

ACTIONS

1

REINFORCEMENTS

- When Reinforcement rules are in effect, if the airfield is vacant, you may land an Infantry unit on it, at the cost of one order, when playing a *Direct from HQ* card. This unit cannot move or battle this turn.

9

ACTIONS

2

BLOWING UP BRIDGES

Option 1

- Play Section card matching Bridge's section
- Bridge is removed, card is lost and never replaced!

Option 2

- Play Section card matching Bridge's section
- Roll 2 dice - a star blows Bridge
- Draw replacement card, regardless of outcome

8

ACTIONS

3

AIR STRIKES & BLITZ

Air Strikes

- When a player is capable of making Air Strikes, in conditions specified by the scenario, any *Recon 1* card he plays may be played as an *Air Power* card instead (*Air Sortie* if in effect)
- The Air Strike must target at least one hex in the section designated on the *Recon 1* card played as the *Air Power*

Blitz

- The Axis player can make Air Strikes at will when playing a *Recon 1* card
- Allied Armor can move a maximum of 2 hexes and battle

8

ACTIONS

4

FORWARD SPOTTING

- When Forward Spotting Artillery rules are in effect, the player occupying specific Scenario-defined hexes can use his Artillery units like Big Guns.

8

ACTIONS

5

COLLAPSIBLE RAFTS & BOATS

- Available to Infantry only
- Unit in boat may move on Rivers & Waterways, but must stop and may move no further on that turn
- Unit battles out at -1 die
- Unit does not retreat, instead loses 1 figure for each flag
- When unit disembarks, boat may no longer be used

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ACTIONS

6

SABOTAGE

- When Sabotage rules are in effect, a Landmark (Dam, Factory, Power Plant, etc....) can be demolished; Roll 2 dice at the start of any turn during which at least one of the saboteur's unit is on the Landmark. If the Landmark is captured before the sabotage is completed, the count must be restarted from zero. Once the scenario-specified number of Battle stars has been rolled, the Landmark is demolished.

7.9

ACTIONS

7

FREEING PRISONERS

- When Freeing Prisoners rules are in effect, the unit capturing a Fortress, Prison Camp or other Scenario-specified hex picks up the Prisoners represented by a Battle star.
- If a unit that frees up Prisoners is eliminated, those are lost too!

8

ACTIONS

8

HEROIC LEADER

When Heroic Leader rules are in effect:

- Use a Battle Star to add a heroic leader to an infantry unit
- Infantry unit with heroic leader may ignore one flag
- Infantry unit with heroic leader battles at +1d
- When Infantry unit with heroic leader is eliminated, roll two Battle dice; if at least 1 star is rolled, leader is lost and counts as a Victory medal; if heroic leader survives, move him to nearest friendly infantry unit.

9

ACTIONS

9

NORTH AFRICAN DESERT RULES

- On successful Close Assault, Armor may move into vacated hex *and move 1 additional hex* before battling again.

3

ACTIONS

10

OASIS RECOVERY

- When Oasis Recovery rules are in effect, an Ordered Infantry with no adjacent enemy may recover lost figures. The unit cannot move or battle this turn.

Recovery

- Roll 1 battle die for each Command card you have, including the one used to order the Infantry. For each die matching the unit's symbol or a star, 1 lost figure is returned to the unit. The unit may not gain more figures than it originally had.

3

ACTIONS

11

RADAR ALERT

- When Radar rules are in effect, opponent cannot use an *Air Sortie* card (or equivalent) unless he first places it, face up on the board, at the end of the turn prior to which he wishes to play it. Once on the board, the card *must* then be played the next turn.

11

ACTIONS

12

CAPTURING EQUIPMENT

- When Capturing Equipment rules are in effect, a unit capturing a scenario-specified hex picks up the equipment represented by a Battle star. To pick up the equipment, the unit capturing it must end its move on the specified hex.
- If the unit is eliminated, the battle star representing the captured equipment is left in the hex where the unit was when it was killed!

8

ACTIONS

13

SUPPLY TRAIN/REINFORCEMENTS

- When Supply Train/Reinforcements rules are in effect, when a Supply Train reaches a Station, units on board may disembark onto adjacent hexes. They may not move or battle this turn.

12

ACTIONS

14

DESTROY SUPPLIES


- When Destroy Supply rules are in effect, destroying a Supply Depot using the Sabotage rules reduces movement of all enemy Armor units by 1 hex.

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ACTIONS

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BLITZ RULES

- Axis may play a *Recon 1* card as an *Air Power* card (*Air Sortie* if ) in same section
- Allied Armor move 2 hexes max and Axis Armor move 3 hexes

4

ACTIONS

16

CAMOUFLAGE

- A Camouflaged unit may only be targeted in a *Close Assault*
- A Camouflaged unit that moves or battles lose its Camouflage

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ACTIONS

17 CAPTURE HQ/SUPPLY TENT

- When Capture HQ/Supply Tent rules are in effect, owner of captured HQ/Supply Tent immediately loses 1 random Command Card. If owner reclaims HQ/Supply Tent, he replenishes his hand.

5

ACTIONS

18 HOSPITAL RECOVERY

- When Hospital Recovery rules are in effect, an Ordered Infantry on Hospital hex with no adjacent enemy may recover lost figures. The unit cannot move or battle this turn.

Recovery

- Roll 6 Battle dice. For each die matching the unit's symbol or a star, 1 lost figure is returned to the unit. The unit may not gain more figures than it originally had.

