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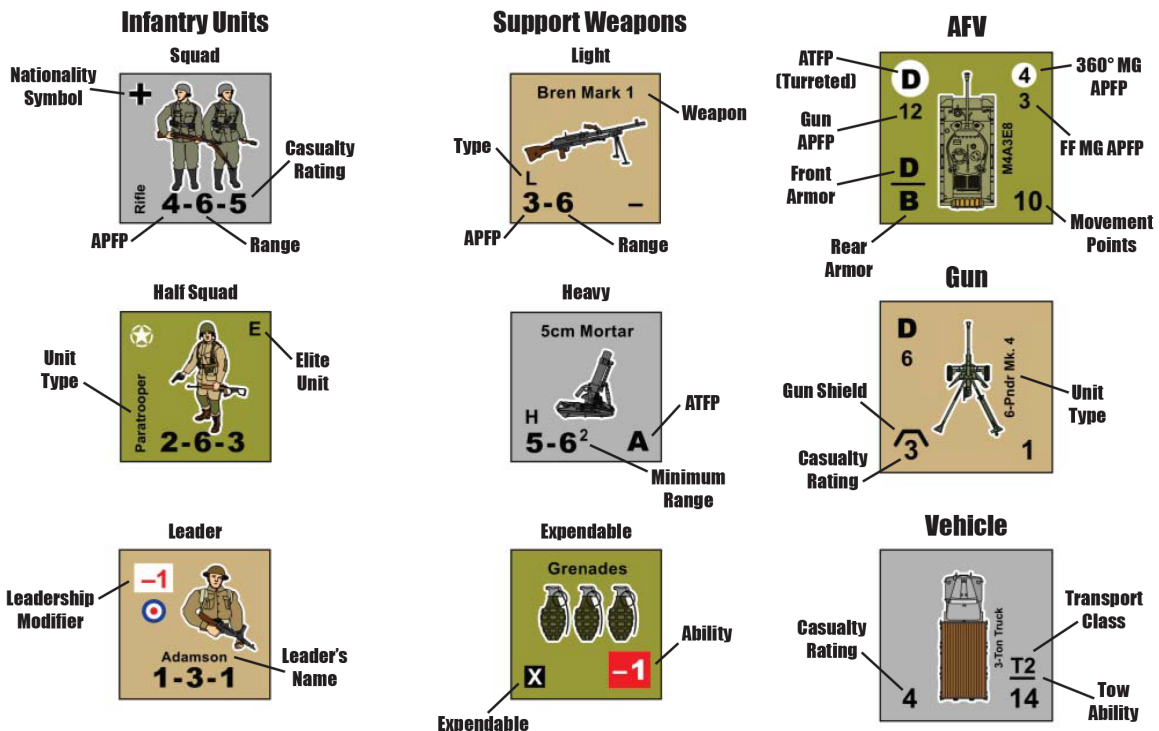
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1. Counters and Markers

- 1.1 **Unit and Weapon Counters.** Counters are used to represent the combat units and weapons. Each counter represents one squad, one half squad, one leader, one support weapon, one armored fighting vehicle (AFV), one unarmored vehicle, or one artillery or anti-tank Gun. An infantry unit with an “E” in the upper right corner of the counter is an elite unit.
- 1.1.1 **Squad** The squad is the base infantry fighting unit in WWII. A squad counter has two soldiers depicted on it and represents 8 to 12 men.
- 1.1.2 **Half Squad** A half squad counter has one soldier depicted on it and represents 2 to 5 men.
- 1.1.3 **Leader** A leader counter represents a single man. A leader counter has one soldier depicted on it, and a leadership modifier in the upper left corner of the counter.
- 1.1.4 **Support Weapon** There are three types of support weapons: Light (L), Heavy (H), and Expendable (X). A support weapon must be carried, and used, by an infantry unit.
- 1.1.5 **Gun** A Gun represents an anti-tank gun. A Gun counter has the depiction of the weapon on it, and the side of the counter the weapon is facing is the front of the unit. A Gun has an inherent crew, and does not need an infantry counter to operate. Large Guns have “0” Movement Points, and may only be moved when towed by a transport unit.
- 1.1.6 **AFV** An AFV is a tank, self-propelled gun, halftrack, or armored car. An AFV counter has the depiction of the vehicle on it, and the side of the counter the vehicle is facing is the front of the unit. An AFV may be armed with a main Gun and multiple machine guns, as indicated on the counter. An AFV has an inherent crew, and does not need an infantry counter to operate.
- 1.1.7 **Vehicle** A vehicle is a jeep, truck, or other type of unarmored transport unit. A vehicle counter has the depiction of the unit on it, and the side of the counter the vehicle is facing is the front of the unit. A vehicle may be armed with machine guns, and in rare instances with a Gun. A vehicle has an inherent crew, and does not need an infantry counter to operate.
- 1.2 **Unit and Weapon Stats** A unit’s stats are printed on its counter. If the counter has a dash (–) in place of a firepower rating or ability, or no rating or ability listed, it indicates the unit is not armed with that particular weapon, or possess that particular ability.
- 1.2.1 **Anti-Personnel Firepower (APFP)** A unit’s Anti- Personnel Firepower may be used when it fires on infantry units, unarmored vehicles, and Guns. APFP has no effect on AFVs (Exception: Close Assaults). A Gun’s APFP is listed below its Anti-Tank Firepower. An AFV or vehicle may have up to two machine gun ratings. An AFV or vehicle machine gun APFP rating with a white circle beneath it is a 360° machine gun (360° MG), and may be fired in any direction. A machine gun without the white circle beneath it is a forward firing machine gun (FF MG), and may only be fired at targets in the unit’s Forward Firing Arc (FFA, see 7.4 Forward Firing Arc).
- 1.2.2 **Anti-Tank Firepower (ATFP)** A unit’s Anti-Tank Firepower may be used when it fires on AFVs, vehicles and Guns. An AFV with a white circle beneath its ATFP is turreted, and may fire its Gun (using either AT or AP fire) in any direction. An AFV without the white circle beneath its ATFP may only fire its Gun in its FFA.

