

# FIRE & MOVEMENT

## SYSTEM RULES

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### 1.0 INTRODUCTION

Each game represents an actual or hypothetical battle. The map included with the game represents the terrain over which the battle was fought. The pieces represent the actual (or hypothetical) units that participated or might have participated in the battle. The system rules are rules that generally fit all games using the F&M system, and the exclusive rules are specific to each battle represented.

**Important:** The F&M rules have been updated to correct errata and clarify some concepts.

### 2.0 GAME EQUIPMENT

The components include this booklet (system rules) and a set of exclusive rules, a 22 × 17 inch map and a counter sheet of 100 counters. Players will need to provide themselves at least one six-sided die.

#### 2.1 The Game Map

The map portrays the battle area. A hexagonal grid is superimposed over the terrain features to regulate the movement and positioning of the game pieces throughout the game.

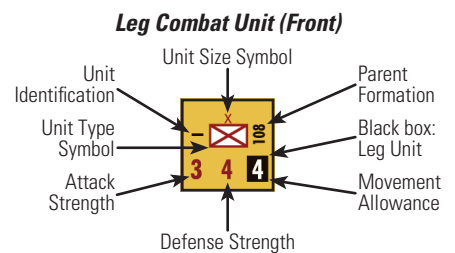
#### 2.2 Charts & Tables

Various visual aids are provided for the players to collate, simplify and illustrate certain game functions. They are; the Combat Results Table (CRT), the Terrain Key, and the Game Turn Record Track (GTRT). Where applicable, the exclusive rules will detail additional charts and tables used for that specific game.

#### 2.3 The Playing Pieces

The cardboard playing pieces (counters) represent the actual military units that took part in the battle. The different colored units (combat units) represent forces of opposing sides. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by each piece. Those pieces will hereafter be referred to as units or counters.

**Important:** The system rules may use unit example graphics that may not appear in the current game. The exclusive rules will list the specific types of units available in each game.

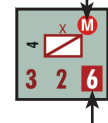


**Leg Combat Unit (Back)**



**Mobile Combat Unit (Front)**

Mobile Unit Designator



Red box: Mobile Unit

**Note:** The front side of a combat unit is the full-strength side, and the back of the unit is normally its reduced side. For most games in the series, the reduced side is identified with the unit type symbol having the same background color as the counter. Some combat units do not have a reduced side and thus are one-step units.

#### Support Fire Marker (Front/Back)



Type Symbol  
Support Strength

#### 2.3.1 How to Read Units

Most units contain identifiers or names, and sizes. The identifier or name of a unit generally has no bearing on play, except as part of some set-up and reinforcement rules. An identifier that lists two numbers separated by a slash represents the battalion number and then the number of the battalion's parent regiment.

**Example:** A unit printed with 4/47 is referring to the 4th Battalion of the 47th Regiment. A single number identifier typically refers to a single formation of its type (9 could refer to the 9th Division).

#### Unit Sizes

●●●: Platoon	I: Company
II: Battalion	III: Regiment
X: Brigade	XX: Division

**Note:** Some games may include additional unit sizes. They will be defined in the exclusive rules.

#### 2.3.2 Definition of Terms

**Attack Strength:** The relative strength of a unit when attacking other units, expressed in terms of attack strength points.

**Bombardment Attack:** An attack conducted by the active player using support fire markers only. Bombardment attacks take place during each player's Bombardment Phase (8.1).

**Defense Strength:** The relative strength of a unit when defending against the attacks of enemy units and is expressed in terms of defense strength points.

**Combat Modifier (Support Strength):** The strength of support fire markers. The support strength is expressed in terms of a "+ " value that may be either added to the strength of a friendly unit during combat or used as an attack strength when conducting a bombardment.

**Movement Allowance (MA):** The number of movement points (MP) that a unit can expend in a single Movement Phase. Each hex a unit moves into and/or each hexside crossed forces the unit to expend a given number of MP.

**Leg Unit:** A unit that is not a mobile unit. It generally represents any type of unit that lacks a means of transport. Leg units do not have a red mobile unit indicator in their top right corner, and their MA is in a non-red box.

**Mobile Unit:** A unit that is not a leg unit. It represents any type of unit that moves by a means other than human feet. A mobile unit can be anything from tanks to wagons. Only mobile units are permitted to move during the Mobile Movement Phase and/or conduct attacks during the Mobile Combat Phase (4.1). Mobile units have a red mobile unit indicator (M) in their top right corner, and their MA is in a red box.

**Support Fire Markers:** Represent naval gunfire from (offshore) ships, bombers/fighters providing ground or interdiction support, and artillery units of all types and sizes that are not represented as units in the game.

#### 2.4 Game Scale

The exclusive rules will indicate the scale of the map and the length of time that each game turn represents.

#### 3.0 SETTING UP THE GAME

Players should determine the side each will play. Players then consult their respective setup instructions in the exclusive rules. The instructions will list the strength and position of each unit in play on the map during the first game turn.