5

ACTIONS

19 NIGHT ATTACKS

Use Night Visibility Chart

- Each turn Allied player rolls 4 dice, each Star increases visibility
- When full daylight is reached chart set aside, normal visibility conditions resume



8

ACTIONS

20 PARADROP

- Drop all figures onto the board from the height of the box set on its side
- If a figure lands on an impassable hex, on a hex with other figure(s), or out of the board, it fails to land safely; Remove the figure(s), at no medal cost
- Otherwise, the figure has successfully parachuted; add the # of figures required to form a full Unit in that hex
- Unit may not move or battle the turn it lands

11

ACTIONS

21 SMOKE SCREEN



- Place Smoke Screen markers on 3 adjacent contiguous hexes
- Once your turn has elapsed, flip Smoke Screen markers over
- Once your 2nd turn has elapsed, remove Smoke Screen markers
- Units can move on and through Smoke Screen without penalty
- Smoke Screen blocks line of sight
- Unit on Smoke Screen hex may be seen and see out of that hex

10

ACTIONS

22 ARMOR BREAKTHROUGH

- During a *single* game turn, you may order new Armor Units onto the board
- Order must be valid and issued as normal
- Units must enter through Opponent's baseline
- Units must stop on baseline hex; they may battle and *Take Ground* this turn, but not *Armor Overrun*
- When retreating, Units must retreat toward controlling player's baseline

12

ACTIONS

23 EXIT MARKERS



- Markers with arrows pointing toward the players designate specific baseline hexes through which a unit exiting the board collects a medal
- Pairs of markers turned sideways designate a set of baseline hexes through which a unit exiting the board collects a medal; it includes the hexes with the markers
- When a unit successfully exits, place 1 of its figure on your Victory track

12

ACTIONS

24 RE-SUPPLY

- When Re-supply rules are in effect, any vehicle with this ability may *Re-supply* any weakened adjacent friendly unit
- Figures are exchanged 1 for 1, at no medal cost
- Unit re-supplied cannot gain more figures than it had at game start
- Supply vehicle and re-supplied unit(s) cannot battle this turn

11

ACTIONS
25

COMBAT CARDS

- Standard or Breakthrough: deal 2 cards to each player
- Overlord: deal 1 card to each Field General
- Usually played side-by-side with Command card, to enhance action of ordered unit(s)
- Cards with a special action symbol such as *Street Fight* or *Bitter Resistance* may be played as that special action instead of card's text
- Increases to the number of Battle dice rolled, if any, are cumulative
- No limit to the number of Combat cards held or played during a turn; once played, discard
- Draw a new Combat card only at end of turn during which a *Recon* (but not a *Recon in Force*) was played
- Reshuffle deck when *Their Finest Hour* is played

13
JAN

ACTIONS
26

WINTER WEATHER

- Armor and Vehicle move 2 hexes max
- *Taking Ground* and *Armor Overrun* are still possible, when applicable
- If entire move is on a road, move 1 additional hex to a max of 3
- Both Allied and Axis forces roll only 1 battle die when playing an *Air Power*

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JAN

ACTIONS
27

REDUCED VISIBILITY

- Dice symbols matching a unit's symbol only score hits in Close Assault
- Grenades still score hits as normal
- Stars still score hits, when applicable
- The *Barrage* command card is unaffected, still scores hits on unit's symbol

4
JAN

ACTIONS
28

GROUND REINFORCEMENTS

Reinforcement Roll

- On each turn, after playing a Command card, you roll 1 battle die for each Command card you have, including the one you just played. If the Command card that you just played is a Recon 1 card, roll 2 additional dice. Then look at the Reinforcements Table to see which type of units you may call in as reinforcements, if any. You may even call in several reinforcements on a lucky roll!

13
JAN

ACTIONS
29

TOWN CONTROL

- When Town Control rules are in effect, and unless mentioned otherwise in the Special Rules, any town hex that is occupied by a ground unit is marked with a Control Marker corresponding to the occupying unit (Axis or Allies).
- If the unit vacates the hex or is eliminated, the Control Marker remains in place until an enemy ground unit occupies the hex, in which case the Control Marker is turned over to the appropriate side.
- Controlling town hexes usually grant additional Temporary Victory Medals. The scenario's Special Rules will indicate how many town hexes you must control to receive the medals. These requirements may vary from one side to another.



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JAN

ACTIONS
30

BEACH CONTROL

- When Beach Control rules are in effect, each Beach section of the map (Left, Center, Right) is a Temporary Victory Medal Objective. The scenario's Special Rules will indicate the value of this Objective.
- A Beach section is considered controlled by the landing forces if no enemy units occupy or are adjacent to any Beach hex in the section.
- You may use Control Markers to mark which side controls each section of the Beach.
- *Coastline hexes and hexes with a River flowing into the sea are not considered Beach hexes.*



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JAN

ACTIONS
31

SMOKE SHELLS



- Use Smoke Screen markers; place them on 3 adjacent contiguous hexes
- Lasts 2 full turns: after opponent's first turn, flip markers over; after opponent's second turn, remove them
- Units moving into smoke shelled hex must stop
- Units battle into and out of smoke shelled hex at -1 die
- Block all line of sight, even for Artillery

13
JAN

ACTIONS
32


BRIDGE CONTROL

- When Bridge Control rules are in effect, the Bridges indicated in the Special Rules will each grant a Temporary Medal Objective worth 1 Medal when a unit has uncontested control of the Bridge.
- A Bridge is uncontested when a unit is on the Bridge or in an adjacent hex and there are no enemy units on the Bridge or in any hex adjacent to it.
- When one side gains control of a Bridge, immediately remove the medal from the Bridge hex and place it on the corresponding player's Medal Stand.
- If the Bridge is no longer controlled by a unit because of movement, retreat, elimination, or if it becomes contested, the medal is immediately returned to the Bridge.



13
JAN


ACTIONS 33 ENTRY MARKERS



- When placed on the map with their arrows pointing into the battle field, the Entry Markers designate specific hexes through which a reinforcement unit may enter the board to join the battle.
- When turned sideways, a pair of Entry Markers designates a set of hexes through which a reinforcement unit may enter; this set includes the two hexes on which the Entry Markers are placed.

