

1. Advance the **Round Marker** *(9.5)*
2. Remove all **Light Smoke** *(14.4)*
3. Flip all **Heavy Smoke** to Light Smoke *(14.4)*
4. Flip all **Spent Units** to their Fresh side *(9.6)*
5. Reset **CAPs**. Deduct 1 per destroyed Unit *(9.7)*, minimum 3 *(7.13)*
6. Draw/Refresh **Battle Cards** as specified by the Mission *(9.8)*
7. Prepare **Reinforcement Units** called for by the Mission *(9.9)*
8. Plan next Round's off-board **Artillery Strikes** *(13.5)*
9. Resolve last Round's planned **Artillery Strikes** *(13.6)*
10. Roll for **Initiative** *(9.11)*

Common CAP Modifiers

All Checks may be modified with CAPs before you roll.

🎲 **2 CAPs Maximum** *(3.2)*

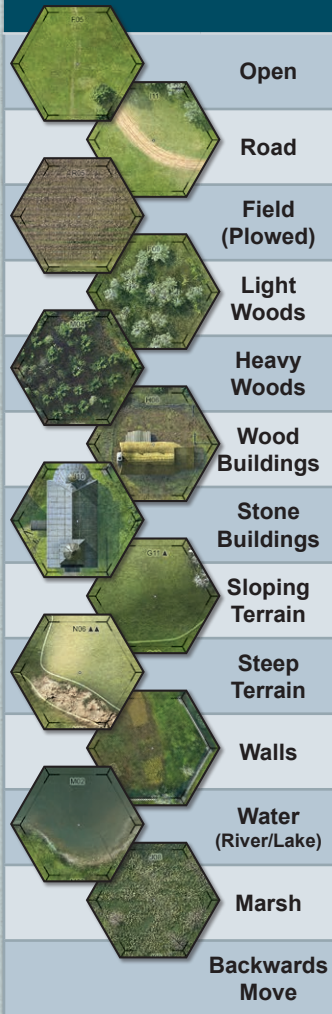🎲 **ANY Number of CAPs** *(3.3)*

2d6 / d6 Checks are ≥
- Attack Hit Number *(6.8)*
- Rally Check Number *(7.7)*
- Initiative Check Number *(9.11)*
- Hidden Reveal Number *(11.7)*
- Artillery Drift Check Number *(13.7)*
- Mine Hit Number *(17.10)*
- Barbed Wire Penalty *(17.8)*

d10 Spent Checks are >
- Action Cost *(6.8)*
  Ex: If d10 > Action Cost, then Unit remains fresh *(2.5)*.

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Maps & Overlays

	Terrain Modifiers			Movement Cost Penalty			
	Defense *6.4*	**Blocks LOS**	**Conceals** *11.5*	**Foot Unit**	**Tracked Vehicle**	**Wheeled Vehicle**	

🟢 🔵 May use Wheel or Track Bonus Moves into this Hex.
🚫🚗 🚫🚆 May **not** use Wheel or Track Bonus Moves into this Hex.
🚫 Unit may not move into this Hex.

