HAND
- US: 6; 2 D/C (if no action) - Gn: 5,1 D/C (always) - Ru: 4, D/C (all) (if no action)
- Increase opponent’s draw by 1 if only 1 group

MOVEMENT
- Forward: Play Movement card forward, increase range
- Retreat: Play Movement card backward, reduce range
- Lateral: Play Movement card sideways, range unchanged
- Cannot exceed RR > 5 with opposing group
- May not retreat > RR 0 from closest enemy group
- Must play Movement card with RNC to retreat to ranges ≤ 0

TERRAIN
- A Terrain card can only be placed on a Movement card and removes all cards beneath it
- Movement cards negate prior Terrain card
- Can play Terrain card on opponent as a D/C (not artificial terrain prior to turn 1)
- Reject terrain (NA: wire, stream): turn Movement card sideways and adjust range accordingly. D/C Movement card alongside if already sideways
- Terrain Capture
- May occur when an infiltrated group is eliminated
- The capturing group may replace their Terrain card with the eliminated group’s Terrain card including entrencheds
- All infiltrators may transfer to the capturing group that turn as well

HERO
- Rally 1 PC anytime (not an action) AND that PC may: 2x FP (3x FP if already 2x) during a Fire Attack (FP) for crew weapons or +1 TH if OR suspend wounds for a turn, OR reduce OVR for that PC
- Partial rally credit toward stunned/pinned AV

CREW WEAPONS
- Use [FP] if unassisted or in a stream
- Group action to assign/receive an assistant
- Assistant does not use his own FP
- Assistant cannot fire crew weapon
- Pinned assistant still considered attacked; a pinned PC cannot be assigned or relieved from assisting
- Crewmen may infiltrate without an action to be relieved from the crew
- Crew weapons may not move and fire except LMG, which must be fully manned and use [FP]

COMMISSARS
- Functions as either SL or ASL
- Starts in largest group
- PC in Commissar group add +1 to panic and morale
- Execution: a pinned PC in a group with unpinned Commissar at the end of a turn must draw a RPC. RPC indicates the position of a pinned man, he is executed

RELATIVE RANGE
- AR ≥ R1 + R2
- −1R ≥ R5 + RR = 10 − (R1 + R2)
- For non-adjacent groups, subtract 1

FLANKING
- To be flanked an opposing group must be present
- 1. Play Lateral Flanking card sideways
- − Cannot play on a group already flanking the group about to play the card
- + May play at any RR
- + Choose 1 adjacent group
- 2. Natural Flanking
- − Occurs when a group advances from RR 5 to 4
- − Bilateral flanking occurs if both groups eligible to be flanked
- − Flanking Effect
- − 2x FP from flanking group (ordnance NA)
- − Flanking Lost
- − Either flanking or opposing group eliminated or changes ID chits
- − Flanked group plays Terrain or Movement card (including wire removal and unsuccessful stream ford)
- − Flanking group plays a Movement card or wire is placed upon them. Playing a Terrain card retains flanking status

WEAPON LOSS / ACQUISITION
- Place weapon Chit from KIA PC (not in stream or marsh) or if Principle crewman routed next to the group’s ID chit
- Eliminated infiltrator places weapon in infiltrated group
- Acquire weapon: draw a bRNC (group action)
- Must then D/C existing weapon
- Primary weapon exchanges must involve at least 1 wounded PC
- Secondary weapon exchanges need not involve a wounded PC
- Crew weapons are automatically retrieved by the assistant crewman (if unneeded) and counts as a group action; assistant becomes principle crewman and abandons his primary weapon. Other PC may obtain crew weapon only if assistant is pinned
- A pinned PC cannot acquire or exchange weapons
- An unneeded weapon is permanently removed if the group plays a Movement card (even to remove wire) or plays a (non-artificial) Terrain card (including rejected Terrain card played by opponent)

ENCIRCLEMENT
- When natural flanking occurs, the flanking group at RR 4 may make a lateral move. This results in encirclement (flanking fire is lost, since Movement card played)
- Encircling group at RR 4 may “retreat” to RR 5 and maintain encirclement
- Encirclement Effects
  1. No group/individual transfer
  2. 2x FP from all groups
  3. All PC Panic values are -1 of that group
- Encirclement Lost
  1. Either encircling group eliminated
  2. Either encircling group infiltrated by the encircled group
  3. Either encircling group becomes RR 1 or less relative to the encircled group

INDIVIDUAL GROUP TRANSFER
- Available to unpinned PC not in wire or a minefield who is not an infiltrator
- Transferring and receiving group must be adjacent, at the same range and one group must contain a SL/ASL
- May transfer multiple PC as 1 group action
- D/C Movement card for each man transferring (transferring group’s action)
- Place transferring PC in between both groups and place transfer chit on top of the considered position #1 for Sniper RPC checks
- They are attacked (with a +2 modifier) if either group is attacked and considered to be either group’s terrain depending on which group is attacked (entrenchment NA)
- If pinned while transferring, transfer status is lost
- On a subsequent turn, the receiving group accepts the transferring PC as a group action
- Can only transfer upon successful fording of a stream
- The transferring group must have 1 Movement card in play to transfer from a marsh
- May create a new group of at least 2 men. This occurs upon playing a Terrain card following the transfer
- May disband a group by transferring all PC into adjacent group