- The exclusive rules will indicate the player who is the first (starting) player and the player that will set up first.
- Units may be assigned specific set-up hexes, general areas near a specific location/hex number, or the players may be instructed to choose the set-up hexes for their units.
- The exclusive rules will specify the game turn of arrival and number of any reinforcements scheduled for that battle. Reinforcements should be placed to the side, or they may be placed on the Game Turn Record Track (GTRT) in the turn box for the game turn they will arrive.
- Consult the exclusive rules to determine the placement of support fire markers. In many games the support fire number is printed on the GTRT. The number signifies the number of support fire markers (not points) available each game turn.

**Important:** Bombardment rules have been modified from earlier games in the series.

- Other information may be printed on the GTRT. See the exclusive rules for details.

#### 4.0 SEQUENCE OF PLAY

The game is played in successive game turns (GTs) with each turn composed of alternate player turns. During the game turn the players maneuver their units and resolve combat according to the sequence outline and within the limitations provided by the rules.

##### 4.1 Sequence Outline

Each game turn is divided into a First Player Turn followed by a Second Player Turn. One player takes the First Player Turn while the other player plays the Second Player Turn. The GTRT on the map and/or exclusive rules will indicate which player is the first player. Each player turn must be played through in the order given below and each phase must be completed before beginning the following phase.

**Support Fire Marker Phase:** Both players organize their fire support markers as outlined in 7.0 or as dictated by the exclusive rules.

##### First Player Turn

**Movement Phase:** The current (active) player may move all, some, or none of his units as he desires within the limits and restrictions of the rules of movement (5.0), zones of control (ZOC) (6.0), and exclusive rules. The active player may bring reinforcements onto the map as allowed by his reinforcement schedule and the reinforcement rules.

**Important:** Mobile units that move during this phase cannot move during the upcoming Mobile Movement Phase.

**Bombardment Phase:** The active player may conduct bombardment attacks against enemy units (8.1).

**Combat Phase:** The active player may use his units to attack enemy units (8.2).

**Important:** Mobile units that participate in combat during this phase cannot conduct combat during the upcoming Mobile Combat Phase.

**Mobile Movement Phase:** Only mobile units are permitted to move during this phase. Mobile units that moved during the preceding Movement Phase cannot move this phase. Movement in this phase is otherwise identical to the Movement Phase.

**Mobile Combat Phase:** Only mobile units are permitted to attack this phase. Mobile units that participated in an attack during the preceding Combat Phase cannot conduct attacks this phase. Combat in this phase is otherwise identical to the Combat Phase.

##### Second Player Turn

After the first player has completed his turn, the second player then conducts his turn using the same procedures and, in the order given for the first player.

##### Game Turn End Phase

After the second player completes his player turn, the game turn ends. If it is the last turn of the game, players determine victory. If there are turns remaining, advance the turn marker one space along the GTRT and conduct the next turn using the above procedures.

## 5.0 MOVEMENT

### 5.1 Procedure

During the Movement Phase the active player may move none, some or all his units as he desires.

- Units may be moved in any direction or combination of directions, up to the limits of each unit's printed MA.
- Units are always moved one at a time, tracing a path of contiguous hexes through the hex grid.
- As each unit enters a hex, it pays one or more MP from its movement allowance.

### 5.2 Movement Restrictions

Movement cannot take place out of sequence.

Neither player can conduct movement during the opposing player's Movement or Mobile Movement Phase. A player's units can only be moved during his own Movement or Mobile Movement Phase. A unit:

- Cannot expend more MPs than its total printed MA during any one turn. Unused MP may not be accumulated from phase to phase or from turn to turn, nor can they be transferred to another unit.
- Cannot enter a hex if that unit does not possess sufficient remaining MPs to pay for the cost to enter, as well as the cost of any hexside terrain the unit must cross.

**Important:** There is no minimum number of hexes a unit may move; a unit may not have enough MA to move to any adjacent hex, in which case it may not move at all.

- Cannot enter a hex containing an enemy unit.
- Cannot enter a prohibited terrain hex or cross a prohibited hexside.
- Cannot exit the map unless specifically allowed by exclusive rules.
- May have its movement affected by enemy zones of control (EZOC) (6.0).
- That has completed its movement, cannot be moved again during that same turn, except as a retreat or an advance after combat.

**Important:** Advance and retreat may take place during a Bombardment Phase, Combat or Mobile Combat Phase. Advance after combat and retreat after combat is not considered movement and do not require the expenditure of MP.

### 5.3 Stacking Restrictions

Stacking of units is prohibited.

- Only one unit can occupy a hex at the end of any phase.
- A unit may move through hexes occupied by other friendly units at no extra MP cost.
- A unit cannot end its movement stacked with any other unit.

### 5.4 Effects of Terrain

A unit must expend one MP to enter a clear terrain hex.