Terrain	Defense	Blocks LOS	Conceals	Foot Unit	Tracked Vehicle	Wheeled Vehicle	Notes
Open	+0 DR	N	N	+0 AP	+0 AP 🔵	+0 AP 🚫🚗 🔵	Rolling fields, intermittent clumps of brush and low crops *(4.8)*.
Road	+0 DR	N	N	+0 AP	+0 AP 🔵	+0 AP 🟢	Ignore Difficult Terrain Move Penalties only when moving from one Road Hex to another Road Hex *(4.10)*.
Field (Plowed)	+0 DR	N	N	+0 AP	+0 AP 🚫🚗	🚫	Fresh-tilled or muddy fields *(4.8)*. Inhibiting tracked vehicles and prohibiting wheeled vehicles *(15.3)*.
Light Woods	+1 DR	Y	Y	+0 AP	+1 AP 🚫🚗	+2 AP 🚫🚗 🚫🚆	Overgrown areas with light tree and brush that provide some defense *(6.4)*. Reduce Rally Number by 1 *(7.8)*.
Heavy Woods	+2 DR*	Y	Y	+1 AP	+2 AP 🚫🚗	🚫	Difficult Terrain *(4.9, 15.3)*. Reduce Rally Number by 1 *(7.8)*. **No** +2DR Bonus against Mortar & Artillery attacks *(13.9)*.
Wood Buildings	+1 DR	Y	Y	+1 AP	+2 AP 🚫🚗	+2 AP 🚫🚗 🚫🚆	Difficult Terrain *(4.9, 15.3)*. Reduce Rally Number by 1 *(7.8)*.
Stone Buildings	+2 DR	Y	Y	+1 AP	+3 AP 🚫🚗	+3 AP 🚫🚗 🚫🚆	Difficult Terrain *(4.9, 15.3)*. Reduce Rally Number by 1 *(7.8)*.
Sloping Terrain	+1 DR*	N	N	+1 AP*	+1 AP* 🔵	+1 AP* 🟢 🔵	Ascending 1 Elevation level +1AP Move Penalty *(12.2)*. *+1DR or +1AR Bonus if higher than opponent *(12.3)*.
Steep Terrain	+1 DR*	N	N	+2 AP	🚫	🚫	Ascending or Descending 2 Elevation levels *(12.2)*. *+1DR or +1AR Bonus if higher than opponent *(12.3)*.
Walls	+1 DR*	N	Y	+1 AP	+1 AP 🚫🚗	🚫	* All Units in Hex if the line of fire crosses the wall Hex side. No cover against mortar or artillery fire *(6.5)*.
Water (River/Lake)	−1 DR	N	N	+5 AP	🚫	🚫	Passable only to Foot Units. May not attack from Hex *(4.8)*. Smoke not allowed *(14.0)*.
Marsh	+1 DR	N	Y*	+2 AP	+5 AP 🚫🚗	🚫	* Foot Units only: Conceals and reduces Rally Number by 1 *(7.8)*. (From Marsh Map expansion.)
Backwards Move	—	—	—	+1 AP	+1 AP 🚫🚗	+1 AP 🚫🚗 🚫🚆	Apply when moving into any Flank Hex *(4.11)*.

Fortifications & Obstacles

Type	Defense	Blocks LOS	Conceals	Foot Unit	Tracked Vehicle	Wheeled Vehicle	Notes
Trench	+2 DR Foot Only	N	Y	+0 AP	+0 AP 🚫🚗	🚫	Multiple Foot and Mortar Units may occupy a Trench. Units may face any direction *(17.4)*.
Bunker	+5/+3 DR	N	Y	+0 AP	+0 AP 🔵	+0 AP 🟢 🔵	May be occupied by Foot and Field Gun Units. Mortars may not fire from a Bunker *(17.6)*.
Hasty Defense	+1 DR	N	Y*	+0 AP	+0 AP 🔵	+0 AP 🟢 🔵	*Foot Units only. Foot Unit may build for a 5AP Action. +1DR when attacked *(17.6)*.
Barbed Wire	+0 DR	N	N	+1d6* AP	+0 AP 🚫🚗	🚫	+1d6 AP Move Penalty for Foot Units **to enter** a Wire Hex. Destroyed if Tracked Unit enters Hex *(17.8)*.
Land Mines	+0 DR	N	N	+0 AP	+0 AP 🚫🚗	+0 AP 🚫🚗 🚫🚆	Mine attacks when Units enter its Hex, pivot, or initiate CC. No attack when Units exit Hex *(17.10)*.
Light Smoke	+1 DR	N (Y*)	N	+0 AP	+0 AP 🔵	+0 AP 🟢 🔵	+1 DR if Light Smoke is in Attacker's Hex, Defender's Hex, or any Hex between them *(14.4)*. *LOS is blocked if crossing 2 Light Smoke counters *(14.4)*.
Heavy Smoke	+2 DR	Y	Y	+0 AP	+0 AP 🚫🚗	+0 AP 🚫🚗 🚫🚆	+2DR if the Attacker **or** Defender Hex is in Heavy Smoke *(14.3)*. No placement on Water. Reduce Rally Nr by 1.
Road Block	+0 DR	N	Y	+0 AP	+0 AP 🔵	🚫	Tracked Units may not Bonus Move in or out of a Road Block Hex *(17.9)*.
Vehicles	+1 DR *Foot Only	N	N	+0 AP	+0 AP	+0 AP 🚫🚗	*+1DR if in same Hex as friendly Vehicle and not being transported *(15.15)*. Wheeled Road Congestion *(15.5)*.