BERSERK
- A Ru PC at RR 5 to an enemy group who normally panics goes berserk or results in KIA (unless already berserk, in which he is then KIA)
- Keep PC pinned side up
- A berserk PC automatically enters CC without infiltrating at the very start of his turn, even if his group is not eligible to enter CC
- This does not count as an action. He attacks with pinned CCV; if victorious, he is no longer berserk
- Principle crew weapon operators enter CC unarmed and must later draw a bRNC as an action to reacquire crew weapon
- If opposing group moves away and is no longer at RR 5, that PC is no longer berserk
WEAPON MALFUNCTION
- Check RNC for malfunction during Fire attacks and ordnance To Hit resolutions.
- If only 1 weapon contributing to Fire attack, that weapon will malfunction; any remaining defenders are not attacked.
- If a group contains multiple eligible firing weapons, draw a RCP to determine which weapon malfunctions [exception: flamethrowers, ordnance, secondary weapons; non-firing infiltrators, assistant crewman].

RCP Results:
1. Non-firing weapon: no effect
2. Pinned PC or PC with 0 FP: weapon malfunctions, no effect on fire attack
3. Assistant crewman of firing MG: no malfunction, -1 to Fire strength
4. Firing Weapon: -1 to fire strength for every 2 FP factors contributed by that weapon (and fractions thereof)
   Unarmed PC or PC with malfunctioned weapon receives -1 to Morale and Panic values (except CC)
- If a weapon malfunctions while already malfunctioned, it is eliminated.

Weapon Repair:
- May not attempt repair if group is moving or located in a stream or marsh
- RNC draw (group action): remove or repair weapon as indicated

INFLTRATION

- Must be at RR 5 and unpinched.
- Several PC may attempt infiltration as 1 group action.
- Dense infiltrators and how they attempt infiltration before the attempt is resolved.

Infiltration Eligibility:
1. D/C Movement card (per PC) or
2. Conduct a morale check (color NA). Fail: PC Pinned

Infiltration Resolution
- RCP per infiltration attempt. Red = success; Black = fail (no other consequences)
- Column shifts (cumulative):
  - 1. Concealed card (L shift = card value) (1 per PC max)
  - 2. Night (L) or smoke (not both)
  - 3. Various terrain (attacker and/or defender terrain)
  - 4. From Open ground (2R)
  - 5. Movement (attacker and/or defender) (2R), cumulative, though number of movement cards not relevant
  - 6. Pinned defenders (L, pinned PC)

Infiltration Effects:
1. Infiltrator enter CC against infiltrated group
2. Infiltrator may 2x FP against infiltrated group
3. movement may be accelerated
4. Infiltrator deleterious demolition charges against infiltrated group
5. Infiltrated/infiltrating groups may not conduct lateral/individual transfers
6. May acquire unpossessed weapons of infiltrated group

Loss Infiltrator Status:
1. Infiltrator fires (may opt not to fire with its group)
2. Infiltrator takes a prisoner
3. Infiltrator group plays a Movement card (wire removal does not count). Note group may play Terrain card.
4. Infiltrated group plays a terrain card at RR 4 or a second movement card (hereby becoming RR 3)
5. Infiltrator becomes pinned
6. Infiltrator may voluntary lose infiltration status (group action)
7. Infiltrator may not be attacked by ordnance from infiltrated group

CLOSE COMBAT (CC)
- Infiltrators may attempt CC on subsequent turns following infiltration
- CCV = Morale + Weapon Value (-4 if pinned)

Weapon Values
- Carbine & Assault Rifles: 4
- All other Rifles: 5
- Machine Pistol: 3
- Encumbered with secondary weapon: -1 (if only weapon, this is 0)
- BAR: 2
- LMG: 5
- Flamethrower: -1
- MMG, ATR: 0
- Assistant crewman defending in CC has a weapon value of 6 (if attacking, he sheds his crewman status to infiltrate)
1. Play Movement card or conduct Morale check
2. Draw RCP per attacker to form CC pairs
3. Defender may play 1 Concealed card per CC resolution to decrease attacker CCV
4. The attacker then may do the same to reduce the defender's CCV.
5. Resolve each CC: RNC draw each for attacker and defender: add RNC or subtract rRNC to CCV. The lowest PC is KIA.

- Ties: both attacker and defender are KIA

Groups
- +3 for each additional PC attacking/defending
- May occur if several attackers draw same NPC: attacker chooses primary PC to attack; if eliminated he chooses another primary attacker etc.
- A multi-man crew always defends as a group rather than as a group of individuals in the group may be attacked separately. If the attacker kills the primary defender, the defender must continue to attack until he or all defenders are eliminated
- PC who succeeds in CC retains infiltrator status if he wins his last CC by 3 or more
- The CC victor may capture his opponent's weapon (except ordnance). He keeps his personal weapon if it is his printed weapon on the PC (considered a secondary weapon) the captured weapon is always the malfunctioning weapon with a RCP of 5 or 6, even if part of a multi-fire group

PILLBOXES
- Pillboxes are given at the beginning of the game
- Base as Group B
- Group size maximum is 3. No Mortars, Secondary weapons, Bazookas, Panzerschrecks, AVF or IG in Pillbox
- Defender in Pillbox may not play Concealed cards
- Ordnance attacks pillbox with non-boxed Effect Number
- Defender in pillbox not subject to CC, OVR, -1 Ill modification against pillbox
- No infiltration from a Pillbox
- Attack can infiltrate a pillbox in order to 2x FP or use DC
- Pillbox may not be attacked from behind unless attacker "retraces" back to RR 5, which at that point they attack with Flanking Fire.
- Normal Flanking Fire is otherwise ineffective against a Pillbox
- Pillbox occupants may only attack behind them at RR 5, though at 1/3 Fire strength

ORDNANCE
- A group may make 2 different ordnance attacks
- Each group may make 2 different ordnance attacks +1 group as a single action.
- The boxed Effect number is used against the armored defense values of an AVF: the non-boxed Effect Number is used against all other targets.

