



# ★ HEROES ★ OF NORMANDIE™

BATTLE FOR NORMANDY

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**RULES & SCENARIOS**

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#### SOLO MODE \*

The Heroes of Normandie-Solo Mode expansion is required for games in Solo Mode.

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## OPERATIONS EPSOM, CHARNWOOD AND GOODWOOD

As June comes to an end, the Allies' initial successes following the invasion have all but stalled. The original plans called for Caen to be taken on the evening of D-Day. Instead, three weeks later, fanatical German defenders still hold that city. On the right wing, after advancing in Cotentin, the Americans were on the brink of capturing Cherbourg.

The fighting in the Caen sector was designed to prevent formidable German armored divisions from reinforcing Saint Lô, "the Capital of the Ruins," a critical gateway to the South for the American forces. The Battle of Caen tied down 1 Luftwaffe infantry division and 7 German armored divisions, leaving only 2 divisions free to face the Americans.

This situation allowed General Lawton Collins' VIIth Corps to start Operation Cobra under the best possible conditions. The British forces had to commit six infantry divisions, two armored divisions and four armored brigades during four major operations before Caen was finally taken.

Strategically, operation Epsom thwarted a German offensive to create a salient from Bayeux to the sea in order to separate the Americans from the British. Nonetheless, many people with different points of view criticize Monty as they frown upon his strategic decisions...



**SAFARI IN NORMANDY**  
Operation Martlet  
La Grande Ferme, June 25th 1944



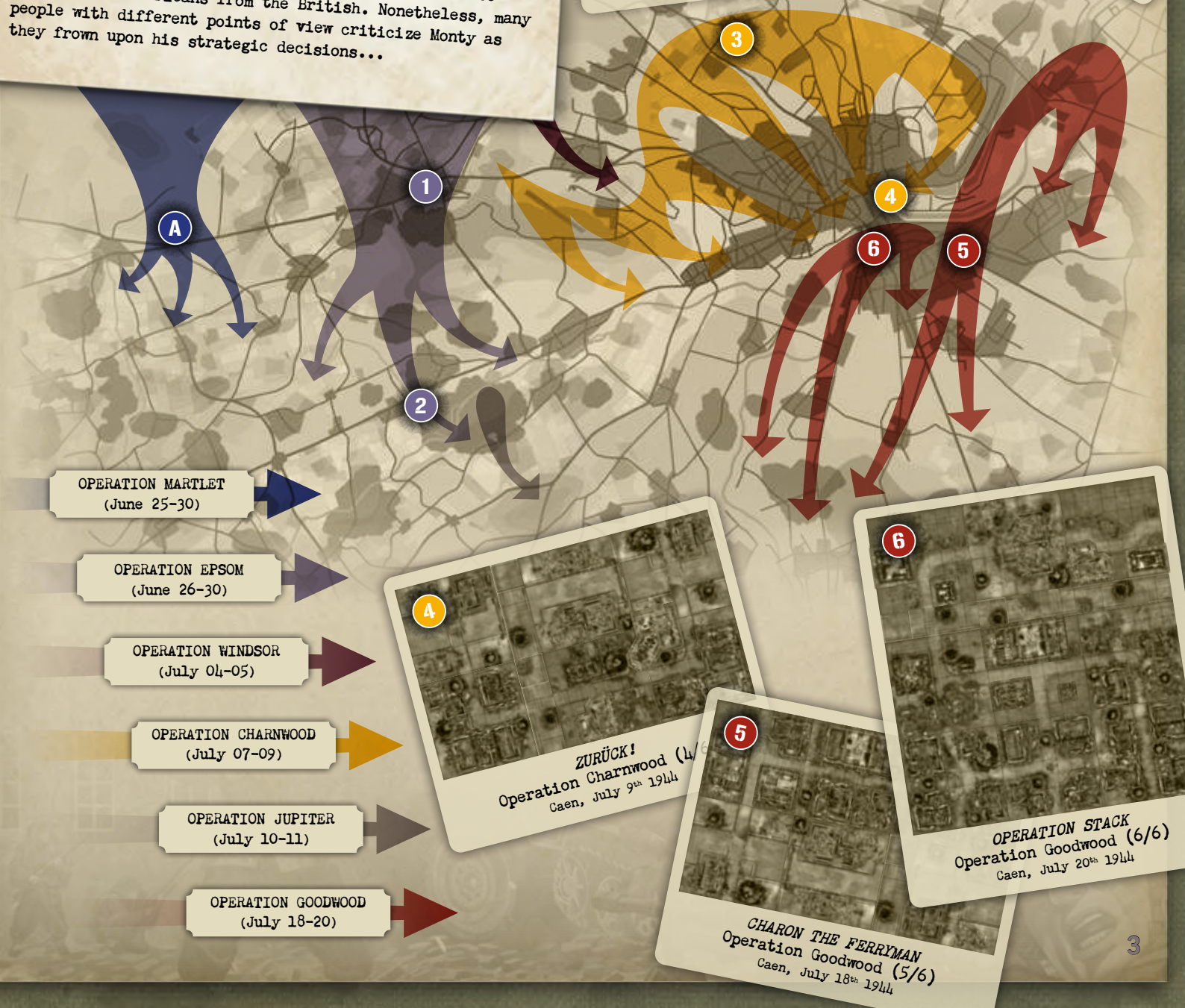
**TRADING BLOWS...**  
Operation Epsom (1/6)  
Saint Lô, June 26th 1944



**CHARGE OF THE LIGHT BRIGADE**  
Operation Epsom (2/6)  
Baron sur Odon, June 29th 1944



**BEAVER TAILS WITH SAUERKRAUT**  
Operation Charnwood (3/6)  
Euron, July 8th 1944





# RULES

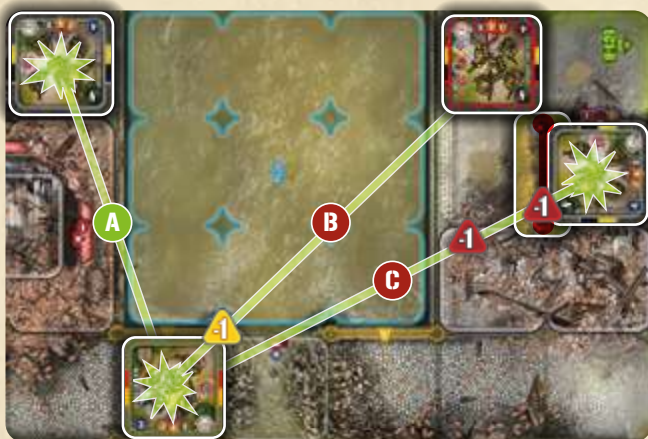
## 1 - BATTLEFIELD

### 1.1 - TERRAIN EFFECTS

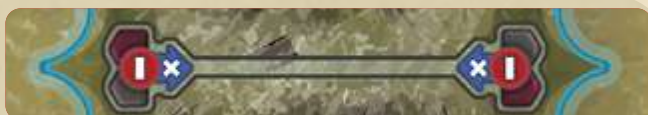


#### LINES AND TERRAIN EFFECTS

A Unit **Adjacent** to a **Line**, red or yellow, with **Terrain Effects**, ignores the adjacent **Line's** effects when firing across it **(A) ↓**. **Terrain Effects** associated with a **Line** that reduce **LoS** or provide a **Defensive Bonus** only affect the **Firing Actions** of Units that are not adjacent to it **(B & C) ↓**.



**WARNING:** Templates overlapping such a **Line** are not affected by their **Defensive Bonus** nor **Obstacle Terrain Effects**.



**WARNING:** ↑ If a **Terrain Effect** related to movement is associated with a **Line**, that effect is applied when the Unit crosses the **Line**.



#### OBSTACLES

**REMINDER:** These elements block **(A) ↓** or reduce **(2) ↓** **LoS**.



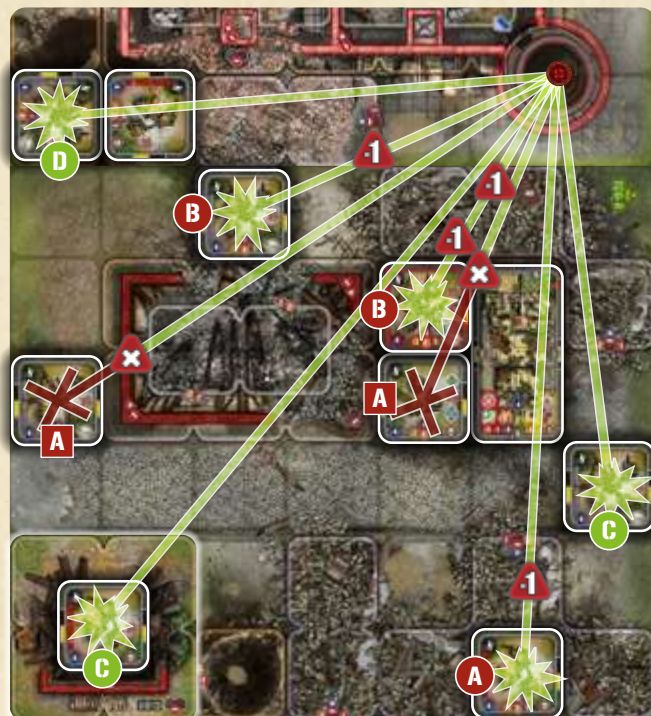
## BATTLEFIELD



### ELEVATED POSITIONS

Due to the steep down-angle, a Unit in an **Elevated Position** may not fire at Units outside an **Elevated Position** (on the ground) if their **LoS** crosses any other square of the **Elevated Position** in which it resides.