**Important:** Some hexes will depict more than one type of terrain. In this case, use the MP expenditure of the terrain with the highest cost in MP.

- To enter other types of hexes, a unit must expend more than one MP.
- The Terrain Key or Terrain Effects Chart (normally printed on the map) lists each type of hex and hexside terrain with the corresponding MP cost for each type of terrain.

**Important:** The following examples may not reflect the actual terrain types or movement costs for a particular game. Consult each game's terrain effects for specific MP costs.

**Example:** A rough terrain hex costs 2 MPs to enter.

- Some hexsides are printed with other types of hexside terrain features (such as a river), that require additional MPs to cross. This cost is in addition to the cost of the terrain in the hex.

**Example:** A unit crosses a river (+1 MP) and enters a clear terrain hex (1 MP). The cost to enter that hex would be 2 MP.

- Some in-hex terrain will be noted as a "+" and a number. If that is the case, add that number to the cost of other terrain in the hex.

**Example:** A unit enters a clear hex (1 MP) that contains a village (+1 MP) and that unit crossed a river hexside (+1 MP). The cost to enter the hex is 3 MP.

#### 5.4.1 Road Movement

A unit that moves from one road hex directly into an adjacent road hex through a road hexside expends one-half of an MP, regardless of other terrain in the hex or hexside terrain.

#### 5.4.2 Trail Movement

A unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one MP, regardless of other terrain in the hex or hexside terrain.

### 5.5 Mobile Movement Phase

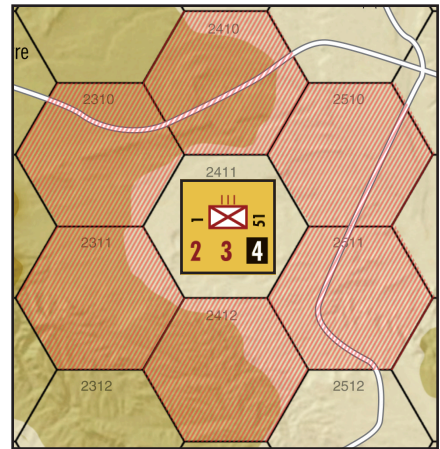
During the Mobile Movement Phase, the active player may move as many or as few of his mobile units as he desires subject to the following restrictions:

- Mobile units that moved in the preceding Movement Phase of the same player turn cannot move during the Mobile Movement Phase.

- Leg units cannot move during the Mobile Movement Phase.
- Units moving during the Mobile Movement Phase follow the same procedures as used during the Movement Phase (5.1 through 5.4).

## 6.0 ZONES OF CONTROL

The six hexagons surrounding each hex constitute the zone of control (ZOC) of any unit in that hex.



**Example:** The above diagram shows the hexes (shaded) that are in the zone of control of the unit depicted.

- All units exert a ZOC except those marked with a black hexagon (●) either in their upper right, or on the left side of the counter. ZOC are always in effect, regardless of the phase or the player turn.



Unit does not exert a ZOC

- Zones of control extend into all types of terrain and across all types of terrain hexsides.

**Designer's Note:** ZOC represent the ability of a unit to project long range fire into adjacent hexes, thus ZOC are projected across prohibited hexsides and into prohibited terrain.

**Exception:** Some games have fortifications or other restrictions that will negate the projection of ZOC into specific hexes.

- The presence of a ZOC is never affected by other enemy or friendly units.
- If an enemy and a friendly ZOC both extend into a hex, they have no effect upon each other; both co-exist. The hex is mutually affected by both ZOC.
- If a unit is in an enemy zone of control (EZOC), the enemy unit is also in that unit's ZOC.



### 6.1 Effects on Movement

ZOCs inhibit the movement of enemy units.

- A leg unit that begins its movement in a hex not in an EZOC, and then enters a hex in an EZOC, must immediately stop its movement, regardless of how many MP it has remaining.
- A leg unit that begins its movement in an EZOC can move directly into another hex in an EZOC by expending all its printed MA as long as the terrain is not prohibited and the unit has sufficient MA to expend for the hexside/ in hex terrain.
- Any unit that begins its movement in an EZOC can move into a hex not in an EZOC. The unit would expend the normal movement costs for that hex. It may continue movement normally.

**Example (below left):** The 51st Infantry Regiment can move into the hexes connected by black arrows. It can move from its starting hex directly into hex 2311 or 2413.

- A mobile unit must expend half (round down) of its printed MA (plus the normal cost of terrain) when it moves into a hex in an EZOC.

A mobile unit can move from a hex in an EZOC directly into another hex in an EZOC as long as it has the MA to pay the movement cost of the terrain and EZOC.

**Example (below right):** The 1st Cav can move into the hexes connected by black arrows.

**Exception:** A unit may generally not move from EZOC to EZOC across a minefield hexside or to enter a fortification hex; however, this restriction does not apply to commandos. Commandos never pay additional movement costs to enter or exit EZOC.