13 GUN

ACTIONS 34 AIR SUPERIORITY



- When Air Superiority Rules are in effect, the scenario Special Rules will indicate which side has Air Superiority. When an Air Power card is played, the side with Air Superiority will roll 2 dice per hex, while the other side will only roll 1 die (regardless of the text on the Air Power Command card).

13 GUN


ACTIONS 35 OFF-MAP ARTILLERY SUPPORT



- When Off-Map Artillery Support rules are in effect, any Recon 1 Command card may be played as a Barrage card instead. Target 1 enemy unit on the map. Roll 4 battle dice, ignoring any terrain reductions. Score 1 hit on unit symbol, Grenade and Star; Flag(s) force unit to retreat and may not be ignored.

13 GUN

ACTIONS 36 MOLOTOV COCKTAILS



- When Molotov Cocktails rules are in effect for a side, it receives a define number of tokens
- These tokens are only available to Infantry units, for Close Assault combat only
- When used, state so before dice roll and immediately discard a token
- Any Star rolled counts as a hit, for that Close Assault combat only

#11,1

NATIONS 1 FRENCH RESISTANCE




- 3 figures only
- Move 0-1 and battle, or move 2 no battle
- Fire at 
- Move onto any terrain and may still battle, but must still obey terrain movement restrictions
- May take Ground on successful Close Assault
- May retreat 1 to 3 hexes per flag

12

NATIONS 2 RED ARMY (RKKA)






Russian Political Commissar

- A Command card cannot be played directly from hand. Instead, it must be placed under the Commissar chip in preparation for a future turn.
- Recon 1*, *Counter-attack* and *Ambush* cards are exceptions; they may be played as normal
- Otherwise, the Command card already under the Commissar chip is the player's Command card for the turn

3,4

NATIONS 2bis RED ARMY (RKKA)






Russian Political Commissar

- The Soviet Commander-in-Chief cannot play Command cards, nor hand out orders to Field Generals, directly from his hand.
- At game start, the Soviet Commander-in-Chief must place up to 3 Command cards under his Commissar chip. These are the cards he will play or hand out during his next turn.
- The process then repeats itself each turn. Note that there can never be more than 3 cards under the Commissar chip at any time.
- Air Sortie*, *Ambush* and *Counter-Attack* are exceptions; they may be played as normal, directly from the Soviet Commander-in-Chief's hand.
- Air Sortie* and *Counter-Attack* can only be played when there are less than 3 cards under the Commissar chip.

3,4

NATIONS 3 IMPERIAL JAPANESE ARMY

Yamato Damashi spirit

- Infantry must always ignore 1 flag
- When in terrain that ignores a flag, must ignore 2 flags instead
- When in caves, must ignore all flags

Seishin Kyoiku doctrine

- Infantry at full strength in Close Assault battles at +1 die

Banzai War cry

- Infantry may move 2 hexes to combat into Close Assault

7

NATIONS
4 **US MARINE CORPS**

ALLIES

Gung-Ho!

- Order 1 more unit than indicated on any Section card played
- All Tactic cards that activate 1 to 4 units activate 2 to 5 instead
- Marines counter-attack with +1 ordered unit against Japanese Command card. Opposite not true
- No effect on *Air Power*, *Air Sortie*, *Artillery Bombard*, *Barrage*, *Close Assault*, *Infantry Assault* and *Their Finest Hour*.

7

NATIONS
4 bis **US MARINE CORPS**

OVERLORD

ALLIES

Gung-Ho!

- Order 1 more unit than indicated on any *one* Section card played by one Field General of the Commander-in-Chief's choice.
- All Tactic cards that activate 1 to 4 units activate 2 to 5 instead.
- Marines counter-attack with +1 ordered unit against Japanese Command cards. Opposite not true.
- No effect on *Air Power*, *Air Sortie*, *Artillery Bombard*, *Barrage*, *Close Assault*, *Infantry Assault* and *Their Finest Hour*.

7

NATIONS
5 **BRITISH COMMONWEALTH FORCES (BCF)**

ALLIES

Stiff Upper Lip

- A BCF ground unit that survives an enemy's Close Assault combat without retreating and is down to a single figure may immediately battle that enemy back with 1d
- A battle back ignores all terrain battle dice reductions
- A battle back may occur even if the Close Assault is part of an Armor Overrun
- The unit cannot battle back during an Ambush

10

NATIONS
6 **ITALIAN ROYAL ARMY**

AXIS

Italian High Command

- Start with 6 Command cards; discard one for each unit lost, but never go below 3

Motorized Divisions

- All Italian ground units may retreat 1 to 3 hexes per flag

Artillery Bravery

- All Italian Artillery units may ignore 1 flag

7

NATIONS
7 **FRENCH ARMY**

ALLIES

Furia Francese

Any French Standard Infantry unit that successfully eliminates an enemy unit or forces it to retreat following a Close Assault may:

- Take Ground and not battle

or

- Stay in place and make a second Close Assault against another adjacent enemy unit.

This second attack is made with 1 die, ignoring any Terrain battle dice reductions. The Infantry unit may Take Ground following this 2nd attack, if eligible, but cannot attack again this turn.