The Unit in an **Elevated Position** will be less hindered by **Obstacles** that **block (A) ↓** or **reduce (2) ↓** **LoS**. When its **LoS** crosses a **Terrain Element** or vehicle, only the square directly after the **Obstacle** is affected **(A) (A)**. If the **LoS** crosses more than one square of an **Obstacle**, all modifiers are applied **(B)**. The squares beyond the **Obstacle** are not affected **(C)**. **Infantry Units** never block the **LoS** of a Unit in an **Elevated Position (D)**.



If a Unit in an **Elevated Position** can target an opposing Unit, then that opposing Unit can target them back. Any of the **Obstacle** restrictions apply in both directions **(A) (B)**, unless that **Obstacle** effect is limited by **Adjacency**.

When a Unit in an **Elevated Position** is taking a **Firing Action** at another **Elevated Position**, then only other elements with the **Elevated Position** effect, or Units in an **Elevated Position** can potentially block that **LoS**. Nothing at ground level can interfere.

### NOTE RELATED TO FEATURES PRESENT IN BATTLEPACK #3 - WINDSOR & JUPITER:

A Unit in an **Elevated Position** ignores **Contour Lines (A) ↓** but not **Elevated Lines (B) ↓**.



## 1.2 - TERRAIN ELEMENTS



### CRATERS

*Defensive Bonus (Infantry)*

*Impassable to Light Vehicles*

Convenient for hiding during a fight, craters offer decent cover to any infantryman able to brave the opaque and cold puddle at the bottom.



### LOW BARRICADES

*Line - Obstacle (Infantry)*

Low walls, barriers, fences, all those little things that punctuate a landscape and get in the way when you want to shoot things...



### DIFFICULT TERRAIN

*Difficult Passage - Impassable to Vehicles*

These are mud puddles or soggy areas. The Germans had flooded large portions of Normandy in anticipation of Allied airdrops.



### RUBBLE

*Defensive Bonus (Infantry)*

*Impassable to Light Vehicles*

*Difficult Passage - Obstacles*

The allied and German bombings did not spare the city of Caen. So be careful with your ankles and tracks.



### RIVERS

*Water*

Even if the majority of the Normandy offensive took place during the summer, crossing a river in full military kit was always perilous.

## 1.3 - BUILDINGS



### MODULAR BUILDINGS

*Defensive Bonus - Impassable to Vehicles - Obstacles - Structure*

The new Buildings in *Battle for Caen* can be composed of several parts.

Each part is considered an independent **Terrain Element** and can be **Destroyed** separately (See **DESTRUCTION** p.09).

Partially **Destroyed** Modular Buildings may have different **Terrain Effects** affecting the same square. When resolving a **Firing Action**, **Movement Action** or **Assault** ✖, apply any **Terrain Effects** crossed by the **LoS** or **Movement Action** ↓.



## - BUILDINGS, ROOMS & ZONE OF CONTROL

A Unit's **ZoC** is limited by a **Building's** walls and windows.



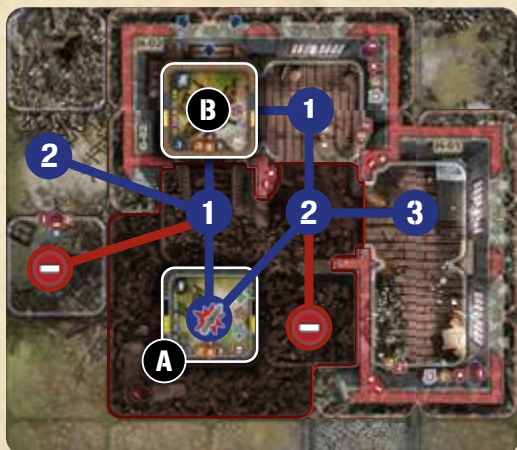
↑ A Unit's **Zone of Control** adjacent to a blue arrow pointing into or out of a **Building** extends to the squares pointed at by the arrow and may therefore prevent entry and exit from the **Building**.



↑ Some walls block the Unit's **LoS** and thus exclude the adjacent squares from the Unit's **ZoC**.



# RULES



↑ Unit **A** exerts a **ZoC** on the squares and half-squares adjacent to it. Unit **B** can either leave the Building or **Assault** Unit **A**, or move to the right wing of the Building.

## - BUILDINGS, ROOMS & FIRING ACTIONS

Some Buildings may be divided into several rooms by red markings. If a **Line of Sight** is clear between two Units, a **Firing Action** is possible. A Unit that takes a **Firing Action** or launches an **Assault** against another Unit located in a different room than itself, has its target benefit from the **Defensive Bonus** provided by the Building.



## GRENADES AND BUILDINGS



↑ The unit can throw a grenade onto any marked **Interspace** . The green **Lines** show possible trajectories if the grenade is thrown into a Building.

## BATTLEFIELD

### TOSSING A GRENADE FROM A BUILDING INTO ANOTHER BUILDING



↑ It is not possible to throw a grenade from one Building into another, even if they are adjacent.

### GRENADES AND BUILDING ROOMS

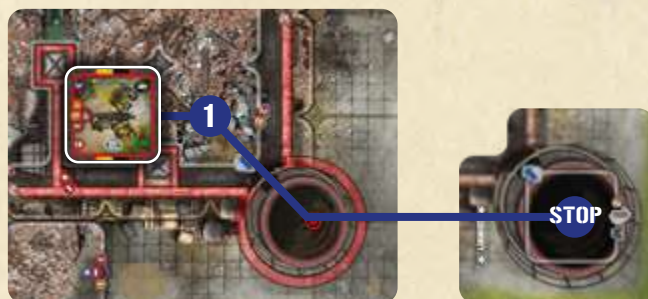


↑ An explosion that occurs in the room of a Building with several rooms is contained by the walls that delimit it. The walls are indicated by the red markings.

### THE CHIMNEY

The Chimney is composed of **two parts**, one printed on the Terrain Board, the other placed beside the Battlefield.

When climbing to the upper part of the Chimney's **Secondary Tile**, you must move from the battlefield square with a **stairs symbol** to the square on the **Secondary Tile** with a **stairs symbol** .



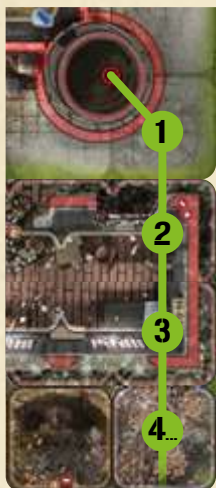
**Left:** The Chimney on the Battlefield's Terrain Board.

**Right:** The Chimney's top floor on its Secondary Tile, next to the Battlefield's Terrain Board.

↑ Take the Unit and place it on the square with the **stairs symbol** on the **Secondary Tile** of the Chimney; it must stop its **Movement Action** on this square.



- A Unit on either stairs square may perform a **Firing Action** on a Unit located on the other linked stairs square (either above or below it).
- The targeted Unit gets the **Defensive Bonus** of the Floor it is on.
- A Unit on a stairs square can throw a grenade at the floor below or above.



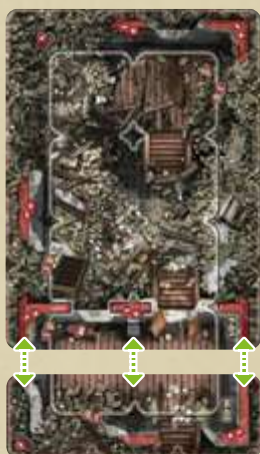
← To calculate the **LoS** of a Unit located in the **Chimney's Secondary Tile**, use the corresponding **red dot** present on the main tile placed on the battlefield. **The range is calculated from the red dot** by counting only the squares of the General Grid. **LoS** ignores the Chimney's circle red wall markings.

### DESTROYING THE CHIMNEY

To Destroy the Chimney, the Unit performing the **Firing Action** must have a **LoS** to the **red dot** (which is not considered an **Elevated Position**). The **Destruction markers** are

placed on the Chimney's **Secondary Tile**. The Chimney cannot be **Damaged** with the **Indirect Fire** **Special Ability**. If the **Firing Action** is directed against a Unit present on the **Chimney's Secondary Tile**, the rules of **Elevated Position** apply.

When the Chimney has received the required number of **Destruction markers**, turn over it's **Secondary Tile** to its **Ruined** side, and place it in its location on the board. Any Units present in the Chimney are also **Destroyed**.