### 6.2 Effects on Retreat & Advance After Combat

Units retreating after combat are prohibited from retreating into hexes in an EZOC (8.3). Units advancing after combat ignore EZOC (8.5).

### 7.0 SUPPORT FIRE MARKERS

Support fire markers represent indirect fire assets not represented in the game by actual counters. Support fire markers do not exist on

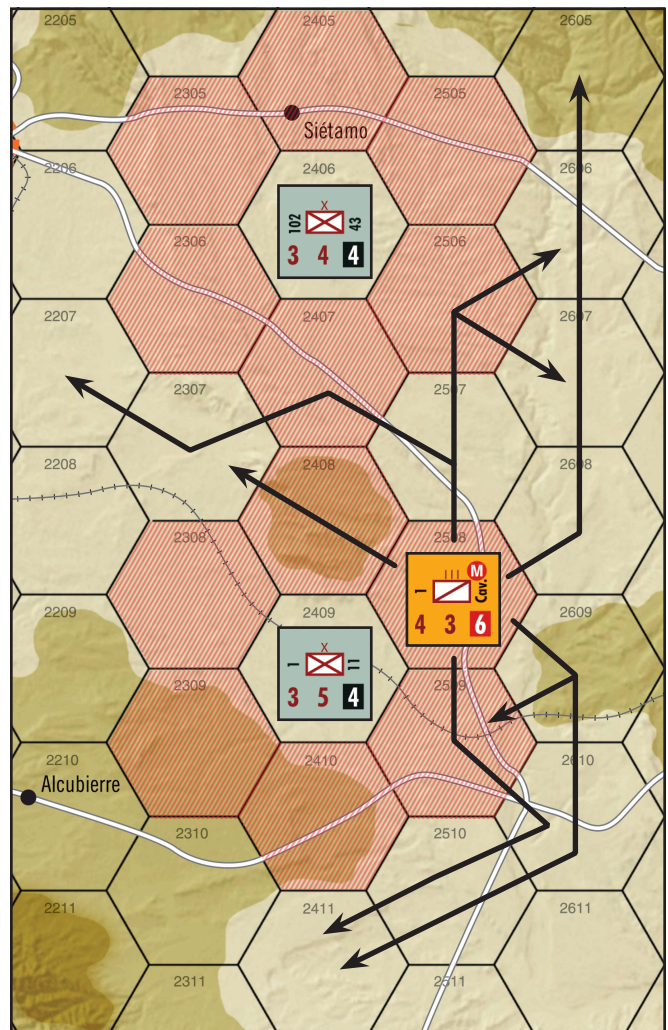
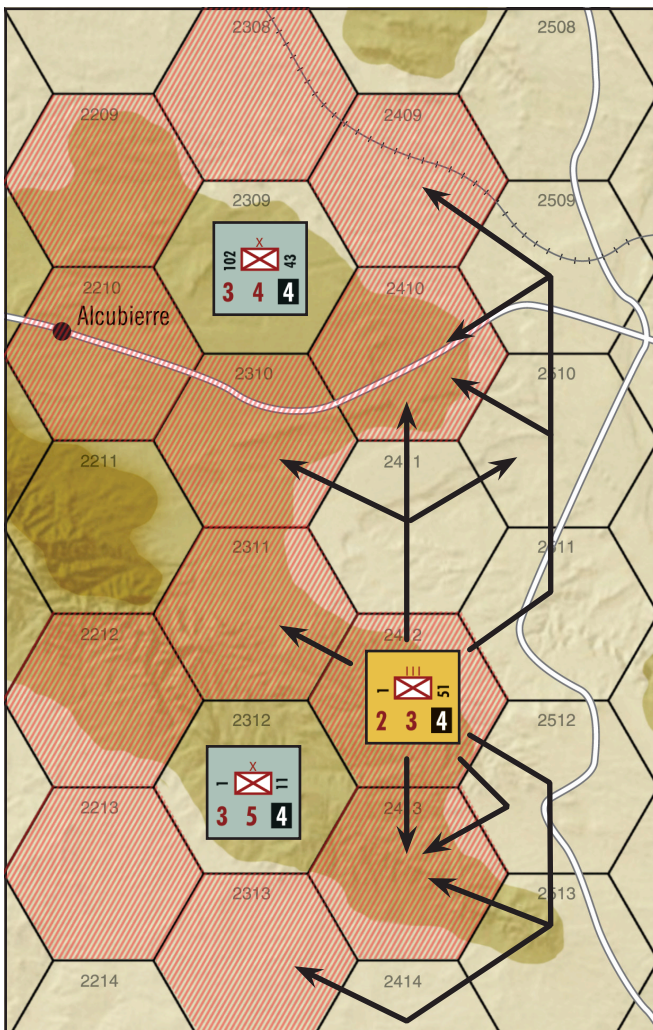
the map as units; they represent the incoming fire from supporting assets. They are not units, thus do not project ZOC.