1. D/C any Fire card

2. Draw RNC (color NA unless moving) and check To Hit Number at current RR (check for malfunction):
   - a. If target Hull Down or moving, RNC = Miss
   - b. If Ordnance group moving, RNC = Miss (note only certain AVF may fire ordnance while moving)
   - c. If both groups are moving RNC = Miss and reduce THF by 1
   - d. Defender may play Concealed card to reduce THF
   - e. Ordnance firing out of wire reduces THF by 1
   - f. Defender Terrain otherwise has no effect except Hull Down and fire is out of a Gully

Determine Init Strength (IS)
- HS = *RNC from To Hit card (color NA) + Effect Number
- [Exception: IG/AVF firing at AVF: HS = RR + Effect Number]
- [Only applicable if RNC of 0 still would have resulted in a hit]
4. Draw RNC per PC to determine final Fire Strength (color applicable)
- Defender TEM apply (+1 only for walls); smoke and attacking from wire do not affect the Fire Strength
- -1 Movement modifier is added to the final Fire strength against PC, not AVF

To Hit Frequency
- Reduction: [0-3] > [0-2] > [0-1] > [0] > [1] > [2] > [3]

Smoke Placement:
- US and G0 AVF (not IG) with an anti-armor
- Effect Number 4 or more may place smoke on any friendly or enemy group not within a Marsh within their LOS as their group action
- 1 Play Smoke card on appropriate group

MINEFIELDS
- Contains no attack or defensive TEM
- Place a D/C on opposing group eligible to receive Terrain card
- Placement results in an immediate attack on 1 PC determined by RCP. Draw RNC to add to the attack strength (color NA)
- Wire is the only card which modifies a minefield attack
- Whenever a Movement card is placed on a Minefield for any reason (including removal of wire), draw RNC: If rRNC > 2" line on Minefield card another PC must undergo a minefield attack (RNC always added; color NA)
- Exit: All Movement cards must be placed sideways
  - 1 Player places a Terrain card on top of 1 movement card
  - Group exits the minefield after every PC attacked. Draw RNC for each PC (colors now applicable)
  - Opponent places a Terrain card: Group exits without being attacked
  - Player places 2 sideways Movement cards: Group exits the minefield and may play a Terrain card on a later turn without attack

Removal:
- A PC may clear a path (without Movement card)
- Draw RNC: Success: rRNC = or > Minefield Fire strength (group action); flip Minefield card.
- rRNC 0 or 6: Minefield attacks that PC (RNC always added; color NA)
- Removed Minefield cards are permanently discarded
- No infiltration attempts to or from Minefields
- No CC in Minefields
- A PC who goes Berserk in a Minefield is eliminated
- Minefield vs. AVF: AVF immobilized if minefield boxed
- Attack strength (1) +/- RNC equals or exceeds AVF Flanked Armor + value

TARGET ACQUISITION
- Applies to Mortar, IG, AVF only
- +1 THF ordnance firing at a target that has already been previously attacked by that ordnance (regardless of previous outcomes)
- Does not apply to moving defenders

Loss of Target Acquisition
- 1. Ordnance malfunctions, fires at another target, becomes pinned or Buttoned Up, engaged in CC, loses observation at night
- 2. Ordnance group or defending group moves (wire removal or unsuccessful stream fording will not remove Acquisition)
- 3. AVF fires any armor at another group unless its MG is firing at the acquired target group

UP FRONT
ARMORED FIGHTING VEHICLES (AFV)

MOVEMENT
- Movement cards on an AFV never modify the Fire strength result number of attacks made against that AFV. Movement cards on an AFV only affect the To Hit process of ordnance (-1 THF)
- Concealed cards cannot be played to aid in the defense of an AFV or its crew during any fire attack. To Hit or Effect resolution
- Hull Down AFV does not receive any offensive TEM to the effect of a hit on it
- AFV subject to flank when its Movement card is played sideways
- AFV may never enter a marsh. A marsh card may be played by an AFV by opponent in order to force the AFV to reject it
- AFV in woods must play sideways Movement card to exit the woods
- Bog - AFV may not move while bogged; fire capability is unaffected (exception: Assault Guns); remove any played Movement cards per Immobilization procedure
- AFV must check for Bog when entering gully, woods, wire, stream unless that terrain is rejected
  1. Draw RPC (column based on AFV Bog Number; use w/ if AFV in wire)
  2. If RPC drawn, place Bog chit on AFV
  3. Removal of a Bog Chit is a separate group action:
     1. D/C Movement card
     2. Draw bRC (success)

