

2GM



PACIFIC



2GM



ADVANCED RULEBOOK

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ADVANCED RULEBOOK

This **Advanced Rulebook** is a summary of rules that delve into the mechanics of the game. It includes detailed rules, special abilities and different examples with all the countries that make up the **2GM series**.

2GM is usually played 1 vs 1, although the rules allow for **three and four-player** games.

Likewise, the game can also be played in **Solo Mode**. These variants are explained below.

3-PLAYER MODE

Players are divided into **two teams**: a 1-player team and a 2-player team. The side with only 1 player will build their deck and play their turns as usual.

In World War II an army would usually be commanded by several generals, each one in charge of a different Army Corps. While one general would lead an Army Corps including several infantry divisions, the other would lead one with armored divisions.

In terms of gameplay, on the 2-player side, one player can be in charge of infantry units, while the other manages armored vehicles and Support cards, for example.

Each player will build their deck separately and play as follows:

- ▶ Equally divide the Action Points into two, to build each deck. One player will be the **Field Marshall** and the other his **General**. If you cannot agree on who plays each role, roll a die to decide. Another option is that you both build a single deck and later divide the cards as you consider fit.
- ▶ In a Pitched Battle, the **Field Marshall** will be responsible for deciding how many Action Points to spend and laying out the terrain on the battlefield. The Field Marshall also prepares the battlefield in Historical Scenarios, only if necessary.
- ▶ The turn sequence for the 2-player side is played as usual except for the **Headquarters Phase**, where both players divide their **Action Points**. Both the initial Action Points and the AP generated each turn are divided between the players. In the case of an odd number, the Field Marshall gets the extra AP.
- ▶ During their turn, the **Field Marshall** can give **1 Action Point** to the General.
- ▶ During the Card Phase, each player draws **1 card from their own deck**.

4-PLAYER MODE

Players are divided into two teams: **2 vs 2**.

Follow the same rules previously described for a 2-player side.

RECRUIT'S

In order to make it easier for beginners who play against experienced players, we recommend that beginners get **+1 AP** during their Headquarters Phase.

SOLO MODE

These solo rules have been developed for you to learn how to play and play on your own, and to try to beat the system, from now on referred to as **Artificial Intelligence (AI)**. The rules will also help you improve your strategy and try out new tactics that may be useful to defeat your usual game partners. These rules apply both to **Pitched Battles** and **Historical Scenarios**.

IMPORTANT: these rules try to contemplate all the usual eventualities of a game and the AI has been developed to respond accordingly.

However, it is impossible to cover every single possibility of every game, so in case of doubt you always have to **select the obvious choice from the AI's perspective**, regardless of the priority rules described in this rulebook. On the other hand, if the AI has various options with the same priority, roll a die to choose one at random.

The rules are explained in the following order: **preparing for battle, starting a battle, turn sequence**, and finally AI management rules during the turn.

IMPORTANT: during the explanation of this game mode we will refer to rows of the battlefield for both deployment and movement.

Rows are always counted starting from the player's Headquarters (HQ). Therefore, if the battlefield has 6 rows, the first row is the closest to your HQ, and the sixth row is the closest to the AI's Headquarters.

PREPARING FOR BATTLE

Set up the battlefield and place **Natural Terrain** as indicated in the basic rules for Pitched Battles or the Historical Scenario selected.

Choose the country you want to play with, or roll a die to choose at random.

If you play a Pitched Battle, arrange your deck into 5 separate decks according to card type: **Infantry, Artillery, Tanks, Transport vehicles, and Support cards** (Aircraft units are included in this deck).

Building the AI deck

To build the AI's army follow these rules:

There is no need to count the point limit for the AI's army deck.

Remove the cards listed below for Pitched Battles and Historical Scenarios:

- ▶ **2GM Tactics and Expansions:** Conflicting Orders, Paratrooper, General, C-47 Skytrain, Allies, Seized, New Orders, Decoy, Ambush, In need of support, and Defend the Reich.
- ▶ **2GM Pacific:** General, Shrapnel, and Lost.

Then, arrange the card in piles from left to right in the following order: **Infantry, Artillery, Tanks, Transport vehicles, and Support cards** (Aircraft units are included in this pile).

Shuffle each pile separately and place them face down in the above order.

AI deck and Pitched Battles:

In order to adapt the difficulty level of the AI, you can remove other cards from the game if you wish.

For example, if you want an easy game, for beginners, you can remove aircraft cards, artillery and tank units that cost more than 6 AP, and mine cards.

- From each of those piles, draw as many cards of each type as you have included in your own deck, except for aircrafts. For each aircraft in your deck, you take 2 cards from the Support cards pile instead.

For example: if your deck includes 5 infantry units, 3 artillery units, 4 tanks, 3 transport vehicles, 1 aircraft, and 12 Support cards, the AI deck will include 5-3-4-3-14, with two extra Support cards instead of aircrafts.

- Roll **1D10** and add extra cards to the AI deck based on the result:

Roll	Result
1-2	→ No extra cards are added.
3	→ Add 1 infantry unit.
4	→ Add 1 artillery unit.
5	→ Add 1 tank.
6	→ Add 1 transport vehicle.
7	→ Add 1 Support card.
8	→ Add 1 infantry unit and 1 transport unit.
9-10	→ Add 1 infantry unit and 1 Support card.

- Shuffle all the cards that make up the AI's army into a single deck. Start the battle!

AI deck and Historical Scenarios:

Besides removing the cards previously mentioned, remove any other cards indicated in the scenario description and all cards with effects related to the removed cards.

For example: if the scenario does not allow for tanks, remove all the tanks and all the Support cards that only affect tanks.

To build the AI deck, take at random as many cards of each type as indicated by the scenario at the end of the scenario description.

For example: according to the image below, if you choose to control the Japanese, the AI deck (Americans) will include 19 infantry units, 8 artillery units, 5 tanks, 0 transport vehicles, and 14 Support cards.

				
19	8	5	0	14

↓

SOLO MODE:	
 19-8-5-0-14 Defensive AI	 20-3-5-4-15 Offensive AI

Once the **AI cards** have been selected, shuffle them into a single deck.

STARTING A BATTLE

Once you have set up the battlefield and built the army decks of both sides, it is time to determine who the starting player is and which Artificial Terrain cards will be used.

Take your cards and AP according to the type of battle selected. Then, do the same for the AI. In a Pitched Battle, you draw 5 cards and get 5 AP; in a Historical Scenario follow the scenario's instructions. The AI cards will remain face down until the AI's first Card Phase.

Pitched Battles

Decide which army goes first.

Choose the amount of AP you want to spend to add to your D10 die roll.

Then, the AI rolls 1D10 to determine how many AP it is going to spend to add to its next roll: 1-3 = 0 AP; 4-5 = 2 AP less than you; 6-7 = 1 AP less than you; 8-9 = the same AP as you; 10 = 1 AP more than you.

Then roll 2D10, one for each army, and modify the result according to the AP spent to decide who starts.

Place **Artificial Terrain** based on the AP spent. You must follow the basic terrain placement rules of the game.

The AI, however, shuffles all the Artificial Terrain cards (remove Barbed Wire and Barriers if you are also playing with 2GM Tactics), and draws cards one by one until the AP limit is spent.

If the AI draws a card that exceeds the available AP, discard it and draw a new one until it matches the AP spent by the AI.

Once the game starts, no more Terrain cards can be placed.

 → AI									
1	2	3	4-5	6-7	8	9	10	1-5	
1	2	3	4-5	6-7	8	9	10	6-10	

In order to determine the location of the AI's Terrain cards, roll 1D10.

If you roll 1-5 place the card on the fifth row; if you roll 6-10 place the card on the fourth row. Then, roll 1D10 again to place the cards in the right column according to the previous diagram.

Repeat this process whenever a location is already occupied by a Terrain card and until all terrain cards have been placed.

Historical Scenarios

Historical Scenarios always specify which army goes first.

If dice need to be rolled and AP spent, the AI follows the same criteria as in Pitched Battles.

The placement of both artificial and natural terrain is usually determined in the scenario description.

If the AI has to place **Artificial Terrain** on the battlefield at random, the cards are placed following the same rules as Pitched Battles, placing Terrain cards where possible.

The AI will place half its available Terrain cards rounded up at half the AP cost for each card.

For example: if the AI has 4 extra Trench cards available, it would deploy 2 on the battlefield for 2 AP (1 AP each).

If the AI can or must deploy units before the battle starts, it will do the following:

- Take the number and type of cards indicated in the scenario.
- Deploy those units on the battlefield from highest to lowest AP cost. The AI deploys as many units as the initial points of its HQ.
- When possible, start by deploying units on the positions to defend. If more than one option is available, choose where to deploy at random by rolling a die.
- Once those positions have been covered, the AI will deploy units on the Terrain cards with the most Hit Points (HP) and Armor value. If more than one option is available, choose where to deploy at random by rolling a die.
- After deploying units on key positions and Terrain cards, the AI will deploy units on the rows needed to maintain the Supply Line.
- Once all units are deployed, if the AI still has remaining AP, it can upgrade deployed units, starting with the units that cost less AP. If more than one option is available (e.g., Mortar, HMG, or Bazooka for an infantry unit) select the upgrade randomly with a die roll.

For example: the AI draws 5 cards at the beginning of the game to deploy units before starting the battle. Three cards are infantry units: 1 Heavy Infantry and 2 Light Infantry. The AI deploys the Heavy Infantry unit in a Cabin on the fourth row, one Light Infantry in the Trench on the fifth row, and the other Light Infantry on the AI's Deployment Line. This way the Supply Line is covered for.



TURN SEQUENCE

Your turn sequence is played following the basic rules of the game. However, the AI's turn sequence is slightly different. Here is the summary of the turn sequence, which will be explained in detail further on:

1 INITIAL PHASE: end of card effects and abilities. During this phase the Behavior of the AI is determined for the rest of the turn.
2 HEADQUARTERS PHASE: generate AP. The HQ of the AI generates 1 AP (as any regular player).
3 CARD PHASE: the AI reveals a variable number of extra cards from its deck.
4 DEPLOYMENT PHASE: It depends on the behavior of the AI established during the Initial Phase. Deployment takes place before Movement to make things easier.
5 MOVEMENT PHASE: It depends on the behavior of the AI established during the Initial Phase.
6 SHOOTING PHASE
7 FLIP OVER PHASE
8 DISCARD PHASE
9 END OF TURN PHASE

Initial Phase

Depending on the situation of the battlefield, the AI will establish a **Behavior** pattern to follow during each turn, becoming more offensive or defensive according to the circumstances.

- In a **Pitched Battle** the behavior of the AI will be offensive or defensive depending on the situation. This is referred to as Variable AI (first column of the table).
- In **Historical Scenarios** the behavior of the AI will depend on whether it is controlling the attacking or defending army.
 - **Attacker:** the AI's behavior will be more or less offensive. This is referred to as **Offensive AI** (second column of the table).
 - **Defender:** the AI's behavior will be more or less defensive. This is referred to as **Defensive AI** (third column of the table).

During the **first two turns of the game**, the AI will determine its behavior according to the table below.

INITIAL BEHAVIOR (TURNS 1 AND 2)		
Variable AI (Pitched Battles)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
<p>Reinforce: Deploy units and reinforce rows 5 and 6 to establish a reliable Supply Line. Move forward towards the center of the battlefield to extend the Supply Line.</p>	<p>Advance: Move units forward towards the AI's battle objective without compromising the Supply Line.</p>	<p>Hold your position: Reinforce with units the AI's battle objective without compromising the Supply Line.</p>

To determine the AI's behavior during the rest of the game, apply the following **behavior modifiers (BM)**, regardless of whether you are playing a Pitched Battle or a Historical Scenario.