### 7.1 Allocation of Support Fire Markers

**Important:** The exclusive rules of many games will modify the availability and allocation of support fire markers. Players should check the exclusive rules before proceeding further.

Each side is provided with its own pool of support fire markers, which are allotted by the support fire allotment number printed on each Turn Box of the GTRT.

- The support fire number equals the total number of support fire markers the players will receive at the beginning of that game turn.
- If the allotment of support fire markers indicated on the GTRT is less than the total quantity of markers in the pool for that player's side, that player may only randomly draw that number of support fire markers during that game turn.



- If two numbers are listed, the first number is the support fire allotment for the first player, the second number is the support fire allotment for the second player.

**Example:** “8/9” printed in the first game turn box indicates the first player is allotted 8 support fire markers, and the second player is allotted 9 support fire markers.

## 7.2 Support Fire Application

All support fire markers function the same, though some markers have different printed “+” values (the support strength) and different icons.

### Exception: Bombardment range (8.1.1).

- See scenario instructions for allocation of fire support markers.
- Support fire markers used during the Bombardment Phase or any Combat Phase are not available to be used again during the same game turn. Once used, support fire markers are returned to the player’s pool and are not available for the remainder of the current game turn but may be used in subsequent game turns.
- Support fire markers may never be accumulated from game turn to game turn. If they are not used during the game turn in which they are allotted, they are returned to the pool.
- Support fire markers are randomly drawn from the pool (unless scenario rules instruct otherwise) when allocated to bombardment and/or combat.
- A support fire marker may only be used once during each game turn.
- The value represents the combat support strength that players may apply to bombardments or combats that occur during the turn. Whether as the attacker or the defender, the applying player places his support fire marker(s) and then adds the support fire markers “+” number to his total attack or defense strength.
- A player may not divide or split the “+” value of a support fire marker among different targets. Each support fire marker must be applied to one target hex only.
- Combat results (bombardment and ground combat) have no effect on the allotment of support fire markers during the current or any future game turn, except when stipulated differently by the exclusive rules.

**Example:** If two 4-4-10 units are attacking a 2-3-8 unit, the total attack strength is “8”. If the attacking player has added two “+2” support

fire markers, the final attack strength becomes “12.” If the defending player has added one “+6” support fire marker to that same combat, the final defensive strength would then become “9”.

## 8.0 BOMBARDMENT & GROUND COMBAT

There are two types of combat: bombardment, which takes place during the Bombardment Phase, and ground combat which takes place in the Combat or Mobile Combat Phases. The below rules apply to both bombardment and ground combat:

- The active player is designated the attacker and the inactive player is the defender, regardless of the strategic or tactical situation.
- Combat is not mandatory. A unit is never required to attack, although a defending unit cannot avoid combat.
- A single defending unit can be attacked in each of the Bombardment, Combat, and Mobile Combat Phases; however, it may only be attacked once in each of these phases.
- Only one defending hex may be attacked in a single combat (i.e., attackers may not attack more than one hex during a single attack).
- The attacker is not required to declare all his intended attacks at the outset of the Bombardment or Combat Phase. He can declare each attack as he reviews the map and conducts each individual attack.
- Each attack must be resolved to completion prior to conducting additional attacks.
- Attacks can be resolved in any order the attacker wishes, provided each combat is completely resolved before the next combat is declared.

### 8.1 Bombardment

During the Bombardment Phase, the active player may conduct attacks using support fire markers only.

- Bombardment attacks do not require a friendly unit to be adjacent to the enemy units being attacked.
- Friendly ground units do not participate in a bombardment in any way, including advance after combat. Friendly units are not affected by combat results except as outlined in 8.1.3.
- Each support fire marker may only target one enemy occupied hex.
- A maximum of two markers may be used to bombard the same hex during the same player turn.
- Markers may be of any value from among the markers drawn from the pool.

- Once a marker is used, follow the procedures outlined in the exclusive rules to determine the marker’s eligibility for reuse.

### 8.1.1 Range

Normally support fire markers may be used to bombard targets anywhere on the map. In some games the exclusive rules may assign specific ranges for certain types of support fire markers.

### 8.1.2 Procedure

To conduct a bombardment, the active player may select any enemy unit that is within range of the support fire markers being used (8.1.1). For each bombardment, follow the procedure below in the order given.

- The attacker identifies the enemy unit to be bombarded.
- He may select a maximum of two fire support markers, stating the number selected and their total support strength. The defending player cannot apply fire support markers.
- Calculate the combat differential by totaling the support strength value minus the total defending unit’s defense strength value. Locate the line on the Combat Results Table (CRT) that matches the terrain in the defender’s hex (8.2.2).

### Exception: Do not apply hexside terrain (8.2.2).

**d)** Then, on that line locate the column on the CRT that corresponds to the final combat differential. Roll one six-sided die and cross-reference the result within the combat differential column on the CRT. Apply the results immediately.