ASSAULT GUNS (AG)
- Torreulose AFV’s; their ID names are underlined
- AG THF is reduced by 1 against moving targets
- AG may not fire its ordnance while moving
- AG Bogged or Immobilized: -2 to THF

AFV DEFENSE
- Armored and Flank defense values are used against armored attacks (solely boxed FP or boxed Effect Numbers); the defending AFV’s TEM are taken into account (exception: Hull Down)
- Attack = 0 or 1, AG eliminated
- Attack = 2, AG immobilized
- Attack = 3 or more
  1. Draw RNC (red = immobilized, black = stunned)
  2. Ordinance must decide in advance to use boxed vs. unboxed Effect Number and cannot attack both the boxed and unboxed defense values of an AFV with the same attack
  3. Use the Flank defense values when AFV flanked or has a sideways Movement card in play
  4. Morale and CE defense values are used against unboxed fire attacks or unboxed Effect Numbers; the defending AFV’s TEM have no effect on fire attacks affecting these defense values
  5. Attack or > Morale, AFV becomes Pinned (OT AFV) or Buttoned Up
  6. Attack or > CE, AFV also suffers a Commander Killed result

AFV DAMAGE RESULTS
- Buttoned Up: Flip AFV card. Remains Buttoned Up the rest of the game unless a Hero card is played. AFV may voluntarily Button Up as a group action
- Pinned: OT AFV and IG only. No movement or fire. Requires Rally 3, though lesser Rally cards and Hero cards may be played for partial credit (Rally cards remain in play until unit rallied, stunned or eliminated)
- Commander Killed: AFV must be CE; occurs when Attack = 0 or CE value or with a Sniper KIA result. Consequences: THF and OVR strength reduced by 1, non-ordnance fire attacks reduced by 1. 1L column shift for infiltrators
- Second Commander Killed Result: May occur with OT AFV that have rallied. THF reduced by 2. Non-ordnance fire attacks reduced by 2. 2L column shift for infiltrators
- Third Commander Killed Result: OT AFV destroyed
- Immobilized: AFV may neither move (nor OVR). Immobilized AFV becomes stunned with 2nd Immobilization result. Immobilized AFV is never considered a moving target; remove any played movement cards without adjusting range; if 2 movement cards in play, remove one and flip the other to denote AFV in open terrain (exception: always flip wall and Hill Terrain cards when AFV becomes bogged, immobilized or stunned). Immobilized AFV always defends using Flanked anti-armor values
- Stun 3: No movement or fire. Flip CE to Button Up/Pinned side. Remove accumulated Rally credits. Remove with Rally 3 (does not flip pinned AFV unless Rally 6/Rally All is played). Remove Movement cards per Immobilization procedure
- Stun 6: Occurs when Stun 3 AFV once again becomes stunned. Requires Rally 6 to remove, or Rally 3 to flip chit to Stun 3. A Rally All card may remove a Stun 6 chit and unpin an AFV in the same action. If Stun 6 AFV once again becomes stunned, it is eliminated

SMOKE
- Any US, Ge, Br AFV (not IG) may play smoke on itself or, if box Effect number of 4 or more, may place smoke on any friendly or enemy group not in march or within its LOS as a sole group action
- Place Smoke card on affected group; play of a Fire card is not required
- Smoke affects ordnance THF, never the fire strength of an ordnance hit

HULL DOWN
- Applies to AFV and IG on a Wall card, or Hill card if ordnance firing against it is not on a hill
- Placing a Movement card on either terrain eliminates Hull Down status (though terrain benefits still apply)
- Hull Down does not impede the THF of mortars
- Hull Down AFV does not receive any terrain modification to the fire strength of a hit against it
- Hull Down AFV cannot become immobilized; it becomes stunned instead
- AFV is never considered Hull Down to Flanking fire

INFANTRY AND AFVS
- All Infantry PC have inherent boxed firepower of 1 vs. OT AFV at RR 5
- This attack can be used in addition to that infantry’s normal fire attack against the AFV un助攻 defense by drawing a second RNC provided that there are enough boxed fire factors to meet the requirement of the Fire card played
- An AFV may deduct 1 from an inherent boxed fire infantry attack (see above) against it if that AFV is adjacent to friendly infantry at the same range
- Infantry adjacent to friendly AFV at the same range may deduct 1 from the fire strength of all attacks made against them (exception: snipers, minesfields)
- Optional: reduce all infantry PC Morale and Panic values by 1 if opposing an AFV without armor support

HERO CARDS
- 1. May be used as a Rally 1 card to help rally pinned AFV
- 2. May be played just prior to an AFV flipping over to its pinned/ Buttoned Up side avoid pinning provided Commander Killed penalties do not apply
- 3. May be played on a Battered Up AFV which is neither stunned nor subject to Commander Killed penalties to flip AFV back to CE side
- 4. A Hero card played on a stunned AFV is the equivalent of a Rally card

OVERRUN ATTACK (OVR)
- AFV may perform OVR if neither pinned, immobilized, stunned nor bogged
- OVR allowed against any opposite or adjacent non-AFV group at RR 5 provided defender not located in marsh, minefield or pillbox
- -1 OVR value if any AFV weapons systems inoperable (1/4 FT); may not OVR if IMG or FT not functioning