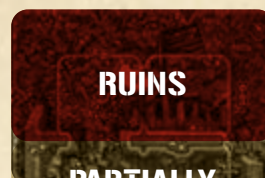


### RUINS

*Defensive Bonus - Impassable to Vehicles - Obstacles - Structure*

Heaps of bricks, stones, and tangled girders, the ruins have sprouted in Normandy like mushrooms in autumn. Saint Lô has even received the title of "Capital of the Ruins"...

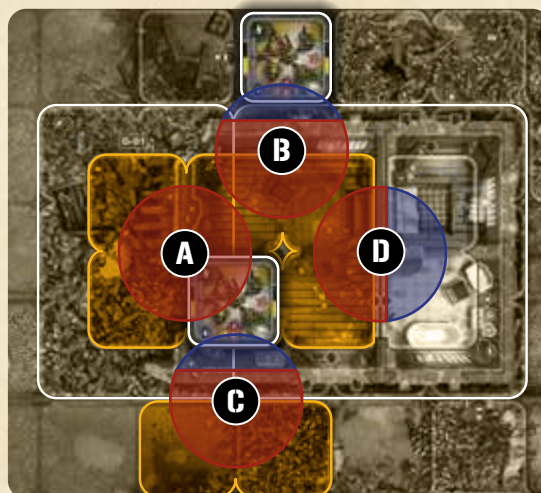
Ruins are different from Buildings because they have neither **Openings** nor **Structure Points**.



↑ Here is an example of a Modular **Building** composed of an **Intact Tile** and a **Ruined Tile**. The room where these two Tiles meet is thus a mix of both, called a **Partially Destroyed Room**.



↑ In this example the **★** icons represent all **Interspaces** where it is possible to place an **Explosion Template**. The explosion **Template** treats the **Intact Room A** as if it were a **Building**. Thus it cannot affect Units inside, except in the case of a thrown grenade (see **GRENADES & BUILDING ROOMS p.06**).



↑ **Template A** affects the 4 adjacent squares to it. As walls block the blast (see p.06), **Template B** located inside the Building does not affect the Unit outside. For the same reason, **Template C**, located outside, does not affect the Unit inside. The **Template D** does not touch any square of the **Intact Room** because it is considered a **Building**.

## TEMPLATES & PARTIALLY DESTROYED ROOMS

It is possible to place an **Explosion Template** (even using the **Indirect Fire** **Special Ability**) in a Partially **Destroyed Room** (one part of the room is a ruin, the other part is intact). Place the **Template** on an **Interspace**. It does not affect squares on the other side of a wall.



# RULES

## BATTLEFIELD - SPECIAL ABILITIES

### 1.4 - HALF-SQUARES

When two **Buildings or Ruins** are adjacent to each other, half-squares are created between them.

#### - HALF-SQUARES & MOVEMENT ACTIONS

**Infantry Units**, except for larger-than-one-square Infantry counters (Pak 40, etc.), count the two **half-squares** between **Buildings or Ruins** as one square for **Movement Action** (see p.20 in the *HoN BRO Rulebook*). They may also move from one Building to the other ↓.



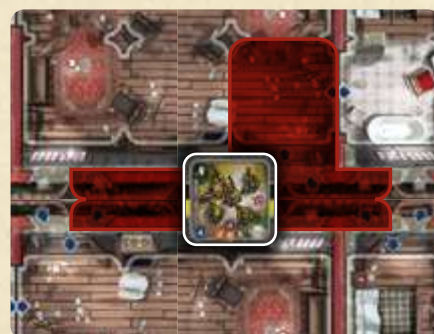
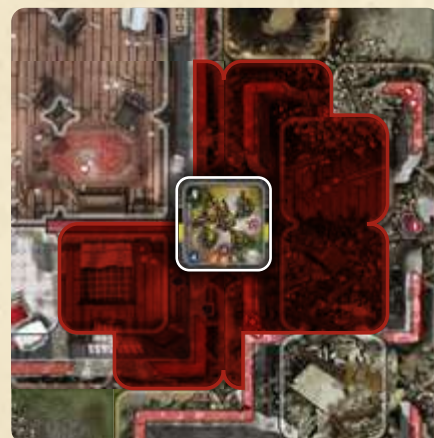
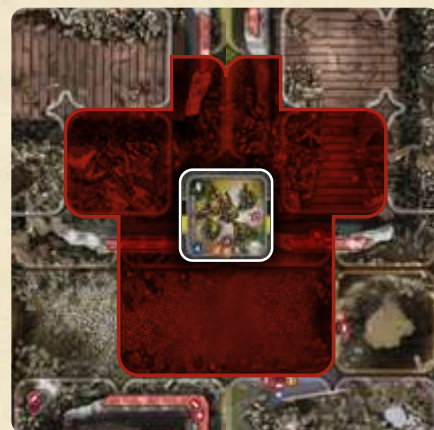
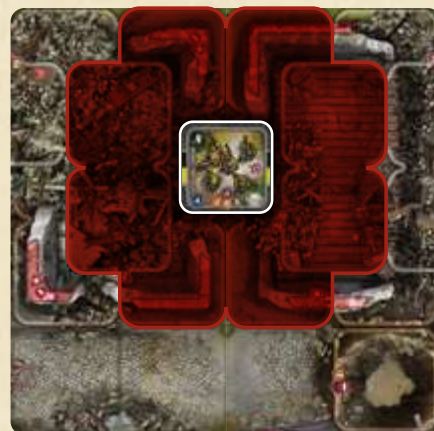
↓ The example below shows Unit **A**'s possible **Movement Actions** related to the nearby ruins.



↑ **A** These Diagonal **Movement Actions** are forbidden.  
**B** These **Movement Actions** are blocked by walls.

#### - HALF-SQUARES & ZONE OF CONTROL

The **ZoC** of a Unit in a **half-square** extends only to adjacent **Offset Grid squares**, as well as to **General Grid squares** overlapped by its position, whether they are complete or incomplete (**half-squares**).



↑ The examples illustrate several types of **ZoC** relating to half-squares.



## 2 - SPECIAL ABILITIES

### 2.1 - CHANGE OF STATE



#### OVERWATCH

Once active, your Unit benefits from the **Opportunity Fire** Special Ability.

### 2.2 - MOVEMENT SPECIAL ABILITIES



#### URBAN FIGHTER

Once, and only once, per **Movement Action**, the Unit may enter or exit a Building through an **opening** identified by a white arrow. This **Special Ability** also enables you to exit Buildings during a **Forced Move** following a lost assault. **Urban Fighter cannot be used to enter or exit Bunker** windows.

### 2.3 - FIRING SPECIAL ABILITIES



#### DESTROYER

This Unit adds **+2** to the results of all **Destruction** dice rolls of Units in its **Zone of Control**. They therefore place **Destruction Markers** on **Structures** on results of 2 or more, and stun (place a **Suppressed Marker** ) Units in **Bunkers** on 3 or more.



#### DESTRUCTION (BREACH)

When a **Firing Action** would result in **Destruction markers** (see p.22 in the BRO Rulebook) being added to a **Building**, the acting player may place a **Breach marker** instead.

A **Breach marker** is a special kind of **Destruction marker** with some additional rules. Just like a normal **Destruction marker**, you place a **Breach marker** (on its **1 Destruction point** side) on a Building, or turn over an already placed marker to show **2 Destruction points** .



← Breach marker,  
(on its **1 Destruction Point** side).



← Breach marker,  
(on its **2 Destruction Points** side).

However, where exactly you place a **Breach marker** depends on the source of the **Destruction point**:

- If a **Firing Action** targets a Unit inside the Building, the Breach marker is placed (or increased) on the wall **between** the target Unit and the firing Unit **A**.
- If the shot was against the Building itself, the Breach marker is placed (or increased) on the wall closest to the point of impact **B**.

↓ If the point of impact is a corner, the player chooses between the two walls that join in that corner **C** & **D**.



- Weapons using **Templates** cannot make a **Breach** in a wall, but can destroy **Structures** if the **Template** has the **Destruction** Special Ability.
- Explosive charges with the **Destruction** Special Ability can **Breach** a wall.

**Breach markers** are openings, so the corresponding rules apply (see p.20 in the BRO Rulebook). **Infantry Units** may enter and exit the Building through a **Breach** in the wall.

- If the **Breach marker** has a **Destruction Point** value of the Unit must stop its **Movement Action** on the other side of the **Breach**.
- If the **Breach marker** has a **Destruction Point** value of the Unit's **Movement Action** is not stopped.

Total both **Breach** and **Destruction markers** together to see if the sum is at least equal to the **Structure value** of a Building (or section of a **Modular Building**), and if so that **Terrain Element** is **Destroyed**.

If **Destroyed**, flip the terrain tile over to its **Ruined** side. Every **Infantry Unit** inside receives **1 Suppressed Marker** and, starting with the player with **Initiative**, each player redeploys all of their Units that were inside the **Structure** into the Ruins.



#### HAWKEYE

This Unit's **Firing Actions** are **not** subject to the long-range fire penalty .