### 8.1.3 Results

Results are applied the same as ground combat with the following exceptions:

**AE, A1, A2, A3 & Ex:** Treat as no result.

**(A):** Apply this result only if there is at least one unit friendly to the bombarding player adjacent to the hex being bombarded (friendly fire).

### 8.1.4 Terrain Effects

Bombardment may be used regardless of intervening terrain or units (enemy or friendly). It is not subject to line of sight restrictions, except when stipulated differently by the exclusive rules. In all cases, the defending units benefit fully from the terrain in the hex they occupy (not hexside terrain) per the CRT.

### 8.1.5 Bombardment Retreat

Retreat after bombardment is conducted using the procedures outlined in 8.3.



- The retreating unit must, if possible, retreat farther away from the closest enemy unit.
- If there are no enemy units on the map, the unit must retreat towards the closest friendly unit.
- The defending player may choose stiff resistance (8.4).

## 8.2 Ground Combat

Ground combat can only take place when friendly units are adjacent to enemy units.

- The active player may declare as few or as many attacks as he wishes.
- The attacking player may decide which of his units will be participating in an attack on which defending units.
- Each attack can only attack a single enemy occupied hex; however an enemy occupied hex can be attacked from all adjacent friendly occupied hexes.
- A unit can participate in only one attack each game turn. A mobile unit cannot attack in the Combat Phase and again in the Mobile Combat Phase.
- Not all adjacent units are required to attack. The attacking player may choose whether adjacent units will participate or not.
- Units that do not participate in one attack, may participate in a later attack against another hex, if all other requirements are met.
- A unit cannot attack across a prohibited/restricted hexside or into a hex prohibited to the attacking unit.
- The type of terrain the attacking unit(s) are in has no effect on their eligibility to attack.
- All attack and defense strengths are unitary. A unit's strength may not be divided among different combats, whether as the attacker or the defender. A unit may not combine its own attack and defense strengths for any reason.

### 8.2.1 Combat Procedure

For each attack follow the procedures below in the order given.

- The attacker states the number and the strength of his attacking units, and what enemy unit is being attacked by the designated units. Once an attack is declared it cannot be called off.
- Both players may select available support fire markers in support of the current combat. This is a five-step process:

**Important:** Scenario rules may modify this procedure, however, if fire support markers are randomly drawn from a pool, neither player may examine drawn markers until all markers both sides wish to allocate have been drawn.

- The attacking player may select one support fire marker and place it value-side down near the battling units to indicate it will support that combat.
- The defending player may then select one support fire marker and place it value-side down near the battling units to indicate it will support that combat. The defender may do this whether or not the attacker placed a support fire marker.
- The attacker may then select a second (one additional) support fire marker. This may be done whether or not either player has already placed a support fire marker.
- Finally, the defender may select a second (one additional) support fire marker. This may be done whether or not either player has placed any support fire markers.
- Both players reveal their fire support marker values (flip the markers over).

**Important:** After each step, neither player can change his mind about having placed, or not placed, a support fire marker in a previous step.

- Each player adds the combat strength of his ground units and support fire markers into one total.
- Calculate the combat differential by subtracting the defender's total from the attacker's total. Locate the line on the CRT that matches the terrain in the defender's hex, including any hexside terrain (8.2.2). Then on that line locate the column on the CRT that corresponds to the final combat differential. Roll one six-sided die and cross-reference the result within the combat differential column on the CRT. Apply the results immediately.

### 8.2.2 Effects of Terrain

Only defending units benefit from the terrain in the hex they occupy and/or that hex's hexside terrain feature. The terrain within the hexes occupied by the attacking units has no effect upon combat.

- Defending units do not benefit from river or ditch hexsides unless all the attacking units are attacking that defending unit across a non-bridged river or ditch hexside into that hex. If all units are attacking across a river and at least one of the units is attacking across a bridged hexside, use the bridged line on the CRT.
- The effect of terrain on combat has been integrated into the CRT. Refer to the terrain in the defending unit's hex and/or hexside and cross-reference that terrain type with the combat differential (8.2.1).

**Important:** Some hexes will depict more than one type of terrain and may have hexsides that affect combat. In this case, use the terrain most beneficial to the defender.

**Important:** River hexsides are assumed to be bridged wherever a road is printed across a river. If at least one attacking unit is attacking across a bridged river hexside, that attack is assumed to be an attack across a bridge (not across a river) when resolving an attack on the CRT.

### 8.2.3 Fortifications

If a game includes fortifications (whether printed, or as counters), the following applies to any unit occupying a hex containing a fortification:

- The printed defense strength of a unit is doubled.
- The combat modifier (the "+" value) of an attacker's support fire or bombardment marker applied to a fortification hex is halved (round down).
- This rule does not apply to support fire markers applied by the defending player.