Scenarios	Situation	Modifier
ALL	For each row occupied by one of the AI's units, the AI gets +3 BM . If the AI has a row with more than one unit, it gets +4 BM instead.	→ +3 /+4
HISTORICAL SCENARIOS Defender AI	In a Historical Scenario, if the AI is the defender and one of its units is on the same space as the objective it's defending, the AI gets +2 BM .	→ +2
HISTORICAL SCENARIOS Attacker AI	In a Historical Scenario, if the AI is the attacker and its objective is within range of one of its unit, the AI gets +1 BM .	→ +1
PITCHED BATTLE	In a Pitched Battle, if the enemy HQ is within range of an AI unit, the AI gets +1 BM for each unit.	→ +1
ALL	For each row occupied only by units you control, the AI gets -1 BM . If any of those rows has more than one unit, the AI gets -2 BM instead.	→ -1 /-2
ALL	If the AI's Supply Line is broken as a result of your actions, e.g., the effect of a Support card or a unit you destroyed, the AI gets -3 BM .	→ -3

Result of the AI's Behavior:

Add the results obtained in the previous step according to the type of scenario being played. The behavior of the AI will determine its deployment, movements, and shooting priorities during the current turn.

OBJECTIVES			
Result	Variable AI (Pitched Battle)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
≤ 3	Defense: <ul style="list-style-type: none"> ● Pull back advanced units and reinforce rows 5 and 6. ● Reestablish or reinforce the Supply Line. ● Attack enemy units in those rows. 	Occupy, Reinforce, and Hold: <ul style="list-style-type: none"> ● Deploy fast units and move forward towards the center of the battlefield (rows 4 to 6). ● Attack units in the center of the battlefield. ● Shorten the enemy Supply Line. 	Total Defense: <ul style="list-style-type: none"> ● Protect the AI's battle objective and deploy units to reinforce rows 5 and 6. ● Establish and reinforce the Supply Line. ● Attack units that are reaching their battle objective.
4-7	Reinforcements: <ul style="list-style-type: none"> ● Deploy reinforcement units and extend the Supply Line towards the center of the Battlefield. ● Attack units in the center of the battlefield (rows 3 and 4). ● Cut off the enemy Supply Line, if possible. 	Advance: <ul style="list-style-type: none"> ● Move towards the center of the battlefield, to rows 3 and 4, extending the Supply Line. ● Attack units near their battle objective. ● Cut off the enemy Supply Line, if possible. 	Reinforce Lines: <ul style="list-style-type: none"> ● Deploy as many units as possible. ● Reinforce the AI's battle objective and rows 4 to 6. ● Attack units near their battle objective.
≥ 8	Advance: <ul style="list-style-type: none"> ● Move all units towards rows 1 and 2, extending the Supply Line. ● Attack all enemy units and HQ. ● Cut off the enemy Supply Line. 	Total Attack: <ul style="list-style-type: none"> ● Move towards the AI's battle objective. ● Attack the objective and the units defending it. ● The AI can break its Supply Line at its furthest end to attack the objective. 	Sustained Advance: <ul style="list-style-type: none"> ● Get past the objective and reinforce those rows. ● Attack units in the center of the battlefield. ● Cut off the enemy Supply Line, if possible.

Headquarters Phase

The AI's HQ **generates 1 AP**. The AI also generates AP as a result of its Supply Line and cards. This phase does not differ from the basic rules.

After the second turn, anytime the AI only generates **1 AP**, apply the minimum results of the behavior table, ignoring behavior modifiers based on the situation of the battlefield.

If you want to increase the difficulty of the game, the AI's Headquarters generate **+1 AP**.

Card Phase

During this phase, reveal the cards in the AI's hand and draw new cards from its deck, based on the number of cards in its hand.

Then, check whether the AI has any units in hand with shooting ability.

If it doesn't, discard the entire hand and draw the same amount of cards.

Cards in hand		Cards to draw
5+	→	Draw 2 cards.
4	→	Draw 3 cards.
3	→	Draw 4 cards.
2	→	Draw 5 cards.
1	→	Draw 6 cards.
0	→	Draw 7 cards.

Deployment Phase

The AI's Deployment Phase takes place before its Movement Phase, as opposed to the usual turn sequence.

This is done to improve the AI's autonomy, so it can make better decisions based on your strategies.

During this phase the AI will spend as many AP as possible, according to the following procedure:

1. Check the deployment table to choose the cards the AI could play based on the behavior determined during the Initial Phase.
2. Select the cards to deploy.
3. Deploy the cards on the battlefield and place Upgrade tokens.

A priority order is established to deploy units and Support cards on the battlefield.

Arrange the AI's hand into several piles based on the priority order established.

Card Phase:

For the AI to be a worthy opponent, it is very important that it makes the best card choices based on its behavior, needs, and possibilities.

The AI's behavior determines which cards to deploy, based on a table that indicates types of cards and priority depending on the AI's established behavior.

If the AI has more than one option (with the same priority), it should always choose the card with the highest cost. If it can't pay the cost, the AI chooses the next card of the same type.

During the first two turns, the AI will deploy in the indicated order. If possible, first deploy **cards that generate AP** (priority 0):

INITIAL DEPLOYMENT (TURNS 1 AND 2)		
Variable AI (Pitched Battles)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
<p>Start:</p> <ol style="list-style-type: none"> 1. Infantry with an offensive upgrade, if possible. 2. Artillery with no upgrades. 3. Tank with no upgrades. 	<p>Start:</p> <ol style="list-style-type: none"> 1. Tank with no upgrades. 2. Infantry with an offensive upgrade, if possible. 3. Transport vehicle with shooting ability and Mobility, but no upgrades. 	<p>Start:</p> <ol style="list-style-type: none"> 1. Artillery with no upgrades. 2. Infantry with defensive upgrade. 3. Tank with no upgrades.

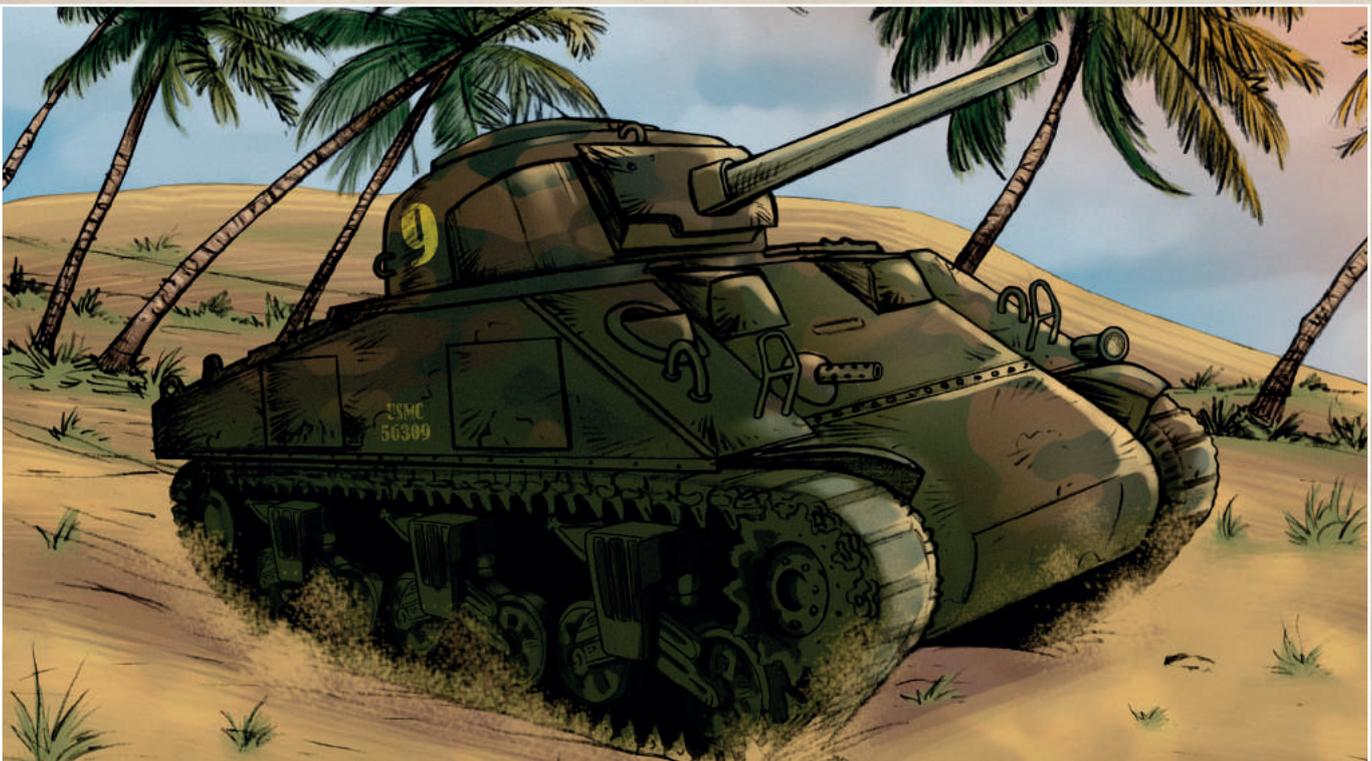
Note that some units are deployed with compulsory upgrades and others with potential upgrades. To deploy units with a compulsory upgrade, add the cost of the upgrade token to the cost of the unit. Choose the upgrade with the highest cost. If several upgrades have the same cost, choose the upgrade randomly.

On the other hand, units with potential upgrades are upgraded at the end of the phase, only if there are AP available.

Units with free upgrades available are always deployed upgraded.

Additionally, you have to consider that upgrades can be either **offensive** and/or **defensive**:

Upgrades	Tokens
DEFENSIVE	HMG, Grenades, Bazooka, Mortar, Hit the Dirt!, Smoke Grenade, Medics, Mechanics, Smoke Screen.
OFFENSIVE	MG, HMG, Grenades, Bazooka, MRL (Multiple Rocket Launcher), Snipers, Flamethrowers.



For the rest of the game deployment follows the order indicated in the following table, according to the AI behavior determined during the Initial Phase. Regardless of the table, cards that generate AP are always deployed first, as well as Support cards that are placed next to the HQ granting game bonuses (priority 0).

DEPLOYMENT			
Result	Variable AI (Pitched Battles)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
≤ 3	Defense: 1. Artillery with no upgrades. 2. Infantry with a defensive upgrade to protect the unit. 3. Tank with no upgrades. 4. Defensive Support cards.	Suppressive Fire: 1. Infantry with an offensive upgrade, if possible. 2. Tank with no upgrades. 3. Artillery with any upgrade, if possible. 4. Support cards that boost units' attacking abilities.	Containment Fire: 1. Infantry with a defensive upgrade, if possible. 2. Artillery with any upgrade, if possible. 3. Tank with no upgrades. 4. Defensive Support cards.
4-7	Secure: 1. Infantry with an offensive upgrade. 2. Tank with an offensive upgrade, if possible. 3. Artillery with no upgrades. 4. Transport vehicle with shooting ability. 5. Support cards that attack the Supply Line, or, if this is not possible, that improve the attack of units.	Reinforce: 1. Tank with no upgrades. 2. Transport vehicle with infantry with an offensive upgrade. 3. Infantry with an offensive upgrade. 4. Aircraft to use against the Supply Line. 5. Support cards to damage the most dangerous enemy units.	Hold: 1. Artillery with a defensive upgrade. 2. Infantry with an offensive and/or defensive upgrade. 3. Defensive Support cards. 4. Tank with a defensive upgrade, if possible. 5. Aircraft to damage the most dangerous units.
≥ 8	Attack: 1. Tank with an offensive upgrade, if possible. 2. Transport vehicle with infantry with an offensive upgrade, if possible. Otherwise, a transport vehicle with towed artillery. 3. Transport vehicle with shooting ability and upgrade, if possible. 4. Aircraft to use against the HQ. 5. Support cards that boost attack and damage the HQ.	Fire Power: 1. Tank with two offensive upgrades. 2. Transport vehicle with infantry with an offensive upgrade, if possible. 3. Support cards that cause damage to the AI's battle objective. 4. Transport vehicle with shooting ability and upgrade, if possible. 5. Aircraft to damage the AI's battle objective.	Overcome: 1. Transport vehicle with towed artillery. 2. Transport vehicle with shooting ability. 3. Tank with a defensive upgrade, or, otherwise, an offensive upgrade. 4. Support cards that boost units' attacking abilities. 5. Aircraft to damage the most dangerous units.

