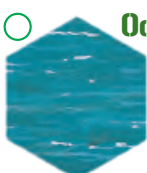
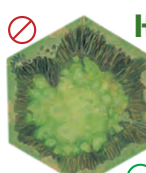



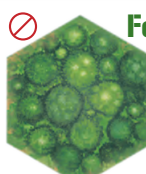





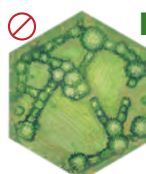



Beach
Move: Unit that moves onto a Beach hex may only move 2 hexes
Battle: May still Take Ground.

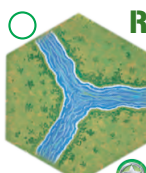

Ocean
Move: 1 hex maximum–May not Retreat into
Battle: Prohibited

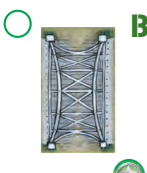

Hill  -1  -1
Battle: Dice reduction only apply to units attacking from lower terrain
 Units on same Hill feature

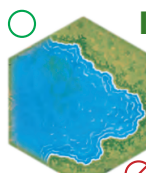


Forest  -1  -2
Move: Unit Must stop.
Battle: No battle on entry

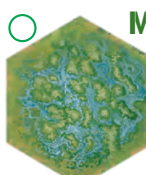

Town  -1  -2
Move: Unit Must stop.
Battle: No battle on entry

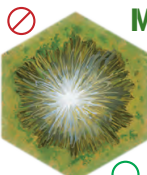




Hedgerow  -1  -2
Move: Unit Must stop – May only move into & out of adjacent
Battle: No battle on entry

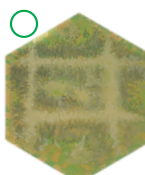

River
Move: Impassable
T-pg.8 Boats: Allows entry to River hex Unit must stop - Battles out of at (-1) May not retreat - Loses boats on exit.


Bridge
Move: Allows entry to River hex
T-pg.8 Blowing: Use same section card remove bridge discard, do not draw new card - OR - Roll 2 dice, if Star remove bridge and draw new card.


Lake
Move: Impassable
 Sighting across 2 or more adjacent


Marsh
Move: Must stop – Exit adjacent – No Artillery
Battle: Armor may not battle on entry or exit–May take ground into but no overrun




Mountain  -2  -2
Move: Infantry only may enter or exit & only from an adjacent Hill or Mountain hex
Battle: No dice reduction on same Range – Artillery fires 3,3,2,2,1,1,1 for a range of 7.
 Units on same Mountain Range



High Ground



Flooded Fields – In Flooded Fields scenarios, any hex that is open countryside is considered a Flooded Field hex. High Ground, Hills, Roads, Railways or Towns are treated as dry ground clear hexes for game purposes.


Move: Unit Must stop – May only enter and exit adjacent
Battle: Armor may not battle on entry or exit – May take ground into but no overrun

Aide Key  =blocked line of sight  =clear line of sight -2 =Armor fires out of  -1 =attack dice reduction  =scenario specific ref



Infantry  


 **Move:** May move 0–1 and Battle – OR – Move 2 and not Battle – May take ground after a successful Close Assault.

Sniper  

No medal awarded if eliminated  **Move:** May move up to 2 hexes and Battle

Battle: May battle on terrain entry – May not target Armor – No terrain reduction for target – Hits on symbol, grenade & star – is hit only by grenade – if Armor adjacent must move before firing – May retreat up to 3 hexes for each Flag rolled.



Artillery  


 **Move:** May move 1 OR Battle



Battle: Ignore Line of Sight – Ignores Terrain dice reductions


Big Gun  



 **Battle:** Place 3 'Crosshair' markers with unit – place a Crosshair marker on each target that was hit but not eliminated or forced to retreat – a Crosshair marker gains (+1) battle die in the next attack – additional die are not cumulative – When target moves or is eliminated return the Crosshair marker to the Big Gun Battery.


Armor  



 **Move:** May move up to 3 hexes and battle
Battle: May overrun on successful close assault


Engineers  



 **Battle:** Close assault ignores terrain reductions – May battle on Wire hex (at -1 still) and removes wire on same turn – If eligible to combat on Minefield must clear Minefield instead of battling – If the Engineer unit cannot remove the Minefield, it detonates (see Minefields)


Special Forces  



 **Move:** May move up to 2 hexes and Battle – May take ground after a successful Close Assault.


Cavalry  

 **Move:** Up to 3 hexes and battle – Terrain movement restrictions apply
Battle: On successful close assault may make overrun as Armor

French Resistance  

 **Battle:** May battle on Terrain entry – May retreat up to 3 hexes for each Flag rolled.

Finnish Ski Troops  

 **Move:** Up to 3 hexes and battle – Terrain movement restrictions apply
Battle: May battle on Terrain entry – May retreat up to 3 hexes for each Flag rolled.