8

SWAs
1 **SPECIAL WEAPON ASSETS**

- SWA is placed with unit, removed when last figure is lost
- Unit with SWA is treated as Infantry, for all purposes
- Unit with SWA may not Take Ground
- SWA does not count as an additional Medal

8

SWAs
2 **ANTI-TANK GUN**

ALLIES

- Fires like the Infantry unit it equips
- May only move or battle
- Stars hit on Armor

8

SWAs
3 **MORTAR**

ALLIES

- Fires like the Infantry unit it equips
- May only move or battle
- Ignores line of sight and terrain protections

10

4 SPECIAL WEAPON ASSETS
LATE WAR 1942

- SWA badge is placed with unit, removed when last figure is lost
- Unit with SWA badge is treated as infantry, for all purposes
- Unit with SWA badge may not *Take Ground*
- If SWA figure is used instead of badge, SWA figure does not count as an additional medal

9

5 ANTI-TANK GUN
LATE WAR 1942

- Treated as Infantry, for all purposes
- When it moves, battles like Infantry **3 2 1**
- In addition, when it does not move, Stars hit on Armor or Vehicle

9

6 MORTAR
LATE WAR 1942

- Treated as Infantry, for all purposes
- When it moves, battles like Infantry **3 2 1**
- In addition, when it does not move, increase range to **3 2 1 1** and ignore all terrain battle protections and line of sight

9

7 MACHINE GUN
LATE WAR 1942

- Treated as Infantry, for all purposes
- When it moves, battles like Infantry **3 2 1**
- In addition, when it does not move, Stars hit on Infantry

9

8 MACHINE GUN

- Fires like the Infantry unit it equips
- May only move *or* battle
- Stars hit on Infantry

16

1 BEACHES

- Maximum movement *onto* beaches is 2 hexes
- No combat restrictions
- Taking Ground* and *Armor Overrun* remain possible
- Do not block line of sight

0 15

2 BUNKERS

- Infantry may move in *and* battle
- Impassable by Armor & Artillery
- Original owner's units may ignore 1 flag
- Artillery in bunker may not retreat, must take loss instead
- Bunkers have 360° arc of fire
- Block line of sight

2 16

* Protects original owner's units only

3 FORESTS

- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Block line of sight

2 13

4 HEDGEROWS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle that turn
- To enter or take ground, unit *must* start its move from adjacent hex
- When exiting, unit *must* stop on adjacent hex, may still *Take ground*
- Block line of sight

2 14 M44

-1
-2

5 HEDGEHOGS



- Infantry may move in or through, *and* battle
- Impassable by Armor & Artillery
- No combat restrictions
- Infantry in hedgehogs may ignore 1 flag
- Do not block line of sight

1 16 M44

6 HILLS



- No movement restrictions
- Block line of sight (except from adjacent contiguous hills at same height)

1 10 14 M44

-1
-1*

* Only applies to units battling from below


7 OCEANS



- Maximum movement in ocean is 1 hex
- Unit cannot battle when in ocean
- Unit cannot retreat onto ocean
- Do not block line of sight

2 15 M44

8 RIVERS & WATERWAYS



- Impassable, except over bridges
- Do not block line of sight

1 15 6 6 M44

9 BRIDGES



- No movement restrictions, unless the bridge is destroyed
- No combat restrictions
- Do not block line of sight, unless stated otherwise in Special Rules

1 11 15 M44

10 SANDBAGS



- If occupant leaves, remove sandbags
- Occupant may ignore 1 flag
- Do not block line of sight

1 16 M44

-1
-1*

* When on countryside or beach hex only

11 CLIFFS & SEA BLUFFS



- Moving up from/down on beach is a 2 hex move for Infantry
- Armor/Artillery may not move up/down from the beach
- Cliffs only - Infantry may not *Take ground* from the beach
- Treat as normal hill from inland side for movement and battle
- Treat as normal hill from both sides for retreat
- Block line of sight (except from adjacent contiguous hills)

1 22, 23, 35 M44

-1
-1*

* Only applies to units battling from below

TERRAIN 12 SEA WALL



- No movement restrictions
- If initial occupant leaves, do not remove sandbags
- Unit behind Sea Wall may ignore 1 flag
- Does not block line of sight

1 23, 25 M44

* Only protects units behind Sea Wall

TERRAIN 13 STEEP HILLS




- Some scenarios may designate hills as being steep
- Movement up onto steep hill is a 2 hex move
- Movement down hill, or from hill to hill, is a 1 hex move
- Block line of sight (except from adjacent contiguous hills at same height)

1 27 M44

* Only applies to units battling from below

TERRAIN 14 TOWNS & VILLAGES



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

2 3 14 M44

TERRAIN 15 WIRE



- Unit moving in *must* stop and may move no further on that turn
- In wire, infantry battles out at -1 die
- Infantry may remove wire instead of battling
- Armor removes wire and may still battle
- Does not block line of sight

1 16 M44

TERRAIN 16 AIRFIELDS



- When Air rules are in effect airplanes may take-off from, or land on, Airfields
- No movement restrictions
- No combat restrictions
- Do not block line of sight

0 10 4 9 M44


TERRAIN 17 BARRACKS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

2 10 M44

TERRAIN 18 CEMETERIES



- No movement restrictions
- No combat restrictions
- Unit may ignore 1 flag
- Do not block line of sight

0 10 M44


TERRAIN 19 CHURCHES



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Unit may ignore 1 flag
- Block line of sight

2 10 M44

TERRAIN 20 DAMS



- No movement restrictions for infantry
- Impassable to Armor and Artillery
- No combat restrictions
- Unit may ignore 1 flag
- Block line of sight

1 9

TERRAIN 21 FACTORY COMPLEX



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Blocks line of sight

2 10 3


TERRAIN 22 FIELD BUNKERS



- Infantry may move in *and* battle
- Impassable by Armor & Artillery
- Protect any occupant
- Occupant may ignore 1 flag
- Armor & Artillery in field bunker may not retreat, must take loss instead
- Bunkers have 360° arc of fire
- Block line of sight

2 11 5 9

TERRAIN 23 FLOODED FIELDS



- Unit moving in/out *must* stop and may move no further on that turn
- Unit moving in *must* start its move from adjacent hex
- No combat restrictions for Infantry or Artillery on Flooded Fields
- Armor *cannot* battle the turn it moves in/out
- Armor that makes successful combat against unit on flooded field may *Take Ground*, but not *Armor Overrun*
- Do not block line of sight