#### TANK HUNTER

Add **+1** or **-1** to the die roll when determining the location of **Damage** inflicted to a **Heavy Vehicle**.

### 2.4 - DEFENSE SPECIAL ABILITIES



#### UNSHAKABLE

This Unit ignores **Suppressed Markers** .



### 2.5 - COMMAND SPECIAL ABILITIES



#### BARRAGE ORDER

You may not use this **Special Ability** on the first turn; a barrage order takes time to prepare.

- To give a barrage order, give an **Order Token** to the Unit with this **Special Ability**. It can take no other action (neither a **Movement Action**, nor a **Firing Action**) when it is directing a barrage order.
- When **Activated**, designate up to **3 Unactivated Heavy Weapon Units** (outlined in red) that have the exact same name (for example, **.30 cal** or **60mm Mortar**) and within **3 squares** of the Unit with the **barrage order Special Ability**.
- It must have a clear or reduced **LoS** to each of them.
- The **Heavy Weapon** Units may take a **Firing Action** during the **Activation** of the Unit directing the barrage order.
- Resolve each **Firing Action** separately.
- Put an **Activated Marker** on each Unit that took a **Firing Action** and remove any **Order Tokens** from them.

The Unit directing the **Barrage Order** keeps its revealed **Order Token** to indicate it may not act during the **Supply Phase**.



#### IMPROVISATION

You may draw **1 more card** than the maximum allowed, but you must then **discard 1**.

**TIP:** Improvisation can be used to draw the starting hand.



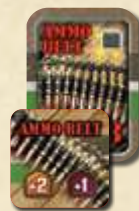
#### NCO

This Unit has an **NCO** among its members or is itself an **NCO**. As long as you have an **NCO** on the board, you always have at least one **Order Token**.

If this Unit receives an **Order Token** during the **Order Phase** it may immediately remove **1 Suppressed Marker** from another Unit within **3 squares** and must have a clear **LoS** on this Unit.

### 3 - RECRUITMENT OPTIONS

#### 3.1 - GEAR OPTIONS



#### AMMO BELT

*Restricted to Units with the MG Special Ability*

This option grants you **3 Ammo Belt markers**. During a **Firing Action**, each marker gives you a **+2 bonus** against **Infantry Units** or **+1** against **Light Vehicles**.



#### TANK AMMO

*Restricted to Heavy Vehicle's primary weapons*

*- Alternate Firing Action*

This option gives you **3 markers of your choice**. You must select them at the beginning of the game from the **HE Shells** and **APC Shells** markers with the same colored stripes as the Tank Ammo Recruitment Option.



#### APC SHELLS

Each marker gives you a **+1 bonus** when firing at **Heavy Vehicles**.



#### HE SHELLS

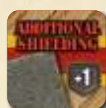
Explosive shells provide the **Howitzer**  **Special Ability** and use a red explosion **Template**.



#### TANK GEAR

*Restricted to Heavy Vehicles*

This option gives you **3 markers of your choice**. You must select them at the beginning of the game from the **Fuel** and **Additional Shielding** markers with the same colored stripes as the Tank Gear Recruitment Option.



#### ADDITIONAL SHIELDING

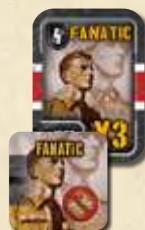
Each **Additional Shielding** marker grants you a **+1 Defensive Bonus**.



#### FUEL

Each **Fuel** marker increases the **Movement Value** of a vehicle by **1 square**.

#### 3.2 - CHARACTER TRAITS



#### FANATIC

Each **Fanatic** marker allows an **Infantry Unit** to benefit from the **Unshakable**  **Special Ability** (See p.09) until the end of the Supply Phase. Place a **Fanatic** marker on an **Infantry Unit** during the **Order Phase**, and discard it at the end of the **Supply Phase**.



### 3.3 - ORDERS OPTIONS



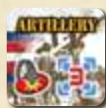
#### AIRCRAFT

This option allows you to recruit 1 or 2 aircraft (see AVIATION RULES p.12-13).



#### ARTILLERY

This Orders Option gives you 3 Artillery Support markers. In order to use an Artillery Support marker, you must place a Numbered or Special Order Token on its Recruitment Option. When you activate this option, put an explosion Template on any Interspace on the battlefield. The scattering distance for this attack is 3 Interspaces.



**TIP:** You may also place a Bluff Order Token as a ruse.



#### BATTLE PLAN

This Orders Option gives you 1 Special Order Token for the whole game. You may not have more than 2 Special Order Tokens.



#### FORTIFIED

This order grants you 3 Fortified markers. During Deployment, you may place a single Fortified marker in any given Room of a Building. The marker increases the Building Defensive Bonus by 1 for all Units inside that Room. If the Building, or the Building part, containing that Room would receive a Destruction Point, you may discard the Fortified marker to prevent it.



**WARNING:** It is not possible to fortify a Bunker.



#### INITIATIVE

You may use this order to retain Initiative. At the end of a Turn where you had the Initiative, announce that you will retain Initiative and discard this Option's marker. At the end of the next Turn, your opponent will gain the Initiative normally.



#### SMOKE

This Orders Option gives you 3 Smoke templates. To use a Smoke template, you must assign a Numbered or Special Order Token to an available Smoke template. You may place a Bluff Order Token. Several Smoke templates can be assigned Order Tokens during the same Turn.

When Activated, you can place the Smoke template on any Interspace on the board.



Roll a die for scattering. Scattering for smoke is 1 Interspace. Once you've resolved scattering, put the Template on its -4 side.

At the end of the Supply Phase:



Remove the Templates already on their side,



Then turn the sides Templates over onto their side.



Any Firing Action that goes into, through, or out of a square covered by a Smoke template suffers the printed penalty.

#### -4 SIDE



#### -2 SIDE



**WARNING:** A Unit covered, even partially, by a Smoke template suffers the smoke penalty when taking a Firing Action against an Aircraft Unit. The same applies to an Aircraft Unit taking a Firing Action against a Unit covered, even partially, by a Smoke template.

### 3.4 - SUPPORT OPTIONS



#### SUPPORT TILE

The Support Tile is only used in scenarios. It is used to integrate one Recruitment Option into an army by overriding the rules of Recruitment, or to simulate a Recruitment Option requiring the placement of an Order Token. The details of the Support Tile are explained in each scenario.



## 5 - AVIATION RULES



Why do all German soldiers photographed in Normandy have their eyes glued to the sky, and why do they take the trouble to camouflage their vehicles under thick branches, or move only at night? The answer is simple. Fear! If you like the sweet sound of Stukas dive-bombing armored columns, the song of machine gun bursts mowing down infantry lines, or the concert of 250 kg bombs shaking the whole audience, then these aviation rules are for you.

### - AIRCRAFT UNITS



Units with this **Special Ability** are not present on the battlefield: they fly over it.

- **Aircraft Units** are recruited with **Orders Options**. The cost of these **Recruitment Options** is defined by the Aircraft you choose, as shown on the Aircraft's **Recruitment Tile**.
- When recruiting an Aircraft, place its **Recruitment Tile** next to the **Command Tile** containing the **Orders Option**.



**Example:**

↑ The Commonwealth player decides to recruit a **Spitfire**. The **Orders Option** is slotted into the Field Command's **Command Tile** and the aircraft's **Recruitment Tile** is placed next to it. The cost of this **Orders Option** is 40 points.

**WARNING:** Action Cards that allow moving or changing Order Tokens **cannot** be played for Aircraft Units.

### - PLANESPOTTING

At the end of the **Order Phase**, the visibility status of Aircraft Units is either "In the clouds" or "In plain sight" for the rest of the Turn.

**IN THE CLOUDS:** the **Aircraft Unit** has a **Bluff Order Token**. It is too far away to Attack or be targeted, even by an Anti-Aircraft Unit. Reveal the **Bluff Order Token** at the beginning of the **Activation Phase**.

**IN PLAIN SIGHT:** the **Aircraft Unit** did not get a **Bluff Order Token**. It flies over the battlefield and can be targeted but may only take a **Firing Action** if it got a **Numbered** or **Special Order Token**.



**Example:**

↑ The German player placed a **Numbered Order Token** on the Aircraft Unit's **Recruitment Tile**, which can not only Activate this turn, but may also be targeted by non-AA Units.

### - LONG RANGE PENALTY

**IMPORTANT:** NEVER apply the **Long Range Penalty** whenever an Aircraft Unit is involved in a **Firing Action**, whether as **attacker** or **target**.

### - AIRCRAFT TAKING A FIRING ACTION

- **Aircraft Units** can only take a **Firing Action** when a **Numbered** or **Special Order Token** is placed on their **Recruitment Tile**.
- **Aircraft Units** can target ground Units or other Aircraft Units.
- **Aircraft Units** use the **side Defense Value** when targeting a **Heavy Vehicle**.
- **Aircraft Units** always have a Clear **Line of Sight** to every Unit, except those inside **Buildings**, even **partially destroyed**.