Wire



Move: Unit must stop – Armor removes on entry
Battle: Infantry – Battles out at (-1) die – may remove wire or battle.

Sandbags



Move: Remove when unit exits.
Battle: Ignore first Flag.

Hedgehogs



Move: Infantry only
Battle: Ignore first Flag.

Bunker



Move: Infantry only
Battle: Original owner only benefits from Defensive die reduction & Ignore first Flag

Dragon's Teeth



Move: Infantry only – Unit must stop

Field Bunker



Move: Infantry only
Battle: Either side may benefit from Defensive die reduction & Ignore first Flag

Road Block



Move: Infantry only – Unit must stop.
Battle: Ignore first Flag

Field Bunker



Move: Infantry only
Battle: Either side may benefit from Defensive die reduction & Ignore first Flag

River Ford



Move: Allows entry to River hex – Unit must stop.
Battle: Unit battles out of at (-1) die

Pontoon Bridge



Move: Allows entry to River hex
Construct: Section 'Attack' card construct on section River hex in place of ordering 3 units.

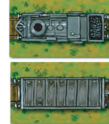
T-pg. 12

Rail Bridge



Move: Armor & Artillery must stop on entry – Allows entry to River hex.

Locomotive & Wagon



Move: Up to 3 hexes along clear Track Retreats along Track – No move into
Battle: Ignore first flag – Grenade to be hit – Wagon removed 3 hits, Locomotive 4th hit
Armored = Wagon fires as Artillery

Minefields



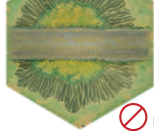
Move: Unit must stop – Enemy entering flips to reveal Strength. if '0' remove Minefield otherwise see Battle.
Battle: Roll 1 die per Strength – Hits on a unit symbol or Grenade – Flags ignored – No effect on retreating units.

Blitzkrieg



Move: Allied armor may only move up to 2 hexes.
Battle: Axis player may play a 'Recon 1' card as an Air-Power card in the same section (at least one target hex must be in that section)

Road

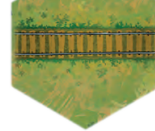


Move: On road entire move, may move 1 additional hex

on Hill

-1 -1

Railroad Track



Move: Armor & Arty must stop.
Battle: Armor may take ground & overrun

Station



Move: Unit Must stop.
Battle: No battle on entry
T-pg. 8 **Supply Train:** Units de-train adjacent to Locomotive & Wagon

Airfield



T-pg. 9 **Reinforcements:** If no enemy on any airfields use one Order from Direct from HQ, place Infantry unit.
T-pg. 7 **Sabotage:** Unit on rolls Close dice, roll Star, remove hex gain Medal

Barracks



Move: Unit Must stop.
Battle: No battle on entry

Cemetery



Battle: Ignore first Flag

Church



Move: Unit Must stop.
Battle: No battle on entry – Ignore first Flag
T-pg. 8 **FOO:** Use section Recon card as Air-Power - All Artillery Big-Guns

Dam



Move: Infantry only
Battle: Ignore first Flag
T-pg. 9 **Dam:** Occupied roll 2 dice - Star hits - 1 hit per dam - 4 hits gains 4 medals enemy occupies, begin again.

Factory



Move: Unit must stop.
Battle: No battle on entry.
T-pg. 7 **Sabotage:** Unit on rolls Close dice, roll Star, remove hex gain Medal

Fortress



Battle: Ignore ALL Flags.
T-pg. 8 **Prisoners:** Infantry moves onto hex, place token with unit If unit destroyed, Prisoner lost

Lighthouse



Move: Unit must stop.
Battle: No battle on entry.
T-pg. 8 **FOO:** Use section Recon card as Air-Power - All Artillery Big-Guns

POW Camp



Move: Unit must stop.
Battle: No battle on entry.
T-pg. 8 **Prisoners:** Infantry moves onto hex, place token with unit If unit destroyed, Prisoner lost

Power Plant



Move: Unit Must stop.
Battle: No battle on entry
T-pg. 7 **Sabotage:** Unit on rolls Close dice, roll Star, remove hex gain Medal

Radar Station



Move: Unit must stop.
Battle: Ignore first Flag.
T-pg. 11 **Radar:** One turn advanced notice on Air-Power card.