In order of priority, arrange the potential cards to deploy in a row,, forming piles from highest to lowest cost if there is more than one option.

Once the cards to deploy have been arranged and selected, optimize the number of cards and upgrades that will actually be deployed.

Deploy 1 card from each pile following the priority order.

Once you have checked the table, if there are no units available that can be deployed according to the table's criteria, or if the AI has more than 3 AP left, deploy any available Support cards from highest to lowest cost. In any other case the AI will not deploy anymore cards during its turn.

To play **Support cards**, follow these general rules:

- If the Support card boosts attack (grants bonuses), deploy it on the most powerful card of the AI, the one with the highest cost, as long as it can fire this turn (it has enemy units within range).
- If the Support card boosts defense (negative modifiers), deploy it on the most powerful unit you control, as long as an AI unit is within its range.

Number of cards to deploy:

As a general rule, the AI will deploy certain number of cards based on the AP available during the turn:

AP Available	Cards to Deploy
2-3	Deploy 1 card.
4-5	Deploy 2 cards. Otherwise, deploy 1 card with the highest cost among the AI's cards.
6+	Deploy 1 to 3 cards. Deploy 1 card with a cost of 5+ AP if possible. Otherwise deploy 2 cards with a cost of 3+ AP each. If none of the above are possible, deploy 2-3 cards with any cost.

You have to combine these general criteria with the priorities shown in the previous table to select cards.

Cards with priority 1, 2, and 3 that haven't been deployed will be set aside to deal with during the Discard Phase.

For example: : In a Pitched Battle, the Japanese side (AI) is following the "Secure" behavior protocol during its fourth turn, and has 7 AP.

Under the circumstances, it has 7 cards to choose from: Light Infantry (1 AP), Heavy Infantry (2 AP), Type 95 HA-GO tank (4 AP), Type 96 25mm artillery (3 AP), Type 94 37mm artillery (2 AP), and these Support cards: Camouflage (3 AP), Fortunate (1 AP), and Traps (2 AP).

After checking the table, the player arranges the cards in piles according to priority order, from highest to lowest cost, and checks which cards to deploy. There are no priority 0 cards.

Both infantry units are priority 1, so Heavy Infantry is placed on top of Light Infantry since the cost is higher. Type 95 HA-GO is the only priority 2 card.

Both artillery units are priority 3, so Type 96 25 mm is placed on top of the other card with a lower cost.

The number of cards to deploy, given the AI has 6+ AP, is one card that costs 5+. As there are no cards worth 5+ AP, two cards that cost 3+ will be deployed.

The Heavy Infantry must be deployed first with a random offensive upgrade (2 AP+ 1 AP). Then the Type 95 HA-GO tank must be deployed with the free MG (4 AP).

All the AP have been used.

The diagram illustrates the card deployment process. It shows three vertical stacks of cards, labeled on the left as PRIORITY 1, PRIORITY 2, and PRIORITY 3.

 - **PRIORITY 1:** Contains two cards: LIGHT INFANTRY (top) and HEAVY INFANTRY (bottom).

 - **PRIORITY 2:** Contains one card: TYPE 95 HA-GO.

 - **PRIORITY 3:** Contains two cards: TYPE 94 37MM (top) and TYPE 96 25MM (bottom).

 To the right of the stacks, a large vertical arrow points downwards, indicating the order of deployment from highest priority to lowest. A curved arrow at the top points from the Priority 1 stack back to the Priority 2 stack, and another curved arrow at the bottom points from the Priority 3 stack back to the Priority 1 stack, suggesting a cycle or return to the start of the process.

Card placement on the battlefield:

During the first two turns, the AI will deploy troops as close as possible to terrain that provides cover and Evasion.

The rest of turns, deploy according to the following criteria:

- Unit deployment is performed from **highest to lowest** cost among the selected cards.
- As a general rule, follow the **Confronted Units** rule: Deploy the AI's unit on the same column as your closest and most powerful unit (with the highest cost), as long as the AI unit's main weapon has enough Armor-piercing value to damage yours.

Example: the player has a tank in the second column, so the AI deploys an artillery unit in the second column, since its Armor-piercing value is enough to damage the enemy unit.

- If the unit cannot match the **enemy's Armor value**, the AI will have to deploy the unit in front of another of your units that does meet the requirement.

Example: the artillery unit of the previous example cannot match the enemy tank's Armor, so the AI will deploy the unit on the same column as another unit it can actually hit.

- If the Armor-piercing of the AI's units cannot match the Armor of any enemy units on the battlefield, deploy the unit as close as possible to an empty Terrain card in rows 4, 5, or 6.
- If this is not possible, deploy the unit as close as possible to the AI's battle objective.
- In any other case, deploy the AI unit adjacent to its own units, or at random.

When **Support cards** are deployed on units, choose the units from highest to lowest cost.

Finally, if the AI has spare AP it can spend them on unit upgrades, choosing the units from highest to lowest cost.

Movement Phase

The AI's unit follows the basic rules established by its behavior in the Initial Phase. However, at this point, a distinction is made between units depending on whether they are wounded and whether they generate AP.

Units deployed this turn cannot move unless an ability allows them to.

As a general rule, the AI always starts moving forward from row 6, the closest to its HQ, trying not to leave empty spaces in order to maintain the Supply Line.

During the first two turns of the game, the AI will move according to the following table:

INITIAL BEHAVIOR (TURNS 1 AND 2)		
Variable AI (Pitched Battles)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
Secure Rows: The AI's unit movement is aimed at conquering rows 5 and 6 on the battlefield, maintaining the Supply Line.	Advance Rows: The AI's unit movement is aimed at reaching its battle objective if possible, or reaching row 4 while maintaining the Supply Line.	Reinforce Rows: The AI's unit movement is aimed at reaching the battle objective, as long as it has at least two units on rows 5 and 6 maintaining the Supply Line.

In the **remaining turns**, the AI moves its units according to its behavior:

OBJECTIVES			
Result	Variable AI (Pitched Battle)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
≤ 3	<ul style="list-style-type: none"> ● Secure Rows: the AI's units move to secure rows 5 and 6. 	<ul style="list-style-type: none"> ● Advance: the AI's units move towards their battle objective if possible. Otherwise, they advance towards row 4. 	<ul style="list-style-type: none"> ● Secure Rows: the AI's units move to secure rows 5 and 6.
4-7	<ul style="list-style-type: none"> ● Advance: the AI's units move to control the center of the battlefield, rows 3 and 4. 	<ul style="list-style-type: none"> ● Overcome: the AI's units move towards their battle objective if possible. Otherwise, they advance towards row 3. 	<ul style="list-style-type: none"> ● Reinforce: the AI's units move towards their battle objective if possible. Otherwise, they advance towards row 4.
≥ 8	<ul style="list-style-type: none"> ● Attack: the AI's units move to take the entire battlefield: towards rows 1 and 2. 	<ul style="list-style-type: none"> ● Attack: the AI's units move towards their battle objective if possible. Otherwise, they advance towards row 2. 	<ul style="list-style-type: none"> ● Overcome: the AI's units move towards their battle objective if possible. Otherwise, they advance towards row 3.

Units on the battlefield with **Wound tokens** have to roll a die before moving if they are within range of enemy units that might cause damage. Those units will do one thing or another depending on the result:

Wounds	Result	Wounded Unit Movement
1 WOUND	1-2	The unit moves back one or more spaces, according to their MP.
	3-6	The unit advances towards a terrain that provides cover and Evasion. Otherwise, it does not move.
	7-10	The unit moves normally, according to the AI's behavior.
2+ WOUNDS	1-5	The unit moves back one or more spaces, according to their MP.
	6-8	The unit advances towards a terrain that provides cover and Evasion. Otherwise, it does not move.
	9-10	The unit moves normally, according to the AI's behavior.

If the units are forced to move back, they will move towards their HQ if possible. Otherwise, they will move towards units with healing or repairing abilities. Likewise, the priority of units with Heal and Repair is to move towards wounded units they can assist.

The deployed **units that generate AP**, will behave as follows, depending on the situation:

- **Command Group units** (*2GM Tactics*) will only move forward if they are not within range of enemy units that may cause damage. At most, they will reach row 4 on the battlefield. In any other case, they will move back if possible. Otherwise, they will move sideways, away from the enemy unit.
- **Radio Link units** (*2GM Tactics*) and **Radio Operator units**, will move up to 1 space towards and adjacent terrain that offers cover and Evasion. In any other case, they will move back if possible. Otherwise, they will move sideways, away from the enemy unit.
- **Transport units** with the **Supplies** upgrade will move towards row 6 using all their MP, trying to reach terrain that may offer extra cover and Evasion.

Finally, regardless of the AI's behavior and movement orders based on the previous table, AI units must try to protect themselves:

- If there is more than one option available, the units must move towards terrain that may provide defense bonuses (Evasion).
- A unit that cannot damage an enemy unit (due to Armor-piercing limitations), or cannot be assisted by another unit to neutralize the enemy unit (there are no other units able to attack the enemy unit), will move away from that enemy unit's range.

AI units do not perform **Assaults** or **Covered Movement**.

Shooting Phase

The Shooting Phase is resolved according to the following priority order:

1. First of all, resolve the AI units **main weapon** attacks, starting with those farthest from the AI's HQ (rows 1 to 6). If two or more units are in the same situation, the one with the highest cost goes first. Units always fire against targets or units within range as long as they have enough Armor-piercing value to damage the target.
2. When selecting a target to attack, follow this order:
 - 1). Units with a high deployment cost that can be destroyed by a normal hit.
 - 2). The AI's battle objective, whether it is your HQ in a Pitched Battle, or any other objective indicated in a Historical Scenario.
 - 3). Units on the battlefield with Wound tokens.
 - 4). The units closest to the AI's HQ or the AI's battle objective.
 - 5). Unoccupied Terrain cards, if your units are closer to them than the AI units.
3. Follow the same order applied to attacks with unit upgrades, tilting and/or flipping them after use, as always.

Whenever the AI has more than one choice, select the easiest unit to hit (a lower die roll to hit and no cover), if possible.

Otherwise, select a unit that has already been attacked by another AI unit to place an Under Suppressive Fire token on your unit. If the AI has any Promotion cards, use them first on undamaged tank units.

If not, use them on undamaged artillery units or transport units with attacking capacity. If none of the previous is possible, use them on the first undamaged infantry that destroys an enemy unit.

The AI will use Support cards such as Fortunate, or Sustained Fire, Luck and Rapid Fire (*2GM Tactics*), when attacking battle objectives (HQ in Pitched Battles or objectives indicated in Historical Scenarios), or against units that will break your Supply Line if destroyed.