Procedure:
- 1. Play Movement card sideways (flanking may occur if Flank card)
- 2. OVR Strength: OVR value = RNC (color NA); defender’s terrain, Movement and Concealed cards may modify OVR strength. The attacker’s terrain does not modify OVR strength
- 3. Draw RNC (color applicable) per PC to add to modified OVR strength (bog, checks and Ixk results may be applicable to attacking AFV); apply results to each PC (check to Misfire)

Adverse Outcomes
- OVR against brush, building, walls, woods, or smoke (even if defenders are moving) susceptible to immobilization or elimination as a result (see Terrain cards for RNC values)
- OT AFV: individual PC draw; RNC 5 = eliminated, RNC 6 = immobilized; All other AFV, RNC 5 = immobilized; (note +1 to RNC with Hero cards)
- Hero: unpin a PC prior to its own RNC draw AND decrease RNC by 1 (or increase RNC value by 1) during that specific attack
- Prior to OVR, check for Bog into gully, woods, stream, wire. AFV is still considered in attacker’s terrain if bogged or immobilized, but has to free itself from bing normally
- Bogged, immobilized, eliminated AFV’s may not complete OVR attack against remaining defenders
- AFV may make second OVR the following turn by playing another sideways Movement card
- Following OVR, an AFV may also play a Movement card forward to advance through the opposite blocking group (at RR 5) if previously OVR that group the prior turn

CLOSE COMBAT
- AFV may never attempt to infiltrate but may be attacked in CC by an armed PC (including secondary weapon) during that turn
- Group Columns used to determine RPC draws:
  - 2h = Buttoned Up or pinned AFV
  - 4c = CE AFV
  - 5c = OT AFV
- Column shifts due to visibility and terrain apply and:
  - 1L. shift per each Commander Killed result
- CC Resolution:
  1. Draw RNC (color applicable)
  2. Add/subtract appropriate modifiers per CC vs. AFV Table for Attack Total (AFV): AT = 0: Attacker eliminated
  - AT 1-5: No effect
  - AT 6 = AFV immobilized
  - AT 7 or > 7: AFV eliminated
  - Resolve each CC attack separately if multiple attackers
- Concealed cards are no use in CC vs. AFV
PRISONERS

- Prisoners are worth 5VP.
- May take prisoner in CC by reducing CCV by 2 prior to the attack
- A PC that takes a prisoner loses his infiltration status.
- A PC that routs RR 5 to the enemy is taken prisoner instead (enemy may decline in favor of a rout).
- Prisoners are placed under a PC, who acts as a guard.
- Guards: may be wounded, pinned or unarmed, but not an assistant crewman (unless he is the only choice, in which he is automatically relieved of his crewman duties).
- If guard eliminated, another PC from the same group is automatically chosen to guard.
- A player may change guards as the sole action for that group.
- Guards must be RR ½ VP (rounded down) or reduce THF by 1.
- Guards may not infiltrate.
- Prisoners accompany their guard with individual transfers.
- Prisoners are freed only if all PC in that group are eliminated.
- Freed prisoners are removed from play and do not count for any VP's.
- Prisoners never become pinned, wounded or killed.
- AFV's and IG's may never take prisoners.

REINFRENCES

- May enter play any turn after their allotted entry time has elapsed.
- Enter at range 6 by discarding a Movement card, or at any range up to and including the highest range of that player if a Flank Movement card is discarded.
- Enter in open ground unless a player plays a Concealed card (discard), Movement card (discard) with a Terrain card. This can be the only action allowed that player turn; no hand discards are allowed either.

ENTRENCHMENTS

- Group may attempt to entrench as a group action if the group is not moving and contains no pinned men, wire or friendly infiltrators.
- Procedure: Draw RNC; success = 0 (color NA).
- Effect: -1 to Fire attacks made against entrenched group.
- May only be placed in open ground, hill, woods or brush terrain.
- Remove entrenched groups when group plays a Movement card for any purpose except to remove wire, transfer PC or infiltrate.
- Individually transferring PC and infiltrators do not benefit from entrenchments.
- IG and AFV may not entrench though other PC in an IG group may entrench.
- Entrenchment attempts do not prohibit Russian discards (only), though the discard capability is reduced by 1 for each entrenchment attempt.

WOUNDS

- Occurrence: Check for wounds when PC is routed or if final attack strength = KIA value.
- A wound will occur if that RNC's 7s number = Morale.
- CE AFV and IG cannot receive wounds.

Wound Effects:

1. Fire: ½ VP (rounded down), -1 THF, no moving fire (weapon subject to malfunction if group moving and firing).
2. Crew: wounded crew assistant suffers no adverse effects; wounded principle crew operator may exchange weapons with his assistant as a group action.
3. Repair: a wounded PC must draw RR before attempting to repair a weapon (this represents a sole action; weapon repair attempt occurs next turn).
4. CCP: a wounded PC may not attempt to infiltrate but if already infiltrated, may enter CCP. A wounded PC's CCP = Pinned CCP if in good order. If pinned, CCP = Pinned and unarmed. If pinned and unarmed, PC is automatically defeated in CC if he is defending alone. A wounded PC does not contribute +3 if part of a CC group.
5. Portage: a wounded PC may not carry both a primary and a secondary weapon; he must abandon one of them.
6. Endurance: at the beginning of a new deck, each wounded PC draws an RNC: RNC = KIA. A Hero card may be played immediately prior to exempt him from this RNC draw. A wounded man who becomes wounded again is KIA.
7. A wounded PC is worth 1 VP; if he becomes KIA.
8. All adverse effects can be suspended for 1 turn if a Hero card is played (an additional Hero card played simultaneously would grant that wounded PC heroic capabilities).

