

# PREPARING FOR BATTLE

## Battle Size Guidelines

Soldiers, guns, and vehicles have a point value that counts toward victory, i.e., *victory points* or *VP*. Destroy over half of your opponent's VPs and you win the game. Battle size ranges from 20 VP for a small skirmish to 50 VP for a large conflict. Choose how many VP you want for your battle.

## Starting Sides & Starting Terrain

Now choose: the Axis player and the Allied player, who starts in terrain card 2, and who starts in terrain card 8.

## Purchase and Arrange Your Forces

VPs are used to "purchase" vehicles, guns, and soldiers. Decide which player will both start the purchase of forces and, later, the game. In turn, use VPs to purchase vehicles and/or infantry guns openly, until both players pass in succession. Use remaining VPs to purchase soldiers, secretly. Buy carefully, as you *must* be able to form soldiers into **led sections** (groups) under a soldier with leadership (*see Section Leadership, at right*). No soldier may start leaderless, unless his leadership rating is 1 or more. Vehicles and infantry guns never group, always forming solitary, single-unit sections.

## A Brief Look at a Card

**Section Leadership** (max card count) This soldier's ability to lead others in his section. The leader counts toward this maximum.

**Name/Rank**

**VP Value**

**Equipment counters** (max carry) How many equipment markers this unit may carry. No extra cost to equip a unit purchased.

**Action type** (shown on action cards) ATTACK, MOVE, LASTING OR INSTANT icon indicates when or how to use this action card.



**Ammo Counter** This counter allows the unit to fire using rapid fire (red numbers). used, remove it if. May only be returned when the section uses a Prepare action. Black row firing does not use up the ammo counter (i.e., **always** available).

**Morale (a Hit Value)**

If this falls to 0, unit can no longer advance with his section; further morale hits become wounds. Applies to vehicles as well.

**Special Ability** Some units have bonus abilities, like this one.

**Firepower chart** When the weapon name is enclosed by <brackets> it may shoot against all enemy units; no brackets – it may only shoot at infantry and unarmored vehicles.

For normal weapons, shows: **range to target** (top row), **normal aimed fire** (middle row), **rapid fire** (bottom row, requires an ammo counter to use).

For an anti-armor weapon, you'll see a **single row of black and red numbers**: red numbers have anti-armor power (and use up the ammo counter); black indicates standard fire.

**Not shown:** Cover icons (sandbags or armor) add protection to guns, vehicles and snipers if attacked.

# SETTING UP THE BATTLEFIELD

## Lay out the Terrain Cards

Set up the terrain cards to one side, in order from 1 to 9. Move cards 2 and 8 to the center of the battle area. This represents the starting location for each side.

## Arrange Forces

Arrange your forces below the terrain card on your side, grouped in sections as desired. Remember to maintain proper section size based on leadership. vehicles and infantry guns are always their own sections. Place a status counter (Not Acted side up) above each Section.

## Your opponent's side

Group your forces into sections here

Status counters will go here, above each section, Not Acted side up

2



8



Status counters will go here, above each section, Not Acted side up

Group your forces into sections here

## Your side

## Terrain Cards

1



2



3



4



5



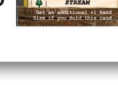
6



7



8



9



The distance from one terrain to another affects the strength of your firepower.

For example, the distance from card 2 to card 8 is 6. To fire at this distance, check the firepower chart on your force's cards to see how effective they will be.

As your forces move into different terrain, terrain cards help to keep track of their current location. You may have several terrain cards in use at any time.

## Place Counters & Equipment

Place an ammo counter face-up on each Soldier card.

Place equipment counters on your Soldiers, secretly, face-down. Equipment value equals the number of equipment counters they start with. Equipment is free.

If you have any snipers, place a sniper counter by each with the concealment cover side up.

## Starting Cards & Hand Size

The maximum number of cards each player may hold is your *hand size*: the number of individual terrain cards currently held by your sections, +1 for each led section you command, plus any special ability hand bonus from unit cards in play. You may never hold more cards than this, so try to keep track of your hand size as your sections move through varying terrain and experience changes in leadership.