- 1.2.3 **Range** Range is the number of hexes the unit may fire using its APFP or ATPF ratings. A Gun has no range limit. All AFV and vehicle machine guns have a maximum range of eight hexes.
- 1.2.4 **Casualty Rating** Infantry units, unarmored vehicles and Guns have a Casualty Rating. A unit's Casualty Rating is a measure of its survivability when fired on by APFP.
- 1.2.5 **Armor Factor** AFVs only. The Armor Factor is used when the unit is attacked by ATPF. If the AFV has two Armor Factors, the upper factor is for front armor, and the lower factor is for rear armor. If only a single Armor Factor is listed it is used for both front and rear armor.
- 1.2.6 **Gun Shield** Only Guns have a Gun Shield. A Gun Shield provides extra protection to the unit when attacked from within the unit's FFA.
- 1.2.7 **Leadership Modifier** Leaders only. A leader's leadership modifier may be used to modify certain dice rolls.
- 1.2.8 **Movement Points** AFVs and vehicles only. Movement Points determine how far a unit can move each turn.
- 1.2.9 **Transport Class** Transport vehicles only. The Transport Class indicates the number and type of units the transport unit may carry.

Unit and Weapon Counters



2. Maps

- 2.1 **Hexes**. The maps display a hex grid, and the hexes are used to regulate movement and combat. (Exception: Ocean and river half hexes are impassable, and essentially not playable).

- 2.2 **Terrain.** Each hex on a map board contains a specific type of terrain or terrain feature. For instance, a hex may be open, a woods hex, a building hex, a stream hex, and so on. Some hexsides also contain terrain features, such as walls and hedges, that may affect movement and combat.

3. Dice

- 3.1 **Dice.** Valor & Victory uses standard, six-sided dice to resolve combat and random situations.

4. Scenarios

- 4.1 **General.** Before beginning a game, the players choose a scenario from one of the V&V scenarios. A game ends when all of the turns indicated by the scenario have been played.
- 4.2 **Order of Battle (OOB).** A scenario's OOB will detail all of the units and support weapons available to each side.
- 4.3 **Victory Conditions.** The scenario will outline the victory conditions for each side. A player must meet all of the criteria of his victory conditions to win the game. Games may end in a draw if both sides have victory conditions and neither side fulfills those conditions.