PARTISANS

- Available to Russians only.
- May never take as many actions per turn as there are groups in play (minimum action).
- May never have AFV or IG.
- Panic values (not Rout values) are reduced by 1.

Benefits:

- Concealment cards are improved by 1.
- 2 All Movement cards have Ford capability.
- May exit a maraud by playing only 1 Movement card sideways
- Lose sniper ability after 2 successful Sniper Checks.
- Ambush: add concealed card printed value to attack if group is stationary in woods or brush and contains no pinned PC (Hero card to rally pinned man may not allow the group to ambush that turn).
- Booby Traps: Minefield cards can attack only one PC (color NA) and can only be played on a moving group. Minefield cards are subsequently removed from play (rather than played as a Terrain card).
- Night

- Smoke has no effect at night, even on groups illuminated by a starshell.
- A group must detect an enemy group via an observation attempt before it can attack or infiltrate that group at night (group action). If successful, any normal daytime action may be taken against that group.
- An observation attempt only counts as a group action if it fails.
- A group in a gully may only be sighted at RR 5, by a mortar team or by a group on a hill (and vice versa).
- The effects of observation last one turn only.
- Successful observation only benefits the observing group.

Observation Resolution:

- Draw RNC (color NA); success: RNC < RR (at RR 0, RNC 1 must be drawn).

Modifiers: add +1 to RR for:
- Each Movement card played on the observed group.
- The observed group is an AFV.
- The observed group has already been fired on that player turn.
- The observed group firing (not CC) during its last turn.
- RR is decreased by one if the observing group is a Buttoned Up AFV.

Night Fire attacks: Fire Strengths are halved; this does not apply to ordnance, minefields, DC, or snipers.

- Moving (attacker) night Fire attacks: Fire strengths are halved twice (round down each time).

- Night ordnance attacks: THF -1.

- Moving (attacker) night ordnance attacks: bRNC required and THF -1.

- Infiltration at night: 3L column shift unless group illuminated by a starshell.

- Observation attempts are not necessary for sniper or minefield attacks, or to place Terrain cards on opposing player's moving groups.

- To Retrograde move (move to negative ranges), an enemy group must be observed at an appropriate range.

- Starshells

- A group containing a SL (not ASL) or AFV) which just detected a target at night at RR 1-5 may place a starshell chit that group as a group action. At the end of the observed player's following turn, the starshell chit is removed.
- A starshell chit cannot be placed on a currently illuminated group.
- Starshells illuminate all enemy groups at RR 5 to the detected group and all adjacent friendly groups at the same RR as the starshell group.
- If a group moves from the starshell (increases or decreases its range), that group is no longer illuminated by the starshell. Place a range chit upon the starshell as a reminder of its own range. Lateral movement from a starshell will continue to illuminate that group.
- Effects: Observation attempts and Night Fire effects do not apply to illuminated groups.

TROOP TYPES

- Conscripts (Ru second line): D/C x2 maximum; may enter RR x1 or D/C x1.
- Guards (Ru elite): may take 1 action and D/C x2. May take 1 action, Ent x1 and D/C x1.
- Green (US second line): D/C x1 maximum (if no actions taken).
- Paratroops (US elite): may take 1 action and D/C x1.
- Paratroops all have an inherent firepower of 1 at RR 5 even if unarmed, though may only use this firepower with a bRNC Fire card.
- Volksgrenadiers (Ge second line) Must reveal their cards.
- May D/C a printed Ge Cower card only if 1 or less actions are taken that turn.
- SS (Ge elite): May D/C x2 if no more than 1 action was taken that turn.
- DYO: Elite troops must have at least Morale 2 and second line troops must have at most Morale 4. All PC's on that side must be of the same troop type.

ARTILLERY

- A radio must be carried by a group containing a SL/ASL Fire Mission (group action):
- 1. Play Radio card.
- 2. Draw RNC: bRNC = Fire Mission accepted; RNC = Fail; bRNC 5-6 = radio malfunction. D/C Radio card regardless of outcome.
- Defender may play a Concealed card to decrease chance of the bRNC being successful: [ex: a 2 card would make only bRNC 2-6 a success]
- 3. Player attacks group of choice at Attack Strength 5 modified by defender TEM and Movement cards; Concealed cards may not be used here.
- Draw RNC (color applicable) per PC for final Fire strength AFV's.
- Artillery attacks the non-armed AFV defense values. Note Critical Hits:
- All AFV: bRNC 6= immobilized
- OT AFV: bRNC 5= destroyed

VICTORY

1. Scenario victory conditions met
2. Opponent loses >½ their squad (broken squad)
3. Final deck exhausted; calculate VP’s:
- Aggressive Action: VP = range of each un-pin, non-moving PC, un-pin AFV/IG, non-immobilized AFV
- Award VP for opponent’s: -KIA, Commander/Crew Killed: 2VP
- Rout, Wound: 1VP
- Prisoner: 5VP
- Destroyed IG: 6VP
- Destroyed AFV: 10 VP = anti-armour Attack Strength
WEAPONS