### 8.2.4 Combat Resolution

The combat results listed on the CRT are explained as follows:

- De:** \*\*The defending unit(s) is eliminated.
- D3:** \*The defending unit(s) must retreat three hexes.
- D2:** \*The defending unit(s) must retreat two hexes.
- Ex:** One attacking unit and one defending unit must be flipped to their reduced side (or eliminated if already reduced or a single step unit). Among multiple attacking units, the attacker chooses one unit to reduce.
- A1:** \*The attacking unit(s) must retreat one hex.
- A2:** \*The attacking unit(s) must retreat two hexes.
- A3:** \*The attacking unit(s) must retreat three hexes.
- (A):** One attacking unit must be reduced (or be eliminated if already reduced or a single step unit). Among multiple attacking units, the attacker chooses the unit to reduce.
- Ae:** \*\*All attacking units are eliminated.
- : No Effect

**\*Stiff Resistance:** The affected player may choose to ignore his retreat requirement by choosing to reduce a unit instead (8.4).

**\*\*On a De, or Ae result, all units are eliminated. Two step units are not reduced, they are eliminated.**

**Important:** If the combat result is a retreat, the retreating player retreats his own unit(s) in accordance with the retreat rules (8.3).

**Important:** If a rule states that a unit is to be reduced, that unit will be eliminated if it is already reduced or is a one-sided unit.

### 8.3 Retreat

When a combat result requires a unit to be retreated, the owning player must immediately attempt to move that unit the indicated number of hexes away from its current hex. A retreat is not movement and does not require the expenditure of MPs.

- If a unit cannot retreat at least one hex (for any reason), the retreating unit is eliminated (this does not nullify the retreat).
- A unit should (if possible) end its retreat closer (in hexes) to a friendly map edge (or in some games a friendly supply source).
- If possible, a retreating unit must retreat along a path of vacant hexes (not occupied by other friendly units). A unit may retreat through friendly occupied hexes if no other retreat route of vacant hexes is possible. See 8.3.1 for effects.
- Under no circumstances may a unit retreat into or through a hex occupied by an enemy unit or a hex in an EZOC.

**Important:** Friendly units and friendly units with a ZOC into a hex do not negate any EZOC into that same hex for the purposes of retreat.

- A unit may not retreat into or through prohibited terrain (**Example:** An all-sea hex).
- Seaborne units that are required to retreat into an all sea hex must be reduced instead (scenario rules will identify units that may be seaborne and may supersede this rule).
- A unit that must retreat must terminate its retreat the number of hexes away as required by the combat result's retreat number from its original combat hex. If the unit can retreat at least one hex but cannot retreat the required number of hexes for any reason, it is reduced in the last hex to which it can legally retreat. If it is already reduced, it is then eliminated.
- Unless specifically stated in exclusive scenario rules, units may not retreat off the map.

#### 8.3.1 Displacement

If a retreating unit's only available final hex in a retreat path is occupied by another friendly unit, the retreating player may choose to displace (move) that other friendly unit from its hex to one

adjacent hex as if that other friendly unit was also retreating because of combat.

- Displacement is voluntary; a retreating unit unable to retreat because of the presence of other friendly units may be reduced instead of displacing a friendly unit.
- A retreating unit may not displace a friendly unit if any eligible vacant hex is available.
- Displacements cannot be made into a prohibited hex and/or into an EZOC.
- A retreating or displaced unit cannot displace into a hex containing a friendly unit if that unit does not have a valid hex into which it can retreat into (i.e., due to enemy units, EZOC and/or prohibited terrain).
- After the displaced unit has moved, the retreating unit may retreat into that other friendly unit's formerly occupied hex.
- A displaced unit can displace another friendly unit using the same procedure.
- The displacement of units may continue until all units have been placed in a hex that does not contain a friendly unit.
- A given unit may be displaced more than once.
- An attacker's displaced unit is ineligible to conduct an attack during the remainder of the attacker's turn.
- A retreating unit does not displace a friendly unit when moving through that other unit's hex during a retreat.

### 8.4 Stiff Resistance

Instead of obeying a retreat combat result, either player may declare stiff resistance. This decision is made after the combat die roll. Stiff resistance may be used when defending against a bombardment or when either attacking or defending during ground combat.

- If a player declares stiff resistance, his unit(s) are not required to retreat.
- The unit conducting stiff resistance is immediately reduced. In the case of the attacker declaring stiff resistance, only one attacking unit is reduced.
- A player may opt to declare a reduced or one-sided unit to offer stiff resistance to avoid the retreat combat result. The reduced or one-sided unit must be eliminated in that case.
- When the defender declares stiff resistance, the attacking player cannot advance after combat (8.5).

### 8.5 Advance After Combat

Attacking units are only permitted to advance after combat following a retreat combat result on an attacked (defending) enemy unit (i.e., D2 or D3). Advance after combat does not take place

after an EX/DE result or if the defender chooses stiff resistance (8.4).