1 4

TERRAIN 24 FORTRESSES



- Infantry may move in *and* battle
- Impassable by Armor & Artillery
- Occupant may ignore *all* flags
- Block line of sight

2 10

TERRAIN 25 HIGH GROUND



- No movement restrictions
- No combat restrictions
- In Flooded Field scenarios, Hills, Roads, Railways, Towns & Villages are all considered High Ground, but keep their standard terrain effects
- Does not block line of sight

0 4

TERRAIN 26 LAKE



- Impassable
- Two or more contiguous adjacent Lake hexes block line of sight

1 6


TERRAIN 27 LIGHTHOUSES





- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

2 10


TERRAIN 28 MARSHES






- Infantry or Armor moving in *must* stop and may move no further on that turn
- Infantry or Armor moving out may only move onto an adjacent hex
- Impassable by Artillery
- Infantry moving in or out does not have any combat restrictions
- Armor moving in/out *cannot* battle
- Armor that makes successful combat against unit on a Marsh may *Take Ground*, but not *Armor Overrun*
- Do not block line of sight

1  4  3 


TERRAIN 29 MINEFIELDS




- Drawn at random from all minefield counters available and set up by controlling side before start of battle
- Unit moving in *must* stop and may move no further on that turn
- Friendly unit: Minefield is not revealed
- Enemy unit: Minefield is revealed; roll dice equal to Minefield value; unit's symbol and grenade score hits; all other symbols are ignored
- Decoys (0 strength) removed; other strength mines remain in hex, face up
- Retreat through or onto a minefield does not trigger it
- Do not block line of sight

0 1 2 3 4  4  8 



TERRAIN 30 MOUNTAINS



- Infantry may only move up or retreat onto a mountain from adjacent hill or mountain. Infantry may only move down or retreat from a mountain to an adjacent hill or mountain
- Impassable by Armor & Artillery
- Artillery set on mountain fires at:

3 3 2 2 1 1 1 

- Block line of sight (except from contiguous adjacent mountains)

2  5  5 

**Only applies to units battling from below or not on same range*

TERRAIN 31 OASIS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in may still battle
- Unit may ignore 1 flag
- Blocks line of sight

1  3 

TERRAIN 32 PALM FORESTS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Block line of sight

2  2 

TERRAIN 33 PONTOON BRIDGES



- May only be built when specified by scenario's Special Rules
- To build a pontoon bridge, play an *Attack* command card but order no units; instead, place a pontoon bridge on a river hex in same Section as Attack card
- No movement restrictions
- No combat restrictions
- Do not block line of sight unless stated otherwise in scenario special rules

1  12 

TERRAIN 34 POWER PLANTS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

2  11 

TERRAIN 35 PRISON CAMPS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Unit may ignore 1 flag
- Block line of sight

2  11 

TERRAIN 36 RADAR STATIONS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in may battle
- Armor battles out at -2 dice
- Unit may ignore 1 flag
- Block line of sight

1 11

-1
-2

TERRAIN 37 RAILROAD BRIDGES



- No movement restrictions for infantry
- Armor and Artillery moving onto *must* stop
- No combat restrictions
- Armor may *Take Ground* and *Overrun*
- Do not block line of sight, unless stated otherwise in scenario's Special Rules

1 12

TERRAIN 38 RAILROAD TRACKS




- No movement restrictions for infantry
- Armor and Artillery moving onto *must* stop
- Road crossing a railroad plays as standard road
- No combat restrictions
- Armor may *Take Ground* and *Overrun*
- Do not block line of sight

1 5



TERRAIN 39 RAILROAD STATION




- Unit moving in *must* stop and may move no further on that turn
- A Train moving into a Railroad Station does not have to stop
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Blocks line of sight

2 5

-1
-2

TERRAIN 40 ROAD BLOCKS




- Infantry moving in *must* stop and may move no further on that turn
- Impassable by Armor & Artillery
- Unit may ignore 1 flag
- Do not block line of sight

1 12


-1
-1

TERRAIN 41 FORDS & FORDABLE RIVERS




- Unit entering Ford or Fordable River *must* stop and may move no further on that turn
- Unit in Ford or Fordable River battles out at -1 die
- Do not block line of sight

1 11, 22
20




TERRAIN 42 ROADS



- Unit that starts its move on a Road and stays on it may move 1 additional hex
- No combat restrictions
- Do not block line of sight, except when over Hills

0 5, 6




TERRAIN 43 SUPPLY DEPOTS



- No movement restrictions
- No combat restrictions
- Block line of sight

2 11

TERRAIN 44 WADIS & GULLIES




- Side slopes impassable, both in and out
- No movement restrictions through open ends
- Infantry or Armor battling in or out of Wadi or Gully must be adjacent to target
- Do not block line of sight. Unit in Wadi or Gully blocks line of sight as normal

1 3

-1 -1

TERRAIN 45 CITY RUINS



- Infantry moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Impassable by Armor and Artillery
- Unit may ignore 1 flag
- Block line of sight

2 2

-1 -2

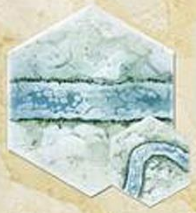
TERRAIN 46 DRAGON'S TEETH



- Infantry moving in *must* stop and may move no further on that turn
- Impassable by Armor and Artillery
- No combat restrictions
- Do not block line of sight

1 5


TERRAIN 47 FROZEN RIVERS



- Frozen Rivers may be crossed, at a risk
- Moving or retreating onto Frozen River hex, roll 2 Battle dice; for each star rolled, lose 1 figure
- No combat restrictions
- Do not block line of sight