Flip Over Phase

According to the basic rules, flip over the AI's untilted upgrade tokens during this phase.

At the end of this phase the AI will play any Overheat cards (*2GM Tactics*) on one of your upgraded units; the unit closest to an AI's unit.

If there is more than one option, choose a tank unit. And if there is more than one tank, choose randomly.

Discard Phase

During the Deployment Phase you set aside any undeployed priority 1, 2, and 3 AI cards. During this phase, you determine which cards the AI keeps in hand and which are discarded.

- During **the first two turns** of the game, the AI will keep one unit card for each priority level from 1 to 3, preferably those with a higher cost.
- The rest of the game, depending on the AI's behavior, check the following Discard table to determine which priority 1 to 3 cards it keeps in hand. If the AI has no cards of a specific priority level, because they were deployed or it simply doesn't have any, the AI can't keep them:

DISCARD			
Result	Variable AI (Pitched Battle)	Offensive AI (Historical Scenario)	Defensive AI (Historical Scenario)
≤ 3	<ul style="list-style-type: none"> • Keep 2 priority 1 unit cards. Prioritize lowest deployment costs. • Keep 1 priority 2 unit card. Prioritize lowest deployment cost. 	<ul style="list-style-type: none"> • Keep 1 unit card of each priority level (1 to 3). Prioritize lowest deployment costs. 	<ul style="list-style-type: none"> • Keep 1 unit card of each priority level (1 to 3). Prioritize lowest deployment costs.
4-7	<ul style="list-style-type: none"> • Keep 1 unit card of each priority level (1 to 3). Prioritize highest deployment costs. 	<ul style="list-style-type: none"> • Keep 2 priority 1 unit cards. Prioritize lowest deployment costs. • Keep 1 priority 2 unit card. Prioritize lowest deployment cost 	<ul style="list-style-type: none"> • Keep 2 priority 1 unit cards. Prioritize lowest deployment costs. • Keep 1 priority 2 unit card. Prioritize lowest deployment cost.
≥ 8	<ul style="list-style-type: none"> • Keep 2 priority 1 unit cards. Prioritize highest deployment costs. • Keep 1 priority 2 unit card. Prioritize highest deployment cost. 	<ul style="list-style-type: none"> • Keep 1 unit card of each priority level (1 to 3). Prioritize highest deployment costs. 	<ul style="list-style-type: none"> • Keep 1 unit card of each priority level (1 to 3). Prioritize highest deployment costs.

Whenever two or more cards share the same cost, choose at random. Discard the rest of priority 1-3 cards.

Then, the AI can keep in its hand up to **3 extra cards**, according to the following priority:

1. The rest of unit cards. Prioritize lowest deployment cost.
2. The rest of Support cards. Prioritize lowest deployment cost.

Discard any other cards.

Continuing with the previous example, the AI's hand contained 1 Light Infantry (1 AP), 1 Type 96 25mm artillery unit (3 AP), 1 Type 94 37 mm artillery unit (2 AP), 1 Camouflage (3 AP), 1 Fortunate (1 AP), and 1 Traps (2 AP). The table determines the AI has to keep 1 card of each priority 1-3, starting with the highest deployment costs. So the AI keeps the Light Infantry and the Type 96 25mm. The AI discards the Type 94 37 mm artillery unit. Additionally, the AI can keep up to 3 extra cards. As it doesn't have any more units, it keeps the 3 Support cards.

This system allows the AI to keep the best cards depending on the cards it draws, its current needs, and its current behavior.

Unlike a regular game, the game does not end when the AI runs out of cards. Shuffle the AI's discard pile to create a new AI deck. On the other hand, if you run out of cards you lose the game. Or, you can shuffle your discard pile and continue playing if you want. The AI won't complain.

SPECIAL RULES FOR MOBILITY AND AIR COMBAT

MOBILITY: TRANSPORT UNITS

Transport vehicles are a type of unit capable of **transporting** and/or **towing** other units. This is represented with the icon .

Some of them are capable of shooting.

Movement

Units can be moved around the battlefield in different ways by using transport units. Only transport units with the **Transport** and/or **Tow** tags on their card may carry infantry and/or artillery units.

Both abilities work exactly the same way, but Transport is used for infantry and Tow is used for artillery units.

Transport units may only carry one infantry or artillery unit at a time. Transport units cannot resume their movement after loading, unloading or carrying an infantry or artillery unit.

You may encounter the following situations during the movement action:

1 In this first case, all units are already deployed on the battlefield.

- During the Movement Phase, the infantry or artillery unit uses its own Movement Points (MP) to reach the space where the transport unit is. The transport unit loads the infantry or artillery unit.

- Then, in that same movement phase, the transport unit may move normally.

The transport unit may also unload the transported or towed unit in that same turn, if you want.

- During the Movement Phase, the infantry or artillery unit moves but does not reach the space occupied by the transport unit. The infantry or artillery unit does not have enough MP, either because its movement value is too low or because it is under the effects of a token or Support card.

- Regardless of the reason, the transport unit has to spend all its MP to reach the space with the unit you want to load or tow.

After loading the transported or towed unit, the transport unit cannot move any more this turn.

2 In this second case, the infantry or artillery unit has already been deployed on the battlefield, but not the transport unit.

- The transport unit will be deployed during the Deployment Phase. You cannot deploy directly over a previously deployed unit on the battlefield, so you must deploy the transport unit on an adjacent space.

- If the transport unit has the **Mobility** tag, it can move during deployment to reach the space where the unit you want to transport or tow is and load it. It cannot move any more that turn.

3 In the third case, both the transport unit and the infantry or artillery unit are deployed at the same time, adding up both costs.

- If the transport unit has the Mobility tag, it can move and unload the transported or towed unit in the same turn. Otherwise, it cannot move that turn.

Unloading transported and towed units

In every case, transported infantry or towed artillery is unloaded on an adjacent space, left or right from the transport unit.

That space must be unoccupied by other units (friend or foe).

Units may also be unloaded on spaces with terrain cards and no enemy units (e.g. a trench or a forest).



Transported or towed units cannot be unloaded if there are no empty spaces available, since they cannot be unloaded on the same space as the transport unit.

Unloading a transported or towed unit has no action cost but will spend any remaining Movement Points of the transport unit.

Units cannot move after being unloaded from a transport unit, except for those with the **Mechanized** tag, which still need to be unloaded on an empty space, and then move.

Assaults from transport units

Infantry units unloaded from a transport unit cannot perform an Assault, since they have no Movement Points left after leaving the transport unit.

The only exception are units with the **Mechanized** tag, which can move after being unloaded, thus being able to perform an Assault.

Firing against transport units

When transport units transporting or towing units are under attack, the hits are resolved using the vehicle's attribute profile (against its Armor).

Any wounds suffered by the vehicle are also inflicted to the transported or towed unit. If the transport unit is destroyed, so is the transported or towed unit.

Support cards affect transport units normally, and must be played against the transport vehicle, never against a transported or towed unit.

Example: an *Antitank Mine* card affects the transport unit, but an *Anti-Personnel Mine* cannot be played against a transported infantry unit while it is being transported.

Firing from transport units

Transport units with shooting ability may fire during the corresponding phase, like any other unit.

However, transported units cannot fire from within the transport vehicle.

In the same way, towed units cannot fire when towed by a transport unit.

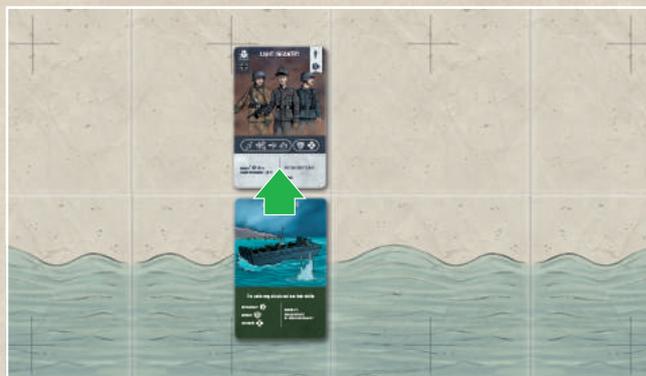
Landing Crafts (LCVP)

Landing Crafts or LCVP are a type of amphibian transport unit that allows units to embark and disembark on Sea or River spaces in certain scenarios.

They have the **Embark & Disembark** tag, which allows them to transport any type of ground units, but only one at a time.

Landing crafts work in the same way as transport units, with the following exceptions:

- Embarking and disembarking is done from the front space, not from an adjacent lateral space like other transport units.
- Transported units can fire and use their skills from inside landing crafts.



Disembark: both units (the landing craft and the embarked unit) are deployed together from your hand onto the Sea deployment line. The boat will move and then disembark the transported unit. The unit will disembark on the space in front of the landing craft. Disembarking has no action cost but will spend any remaining Movement Points from both units.

Embark: this is the opposite action to disembarking. The unit that wants to embark moves towards the landing craft and embarks from the space in front of it, then, the LCVP can move if it hasn't already.

Embarking or disembarking a landing craft has no action cost but always consumes any remaining MP of the transported unit. A unit with the **Mobility** tag cannot move after disembarking, since it is not considered unloading.

No unit can move after disembarking, except for units with the **Mechanized** tag.

Example: A landing craft can carry a transport unit, which in turn is transporting or towing another unit. Despite being able to use some skills (transport, tow...), the transport unit cannot move after disembarking the boat, even if it has the **Mobility** tag, since it spends all its MP when exiting the water.

AIR COMBAT

Aircrafts are a type of unit with huge destructive power that can attack any space of the battlefield, and are represented with the icon .

They have certain distinctive features compared to other units.

Movement

Aircrafts don't move on the battlefield like the rest of units in the game, so the card does not include a Movement value.

Deployment

Aircrafts are deployed during the Deployment Phase like the rest of units, but they are deployed next to the Headquarters.

The aircraft will remain there until you decide to use it and is placed on the discard pile after use. There are different types of aircrafts according to their abilities.



Support cards can be played on aircrafts like any other unit.

Example: the American player plays the Sustained Fire card on its B-25 Mitchell unit. When the unit attacks this turn, it will have a bonus for all attacks it performs with its weapons until the end of the turn.

Shooting and Bombing

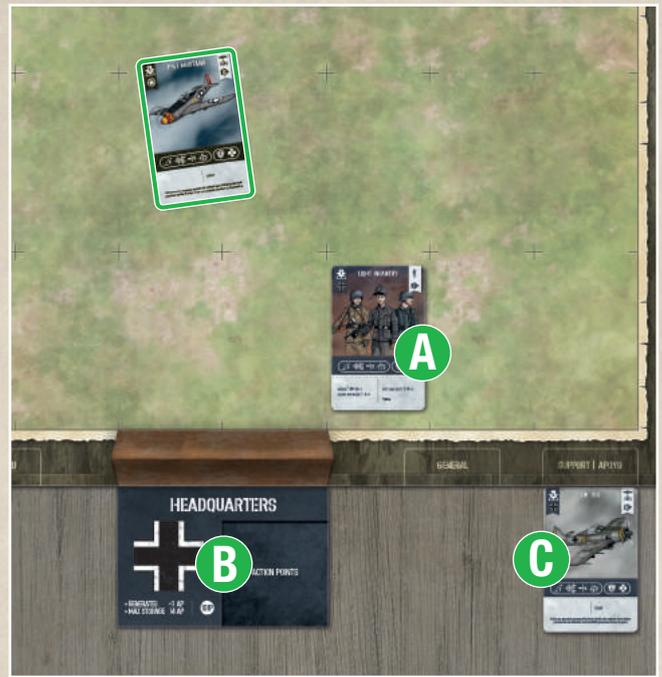
During the Shooting Phase, you can decide whether you want to use your aircraft to shoot or bomb.