FLAMETHROWERS (FT)
- Fire attacks including a FT are not subject to negative defender TEM, though attacker TEM, Concealed cards, smoke and wire may apply.
- Moving less than the Fire strength of a FT attack only if the FT is attacking as part of a fire group. FT may opt not to participate in a fire group (though a penned FT is always subject to malfunction).
- FT-malfunctions automatically in a fire group with rNRC 5,6 (malfunction priority is over enemy weapons) unless not part of fire group (though a penned FT position drawn on a malfunction RPC malfunctions).
- If a FT malfunctions, the remainder of the attack is carried out normally (and without negative defender TEM's)
- KIA value is -1 to any PC who acquires a FT (+1 to KIA if he discards the weapon)
- FT does not double FP due to flanking or infiltration
- FT have boxed anti-armor capability

SECONDARY WEAPONS
- Demolition Charges, Panzerfausts, Radios and Anti-Tank Magnetic Mines (ATMM)
- Only unarmed PC or those with a rifle, assault rifle, carbine, BAR or Machine Pistol may carry a secondary weapon
- The number allowed is designated by the scenario and DYO limitations

DEMOLITION CHARGES (DC)
- No squad may have more than 1 DC
- PC may attack with DC once and only once during the turn he infiltrates
- PC must decide whether or not to use the DC prior to infiltration
- DC attacks at strength 8 without the play of a Fire card; Attacker TEM do not apply
- Defender may play concealed card and defender TEM apply
- DC attack must be the only attack made by that group that turn
- Any friendly infiltrators (aside from the attacker) are also attacked (use their own group's defensive TEM)
- DC-malfunctions only if the RNC drawn for the first attack is a red 6
- DC that malfunctions is worthless and subsequently removed from the game

MORTARS
- Eligible for Target Acquisition
- Use [To Hit] if not fully crewed
- May not fire while located in pillbox, marsh, stream or building
- Mortars may not fire when moving
- May always fire into/out of gully
- Woods terrain never modifies the Fire strength of a mortar attack
- Mortar fire subject to Hull Down penalty

Critical Hit: Applicable to any AFV; Normally mortars can attack only the non-armored defense values, since it is not a boxed (anti-armor) weapon. However, a Critical Hit is scored when
1. The To Hit RNC drawn is a rNRC and
2. The final Fire strength RNC is a rNRC = 6, AFV’s immobilized, a rNRC = 5 destroys OT AFV

ANTI-TANK RIFLES (ATR)
- Considered a light anti-tank weapon
- ATR fired at AFV as an ordnance weapon
- ATR fired against a PC adds one FP to that fire attack
- Attack Strength vs AFV = RR + RNC drawn (colors apply); note ATR Effect Numbers always = 0
- THF increases by 1 with Flanking fire (unlike other ordnance)

ANTI-TANK MAGNETIC MINES (ATMM)
- Considered a secondary weapon
- ATMM may be used for 2 purposes: CC vs AFV or defender vs OVR
- CC vs AFV: attacker adds +4 his CCV value; discard ATMM
- Unpinning defender being overrun: if AFV draws rNRC and fails to pin defending PC (note: Hero card may be played immediately to unpin a PC
1. Defender draws RNC
2. If RNC is black, draw RPC; check column based on OVR status (i.e. 2b for Buttoned Up)
3. If RPC is red, check the 0r column of the same RNC (not RPC)
4. If 1-5: AFV immobilized; if 6-9: AFV eliminated. ATMM discarded only if AFV immobilized or eliminated

INFANTRY GUNS
- May form its own group or share a group with other PC
- An IG group must play 2 Movement cards (once per turn), the first one sideways, before it may receive a new Terrain card by its owner (exception: open ground). An opposing player may always D/C a Terrain card on an IG group with only 1 Movement card
- An IG group occupying open ground may play 1 Movement card to move into new terrain (exception: entering Hills, which always require 2 Movement cards)
- An IG group may never enter a marsh
- An IG may never fire while moving
- Boxed KIA/Morale defense values are used to defend against: ordnance using its unboxed Effect Number; any Flanking Fire, infantry PC at RR 5 using its inherent boxed 1 FP, and ATR firing as ordnance. With all other attacks, use the unboxed defense values
- Concealed cards do not modify an attack against an IG in a group unless that IG has neither fired nor moved yet. Note that other PC’s in an IG group may benefit from concealed cards normally (even if that group has fired or moved). A Concealed card may not be played against ordnance To Hit attempts unless the IG has neither fired nor moved
- A pinned IG may neither fire nor move. Rally 3 is required; partial credit can apply to rally
- An IG may never infiltrate or go berserk. If attacked in CC, it defends as a 3 man crew. Each crewman has a Morale value equal to the Morale value of the IG (4 if pinned)
- If a crew member is killed by CC or sniper, place a Commander Killed chit on IG (-1 THF). If a second crew member is killed, flip chit to 2 Crew Killed side (-2 THF). The IG is eliminated if all three crew members are killed or panics

BAZOOKAS AND PANZERSCHRECKS
- Both are considered light anti-tank weapons
- May not be fired with other weapons in their group (as with all light anti-tank weapons)
- Use [To Hit] if not crewed
- May attack any target using either boxed or unboxed Effect Numbers against armored and non-armored targets respectively
- Like other ordnance weapons, check for malfunction during To Hit RNC draw