1 3

DEEP TERRAIN 48 FROZEN RIVERS



- Frozen Rivers may be crossed, at a risk
- Moving or retreating onto Frozen River hex, roll 2 Battle dice; Infantry roll 1 Battle die for each star rolled, lose 1 figure
- Do not block line of sight
- No combat restrictions

1 3

TERRAIN 48 HILLS WITH FORESTS




- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Block line of sight

2 3

-1 -2

TERRAIN 49 HILLS WITH VILLAGES




- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle that turn
- Armor battles out at -2 dice
- Block line of sight

2 3

-1 -2

TERRAIN 50 RAVINES



- No movement restrictions for Infantry
- Impassable by Armor and Artillery
- No combat restrictions for Infantry
- Infantry may ignore 1 flag
- Do not block line of sight. Unit in Ravine blocks line of sight as normal

1 3

TERRAIN 51 TRENCHES




- Infantry and Armor moving in *must* stop and may move no further on that turn
- Impassable by Artillery
- No combat restrictions for Infantry
- Armor cannot battle when in Trenches
- Infantry may ignore 1 flag
- Do not block line of sight. Units in Trenches block line of sight as normal

1 2 6

Flags: -1 (Infantry), -1 (Armor)

TERRAIN 52 CAVES ON HILLS




- No movement restrictions for Infantry on hills
- Impassable by Armor & Artillery
- Block line of sight (except from contiguous adjacent hills at same height)
- Japanese Infantry may move from cave to empty cave as full turn move and still battle; Japanese unit in cave *must* ignore all flags
- Allied Infantry moving onto Cave hex may seal it by rolling a 6 in Close Assault, in lieu of battling, if adjacent hexes are clear of enemy

2 2 2

Flags: -2/-1 (Infantry), -2/-1 (Armor)

*Only applies to units battling against Japanese from below or from another range

TERRAIN 53 CAVES ON MOUNTAINS



- Infantry may only move up or retreat onto a mountain from adjacent hill or mountain. Infantry may only move down or retreat from a mountain to an adjacent hill or mountain
- Impassable by Armor & Artillery
- Block line of sight (except from contiguous adjacent mountains at same height)
- Japanese Infantry may move from cave to empty cave as full turn move and still battle; Japanese unit in cave *must* ignore all flags
- Allied Infantry moving onto Cave hex may seal it by rolling a 6 in Close Assault, in lieu of battling, if adjacent hexes are clear of enemy

2 4 4

Flags: -2* (Infantry), -2* (Armor)

*Only applies to units battling from below or from another range

TERRAIN 54 FISH PONDS



- Infantry or Armor moving in *must* stop and may move no further on that turn
- Infantry or Armor moving leaves *must* stop on adjacent hex
- Impassable by Artillery
- Infantry moving onto a Fish Pond hex cannot battle
- Infantry leaving a Fish Pond hex may battle
- Armor moving in/out cannot battle
- Armor that makes successful combat against unit on a Fish Pond may Take Ground, but not Armor Overrun
- Do not block line of sight

1 6

TERRAIN 55 HOSPITALS



- No movement restrictions
- No combat restrictions
- Block line of sight

1 5

TERRAIN 56 HQS & SUPPLY TENTS



- No movement restrictions
- No combat restrictions
- Block line of sight

1 5

TERRAIN 57 JUNGLES



- Unit moving in *must* stop
- Unit moving into may battle if unit starts its move in adjacent hex
- If Armor unit starts its move in adjacent hex and makes a successful combat against unit on a Jungle hex, it may *Take Ground* and do an *Armor Overrun*
- Block line of sight

2 5

Flags: -1 (Infantry), -2 (Armor)

TERRAIN 58 LABOR CAMPS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

2 5

Flags: -1 (Infantry), -2 (Armor)


TERRAIN 59 PIERS





- Movement onto only allowed from Land or Beach, not from Ocean hex
- No combat restrictions
- Do not block line of sight

2  6 

TERRAIN 60 RICE PADDIES



- Infantry or Armor moving in *must* stop and may move no further on that turn
- Infantry or Armor moving leaves *must* stop on adjacent hex
- Impassable by Artillery
- Infantry on a Rice Paddy hex does not have any *combat* restrictions
- Armor moving in/out cannot battle
- Armor that makes successful combat against unit on a Rice Paddy may *Take Ground*, but not *Armor Overrun*
- Do not block line of sight

1  6 

TERRAIN 61 FORDABLE STREAMS



- Unit entering Fordable Stream *must* stop
- Unit may still *Take Ground* and *Armor Overrun*
- No combat restrictions
- Do not block line of sight





1  6 

TERRAIN 62 ROPE BRIDGES



- No movement restrictions
- No combat restrictions
- Do not block line of sight

1  9 


TERRAIN 63 ESCARPMENTS





- Impassable terrain
- Block line of sight

2  5 



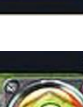
TERRAIN 64 ERGS & RIDGES




- Unit moving up the ridge *must* stop and may move no further on that turn
- Block line of sight (except from adjacent contiguous terrain at same height)

2  4 





*Only applies to units battling from below


TERRAIN 65 BALKAS





- Unit moving in, or exiting, a Balka hex *must* stop and may move no further on that turn
- Unit may move out of a Balka directly onto a Bridge and vice versa, but *must* stop when doing so
- Unit battles out at -1 die
- Do not block line of sight. Unit in Balka blocks line of sight as normal

1    

TERRAIN 66 ABATIS



- Impassable by Armor & Artillery
- Infantry moving in *must* stop and may move no further on that turn
- Infantry battles out at -1d
- Infantry may remove abatis instead of battling
- Do not block line of sight

1  11 

TERRAIN 67 CASTLE




- Unit moving in **must** stop and may move no further on that turn
- Unit moving in cannot battle
- Armor battles out at -2
- Block line of sight

2

-1

-2

TERRAIN 68 COASTLINES



- Maximum movement **onto** coastlines is 2 hexes
- No combat restrictions
- Taking Ground** and **Armor Overrun** remain possible
- Do not block line of sight
- A Hill that is next to a Coastline hex is considered a **Cliff**, while a Hill that is next to a Beach is considered a **Bluff**.