First, select the aircraft's target, regardless of its abilities.

You may select one of following three targets:

- A space on the battlefield.
- The enemy HQ.
- An enemy aircraft unit located next to the enemy HQ.

Aircrafts can never attack more than one target at the same time.



Example: the American player uses their P-51 Mustang aircraft unit during the Shooting Phase. They choose A from the following options:

- a) An enemy Light Infantry unit.
- b) The German Headquarters.
- c) An enemy FW 190 aircraft.

Bomber:

The **Bomber** tag allows aircrafts to attack more than one space on the battlefield at the same time. Read the text of the card out loud and perform the attack on the indicated spaces. As usual, the aircraft can only attack one target at any given time. That is, if it is attacking the battlefield, the attack cannot affect the enemy Headquarters as well. Or, if the attack is aimed at the Headquarters it will not affect an aircraft deployed next to it.



The attack of bombers is resolved in the same way as any other attack against units, comparing your Armor-piercing against the enemy's Armor, taking into account any cover and Support card modifiers.

If you attack several spaces, more than one enemy unit may be affected. The attack on each unit is resolved separately, considering the specific conditions of each case. Attacks on the battlefield are always performed orthogonally in a straight line and in sequence, unless the card specifies otherwise.

When attacking several spaces on the battlefield, friendly units may get caught in the cross fire, also suffering the attack. Resolve the attack as if it were an enemy unit (*this is the only situation when friendly fire may occur*).



Example: the British player uses his Mosquito aircraft with Bomber and chooses the spaces on the battlefield they attack (marked in green), as well as where the attack comes from. The Mosquito has an Armor-piercing value of 7 and Accuracy 4+/7+, so it can pierce the Armor of all target units.

First, it attacks the PAK40 artillery unit that is inside a house.

The artillery unit's Armor increases to 5, but it is still not enough to prevent the Armor-piercing of the aircraft. But it does get +2/+2 Evasion, so the aircraft will need 6+/9+ to hit.

Then, with its Accuracy 4+/7+ it attacks the STUG III tank, which has 5 Armor.

Finally, it attacks the German Heavy Infantry with 2 Armor, which is located in the forest and gets Evasion +1/+1, so the aircraft needs to roll 5+/8+ to hit.

Bomber aircrafts can also be upgraded with HMG paying the extra cost.

These weapons cannot be used against ground units, since bombers attack from great heights.

These machine guns can only be used to attack other fighter aircrafts that may try to intercept them (as explained in further on).

Intercept

Only aircrafts with the **Fighter** tag can intercept.

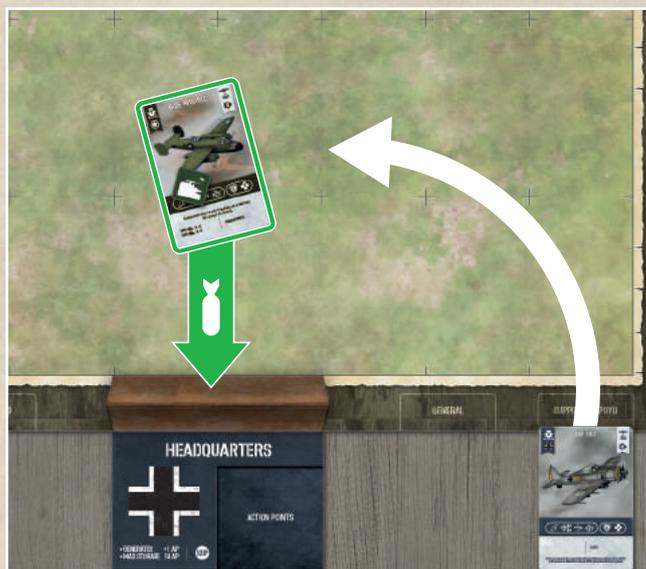
The purpose of an intercepting fighter aircraft is to take down an enemy plane before it reaches its target. This ability allows you to use your fighter aircrafts to attack another plane during the opponent's turn.

When the enemy player declares the target of their aircrafts' attack, you can declare that you will intercept. Then, you can use a fighter aircraft deployed next to your Headquarters to attack the enemy aircraft. Discard your fighter aircraft once the intercepting attack has been declared and resolved.

If the enemy aircraft is intercepted and destroyed, it cannot perform its attack. If it is only damaged, modify the aircraft's Accuracy as required, according to the wounds received. If your intercepting fighter is destroyed, by an enemy's Anti-aircraft, or HMGs, the enemy's attack proceeds normally.

If a bomber aircraft is equipped with one or more HMGs, it may fire against intercepting aircrafts **before** they perform their attack.

Example: the American player uses its B-25 Mitchell bomber aircraft, equipped with an HMG to attack your Headquarters, so you decide to intercept it with your FW 190 fighter aircraft.



The bomber is equipped with an HMG, so it fires against the fighter first. The HMG has 4 Armor-piercing and Accuracy 4+/9+, so if it hits the fighter, with 4 Armor, it will deal 3 Wounds, taking it down. Luckily for you, the bomber rolls a 3.

Then, your fighter performs its attack with 5 Armor-piercing against 5 Armor. The fighter's Accuracy is 4+/8+, you roll a 6, dealing 3 Wounds to the enemy bomber. The bomber aircraft is taken down before it can attack your Headquarters. Your FW 190 is discarded once used.

Escort

Only aircrafts with the **Fighter** tag can Escort.

The fighter's goal is to prevent a bomber from being attacked before it reaches its target. Escorting allows you to have one of your fighter aircrafts fly with a bomber when attacking a target.

The fighter may have been deployed and placed next to your Headquarters in previous turns, or you may have deployed it during the current turn's turn's Deployment Phase (if you have enough AP).

You may choose to Escort with your fighter if your opponent has decided to Intercept your bomber, before you start rolling dice.

Example: after deploying a bomber aircraft and selecting a target, the enemy decides to Intercept it with a fighter that was deployed next to their HQ. Then, you select a fighter deployed next to your HQ and declare that you will use it to Escort.

The escort fighter will attack first against any intercepting aircrafts. In games with more than two players, or more than two armies, you may Escort allied aircrafts.

After escorting, the fighter is discarded, regardless of whether it fired.

Example: during the Shooting Phase, you decide to use your B-25 Mitchell aircraft to attack the German HQ.



The enemy player decides to Intercept your bomber with its FW 190 fighter that was deployed next to their Headquarters. Then, you decide to use your previously deployed P-51 Mustang fighter to Escort your bomber.

First, the escorting P-51 Mustang aircraft attacks the enemy fighter. Its 5 Armor-piercing value is higher than the FW 190's 4 Armor, and the Accuracy to hit the enemy is 3+/8+. You roll a 7, dealing 3 Wounds to the enemy fighter and taking it down.

The American fighter aircraft is discarded after the attack.

The bomber now has a clear route to attack the German Headquarters.

Anti-aircraft

Some units have the **Anti-Aircraft (AA)** tag on their unit card.

This skill allows the unit to fire against air units during the opponent's turn. Units with the **Anti-Aircraft (AA)** tag act as usual during their turn, and they may perform one additional attack during the opponent's turn against an enemy air unit within range.

All aircrafts are considered air units, as well as any airborne infantry unit, regardless of whether the Paratroopers card (2GM Tactics card) is being used or any other similar card or effect.

AA units can choose which unit to attack, except when there is an escort aircraft. In this case, they must fire against the escort aircraft. AA units are always the first to attack.

In the same way that Headquarters are considered to be one additional space away for attack range purposes, the HQ is also an additional space away when receiving fire from AA units.

Aircrafts deployed next to the Headquarters are at the same distance as the HQ.

Anti-Aircrafts vs Paratrooper/C-47 Skytrain (2GM Tactics):

AA units cannot fire against these Support cards directly, they can only do so against an infantry unit deployed this way that is within range.

Paratroopers

Paratroopers are airborne infantry units that are deployed from the sky by playing Support cards or special abilities.

Paratrooper deployment: they can only be deployed during the Deployment Phase of the current active player.

They can be deployed on any space on the battlefield that is unoccupied by units, friend or foe. When deployed on a Terrain card, they automatically suffer 1 Wound.

They cannot be deployed on inaccessible terrain.

Paratrooper assault: they cannot perform **Assaults** in the same turn they are deployed. An assault action starts in the Movement Phase, not the Deployment Phase.

They cannot be deployed on spaces occupied by enemy units, as explained above.

Firing against Paratroopers: if they are deployed within an AA's range, Paratroopers can be attacked by the AA unit, but they cannot be intercepted by enemy fighters.

COMPLETE ATTACK SEQUENCE OF AIR UNITS

Always follow this sequence to resolve air unit attacks:

Firing Order	Firing Unit	Target
1	Anti-Aircraft	During the opponent's turn, it fires against an escort aircraft, if there is at least one, or against the enemy bomber.
2	Escort	It fires against an intercepting aircraft, if there is at least one.
3	Bomber's HMG	It fires against an intercepting aircraft, if there is at least one.
4	Interceptor	During the opponent's turn, it fires against the enemy bomber.
5	Aircrafts (fighter or bomber)	Target.

(It is important to follow this sequence, since the units involved may suffer wounds, get modifiers, or even get taken down, before they can respond).



UPGRADE TOKENS

When you deploy a unit with an upgrade token, take the corresponding token and place it on the unit. In most cases, upgrades are attack modifiers or additional weapons that can be fired separately. Their attributes can be found on each army's Reference card.



Bazooka:

The infantry unit is equipped with a rocket launcher.



Flamethrower:

The infantry unit is equipped with a flamethrower. When a unit uses this weapon against a Building, whether it is occupied or not, it deals damage automatically. If there are units inside the Building, ignore the Armor. Roll the die anyway, to determine if the hit against the unit is a critical hit.



Grenades:

The infantry unit is equipped with grenades.



Hit the Dirt!:

It indicates an infantry unit's ability to find cover on the ground. It gives a +1/+0 Evasion modifier. This skill is considered to be always active. Hit the Dirt! applies regardless of whether the unit is moving or not.



HMG:

The infantry unit is equipped with a heavy machine gun.



HMGs have special rules as described in the **Mount/Dismount** section of this rulebook.



Mechanics:

Units with Mechanics can **Repair**.



Medics:

Units with Medics can **Heal**.



Mortar:

The infantry unit is equipped with a mortar. Mortars have special rules as described in the **Mount/Dismount** section of this rulebook.



MRL Multi Rocket-Launcher:

It is a non-guided rocket-launcher system equipped on vehicles. Flip the MRL token after using it.



Note: in 2GM Tactics this upgrade is named Howitzer.



Sappers:

Units with Sappers have the Sapper skill.



Flip the token after using it.



Smoke Grenade:

It engulfs the unit in a cloud of smoke, giving it a +1/+1



Evasion modifier. It can be used at any time, both during your turn or an opponent's.

Flip the marker and place a Smoke token on your unit.

The effect will last until the next player's Initial Phase.



Smoke Screen:

Artillery or tank units equipped with Smoke Screen can perform an extra shot within their attack range.



This shot is automatically considered a successful hit, it does not require dice rolls.

Then, flip the token and place up to three Smoke tokens on the battlefield: on the space targeted, and optionally on the spaces to the left and right.

All units (of both players) get +2/+2 Evasion when attacked if these spaces are in the line of fire.

The Smoke tokens remain in place until the next turn's Initial Phase.

This effect doesn't stack with Smoke Grenades.