Supply Depot



Scenario Specific
T-pg. 11 **Supply:** If Destroyed, reduce Armor move by 1



North African Desert Rules

Armor Overrun Combat rules are ammended as follows; On a successful Close Assault combat, an ordered Armor unit may move into the vacated hex and may then move one additional hex; it may then battle again.



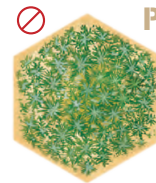
Oasis

-1 -1

Move: Unit must stop

Battle: Ignore first Flag

T-pg.3 **Recover:** An ordered infantry unit on recovers lost figures as per Medics & Mechanics card.



Palm Forest -1 -2

Move: Unit must stop.

Battle: No battle on entry.



Towns

-1 -2

Move: Unit must stop.

Battle: No battle on entry.



Wadis

-1 -1 -1

Move: through open end only, impassable from sides.

Battle: Infantry & Armor, adjacent only.



T-pg. 9 **Heroic Leader:** A Battle Star token may represent a heroic leader.

When in command of an infantry unit, this leader lets the unit ignore one flag and inspires his men, giving them an additional one Battle die when in combat.

If the unit is eliminated, roll two Battle Dice. If a star is rolled, the Heroic Leader is lost, giving one Victory medal to his opponent.

If he survives, move his Battle Star to the nearest friendly unit.

Aide Key =blocked line of sight =clear line of sight -2 =Armor fires out of -1 =attack dice reduction =scenario specific ref



City Ruins

-1 -2

Move: Infantry only – Must stop

Battle: No battle on entry
Ignore first Flag

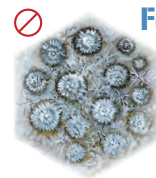


Factory

-1 -2

Move: Unit Must stop.

Battle: No battle on entry



Forest

-1 -2

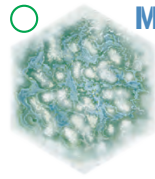
Move: Unit Must stop.

Battle: No battle on entry



Frozen River

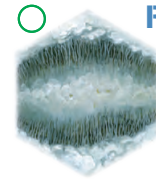
Move: Moving or Retreating units roll 2 dice, lose 1 figure for each Star rolled



Marsh

Move: Must stop – Exit adjacent – No Artillery

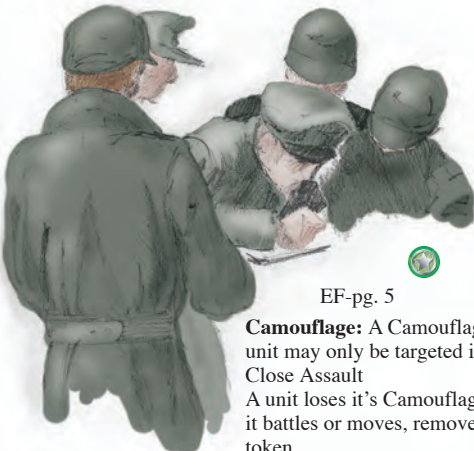
Battle: Armor may not battle on entry or exit–May take ground into but no overrun



Ravine

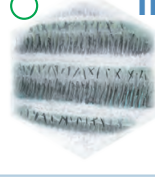
Move: Infantry only

Battle: Ignore first Flag



EF-pg. 5

Camouflage: A Camouflaged unit may only be targeted in Close Assault
A unit loses it's Camouflage if it battles or moves, remove token.



Trenches

-1 -1

Move: Unit must stop – No Artillery allowed

Battle: Infantry may ignore first Flag – Armor may not battle while on



Village

-1 -2

Move: Unit must stop.

Battle: No battle on entry.

Russian Command Rules

The Russian player must place a command card under the Commissar Chip, this is the card he will play the next turn.



In lieu of playing the Command card already committed under the Commissar Chip, the Russian player may choose to play from his hand a 'Recon 1' Command card or a 'Counter-Attack' card. The Command card under the Commissar Chip is not used and remains under the Chip until the next turn.

The Russian player may also play the Ambush card from his hand as per the standard rules.

Aide Key =blocked line of sight =clear line of sight -2 =Armor fires out of -1 =attack dice reduction =scenario specific ref