0

13

TROOPS 1 STANDARD UNITS

INFANTRY • Move 0-1 and battle, or move 2 no battle

ME4 7

3 2 1

• May **Take Ground** on successful Close Assault

ARMOR • Move 0-3 and battle

ME4 8

3 3 3

• May **Overrun** on successful Close Assault

ARTILLERY • Move 1 or battle

ME4 8

3 3 2 2 1 1

• Ignore line of sight and terrain protections

TROOPS 2 SPECIALIZED UNITS

SPECIAL FORCES (including Elite, Rangers & Commandos)

ME4 12

• May move 2 and still battle

ELITE ARMOR

ME4 12

• Starts with 4 tanks per unit

4

TROOPS 3 BIG GUNS



- Fire at

3 3 2 2 1 1 1 1

- Place cross-hair marker on hex of target when hit is scored.
- Until moved or destroyed, zeroed-in units take fire at +1 in future rounds
- Cross-hair markers are not cumulative

11

7, 13

TROOPS 4 COMBAT ENGINEERS



- 4 figures
- Ignore all terrain Battle dice reductions in Close Assault
- In wire, may battle out at -1 die and still remove the wire
- In minefield, **must** clear the mines, instead of battling
- If ordered on **Infantry Assault**, may move 2 hexes and remove wire or clear mines

13

6

10

TROOPS 5 TRAINS




- Ordered as a single unit
- Move 1-3 hexes either way, along empty tracks
- Retreat in opposite direction to locomotive's travel
- Train may ignore 1 flag
- Hit on Grenade symbol
- Wagon destroyed on 3rd hit, Locomotive on 4th hit

12

TROOPS 6 SUPPLY TRAINS

- May carry Infantry or Armor reinforcement units
- Units cannot battle while on Train
- When Locomotive is at Station, units may disembark on hexes adjacent to Locomotive or Wagon



Or



12

TROOPS 7 ARMORED TRAINS

Armored Train carries one Artillery piece on its Wagon


- Train may move *and* the Artillery can still fire
- Artillery on Wagon fires as regular Artillery
- Artillery on Wagon is destroyed when wagon is destroyed (3 hits)



13

TROOPS 8 CAVALRY

- 4 figures
- Ordered as Infantry
- Move 0-3 and battle
- Fire at **2 1**
- On successful *Close Assault*, may *Take Ground* and battle again like an *Armor Overrun* combat



6

TROOPS 9 SKI TROOPS

- 3 figures only
- Fire at **3 2**
- Move 0-3 and battle
- Move onto any terrain and may still battle, but must still obey terrain movement restrictions
- May retreat 1 to 3 hexes on flag



6

TROOPS 10 SNIPERS

- 1 figure, fire at **1 1 1 1 1**
- Move 0-2 and battle; Retreat up to 3 hex/flag
- Move onto any terrain and may still battle, but must still obey terrain movement restrictions
- May not target an Armor unit
- Hit enemy on symbol & star, ignore terrain protection
- Sniper is only hit on Grenade (& Star exceptions)
- Sniper does not count as Victory medal



5

TROOPS 11 AIRCRAFT CARRIERS

- When Air rules are in effect, some Airplanes may take-off from, or land on, Aircraft Carriers
- Move 0-2 Ocean hexes
- Cannot move adjacent to Beach
- Hit by grenades only – Takes 3 hits to sink
- May ignore 1 flag, takes hit if cannot retreat





10

TROOPS 12 DESTROYERS

- Move 0-2 Ocean hexes and battle
- Fire at: **3 3 2 2 1 1 1 1**
- Cannot move adjacent to Beach
- Hit by grenades only – Takes 3 hits to sink
- May ignore 1 flag, takes hit if cannot retreat
- Place cross-hair marker on hex of target when hit is scored
- Until moved or destroyed, zeroed-in units take fire at +1 in future rounds
- Cross-hair markers are not cumulative





9

TROOPS 13 FLAME THROWER TANKS

- 3 figures
- Fire at **3 3 3**
- Move 0-3 and battle
- Terrain Battle dice reduction limited to 1 max in Close Assault





11

TROOPS 14 MOBILE ARTILLERY

- 2 figures
- Fire at **3 3 2 2 1 1**
- Move 0-1 and battle, or move 2 and no battle
- Ignore line of sight and terrain protections





11

TROOPS 15 LANDING CRAFT (LC)

- LC always start on baseline ocean hexes with units in them
- LC may move up to 2 hexes, but never onto hedgehogs
- When landing on beach, remove LC, leave unit
- Unit in LC is targeted as normal in battle
- Unit in LC may retreat with it, on ocean hexes
- Unit may not battle while in LC or when landing
- If unit in LC is eliminated, LC is also removed but yields no additional medal
- Block line of sight



11

TROOPS 16 TIGERS

- 1 figure
- Move 0-3 and battle
- Enemy re-rolls all battle dice that score a hit
- If at least one re-roll is a Grenade, kill is confirmed; all other re-rolls are ignored



12

TROOPS 17 SUPPLY TRUCKS

- 1-3 figures, per scenario
- Treated as Infantry, for all purposes
- Move 0-2, +2 hexes when on a road
- Cannot battle
- When ordered & adjacent to a weakened friendly unit, may *Re-supply* it