Sniper:

This infantry unit is equipped with a sniper rifle.



Tank Flamethrower:

Certain armored units can equip a flamethrower as an upgrade.



It works exactly the same as the infantry's flamethrower to all effects and purposes.



Tank HMG:

Heavy machine gun equipped on a vehicle.



Flip the HMG token after using it.



Tank MG:

Light machine gun equipped on a vehicle.



Flip the MG token after using it.

OTHER TOKENS



Muddy:

When this token is placed on a space of the battlefield, it becomes difficult terrain.



Self-propelled Artillery:

The unit follows the **Self-propelled Artillery** advanced rules.



Objective:

This token is used to indicate objectives on certain spaces in **Historical Scenarios**.



Promotion:

The unit receives a permanent -1/-1 Accuracy bonus for each promotion token.



Smoke:

When this token is placed on a space of the battlefield, units get an Evasion modifier.



Under Suppressive Fire:

The unit gets Accuracy and movement modifiers. Check the complete explanation in the **Shooting Phase** section of the **Rulebook**.

SPECIAL ABILITIES

Some cards can have one or more special abilities indicated by tags on their unit cards. The game includes a Reference card with the most frequent ones. In this section you will find the list of all the special abilities in the 2GM series, for quick reference:

- **Advance:** add +1 Movement Point to the unit by spending 1 AP. This can only be done during the Movement Phase.
- **Advanced Deployment:** you may deploy Artificial Terrain cards between the second and fourth rows (both included) in Pitched Battles. That is, this ability one extra row on the battlefield to deploy artificial terrain.
- **Amphibious:** a vehicle with this tag can be deployed on the first sea row, and can navigate rivers on the battlefield.

***Example:** the American player is fighting in the “Tarawa” scenario, which includes sea spaces. During their Deployment Phase, the player decides to spend 3 AP to deploy an LVT-1 Alligator transport unit on their Deployment Line (first row).*

- **Anti-Aircraft:** AA units can attack air units during the opponent’s turn. For further reference, check out the **Air Combat** section of this Rulebook.
- **Anti-Tank:** provides a +1 damage bonus against tanks.
- **Assault Gun:** units get a -1/-1 Accuracy bonus against infantry units.
- **Blasting Charge:** when performing an assault, units with this tag get a -1/-1 Accuracy bonus.
- **Building:** don’t remove this card when destroyed, flip it over. Check the complete explanation in the **Terrain** section of the Rulebook.
- **Climbers:** the unit moves 1 extra space when crossing mountain terrain. It will only move 1 extra space, even if it crossed more than one mountain terrain in the same turn.
- **Connected:** units can move automatically from one Tunnels card to another at the cost of their remaining Movement Points. The unit must be able to move to actually move.
- **Difficult Terrain:** units have to spend all their remaining Movement Points (MP) to move into this terrain. They also spend all their MP to move out of difficult terrain or move to an adjacent space with the same tag.

***Example:** in its first turn, the tank moves 1 space to get closer to the forest and spends the rest of its MP to move into it (difficult terrain). In its next turn, the tank has to use all its MP to move 1 space, whether its moves into an adjacent difficult terrain or elsewhere.*

- **Dive Bomber:** when units with this tag suffer attacks from Anti-Aircraft units, they get +1/+1 Evasion.
- **Embarked:** units cost -1 AP to deploy if deployed from a Landing Craft, LCVP, or a vehicle with **Amphibious**.
- **Embark & Disembark:** allows landing craft-type vehicles to carry troops. For further reference, check out the **Mobility: Transport Units** section of this rulebook.
- **Exchange:** upgrades with this double arrowed icon  may be exchanged for their main weapon,, adding the cost of this weapon to the unit's cost when deployed. The flamethrower replaces their main gun. It works exactly the same as the infantry's flamethrower to all effects and purposes.
- **Extra Heavy:** units with this tag cannot enter or move through difficult terrain. If they end their movement in difficult terrain for any reason, the unit is immobilized. They cannot move over bridges either.
- **Fighter-bomber:** units get a -1/-1 Accuracy bonus against bomber units.
- **Ground Attack:** when attacking ground units, units with this tag get a -1/-1 Accuracy bonus. Does not apply against enemy Headquarters.
- **Heal:** use this skill to discard 1 Wound from an adjacent artillery or infantry unit. These units can heal themselves. This skill can only be used once per turn.
- **HEAT:** provides a +1 Armor-piercing bonus against tanks.
- **Impenetrable:** critical hits received by this unit are considered regular hits.
- **Incursion:** the unit can be deployed on any space of the battlefield unoccupied by enemy units. Add +1 AP to the card's cost for each extra row starting from the Deployment Line.

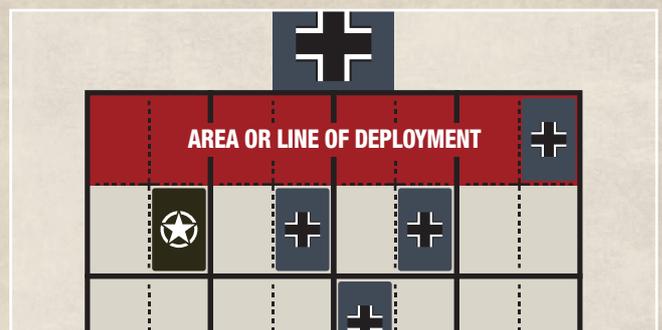
Example: the British player deploys their SAS elite infantry unit on the third row during deployment. The unit will have a total cost of 6 AP, not counting any upgrades (4 AP card deployment cost + 2 AP for deploying on the third row).

- **Indestructible:** Terrain cards with this tag are immune to damage. Damage doesn't affect them and they cannot be removed from the battlefield.
- **Infiltration:** the row occupied by a unit with Infiltration does not count towards the total AP generated by the Supply Line. It does not cut the Supply Line, the row simply does not grant any AP.

Example:

The American player deploys a Rangers unit along with the Paratroopers card on their fifth row. During their HQ phase, the German player has one unit on its Deployment Line, two units on the second row and one more unit on the third row.

Since the American unit is blocking the second German row, that player will only receive AP for their first and third rows, that is, 2 AP for their current Supply Line.



- **Long Range:** add 1 to the maximum range of the main weapon, with a +3/+3 Accuracy penalty when firing at the longest range. Only the range of the unit's main weapon is modified, the one on the unit's card, no upgrades.
- **Mechanize:** units can move after being deployed from transport vehicles, even if the transport unit previously moved during the same turn.
- **Medium/Full Cover:** units on this space get an Evasion bonus, and sometimes extra Armor. The card providing cover includes the information on specific modifiers.

- **Mobility:** units with this tag can move immediately after being deployed.
- **Motorized:** these infantry units ride unarmored vehicles (trucks, motorcycles, etc.). Units with Motorized can spend 1 MP to move diagonally.
- **Mountaineers:** these units get a -1/-1 Accuracy bonus and +1 Armor when occupying natural terrain with mountains.
- **Mount or Dismount:** infantry units equipped with an HMG and/or Mortar (special upgrades) follow these special rules: Units are deployed on the battlefield with these weapons dismounted, that is, with the token showing its gray side with an X. They cannot be fired in this state. To use them you first have to mount them.

To mount a weapon, just flip the token to show the white icon (without the X), indicating it is now ready to fire. You may do this at any time during your turn. When the weapon is mounted, the unit cannot move.

To unmount the weapon, flip the token back to its gray side during the Flip Over Phase, but never on the same turn it was mounted.

Example: a Heavy Infantry unit has been deployed on the battlefield with an HMG upgrade token. During its first turn, the unit moves and mounts the HMG to fire it during the Shooting Phase, so the token is flipped to its mounted side (white icon). The weapon cannot be dismounted during that same turn's Flip Over Phase, since the weapon was just mounted. During the unit's second turn, it cannot move since the HMG is mounted. It can now fire again in the Shooting Phase, and dismount the weapon during the Flip Over Phase. On its third turn, the unit can move and mount the weapon again to fire once more during the Shooting Phase.

- **Multiple (X):** these units can use their main weapons to perform multiple attacks with a +1/+1 Accuracy penalty for each extra attack after the first. A unit with the tag Multiple (1) can only perform one extra attack with its main weapon.

Some units have a second gun with different Armor-piercing and Damage, which is also considered its main weapon. If this is the case, you can spend the extra attack to use that second gun, with no penalty.

Example 1: the German Panzer I has the Multiple (1) tag, so it can fire twice with its main weapon. It does not have a second gun. The first attack has 8+/10 Accuracy, while the second one will have 9+/10 Accuracy.

Example 2: the German MAUS tank has the Multiple (1) tag, so it can fire twice. It has a second gun as its main weapon. The first attack is performed with the main weapon and 4+/7+ Accuracy. The second attack is performed with the second gun and the same Accuracy, but the Armor-piercing is 6 and the Damage 2.

- **Ordnance:** when a unit with this tag fires against an occupied Building, it gets a +2 Armor-piercing and +2 Damage bonus. Against an empty Building, it gets an extra +2 Damage.
 - **Paratroopers:** these units can be deployed anywhere on the battlefield, as if they were played with the *Paratroopers* Support card. For further reference, check out the **Air Combat** section of this rulebook.
 - **Permanent:** cards with this tag are not discarded once used. They remain in play for the rest of the game or until destroyed. Permanent support cards are discarded if the unit affected by the card is destroyed.
 - **Playing Cost:** cards with a playing cost on them require you to pay the indicated cost for deployment, replacing their deployment cost.
- Example:** Promotion costs 2 AP for deckbuilding purposes, but it has no cost when you actually play it on the battlefield.
- **Repair:** use this skill to discard 1 Wound from an adjacent artillery, tank or transport unit. This skill can only be used once per turn.
 - **Reserve:** units with this tag cost -1 AP if there is another friendly unit on the battlefield.

Example: during the Deployment Phase, the player deploys a Light Infantry unit and then another unit with the Reserve tag. The second unit costs -1 AP since there is already a friendly unit on the battlefield.

- **Riders:** units with this tag are riding bicycles or horses. Units with Rider can move 1 extra space, as long as they refuse to fire during the upcoming Shooting Phase.

Note: in 2GM Tactics this upgrade is named Mounted.

- **Sappers:** sapper units can remove Barbed Wires, Barriers, Anti-Personnel Mines, and Anti-Tank Mines cards from adjacent spaces on the battlefield (not diagonally). Additionally, if a sapper unit is on difficult terrain, friendly units may cross it as if it were normal terrain. Sapper units can cross rivers anywhere they want. Likewise, a sapper unit located on a River card can build a temporary bridge for friendly units to cross the river while the sapper is there.
- **Scout:** difficult terrain does not affect these units. They can move through it as if it were normal terrain.
- **Setup:** before the start of the game, pick a card from a friendly army (Allies or Axis) for each card in your deck that has the SETUP tag.

Leave any cards drawn this way face down next to the battlefield. You cannot choose cards with the word ONLY (*e.g: only Americans*). The effects on the card with the SETUP tag will trigger once you play the card.

- **Siberians:** units with this tag are not affected by snowy terrain and get 1 extra Movement Point and -1/-1 Accuracy when fighting with snow.
- **Synergy:** during the **Headquarters Phase**, you get 1 extra AP for each deployed unit after the first with the Synergy tag.

Example: one Communication Link (with Synergy), deployed on the Battlefield generates no extra AP. Two Communication Links are deployed on the battlefield, will generate 1 extra AP during the Headquarters Phase. Three Communication Links deployed on the battlefield, will generate 2 extra AP during the Headquarters Phase.