- Units using cover of any non-Building terrain (woods, hedges, defensive positions,...) get the benefit from that Terrain's **Defensive Bonus**.
- Aircraft Units** cannot spot **concealed** Units.

## - OTHER UNITS TAKING A FIRING ACTION

- Units without **Anti-Aircraft** **Special Abilities** can only target Aircraft Units with a **Numbered**, or **Special Order Token** placed on their **Recruitment Tile**.
- Only Units with the **Machine Gunner** and/or **Anti-Aircraft** **Special Abilities** can take a **Firing Action** against **Aircraft Units**.
- A **Heavy Vehicle** cannot use its **Primary Weapon** (red outline) for a **Firing Action** against **Aircraft Units**, unless that **Primary Weapon** has the **Anti-Aircraft** **Special Ability**. Only if the vehicle has a **Secondary Weapon** (yellow outline) with the **Machine Gunner** **Special Ability** can the vehicle shoot at **Aircraft Units**.
- Units with the **Limited Range** **Special Ability**, as well as Units with a **Special Ability** that makes use of any **Template** , cannot fire at **Aircraft Units**.
- Units with a **Limited Firing Arc** cannot fire at **Aircraft Units**, unless these Units have the **Anti-Aircraft** **Special Ability**. In this case, the **Limited Firing Arc** is ignored.
- All Units, not in **Buildings**, have Clear **Line of Sight** to any **Aircraft Units** except those "in the clouds".



## ANTI-AIRCRAFT

Units with the **Anti-Aircraft Special Ability** can **Fire at an Aircraft Unit**, even if that Aircraft Unit does not have a **Numbered**, or **Special Order Token** placed on its **Recruitment Tile**. However, a Unit with this **Special Ability** cannot fire at any Aircraft Unit that is "in the clouds".



Always add any bonus (+1, +2,...) shown next to the **AA Special Ability**, to the die roll. If the target is an Aircraft with an **Order Token**: calculate the **Speed Penalty** normally (see **SPEED PENALTY**). If the target is an Aircraft without an **Order Token**, apply a standard **-2 Speed Penalty** instead.

## - SPEED PENALTY

**IMPORTANT:** Any Unit (land and air) that takes a **Firing Action** against an **Aircraft Unit** must always apply the **Speed Penalty**.

The **Speed Penalty** is determined by the numerical difference between the **Order Token** of the firing Unit and that of the Aircraft Unit. Always subtract the lowest value from the highest.

The player whose **Aircraft Unit** was targeted must reveal the **Order Token** if its value had not been disclosed yet. Replace that Token face down again on the **Aviation Recruitment Tile** until the **Aircraft Unit** is **Activated**.



## OPPORTUNITY FIRE

A Unit using **Opportunity Fire**, in response to an Aircraft that has fired, must use the value of the **last** revealed **Numbered Order Token** to resolve the **Speed Penalty**. Since this is the targeted Aircraft's own **Order Token**, the **Speed Penalty** for Opportunity Fire is always 0.

## SPECIAL ORDER:



If any Unit with a **Special Order Token** targets an **Aircraft Unit** with a **Numbered Order Token**, then the **Speed Penalty** is the difference between the value of the Aircraft Unit's **Order Token** and that of the last revealed **Numbered Order Token** (of either player) before this **Firing Action**.

If an aircraft is **Activated** with a **Special Order** before it has been targeted, its **Speed Penalty** value also is that of the last revealed **Numbered Order Token** (of either player).

This value can be 0 if the plane is **Activated** before **Order Number 1**.

If the target is an Aircraft with an unrevealed **Special Order Token** apply a standard **-2 Speed Penalty**.

### Examples:

An **Aircraft Unit** with **Order Token #3** is targeted by a Unit:

- with **Order Token #2**, the **Speed Penalty** (3-2) is 1.
- with **Order Token #5**, the **Speed Penalty** (5-3) is 2.
- with **Order Token #3**, the **Speed Penalty** (3-3) is 0.
- with **Opportunity Fire**, the **Speed Penalty** is 0.

## - BOMBS & ROCKETS

Bomb or Rocket markers shown on an Aircraft's **Recruitment Tile** are used for **Alternate Firing Actions**.

↓ The Commonwealth **HAWKER TYPHOON** has **two 1000 lb bombs**. It can use them in an **Alternate Firing Action** with the **Howitzer** **Special Ability** while using the **explosion template** with the black **Combat Values**.





## SCENARIO

## A SAFARI IN NORMANDY

Front: Normandy  
 Operation: Martlet  
 Place: Tessel  
 Armies: CW / German  
 Date: June 25, 1944  
 Players: 2



The 12<sup>th</sup> Battalion, King's Royal Rifle Corps, supported by the Shermans of the 24<sup>th</sup> Lancers advanced toward Tessel. Upon reaching La Grande Ferme, they found it defended by the 12. SS Panzer Division and the 21. Panzer Division. Looks like there are some dangerous cats on this farm... about the size of a Panther!

## BATTLEFIELD &amp; DEPLOYMENT

COMMONWEALTH DEPLOYMENT ZONE



GERMAN DEPLOYMENT ZONE

GOOD DAY SOLDIERS! ARE YOU HUNGRY?  
 I HOPE SO! BECAUSE TODAY WE ARE GOING TO COOK  
 "TRIPES À LA MODE DE CAEN"!

FIRST OF ALL, BLANCH THE GUTS, AND CUT THEM  
 INTO CUBES OF ABOUT 2 INCHES.  
 CUT THE MEAT OF THE VEAL AND BEEF FEET.  
 THEN WRAP THE BONES IN A PIECE  
 OF MUSLIN TIED WITH STRINGS.



THEN PEEL THE CARROTS AND GARLIC CLOVES,  
 CUT THE ONIONS AND CARROTS INTO THICK SLICES,  
 AND CHOP THE GARLIC CLOVES INTO LARGE PIECES.  
 CLEAN THE LEEKS AND CUT THEM INTO TRUNKS.  
 THEN PREHEAT YOUR OVEN AT 344 (248°).

IF YOU  
 DO NOT  
 HAVE AN OVEN...

...A  
 FLAMETHROWER  
 CAN BE VERY  
 USEFUL...





## COMPOSITION OF THE ARMIES

### 49<sup>TH</sup> INFANTRY DIVISION - 595 POINTS



### 12. SS-PzDiv. + 21 PzDiv. - 495 POINTS



## PREPARATION



The **CW Player** has the **Initiative**

Place **1 CW Primary Objective**.

Place **3 Tactical Bonuses**.

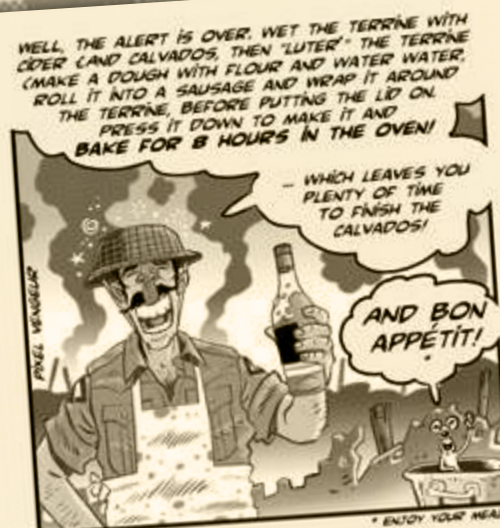
- Each player draws **4 Action Cards** .
- The game lasts **6 Turns**.
- The **German player** deploys first in his deployment zone.
- Then, the **CW player** deploys his Units in his deployment zone.

## VICTORY CONDITIONS

The **CW player's** goal is to capture his **Primary Objective** .

The game ends at the end of Turn or at the end of any **Supply Phase** if the **Commonwealth player** controls the **Primary Objective**.

- **COMMONWEALTH VICTORY:** The **Commonwealth player** controls the **Primary Objective** before the end of Turn .
- **GERMAN VICTORY:** The **Commonwealth player** does not control the **Primary Objective** before the end of Turn .