- A defending unit can never advance after combat.
- There is no advance after combat when conducting a bombardment.
- When an enemy unit is forced to retreat due to combat, it will leave a path of vacant hexes behind it called the path of retreat. If a unit was unable to retreat the required number of hexes, the retreat path is the last hex into which the retreating unit could legally retreat. This includes units that were eliminated when unable to complete the entire retreat (8.3).
- Any or all units that participated in the combat that caused the retreat are then eligible to advance along the path of retreat.
- The decision to advance after combat must come immediately after the retreat is completed.
- Advance after combat is voluntary and the owning player always determines which units and how far they advance.
- Advancing units ignore all EZOC along the entire path of retreat.
- Unit(s) advancing after combat may end their movement in any of the hex(s) along the path of retreat, but they may not stray from the path of retreat while moving.
- If multiple units advance after combat, no more than one unit may end its movement in any one hex of the path of retreat.
- After an advance after combat, an advancing unit is not eligible to attack or perform any other activity during that player turn (unless specified otherwise by the exclusive rules).
- An advanced unit is subject to attack by any eligible enemy units in the immediately following enemy Combat Phase, just like any other unit.

### 9.0 SUPPLY

There are no supply rules (unless otherwise noted in a specific game's exclusive rules). All units are always considered to be in supply. Isolated or surrounded units suffer no penalties.

**Combat Results Table:**

Commonwealth attacks that do not have at least one armored brigade participating in the attack receive an automatic one column shift to the left.

TERRAIN TYPE	COMBAT DIFFERENTIAL (attacking strength minus defending strength)												
<b>City, Bocage, Beach Assault within EZOC</b>	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10					
<b>Hill, Beach Assault not in EZOC</b>	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
<b>Woods, River (unbridged)</b>	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
<b>Swamp, Town, River (bridged)</b>	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
<b>Clear, Beach (1)</b>	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
DIE ROLL:		RESULT:											
<b>1</b>	<b>(A)</b>	<i>A3</i>	<i>A2</i>	•	<i>Ex</i>	<i>Ex</i>	<b>D2</b>	<b>D2</b>	<b>D2</b>	<b>D3</b>	<b>De</b>	<b>De</b>	
<b>2</b>	<b>(A)</b>	<b>(A)</b>	<i>A3</i>	<i>A2</i>	•	<i>Ex</i>	<i>Ex</i>	<i>Ex</i>	<b>D2</b>	<b>D2</b>	<b>D3</b>	<b>D3</b>	<b>De</b>
<b>3</b>	<b>(A)</b>	<b>(A)</b>	<b>(A)</b>	<i>A3</i>	<i>A2</i>	•	<i>Ex</i>	<i>Ex</i>	<i>Ex</i>	<b>D2</b>	<b>D2</b>	<b>D3</b>	<b>D3</b>
<b>4</b>	<b>(A)</b>	<b>(A)</b>	<b>(A)</b>	<b>(A)</b>	<i>A3</i>	<i>A2</i>	•	<i>Ex</i>	<i>Ex</i>	<i>Ex</i>	<b>D2</b>	<b>D2</b>	<b>D2</b>
<b>5</b>	<i>Ae</i>	<b>(A)</b>	<b>(A)</b>	<b>(A)</b>	<b>(A)</b>	<i>A3</i>	<i>A2</i>	•	<i>Ex</i>	<i>Ex</i>	<i>Ex</i>	<b>D2</b>	<b>D2</b>
<b>6</b>	<i>Ae</i>	<i>Ae</i>	<b>(A)</b>	<b>(A)</b>	<b>(A)</b>	<b>(A)</b>	<b>(A)</b>	<i>A1</i>	•	<i>Ex</i>	<i>Ex</i>	<i>Ex</i>	<i>Ex</i>

Results in italics, not in bold print are treated as No Effect when conducting bombardment. When conducting bombardment a result of (A) is only used if there is a friendly unit adjacent to the target hex.

(1) Use this terrain line for beach hexes if not conducting a beach assault.

**De:** \*\*The defending unit(s) is eliminated.

**D3:** \*The defending unit(s) must retreat three hexes.

**D2:** \*The defending unit(s) must retreat two hexes.

**Ex:** One attacking unit and one defending unit must be flipped to their reduced sides (or eliminated if already reduced or a single step unit). Among multiple attacking units, the attacker chooses one unit to reduce.

**A1:** \*The attacking unit(s) must retreat one hex.

**A2:** \*The attacking unit(s) must retreat two hexes.

**A3:** \*The attacking unit(s) must retreat three hexes.

**(A):** One attacking unit must be reduced (or be eliminated if already reduced or a single step unit). Among multiple attacking units, the attacker chooses the unit to reduce.

**Ae:** \*\*All attacking units are eliminated.

•: No Effect

\* **Note:** *Stiff Resistance: The affected player may choose to ignore his retreat requirement by choosing to reduce a unit instead (8.4).*

\*\* **Note:** *On a De or Ae result, all units are eliminated. Two step units are not reduced, they are eliminated.*