- **Tow:** these units can tow artillery units. For further reference, check out the **Mobility** section of this rulebook. **Transport Units.**
- **Transport:** these units can transport infantry units. For further reference, check out the **Mobility: Transport Units** section of this rulebook.



ADVANCED RULES FOR PITCHED BATTLES

In this section you will find every **optional rule** that can be used for Pitched Battles. **All players must agree** to use any optional rules before the start of the game. You may use all, some, or none of these optional rules. Each of these rules has a reference card that will be placed on the battlefield as a reminder:



Field Marshal: with this optional rule you can start the game with a deployed General.

While building your deck, you can choose a General to lead your army from the start of the battle and enjoy their special skills from the beginning of the game.

During battle, you may play the card "General" to trade the General deployed for a different one and benefit from different effects, but you cannot play the same General twice to gain the same effect a second time.

***Example:** the American player chooses General Marshall to start the battle, gaining 3 AP at the start of the game. During the game, the American Player plays their "General" card and trades Marshall for General Patton.*



Lend-Lease: this rule minimizes the "snowball" effect that could happen in some games when a player has a great advantage over the other, in units and AP.

You may self-inflict X Wounds to your HQ to immediately gain that same number of AP. If your Headquarters suffer as many wounds as the Hit Points (HP) value on your HQ board, you automatically lose the game.

To apply this rule, your HQ must be within range of an enemy ground unit.

These AP are gained independently from those generated during your Headquarters Phase.

***Example:** the American player declares that they are going to use the Lend-Lease rule, since their HQ is within range of an enemy artillery unit. The player self-inflicts 3 Wounds and immediately gets 3 AP. These extra AP will be spent during the American player's next Deployment Phase, to deploy a unit they couldn't afford before.*



Large Field: with this rule, Terrain cards may occupy more than one space of the battlefield.

Every Artificial Terrain card that does not contain the Building tag, and isn't Ruins or Rubble, may be placed horizontally by adding 1AP to the deployment cost, affecting two or three adjacent spaces. If the Terrain card has Hit Points (HP), they don't change and the card is removed from the game and all occupied spaces when destroyed.

***Example:** a player decides to play a Trenches card and place it horizontally so it affects two spaces of the second row. The deployment cost is 3 AP instead of 2 AP, but its 4 HP remain the same.*



Starting Deployment: with this optional rule, you may deploy units on the battlefield as vantage points or forward posts before starting the game.

All players start with 5 AP and draw 5 cards from their decks, with the option to return them to the deck and reshuffle to get 5 new cards, as usual.

Next, the first player is selected. To do this, the players take any amount of their AP, by secretly hiding it in their closed fists, like a bid. They will add the AP to the result of their die roll.

The difference with the standard mode is that the players can use the AP spent to deploy Terrain cards on their second and third rows, and use that same amount of AP to deploy Unit cards from their hands.

The only condition is that the units must be deployed on those new Terrain cards, and that their total deployment cost (upgrades included) must never exceed the amount of AP spent to deploy the terrain where the unit will be deployed.

Example: player A bids 3 AP, so they decide to deploy a House card (cost 3 AP) on their second row along with a Heavy Infantry unit equipped with an HMG on the House (Heavy Infantry 2 AP + HMG upgrade 1 AP).

Example: player B bids 2 AP and decides to deploy a Trenches card (2 AP) on their third row along with a Heavy Infantry. Since the unit's cost is 2 AP, player B cannot upgrade it exceeding the Terrain card's cost.

Deploying units is optional and each player may decide whether they want to do it. Cards played this way are not replaced in the players' hands.

Whoever won the roll and initial bid will deploy their Terrain cards and units first. They will also be the first player.

Full Example:

The German player draws this hand of 5 cards and decides to keep it.

Then, they decide to spend their 5 AP to add it to their roll.

They roll 1D10 and get an 8, for a total of 13 points after adding the AP spent.

The other player rolls a 6, plus 2 AP spent, so the German player wins the bid.

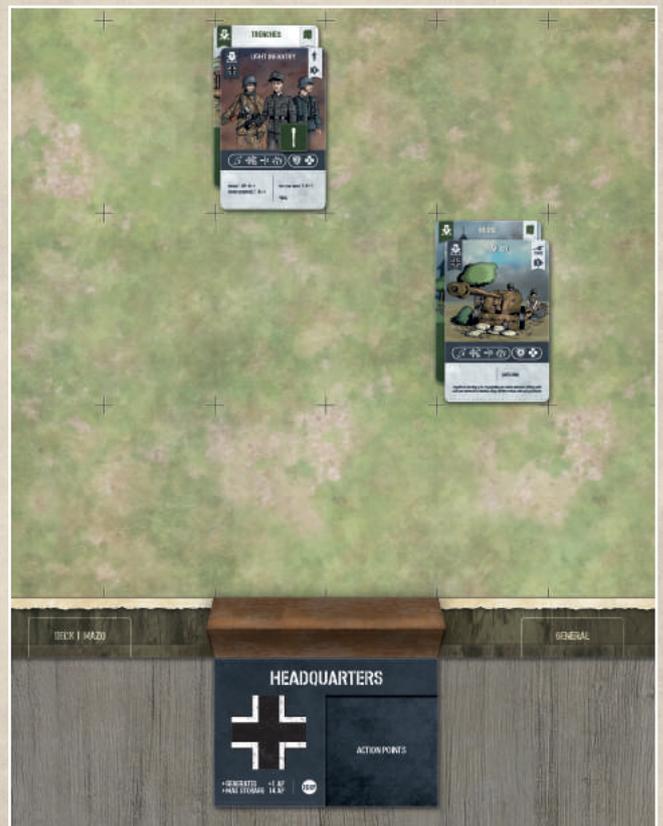
Since the Germans won the bid, they will play their Terrain cards and units first, as follows:

First they place a House card (3 AP) on their second row with a Pak40 (3 AP) on it, as well as a Trenches card (2 AP) on their third row with a Light Infantry unit upgraded with Grenades (1 AP + 1 AP).

The Light Infantry can't be upgraded with Hit the Dirt! even if the German player had enough AP, since it would exceed the Terrain card's cost.

Then, the other player will deploy their Terrain cards and units.

The German player will be the first player and will start the game with 0 AP on their HQ and with the 3 cards remaining in their hand.



ADVANCED RULES FOR PITCHED BATTLES & SCENARIOS

In this section you will find every **optional rule** that can be used for Pitched Battles and Historical Scenarios. **All players must agree** to use any optional rules before the start of the game. You may use all, some, or none of these optional rules. Each of these rules has a reference card that will be placed on the battlefield as a reminder:



Upgrade Token Drop: with this rule, upgrade tokens from destroyed infantry units will remain on the battlefield so that other units can pick them up and use them.

When an infantry unit is destroyed, it will drop any offensive upgrade tokens it had on the space of the battlefield it occupied when destroyed. Any other infantry units capable of using those upgrades may pick them up to equip them or to trade them for any upgrades they already had. The previous upgrade traded this way is discarded.

This rule affects the following upgrades; Grenade, HMG, Mortar, Bazooka, Sniper, and Flamethrower.

Example: the German player destroys an American Heavy Infantry unit upgraded with an HMG and Hit the Dirt! The HMG token is dropped on that space of the battlefield. In their next turn, the American player moves there another Heavy Infantry upgraded with a Mortar, and decides to discard it and trade it for the HMG.



Tactical Artillery Attack: with this optional rule, you may request a long range heavy artillery or naval artillery attack anywhere on the battlefield, which is a perfect way to break well protected positions or to counteract enemy offensives.

After generating your AP during the Headquarters Phase, you may request an artillery attack on any space of the battlefield.

You cannot attack the enemy's HQ directly with this attack, nor the aircrafts deployed next to it.

For each AP spent on this attack, the attack gets +1 Armor-piercing and -1/-1 Accuracy, starting at 10/10.

You can only perform 1 Tactical Artillery Attack per turn and spend up to 9 AP for each attack.

TACTICAL ARTILLERY ATTACK		
● AP spent	➔ Armor-piercing	🎯 Hit
1	1	10/10
2	2	9+/9+
3	3	8+/8+
4	4	7+/7+
5	5	6+/6+
6	6	5+/5+
7	7	4+/4+
8	8	3+/3+
9	9	2+/2+

Example: during their HQ phase, a player spends 2 AP to perform a Tactical Artillery Attack with 2 Armor-piercing and 9+/9+ Accuracy. Later on, the same player decides to spend 5 AP on another Tactical Artillery Attack with 5 Armor-piercing and 6+/6+ Accuracy.



Additional Shielding Defense Roll: when using this rule, the players can perform an additional shielding defense roll with their units, so that heavier units will remain longer on the battlefield and will be harder to destroy.

Every unit has an additional roll based on their Armor to prevent hits.

To prevent a hit, normal or critical, the unit must roll a die result equal or lower than its current Armor. Any Armor bonus in play will be taken into account for this roll, such as extra Armor provided by cards like Trenches or House.

If the unit avoids a critical hit, it will get 1 Wound instead. If it avoids a normal hit, no damage is taken.

Example: an M4 Sherman (Accuracy 5+/9+) fires against a Tiger and rolls a 7. Then, the German player does the defense roll. The Tiger has 6 Armor, so it needs to roll a 6 or lower to avoid the hit.



Self-Propelled Artillery: with this optional rule, the most expensive unit in the game, Self-Propelled Artillery, increases its offensive power with a longer range.

All self-propelled vehicles can fire beyond their standard range by following these rules:

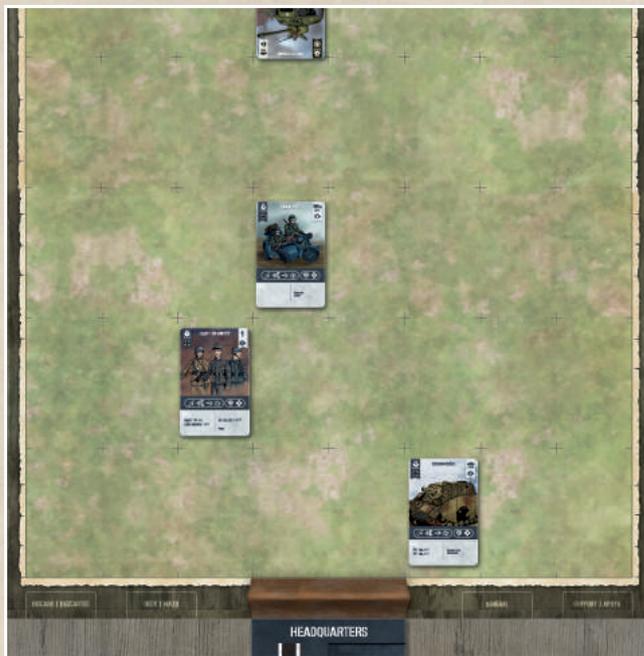
- The target must be within range of another one of your ground units.
- Add a +1/+1 Accuracy penalty for every extra space added to the base range.

This attack can only be performed with the main weapon. Also, critical hits are ignored for these attacks and are considered standard hits.

Example: the German player wants to destroy the American M4 Sherman. The German Brumbär has 4 Range and 6+/8+ Accuracy. Since the Sherman is not within its range, the German player decides to use Self-Propelled Artillery:

For this, first they confirm that the American tank is within range of another of their units, the BMW R75 Motorcycle, so they proceed with the attack. The M4 Sherman is 6 spaces away from the use Self-Propelled Artillery, so it gets a +2/+2 Accuracy penalty.

The Brumbär has 8+/10+ Accuracy in this attack, and critical hits are considered standard hits.