# SCENARIO

## 1 TRADING BLOWS

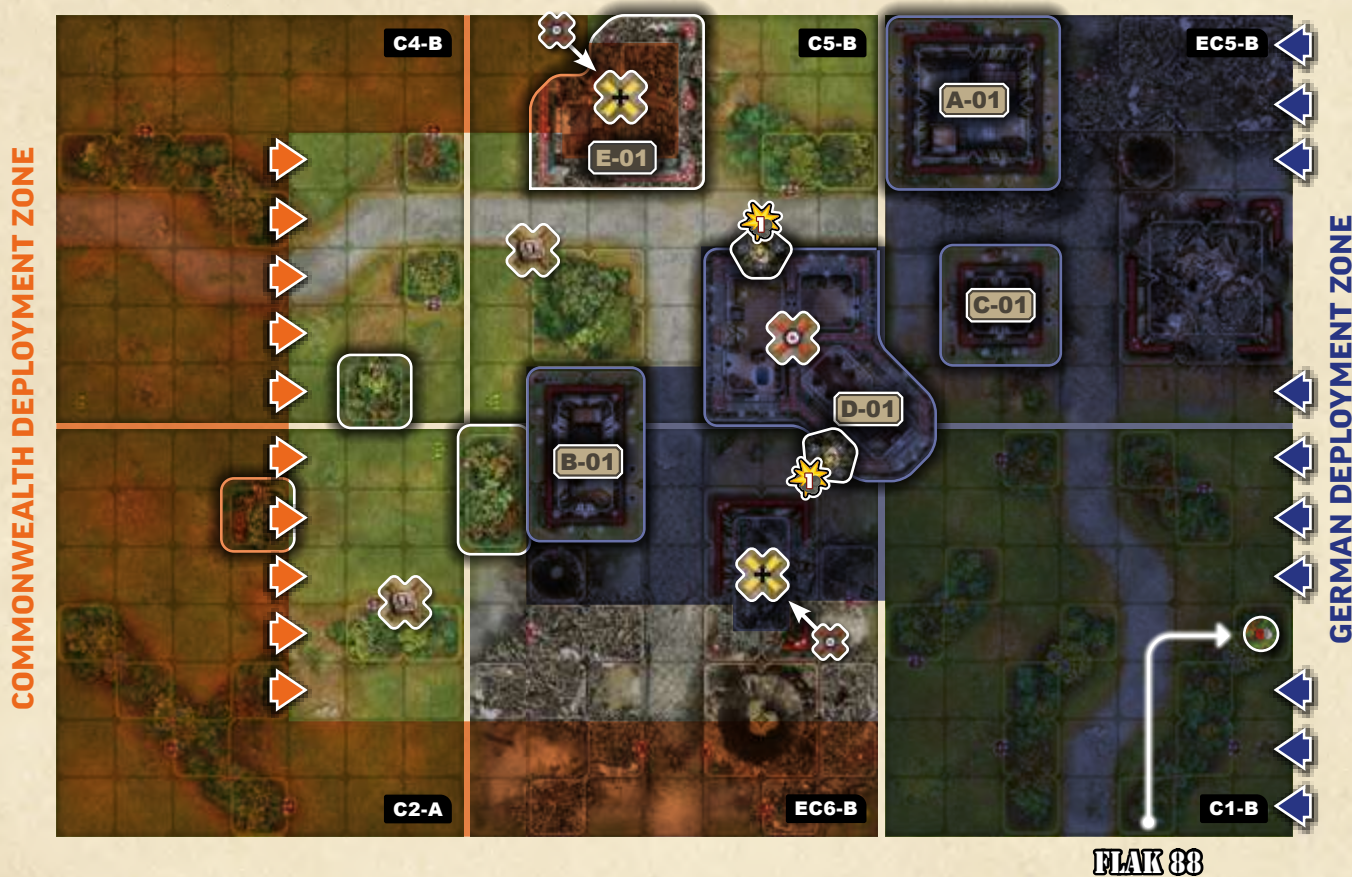
Front: Normandy  
 Operation: Epsom  
 Place: Saint Manvieu  
 Armies: CW / German  
 Date: June 26, 1944  
 Players: 2



### CAMPAIGN 1/6

Only with brutal hand to hand combat for every single house did the *Royal Scots Fusiliers* finally manage to wrest control over Saint-Manvieu from the fanatics of the *Hitlerjugend*. Despite being surrounded, elements of the *SS-Panzer Grenadier-Regiment 26* refuse to surrender their command post, leaving the RSF no other option than to storm and clear the building... ASAP! Once this objective is achieved, the Germans will surely launch a counter-attack. Tanks of the *21. Panzer* and more and more SS will try to take back Saint-Manvieu, supported by the *Flak 88* batteries posted on the hill of Rauray. The *Royal Artillery* and the *Royal Navy* will do their best to help the Scots to hold on.

### BATTLEFIELD & DEPLOYMENT



### PREPARATION

- The **Commonwealth Player** has the **Initiative**.
- Place **1 CW Primary Objective**.
- Place **2 Tactical Bonuses**.
- Place the **Red Dot marker**.

- Each player draws **4 Action Cards** .
- The game lasts **8 Turns** .
- The **German player** deploys first in his deployment zone.
- Then the **CW player** deploys his Units in his deployment zone.



## COMPOSITION OF THE ARMIES

### 15<sup>TH</sup> INFANTRY DIVISION - 250 POINTS



### REINFORCEMENTS - 180 POINTS



### 12. SS-PzDiv. + 21. PzDiv. - 185 POINTS



### AVAILABLE REINFORCEMENTS



## VICTORY CONDITIONS



Support can be used **3 times in the game**. Place **3 Activated Markers** on the **Support Tile**. To use Support, the **German player** must place a **Numbered Order Token** on the **Support Tile** and remove one of the **Activated Markers**. When he activates the **FLAK 88**, he may take a **Firing Action** by tracing a **LoS** from the **Red Dot** marker.



The **FLAK 88** is in an **Elevated Position** and uses the following **Combat Values** and **Special Abilities**:



The **CW Player's** goal is to capture the **Primary Objective** before the German counterattack of Turn 4.



As soon as the **CW Player** controls his **Primary Objective**, place **2 German Secondary** as shown on the map.

The **CW Player** may then enter his reinforcement Units into play on the next turn. They will enter through the squares pointed at by an arrow in the **Activation Phase** or **Supply Phase**.



The **Artillery Orders Option** is placed on the **CW Support Tile** next to the **CW Recruitment Tiles**. To use Support, the **CW Player** must place a **Numbered Order Token** on the **Support Tile**.



At the end of the **Supply Phase** of Turn 3, the **German** player fills all empty recruitment slots from the available reinforcements. Recruitment rules apply.

Then, during Turn 4, he may enter the chosen Units into play through the squares marked with an arrow in the **Activation Phase** or **Supply Phase**.

Starting with the **Activation Phase** of Turn 4, the **German player's** goal is to capture the **2 Secondary Objectives**.



The game ends at the end of Turn 8.

- **COMMONWEALTH VICTORY:** The **German player** does not control the **2 Secondary Objectives** at the end of Turn 8.
- **GERMAN MINOR VICTORY:** The **German player** controls both **Secondary Objectives** before the end of Turn 8.
- **GERMAN MAJOR VICTORY:** The **German player** controls both **Secondary Objectives** before the end of Turn 6 or Turn 7.



## CAMPAIGN

**COMMONWEALTH VICTORY:** In the following scenario, the **German player** may enter his Units into play through the square marked with arrows.

**GERMAN MINOR VICTORY:** In the following scenario, the **German player** will be able to deploy Units in the additional deployment area marked with the **Campaign** symbol.

**GERMAN MAJOR VICTORY:** Same result as a Minor Victory, but the **German player** will receive a **FLAK 88** on Turn 4.

If, at the end of a **Supply Phase**, the **German player** controls both **Secondary Objectives**, he wins an **Eisernes Kreuz**.





# SCENARIO

## 2 CHARGE OF THE LIGHT BRIGADE

**Front:** Normandy  
**Operation:** Epsom  
**Place:** Baron-sur-Odon  
**Armies:** CW / German  
**Date:** June 29, 1944  
**Players:** 2



### CAMPAIGN 2/6

Things are heating up south of the Odon river. A bridgehead has been established but the Brits have to push further! The 129<sup>th</sup> Brigade of the 43<sup>rd</sup> Infantry Division advanced towards Gavrus. It's necessary to cross the Odon and then push on toward the village but beware, German batteries on Hill 113 are shelling Baron-sur-Odon. Speed is paramount! You have to outflank the defenders before being spotted by the dreaded 88's.

### BATTLEFIELD & DEPLOYMENT



### PREPARATION



The CW player has the Initiative



Place 2 CW Secondary Objectives.



Place 1 Neutral Secondary Objective.



Place 2 Tactical Bonuses.



### CAMPAIGN

If the German player has won scenario 1/6, place the Tactical Bonus with the blue outline instead of the red one.

- Each player draws 4 Action Cards.
- The game lasts 6 Turns.
- The German player deploys in his zone first.
- The Commonwealth player will enter his Units into play through the squares marked with an arrow.



### CAMPAIGN

If the German player has won scenario 1/6, he may use the additional deployment area marked with the Campaign symbol. If it was a MAJOR VICTORY, place the German event token on turn 1 instead of turn 5.

If the Commonwealth player has won scenario 1/6, he may enter his Units into play using the squares marked with an arrow.



## COMPOSITION OF THE ARMIES

### 43<sup>RD</sup> INFANTRY DIVISION - 475 POINTS



### 12. SS-PANZER-DIVISION - 320 POINTS



## VICTORY CONDITIONS

The **Commonwealth player's** goal is to take all **Commonwealth Objectives**. Controlling the **Neutral Objective** is optional.

The **CW Primary Objective** is placed as soon as the **CW player** controls the 2 **CW Secondary Objectives**.

Starting in the **Activation Phase** of Turn 1, the **German player** has the support of a **FLAK 88** located on Hill 113. He places the **Support Tile** next to his **Recruitment Tiles** and the **Red Dot** marker on the battlefield as shown.