13

TROOPS 18 HALF-TRACKS

- 1-3 figures, per scenario
- Treated as Armor, for all purposes
- Move 0-2 and battle
- On successful *Close Assault*, may *Take Ground* but not *Overrun*
- When ordered & adjacent to a weakened friendly unit, may *Re-supply* it in lieu of battling



14

TROOPS 19 LONG-RANGE PATROL CARS

- 1-3 figures, per scenario
- Treated as Infantry, for all purposes
- Move 0-4 and battle
- On successful *Close Assault*, may *Take Ground* but not *Overrun*
- Enemy re-rolls all battle dice that score a hit
- If at least one re-roll is a Grenade, kill is confirmed; other re-rolls are ignored



15

TROOPS 20+ COMMAND CARS

- 1 figure
- Treated as Infantry, for all purposes
- Move 0-3, no battle
- Enemy re-rolls all battle dice that score a hit
- If at least one re-roll is a Grenade, kill is confirmed; all other re-rolls are ignored
- Order 1 more unit than indicated by Section card when played in same section as Command Car
- When Command car is ordered by a *Recon 1*, player may draw 1 Command card from the discard pile at the end of his turn, instead of drawing 2 from the draw pile



16

TROOPS 21 BRANDENBURGERS

- 3 figures + 1 enemy figure
- If hits are scored against Brandenburgers, opponent re-rolls a single die, looking for an Infantry symbol
- If re-roll fails, initial roll is ignored & Brandenburgers take no casualties
- If re-roll succeeds, enemy figure is removed & initial roll is applied as normal
- When Brandenburgers are ordered to battle, remove the enemy figure from within
- Brandenburgers with no enemy figure act like Special Forces Infantry



10

TROOPS 22 DEPLETED UNITS

- A depleted unit contains less figures than normal, per the scenario
- A depleted unit may never gain back more figures than it had at game start
- A depleted unit moves and battles as normal, but does not count as a Medal when eliminated or exiting the battlefield



10

TROOPS 23 HEAVY ANTI-TANK GUNS



- Treated as Artillery, for all purposes
- Move 0-1 or battle 
- Stars hit on Armor or Vehicle
- Ignore terrain battle restrictions
- Require line of sight to target enemy unit

8

TROOPS 24 TANK DESTROYERS



- 3 figures (Germans and Russians 4)
- Treated as Armor, for all purposes
- Hit on Star when attacked by unit other than Infantry
- Move 0-2 and battle 
- Stars hit on Armor or Vehicle
- When it does not move, ignore all terrain battle restrictions
- On successful *Close Assault*, may *Take Ground* but not *Overrun*
- May retreat 1 to 2 hexes per flag

8

TROOPS 25 SCREAMING MEEMIES



- Move 1 or battle 
- At player's choice, fire Incendiary or Smoke shells
- Incendiary shells - Flags cannot be ignored
- Smoke shells - Place Smoke Screen markers on up to 3 contiguously adjacent hexes within firing range, in lieu of battling
- Never benefit from terrain protection
- Ignore line of sight and terrain protections

10

TROOPS 26 HOBART'S FUNNIES



- Replace 1 Tank figure w Churchill AVRE & accessory of your choice, before game start
- Move and battle like standard Armor (Tank) unit
- Assault Bridge - Place Bridge over river in lieu of battling
- Bobbin - Ignore movement restrictions of Beach, Marsh & Wire; when moving onto or through Wire, remove it
- Fascine - Ignore movement restrictions of Fords & Trenches; may battle from Trenches
- Mine Digger - Must stop upon entering minefield; remove it without detonating, and battle as normal
- Petard Mortar - Battle at +1d when Close Assaulting a Bunker; if Star is rolled, remove Bunker

10


TROOPS 27 POLISH DRAGOONS




- 4 figures
- Fire at 
- Moves 0-3 and battle
- On successful *Close Assault*, may *Take Ground* and battle again like an *Armor Overrun* combat
- May ignore 1 flag
- May retreat 1 to 2 hexes per flag

10 CB-2

TROOPS 27² SUPPORTED INFANTRY



- 4 Infantry figures + 1 Tank figure
- Treated as Infantry, for all purposes
- Move 0-1 and battle, or move 2 no battle 
- On a successful *Close Assault*, it may *Take Ground* and *Second Close Assault*. The second *Close Assault* must target an adjacent enemy unit.
- Hit on Infantry or Grenade symbol
- On the unit's third hit, the tank support figure and Star marker are removed, and the unit permanently becomes a standard Infantry unit.

10

TROOPS 28 SUPPORTED ARMOR



- 3 Tank figures + 1 Infantry figure
- Treated as Armor, for all purposes
- Move 0-3 and battle 
- In *Close Assault* Combat, apply Infantry Battle Dice reduction instead of Armor's.
- Hit on Armor or Grenade symbol
- On the unit's third hit, the Infantry support figure and Star marker are removed, and the unit permanently becomes a standard Armor unit.

10

TROOPS 29 JUNGLE FIGHTERS



- Move 0-1 and battle, or move 2 and not battle
- Ignore Jungle movement limitations
- May *Take Ground* on successful *Close Assault*
- No Battle reductions attacking into Jungle hex



10 CB-2

TROOPS
30
LEATHERNECKS

- May ignore a flag
- Battle with an additional die
- Cannot be upgraded with a Veteran Star

20
CB#2

TROOPS
31
ARMORED CAR

- 1 figure
- Treat as Armor to order and in combat
- Move 0-4 hexes and battle 3 2 1
- On a successful Close Assault, may *Take Ground* and *Armor Overrun*
- When being attacked, treat as Infantry
- Enemy re-rolls all battle dice that score a hit
- If at least one re-roll is a Grenade, kill is confirmed, other re-rolls are ignored #II,1

TROOPS
32
TANKETTES

- 2 figures
- Move 0-3 hexes and Battle 3 3 3
- Treat as Armor, for all purposes

#II,1