PANZERFAUSTS (PZ)
- Considered a light anti-tank weapon as well as a secondary weapon
- Can only be fired against an AFV and against its armored defense value
- Can only be fired once; chit is always removed after its first To Hit attempt regardless of the outcome
- PZ never malfunction
**OPEN GROUND**
- No Fire modifiers or defensive TEM
- Infiltration attempt from open ground: 1R column shift

**GULLY**
- May only fire, or be fired upon by snipers, mortar fire, an enemy group on a hill or by an enemy group at RR 5 (-2 defensive TEM)
- A group is still considered to be in a gully after the first Movement card is played; therefore, the above restrictions still apply. This also means that if 2 Movement cards are played over a gully card, only the second Movement card counts against fire that is not mortar, from a hill or at RR 5
- AFV must check for Bog

**HILL**
- +1 to Fire attacks from a hill, unless defending group also on a hill or in a pillbox
- -1 defensive TEM
- AFV/IG on a hill is considered Hull Down
- Infiltration attempt from a hill: 1R column shift

**MARSH**
- -1 to Fire attacks from a marsh
- +1 defensive TEM
- MMG and mortars may not fire from marsh
- LMG, bazookas and panzersherks must be fully crewed and use [FP] or [THF]
- -1 to panzerfaust THF firing from a marsh
- To exit a marsh, 2 Movement cards must be placed, the first one being played sideways (Flanking fire NA)
- AFV/IG may not enter a marsh
- AFV repair attempts may not occur in a marsh

**STREAM**
- May not be rejected by opposing group
- +1 to Fire attacks from a stream
- -No defensive TEM
- MMG, mortar or IG may not fire from a stream. All other crew weapons must be fully crewed and use [FP] or [THF]
- -1 to panzerfaust THF
- AFV may fire without detriment
- -Fording:
  - Play a Ford Movement card sideways (automatic success) or play regular Movement card and then draw bRNC. If successful, the group is considered moving in the stream and is eligible to play another Movement card or a Terrain card. If fording attempt was unsuccessful, the Movement card is discarded
  - IG must play 2 Movement cards to successfully ford a stream, but only the second Movement card must chance a RNC draw (or play a Ford card)
  - Flanking bonus may apply if the sideways card used to successfully ford is a Flanking Movement card
  - Lateral group transfer may be combined with successful fording of a stream (note error on pg. 7)
- Weapon repair attempts may not occur in a stream

**BUILDINGS**
- -2 or -3 defensive TEM; exceptions: mortar and artillery attacks into woods
- AFV must check for Bog
- AFV OVR attempts subject to adverse effects

**WOODS**
- -2 defensive TEM; exceptions: mortar and artillery attacks into woods
- AFV must check for Bog
- AFV OVR attempts subject to adverse effects
- AFV must exit woods by playing a Movement card sideways
- Infiltration attempt from woods: -1L column shift

**BRUSH**
- -1 defensive TEM
- AFV OVR attempts subject to adverse effects
- Infiltration attempt from brush: 2L column shift

**WALLS**
- -2 defensive TEM from directly opposite group, otherwise -1 defensive TEM
- No defensive TEM if group is encircled
- AFV/IG behind a wall is considered Hull Down
- AFV OVR attempts subject to adverse effects

**ARTIFICIAL TERRAIN (SMOKE, WIRE)**
- May be played directly upon other terrain cards as well as Movement cards
- More than one card can be played for cumulative effects
- May never be rejected if placed an opposing player
- May never be played upon a group occupying a marsh until that group has played its second Movement card

**SMOKE**
- May only be played by group containing an unprimed SL/ASL or by an AFV
- May not be played the turn in which a Breeze RNC/RPC was drawn
- +1 to Fire attacks from smoke (per Smoke card)
- -1 defensive TEM per Smoke card
- A moving group in smoke may play an open ground card over a Movement card, beneath the smoke card to indicate it has stopped moving
- Smoke cards removed when:
  1. A new Terrain card is placed over smoke
  2. 2 Movement cards are played over smoke
  3. Any RNC/RPC draw that results in a Breeze card. Note: that attack in which the Breeze RNC card is drawn is still affected by smoke; all subsequent attacks are not
- Smoke has no effect in night scenarios (even upon illuminated groups); all Smoke cards are thus treated as cower cards
- Infiltration attempts to and/or from smoke: 2L column shift per Smoke card
- AFV OVR attempts subject to adverse effects

**WIRE**
- Placed on opposing group as a discard
- +1 to Fire attacks from wire (per Wire card)
- No defensive TEM
- All crew weapons must be fully crewed and use [FP] and [THF]
- -1 to ordnance THF (per Wire card)
- A group may not play Terrain or Movement cards over a Wire card
- A moving group in wire may play an open ground card over a Movement card, beneath the wire card to indicate it has stopped moving
- Remove: D/C 1 Movement card per Wire card; wire may not be removed if group contains pinned PC
- AFV must check for Bog using its w. Regardless of the outcome, the Wire card is removed
- A group in wire may not attempt to infiltrate, though that group may be infiltrated. An infiltrator whose group subsequently has a Wire card placed upon his group may still enter CC