The **FLAK 88** can be used **3 times in the game**. Place **3 Activated Markers** on the **Support Tile**. To use the **FLAK 88**, the **German player** must place a **Numbered Order Token** on the **Support Tile** and remove one of the **Activated Markers**. When he activates the **FLAK 88**, he may take a **Firing Action** by tracing a **LoS** from the **Red Dot** marker.

The **FLAK 88** is in an **Elevated Position** and uses the following **Combat Values** and **Special Abilities**:



The game ends at the end of Turn 1. Once the **CW player** controls the **Primary Objective**, he may decide to end the game at the end of a **Supply Phase** or continue to the end of Turn 1 to eliminate all **German Units**.

- COMMONWEALTH MINOR VICTORY:** The **CW player** controls the **Primary Objective** before the end of Turn 1.
- COMMONWEALTH MAJOR VICTORY:** The **CW player** controls the **Primary Objective** by the end of Turn 1 and has taken control of the **Neutral Secondary Objective**.
- GERMAN VICTORY:** The **CW player** does not control the **Primary Objective** at the end of Turn 1.

## CAMPAIGN

**COMMONWEALTH MINOR VICTORY:** In the following scenario, place the **CW Secondary Objectives** with an **orange** outline.

**COMMONWEALTH MAJOR VICTORY:** Same result as a **MINOR VICTORY** but the **CW player** additionally wins a **Victoria Cross**.

**GERMAN VICTORY:** In the following scenario, place the **German Primary Objective** with a **blue** outline instead of the one with a **white** outline.



## SCENARIO

## 3 BEAVER TAILS WITH SAUERKRAUT

Front: Normandy  
 Operation: Charnwood  
 Place: Buron  
 Armies: CW / German  
 Date: July 8, 1944  
 Players: 2



## CAMPAIGN 3/6

After having driven out the 200 *Panzergranadiers* defending Buron, north-west of Caen, the 9<sup>th</sup> *Canadian Infantry Brigade* then had to repel the assaults of the 12. SS, who were determined to retake what remained of the village. After suffering grim losses during the attack, the SS *Panzergranadiers* avenged their fallen comrades by cruelly slaughtering their Canadian prisoners. Thus the SS and Canadians hated each other's guts.

## BATTLEFIELD &amp; DEPLOYMENT



## COMMONWEALTH DEPLOYMENT ZONE

## PREPARATION



The German Player has the Initiative.

Place 1 German Primary Objective.

Place 2 CW Secondary Objectives.

Place 3 Tactical Bonuses.

## CAMPAIGN

If the German player has won scenario 2/6, place the blue outlined German Primary Obj. instead of the white one.

If the Commonwealth player has won scenario 2/6, place the 2 orange Commonwealth Secondary Objectives instead of the white ones.

- Each player draws 4 Action Cards .
- The game lasts Turns.
- The CW player deploys first in his deployment zone.
- The German Player will enter his Units into play through the squares marked with an arrow .



## COMPOSITION OF THE ARMIES

### 3RD CAN. INFANTRY DIVISION - 505 POINTS



### 12. SS-PANZER-DIVISION - 535 POINTS



## VICTORY CONDITIONS

The **German player's** goal is to capture his Primary Objective

The **CW player's** goal is to capture his 2 Secondary Objectives

The game ends at the end of Turn , or at the end of any **Supply Phase** if either player has completed his objective.

If at the end of a **Supply Phase** both players have completed their objective, move the marker down one space. If the marker has to go beyond Turn , the game ends in a draw and nothing will change in the next scenario.

- **COMMONWEALTH VICTORY:** The **CW player** controls both of his Secondary Objectives before the end of the game.
- **GERMAN VICTORY:** The **German player** controls his Primary Objective before the end of the game.

## CAMPAIGN

**COMMONWEALTH VICTORY:** In the following scenario, the game will last turns instead of .

**GERMAN VICTORY:** In the following scenario, the **Commonwealth player** will have to control **both of his Secondary Objectives** instead of one.

If either player completes his objective **before the end of Turn** , he wins an **Eisernes Kreuz** or a **Victoria Cross**.





# SCENARIO

## 4 ZURÜCK!

**Front:** Normandy  
**Operation:** Charnwood  
**Place:** Caen  
**Armies:** CW / German  
**Date:** July 9, 1944  
**Players:** 2



### CAMPAIGN 4/6

Caen has almost fallen into the hands of the allies. The Germans organized a withdrawal behind the Orne River, leaving the 16. Luftwaffen-Feld Division to cover the retreat. Unaware of the situation, the Canadians progressed through the ruined streets of the city, surprised to meet only weak resistance. But as they approached the banks of the river, that changed for the worse... The Canadians must prevent the Germans from regrouping their forces on the other bank.

### BATTLEFIELD & DEPLOYMENT



COMMONWEALTH DEPLOYMENT ZONE



## COMPOSITION OF THE ARMIES

### 3RD CAN. INFANTRY DIVISION - 445 POINTS



### 12. SS-PzDiv. + 16. FELD-Div. - 460 POINTS



## PREPARATION



- The CW Player has the Initiative
- Place 2 CW Secondary Objectives.
- Place 2 Tactical Bonuses.
- Each player draws 4 Action Cards .
- The game lasts 6 Turns.

### CAMPAIGN

If the CW player has won scenario 3/6, the game lasts 8 Turns instead of 6.

- The German player deploys first in his deployment zone.
- Then the CW player deploys his Units in his deployment zone.

## VICTORY CONDITIONS

The German player's goal is to get at least 6 Infantry Units and 2 Heavy Vehicles out, through squares marked with an arrow before the end of the game, while preventing the Commonwealth player from achieving his objective.

The Commonwealth player's goal is to take 1 of his 2 Secondary objectives before the end of the game.

### CAMPAIGN

If the German player won the previous scenario, the CW player must control both of his Secondary Objectives instead of just one.

The game ends at the end of Turn 6 (8 depending on the result of the previous scenario) or at the end of any Supply Phase if the Commonwealth player controls 1 of his 2 Secondary Objectives (or both depending on the result of the previous scenario).

- COMMONWEALTH MINOR VICTORY:** The CW player completes his objective before the end of the game but the German player was able to get at least 4 Infantry Units and 2 Heavy Vehicles out before the end of the game.
- COMMONWEALTH MAJOR VICTORY:** The CW player completes his objective before the end of the game and the German player has not been able to get enough Units out.
- GERMAN VICTORY:** At the end of the game, the CW player does not control any of his 2 Secondary Objectives and the German player has been able to exit 6 Infantry Units and 2 Heavy Vehicles.

### CAMPAIGN

**COMMONWEALTH MINOR VICTORY:** In the next scenario, the CW player will be able to incorporate a Battle Plan Orders Option into his army.

**COMMONWEALTH MAJOR VICTORY:** As for a Minor Victory, and the Commonwealth player additionally wins a Victoria Cross.

**GERMAN VICTORY:** In the next scenario, the German player may use the alternate deployment zones marked with the Campaign symbol.



# SCENARIO

5

## CHARON THE FERRYMAN

**Front:** Normandy  
**Operation:** Goodwood  
**Place:** Caen  
**Armies:** CW / German  
**Date:** July 18, 1944  
**Players:** 2



### CAMPAIGN 5/6

One last push was needed to drive the Germans out of Caen. It would take a few more days before the Americans could launch *Operation Cobra*. Meanwhile the British needed to keep the attention of the enemy's armoured divisions tied to Caen by keeping up the pressure. Doing so required the crossing of the Orne River, the *Styx of Caen*... Hoping that the price to pay for the passage will not be too high.

### BATTLEFIELD & DEPLOYMENT

#### GERMAN DEPLOYMENT ZONE



#### COMMONWEALTH DEPLOYMENT SQUARES



# SOLO MODE

The AI can play either side.

## COMPOSITION OF THE ARMIES

### 3RD INF. DIV. + 11TH AR. DIV. - 685 POINTS

High Command  
Worcester's Regiment  
25th Pdr Bn  
11th Ar. Div.

### 16. LUFTWAFFEN-FELD-DIVISION - 520 POINTS

Feldkommando  
Panzer Grenadiere  
Panzer B. Luchs

## PREPARATION

- The CW Player has the Initiative
- Place 1 CW Primary Objective.
- Place 2 CW Secondary Objectives.
- Place 2 Tactical Bonuses.
- Each player draws 4 Action Cards
- The game lasts 8 Turns.
- The German player deploys first in his deployment zone.
- The CW player will enter his Units into play through the squares marked with an arrow

## CAMPAIGN

If the German player has won Scenario 4/6, he may also use the deployment areas marked with the Campaign symbol.

If the CW player has won Scenario 4/6, he may incorporate the Battle Plan Orders Option into his army.

## VICTORY CONDITIONS

The CW player's goal is to capture his Primary Obj. and at least 1 of his 2 Secondary Obj. before the end of the game.

At the beginning of Turn 5 the CW player may integrate the Initiative Orders Option into his army.