The following armored vehicles are considered **Self-Propelled Artillery**.

Place a **Self-Propelled Artillery** token on their cards after deploying them, as a reminder:



- **UNITED STATES:** M7 Priest and M12 GMC.
- **GERMANY:** Bison, Hummel, Brumbär and Sturmtyger.
- **ITALY:** Semovente 47/32 and Semovente 75/18.
- **SOVIET UNION:** SU-152.
- **JAPAN:** Type 1 HO-NI II.



Smoke Canister: with this optional rule, infantry units may be equipped with Smoke Canisters, perfect to perform Assaults or Covered Movement.

During the Deployment Phase, any infantry unit can be equipped with a Smoke Canister adding +1AP to the unit's deployment cost. Place a Smoke Grenade token on the unit to represent it. Smoke Canisters are single-use upgrades, so you must discard the upgrade token after using it. They are considered a defensive upgrade.

Smoke Canisters may be used in two different ways:

- At any time during the game, whether it is your turn or an opponent's (before rolling dice), the infantry unit may use the Smoke Canister on their own space to create a smoke cloud enveloping the unit. Follow the Smoke Grenade rules in this rulebook: the unit gets a +1/+1 Evasion bonus until the start of the next turn.
- Smoke Canisters can also be used during your own Shooting Phase, on any space of the battlefield within the unit's range to create a Smoke Screen. Follow the Smoke Screen rules in this rulebook: the smoke affects up to 3 spaces on the battlefield and all units (friend or foe) get +2/+2 Evasion when attacked if these spaces are in the line of fire. This effect lasts until the start of the next turn of the player that used it.



Successful Hit Table: this optional rule completely avoids any randomness generated by rolling dice, canceling all d10 die attack rolls and replacing them with the damage indicated in Table 2, found below. This makes the game fully tactical.

Whenever one of your units attacks an enemy unit, check the cell in Table 2 containing your unit's standard hit (rows) and critical hit (columns). The cell obtained in Table 2 indicates the damage initially dealt by your unit.

Then, subtract the enemy's **Armor** from your unit's **Armor-piercing** value:

- If the result is a positive number, starting from the initial cell in Table 2, move to the right as many cells as the subtraction result. The resulting cell will indicate the damage dealt to the enemy unit. If the cell is in the "Destroyed Unit" section of the Table, the unit is destroyed.
- If the result of the subtraction is a negative number, the attack fails.
- If the result of the subtraction is zero, use the initial cell as the final result.

Example: a Tiger (4+/8+ Accuracy) fires against an M4 Sherman. The resulting cell in Table 2 inflicts 2 damage. Then, the German player subtracts the Sherman's 5 Armor from the Tiger's 8 Armor-piercing, for a result of 3. The German player counts three cells to the right of the initial cell (reaching the 4+/5+ cell in Table 2) for a final result of 3.

		CRITICAL HIT										
		10	9+	8+	7+	6+	5+	4+	3+	2+	1+	
STANDARD HIT	10	1	1	1	1	1	1	1	2	2	3	DESTROYED UNIT
	9+	1	1	1	1	1	1	2	2	3	3	
	8+	1	1	1	1	1	2	2	3	3	4	
	7+	1	1	1	1	2	2	3	3	4	4	
	6+	1	1	1	2	2	3	3	4	4	5	
	5+	1	1	2	2	3	3	4	4	5	5	
	4+	2	2	2	2	3	3	4	5	5	5	
	3+	2	2	2	3	3	4	4	5	5	5	
	2+	2	2	3	3	4	4	5	5	5	5	
	1+	3	3	3	3	4	4	5	5	5	5	

After subtracting Armor from Armor-piercing, for positive results move spaces to the right of the initial cell result.

SUPPORT CARD EFFECTS WITH THE SUCCESSFUL HIT TABLE

- **Fortunate/Luck:** if you play any of these Support card against an enemy unit, the final result is the cell to the right of the otherwise final cell result. On the other hand, if you play this Support card on one of your units, the enemy will use the space to the left of their final cell result.
- **Sticky Bomb:** when using this card, check the Table as usual, as if performing an attack with your main weapon. Discard it once used.
- **On Target:** ignore the Table's results when you play this card and destroy the enemy unit automatically.
- **You Missed:** the unit suffers no damage when you play this card, unless the "On Target" card was played, in which case you must ignore "You Missed".
- **Goliath:** when using this card, check the Table as usual, as if performing an attack with your main weapon.
- **Hit:** apply the damage indicated on your unit card instead of checking the Table when playing this card.
- **Kamikaze:** deal target unit 1 extra damage when you play this card.
- **Anti-Personnel Mine, Anti-Tank Mine, AT Mine, and Traps:** when using these cards, check the Table as usual, as if performing an attack with your main weapon.
- **Extra Ammo:** change "Permanent" to "Lasts until the end of your next turn".

ADVERSE WEATHER CONDITIONS IN PITCHED BATTLES

You may decide to use weather conditions in your **Pitched Battles**. To do so, you may **either agree** on a permanent weather condition for the full game or you may roll 1dD0 die to determine the weather condition randomly.

It is also possible to have changing weather conditions that last one full round (1 turn per army). In this case, the first player will roll the die each time it is their turn to play, at the start of their Initial phase.

ROLL 1D10:	
1-6	No effect.
7	FOG: -1 Range to all weapons (min. 1).
8	RAIN: all units get a +1/+1 Evasion. Place 4 Muddy tokens randomly on the battlefield until the end of the turn/game. Follow natural terrain placement rules. Muddy Terrain: the space is considered difficult terrain
9	STRONG WINDS: no air attacks of any kind are allowed. In addition, it is not possible to fire beyond range 4, making it impossible to fire at targets from a long distance.
10	STORM: all units get +2/+2 Evasion. The Movement value of all units is 1. No air attacks of any kind are allowed. Place 4 Muddy tokens randomly on the battlefield until the end of the turn/game. Follow natural terrain placement rules. Affected spaces can only be crossed by infantry units and are considered difficult terrain.

Several **Historical Scenarios** include some of these weather conditions, which apply during the whole game.

NIGHT COMBAT

You may decide to play a **Pitched Battle** applying night combat optional rules.

All players **must agree** to use these rules for the whole game.

These additional rules are mandatory in several Historical Scenarios.

Deploy all your unit cards face down during the Deployment Phase.

Move your units normally, since you may look at your own units on the battlefield any time you want, but they will remain face down until one of these conditions is met:

- The unit is two spaces away or less from an enemy unit or Headquarters.
- The unit fires.

If a unit is deployed with upgrades, it is deployed face up.

Additionally, all units have a +1/+1 Evasion bonus due to darkness.

Note: the support card *Flares* will immediately turn all units on the battlefield face up.



PRE-CONSTRUCTED DECKS

In this section you will find a balanced **120 point** army deck for each army, allowing you for a quick game start.

			
Radio Operator	2	Promotion	2
Light Infantry	2	Veteran	1
Recon Marines	1	Counterattack	1
Heavy Infantry	2	Bayonets	1
Marines	1	Flares	1
Special Forces	1	Fuel	1
Raiders	1	Surplus	1
Mechanized Infantry	1	Fortunate	2
M1 Howitzer	1	Shrapnel	1
M3 Howitzer	1	Duplicate	1
M1 37mm	1	Enlist	1
M2 Light Tank	1	Captured	1
M4A2	2	Sabotage	1
M4A3	1	In need of support	1
M26 Pershing	1	Extra Ammo	1
M3 Scout	2	I Want You	2
M6 Fargo	1	War Bonds	2
P-38 Lightning	1	General	1
P-40 Warhawk	1		

			
Radio Operator	2	Promotion	2
Light Infantry	3	Veteran	1
Heavy Infantry	3	Counterattack	1
Special Forces	1	Bayonets	1
Mounted Infantry	1	Fuel	1
Special Naval Forces	1	Camouflage	1
Type 94 37mm	1	Fortified HQ	1
Type 92 70mm	1	Fortunate	2
Type 96 150mm	1	Shrapnel	1
Type 96 25mm	1	Sick patients	1
Type 97 TE-KE	1	Reinforcements	2
Type 95 HA-GO	2	Traps	1
Type 97 CHI-HA	1	AT Mine	1
Type 3 CHI-NU	1	Ambush	1
Type 94 Lorry	2	Lost	1
Type 1 HO-HA	1	You Missed	1
Mits. A6M Zero	1	Banzai	1
Aichi D3A	1	Kamikaze	1
		General	1



EXCLUSIVE CONTENT FOR BACKERS



The following content (WW2 Heroes) was unlocked exclusively for backers during the **Kickstarter** crowdfunding campaign and was delivered exclusively to them, although the specific rules can be found in this rulebook for easy reference.

★ WW2 HEROES

In this section you will find the rules to use heroes in your games. It's a new type of card with a five-point star icon in the top right corner.

When building your decks, you may add these cards to their respective army decks like any other card, adding their cost.

Example: *R. Winters may be added to the USA army deck, for a deployment cost of 2 AP that must be added to the total Army Points.*

During battle, both in Pitched Battles and Historical Scenarios, you may deploy heroes on the battlefield as usual. All hero cards apply an effect on specific units, which will benefit from the hero's ability as explained in their card.

Hero cards are placed under the unit card and will remain there until the game ends or the unit is destroyed, discarding both cards.

It is not necessary for the unit to be on the Deployment Line, the hero may be deployed with a unit regardless of its position on the battlefield.

Once deployed, the hero card cannot be reassigned to another unit.

You cannot attack hero cards, only the unit card.

Example: *during the Deployment phase, the German player decides to deploy their M. Wittman hero card on a Panzer IV tank unit placed on the third row of the battlefield. Place the hero card under the unit's card, which immediately benefits from the hero's ability as indicated in the card. The effects last until the unit is destroyed.*



AIR UNIT ATTACK

COMPLETE ATTACK SEQUENCE OF AIR UNITS

Firing Order	Firing Unit	Target
1	Anti-Aircraft	During the opponent's turn, it fires against an escort aircraft, if there is at least one, or against the enemy bomber.
2	Escort	It fires against an intercepting aircraft, if there is at least one.
3	Bomber's HMG	It fires against an intercepting aircraft, if there is at least one.
4	Interceptor	During the opponent's turn, it fires against the enemy bomber.
5	Aircrafts (fighter or bomber)	Target.

TACTICAL ARTILLERY ATTACK

You may use it once per turn during your Headquarters Phase, on any space of the battlefield.

TACTICAL ARTILLERY ATTACK

AP spent	Armor-piercing	Hit
1	1	10/10
2	2	9+/9+
3	3	8+/8+
4	4	7+/7+
5	5	6+/6+
6	6	5+/5+
7	7	4+/4+
8	8	3+/3+
9	9	2+/2+

SUCCESSFUL HIT TABLE

CRITICAL HIT

	10	9+	8+	7+	6+	5+	4+	3+	2+	1+	
10	1	1	1	1	1	1	1	2	2	3	DESTROYED UNIT
9+	1	1	1	1	1	1	2	2	3	3	
8+	1	1	1	1	1	2	2	3	3	4	
7+	1	1	1	1	2	2	3	3	4	4	
6+	1	1	1	2	2	3	3	4	4	5	
5+	1	1	2	2	3	3	4	4	5	5	
4+	2	2	2	2	3	3	4	5	5	5	
3+	2	2	2	3	3	4	4	5	5	5	
2+	2	2	3	3	4	4	5	5	5	5	
1+	3	3	3	3	4	4	5	5	5	5	

Use it during the Shooting Phase against enemy units.

After subtracting Armor from Armor-piercing, for positive results move spaces to the right of the initial cell result.