# TURN ORDER, ACTIONS, AND ATTACK

Each side takes turns commanding their forces, but they may also react to each other in real time.

## The Current Player's Turn

**Transfer men & matériel** Transfer soldiers and/or equipment between sections that reside on the same terrain.

**Promote one man** Once per game, you may promote one soldier with 0 leadership to 3, making him a section leader. To do so, place a CMD 3 counter on his card.

**Heal the wounded** Any soldier carrying a bandage counter may discard it to remove one wound from another in his terrain. Medics do not need bandage counters to heal, but soldiers do. Bandages and medics cannot heal vehicles or infantry guns.

**Give sections their orders** Each section may be given one of the following types of orders: ►►

- Take an **action** (play a card and follow its instructions).
- Take a **default action** (play any card †, ignore its text, and instead Move, Attack, or Counter-Attack). † note: *default Move for vehicles* requires no card, but infantry guns do.
- **Prepare** soldiers in a section for action (play no card; may heal units, reload weapons, un-pin units, etc.).

Once a section has carried out its orders, turn its status counter to Acted (your opponent does so too, if one of his sections reacted in turn). Continue with your remaining sections until finished. Now return all status counters to Not Acted, and it becomes your opponent's turn. ▼

## Actions Explained

**Move action** Play an action card to move a section up or back by one terrain card, or move laterally in the same terrain (some lateral moves provide a flanking bonus). Always check for bonuses or penalties of the new terrain when moving. Your opponent may move, attack, or prepare in response. If he attacks, you do have the option to counter-attack.

**Attack action** To attack, play an action card: identify both the attacking section and the target section, and calculate the results of your attack. *For a sniper attack, you choose the target section, your opponent chooses the unit; unless you discard a card in order to choose the target unit also.*

**Counter-Attack action** The attacked player may counter-attack the attacking section. Play an action card and identify which section is counter-attacking (any section may do so). ►►

As in an attack, the counter-attacker selects the fire mode for each soldier in the counter-attacking section, adds their firepower values, then divides the result by 2. The result is subtracted from the attacker's firepower. *BONUS: Play a Covering Fire action card when you counter-attack and your firepower is **not** reduced by half.*

**Prepare action** Prepare lets you bolster your forces in one section. For each soldier in the section you may perform one of these three tasks:

- (a) *draw 1 Action card:* add it to your hand, or
- (b) *reload a weapon:* give him an ammo counter, or
- (c) *un-pin:* if he is pinned, discard the pin counter.

You may also discard any cards from your hand. ▼

## Calculating an Attack

*Use the Firepower counter on firepower chart (player help sheet) to track the running total as you go.*

**Figure Firepower** Choose the fire mode for each attacking soldier: aimed, rapid, or hand-to-hand (H-TO-H range must be 0, and FP is always 2). To get firepower, add the FP from each unit in the section, plus the FP bonus (if there is one) from the action card used to conduct the attack.

**Subtract Counter-Attack** If any of your opponent's sections counter-attacks, calculate and subtract their firepower. *If the result is negative, he hit you with more firepower and you will receive the damage instead!* ►►

**Subtract Terrain Cover** Subtract the cover rating of the target section's terrain (and special cover icons, if any). *If your opponent moved in response to your attack, use the cover rating from the terrain where his movement ended.*

**Subtract Additional Cover** for any action cards now played (by either side) to gain additional cover.

**Draw for Hits** Hit counters show the terrain the target is in [top number, Light/Med/Heavy], and the type of hit to apply [text]. Subtract the top number from the attacker's FP. If the result is 1 or higher, that hit applies. Continue until there are not enough FP left, or the remainder is too low to be used in full.

**Place Damage Counters** on units to keep track of its hits. ▼

## During a Battle

**Dividing Sections** Sections can be divided due to battle conditions or your command decisions. When this occurs, new sections receive a status counter that reflects the original section's status, whether Acted or Not Acted.

**Section Leader Lost** If a section leader dies during battle:

- The soldier with the highest command rating immediately forms a section that is as large as he can command.

- Excess soldiers above his command rating must separate into smaller led sections, or single unled sections.
- If no soldiers have a command rating above 0, then the entire section separates into single unled sections.