The game ends at the end of Turn 8, or at the end of any Supply Phase if the CW player controls his Primary Obj. and at least 1 of his 2 Secondary Obj.

- COMMONWEALTH VICTORY:** The CW player completes his objective before the end of the game.
- GERMAN VICTORY:** The CW player does not complete his objective before the end of the game.

## CAMPAIGN

**COMMONWEALTH VICTORY:** In the following scenario, the CW player will only need to control one of his two Sec. Objectives.

**GERMAN VICTORY:** In the following scenario, place the German Event Marker on Turn 3 instead of Turn 4.



# SCENARIO

## 6 OPERATION STACK

Front: Normandy  
Operation: Goodwood  
Place: Caen  
Armies: CW / German  
Date: July 20, 1944  
Players: 2



### CAMPAIGN 6/6

The chimney of the steel factory on the outskirts of the city is often used by German artillery spotters. During *Operation Goodwood*, Ludger Houde and his men were given the crucial mission to destroy that smokestack. Houde realized he would have to position his guns as close as possible... But once again, as the SS opposed the Canadians, their reciprocal hatred reached its zenith!

## BATTLEFIELD & DEPLOYMENT



## PREPARATION

- The **CW Player** has the **Initiative**
- Place **2 CW Secondary Objectives**
- Place **1 Tactical Bonus**.

### CAMPAIGN

If the **German player** won the previous scenario, place the **German event marker** on **Turn** .

- Each player draws **4 Action Cards** .
- The game lasts **6 Turns**.
- The **German player** deploys first.
- The **Commonwealth player** will enter his Units into play through the squares marked with an arrow .





## SOLO MODE

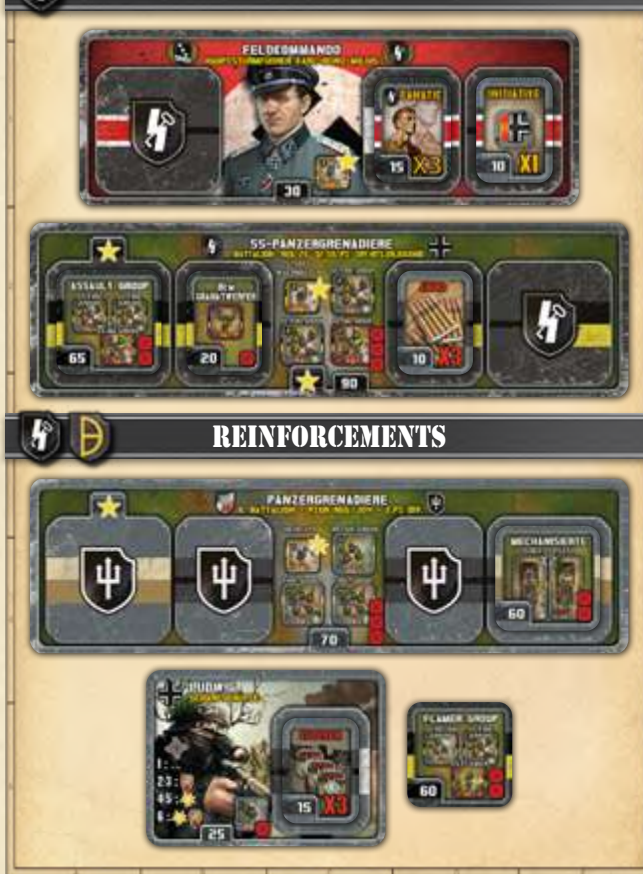
The AI can play both sides. If it plays the CW side it considers the Chimney as a priority target.

## COMPOSITION OF THE ARMIES

### 3RD CAN. INFANTRY DIVISION - 545 POINTS



### 12. SS-PANZER-DIVISION-470 POINTS



## VICTORY CONDITIONS

The **CW player** has two objectives to achieve in this order:

1. To take the two **CW Secondary Objectives**.
2. Destroy the chimney before the end of the game.

### CAMPAIGN

If the **CW player** won the previous scenario, he only needs to control one of his two **Secondary Objectives**.

To destroy the chimney, the following rules apply:

- The Unit taking the **Firing Action** must have a **LoS** on the **red dot**.
- The **red dot** is not considered an **Elevated Position**.
- If the **Firing Action** is directed at a Unit on the chimney's **Secondary Tile**, the rules for **Elevated Position** apply.
- It is not possible to use the **Indirect Fire** **Special Ability** to damage the chimney.

When the **CW player** controls both **CW Secondary Objectives** (or only one depending on the outcome of scenario 5/6) the following conditions apply starting the next turn:

- The **CW player** may attempt to destroy the chimney.
- The **German player** may bring his Reinforcement Units into play through the squares marked with an arrow.



If the **CW player** does not control either of his 2 **Secondary Objectives** at the end of Turn (or turn depending on the result of the previous scenario), the game ends and it is a **German Major Victory**.



The game ends at the end of Turn or as soon as the **CW player** has destroyed the chimney.

- **COMMONWEALTH VICTORY:** The **CW player** has destroyed the chimney before the end of the game.
- **MINOR GERMAN VICTORY:** The **CW player** has not destroyed the chimney before the end of the game.
- **MAJOR GERMAN VICTORY:** The **CW player** does not control any **Secondary objectives** at the end of Turn (or turn).



### CAMPAIGN




**COMMONWEALTH VICTORY:** the **CW player** wins the game.

**GERMAN MINOR VICTORY:** the **German player** wins the game.

**GERMAN MAJOR VICTORY:** same as for a **Minor Victory**, and the **German player** additionally wins an **Eisernes Kreuz**.



## CAMPAIGN REPORT

	CW VICTORIES 5 POINTS	GERMAN VICTORIES 5 POINTS	 2 POINTS	 2 POINTS
TRADING BLOWS (CAMPAIGN 1/6)				
CHARGE OF THE LIGHT BRIGADE (CAMPAIGN 2/6)				
BEAVER TAILS WITH SAUERKRAUT (CAMPAIGN 3/6)				
ZURÜCK! (CAMPAIGN 4/6)				
CHARON THE FERRYMAN (CAMPAIGN 5/6)				
OPERATION STACK (CAMPAIGN 6/6)				
TOTAL VICTORIES			 The side with the highest score wins the campaign.	
TOTAL VICTORIES + MEDALS				

## ICON SUMMARY

### 1.1 - TERRAIN EFFECTS (P.04)



**ELEVATED POSITIONS (P.04)**  
The LoS of a Unit in an **Elevated Position** is less hindered by **Terrain Elements**.

### 1.3 - BUILDINGS (P.05-07)




**STAIRS (P.06)**  
A **Stairs** square allows you to move from one floor to another floor of the same Building.

## 2 - SPECIAL ABILITIES (P.09)

### 2.1 - CHANGE OF STATE (P.09)



**OVERWATCH (P.09)**  
While activate, your Unit benefits from the **Opportunity Fire**  **Special Ability**.

### 2.2 - MOVEMENT SPECIAL ABILITIES (P.09)




**URBAN FIGHTER (P.09)**  
Once, and only once, per **Movement Action**, the Unit may enter or exit a Building through an opening identified by a white arrow.

### 2.3 - FIRING SPECIAL ABILITIES (P.09)



**ANTI-AIRCRAFT (P.13)**  
Units with the **Anti-Aircraft Special Ability** can **Fire** at an **Aircraft Unit**, even if that Aircraft Unit does not have a **Numbered**, or **Special Order Token** placed on its **Recruitment Tile**. Always add any bonus (+1, +2,...) shown next to the **AA Special Ability**, to the die roll.




**DESTROYER (P.10)**  
This Unit grants all Units in its **ZoC** a +2 bonus to their **Destruction**  dice results.



**DESTRUCTION (BREACH) (P.09)**  
Roll the number of **Destruction** dice as normal. When you would place a **Destruction Marker** on a **Building**, you may create a **Breach** there instead. You may not create **Breaches** on vehicle wrecks.




**HAWKEYE (P.10)**  
This Unit's **Firing Actions** are not subject to the **long-range fire penalty** .



**TANK HUNTER (P.10)**  
Add +1 or -1 to the die roll when determining the location of **Damage** inflicted upon a **Heavy Vehicle**.


### 2.4 - DEFENSE SPECIAL ABILITIES (P.10)




**UNSHAKABLE (P.10)**  
This Unit ignores **Suppressed Markers** .

### 2.5 - COMMAND SPECIAL ABILITIES (P.10)





**BARRAGE ORDER (P.10)**  
Instead of activating this Unit, you may activate up to 3 **Heavy Weapon** Units within 3 squares  that have the exact **same name**.



**IMPROVISATION (P.10)**  
You may draw 1 more card  than the maximum allowed, but you must then **discard 1**. You can use **Improvisation** at the beginning of the game.



**NCO (P.10)**  
If this Unit receives an **Order Token** during the **Order Phase** it may immediately remove 1 **Suppressed marker**  from another Unit within 3 squares . It must have a clear **LoS** to the Unit it's helping.