5. Sequence of Play

- 5.1 **Game Turns.** Games are played in a series of turns. Each turn is divided into two Player Segments and an End of Turn Segment. Each Player Segment is further divided into a number of Phases. A turn ends after the End of Turn Segment, and a new turn begins unless the previous turn was the last turn of the game (per the scenario).
- 5.2 **Initiative.** The scenario will indicate which player starts the game, assuming the role of Player A for the remainder of the game.
- 5.3 **Player A Segment.** Player A takes his turn, following the Phase sequence outlined below.
- 5.3.1 **Command Phase.** Player A automatically rallies all of his pinned units, flipping them to their face-up, unpinned side. Player A may have infantry units which are located in the same hex exchange or transfer support weapons. Player A may split any of his squads into two half squads of the same type, or combine two half squads into a squad, if the units are located in the same hex with a leader.
- 5.3.2 **Fire Phase.** Player A may fire with any of his units. Player A may opt to fire smoke, in lieu of an attack, with any of his eligible AFV, Gun or mortar units. Units that fire are marked with a Fire marker.
- 5.3.3 **Movement Phase.** Player A may move any of his units that are not marked with a Fire marker. Units that move are marked with a Move marker after concluding their move. Infantry units that are moving may place smoke before starting their move. Player A declares if any moving infantry units are conducting an Assault Move (see 6.4 Infantry Assault Movement. Player B may Opportunity Fire (see 13.8 Opportunity Fire) at any of Player A's units that are moving within range and Line of Sight (LOS) of any of his units. Units that Opportunity Fire are marked with a Fire marker. Infantry units with an MG that Opportunity Fire may establish a Fire Lane (see 13.9 MG Fire Lanes).

- 5.3.4 **Defensive Fire Phase.** Player B may fire with any of his units not marked with a Fire marker. Units that fire are marked with a Fire marker.
- 5.3.5 **Advance and Assault Phase.** Player A may advance his units one hex, regardless of terrain cost (unless the unit is prohibited from entering the hex). Infantry units not advancing may conduct a close assault versus an adjacent, enemy occupied hex.
- 5.3.6 **After-Action Phase.** Player A may attempt to Rally any of his pinned units (see 14.8 After-Action Phase Rally Attempt). Smoke 1 markers dissipate and are removed from the board, and Smoke 2 markers are replaced with Smoke 1 markers.
- 5.3.7 **Player B Segment.** The Player Segment is repeated, in the order above, by Player B.

6. Movement

- 6.1 **General.** Units are moved one hex at a time, expending Movement Points as they enter each hex until the player wishes to stop, or the unit has exhausted its Movement Points. Units may be moved individually, or they may be moved together, up to their normal stacking limits (see 6.9 Stacking Limits). Units that move as a stack must start and end their moves together. If units of different types are moved together the player must pay careful attention to terrain cost, terrain restrictions, and Movement Points expended by all units. Each unit, or stack of units, must conclude its move before another begins moving.
- 6.2 **Terrain Effects on Movement.** Some hexes, according to the terrain in the hex, will adjust the number of Movement Points a unit must expend to enter the hex. A unit crossing a hexside terrain feature (such as a wall or hedge) must pay the movement cost of the hexside feature in addition to the terrain cost to enter the hex.
- 6.3 **Movement Rate.** Movement rates vary, depending on the unit.
 - 6.3.1 **Infantry Movement Rates.** Leaders have six (6) Movement Points. Squads and half squads have four (4) Movement Points. A squad or half squad that conducts its full move with a leader increases its Movement Points to six (6). If the leader is pinned or eliminated during movement (see 13.8 Opportunity Fire), any unit moving with the leader loses the leadership movement bonus. If the unit(s) moving with the leader have moved beyond their normal movement allowance they must stop in their current hex; otherwise, they may continue moving, using their normal movement allowance.
 - 6.3.2 **Vehicle, AFV, and Gun Movement Rates.** Vehicle and AFV movement rates vary, and are indicated on the unit's counter. Guns with one Movement Point may be moved one hex per turn, regardless of terrain, as long as the Gun is not prohibited from entering the hex. When a Gun is moved it may change its facing to any hexside as part of its move (see 7.0 Unit Facing).
 - 6.3.3 **Infantry Assault Movement.** Infantry units may use a special form of assault movement. Infantry units using assault movement halve their Movement Points. The reduction in Movement Points is applied before the unit moves, or before any other reductions are applied to the unit's Movement Points. When an infantry unit uses assault movement it is marked with an Assault Move marker and gains a +1 cover modifier, in

addition to the cover modifier of the terrain it occupies. The Assault Move marker is removed after the unit concludes its move, and the unit is marked with a Move marker.

6.3.4 Vehicles and Turning. When a vehicle moves it may make one turn, up to three hexsides, per hex it enters. The first hexside change is free, and each hexside change after that costs one Movement Point. For instance, a vehicle moves into the hex it is facing, and may turn one hexside for free, two hexsides at a cost of one Movement Point, and three hexsides at a cost of two Movement Points.

6.3.5 Minimum Move. A unit may always move one hex, regardless of terrain cost, as long as the unit is capable of moving and is not prohibited from entering the hex.

6.3.6 Friendly Hexes. Units may move through hexes containing friendly units, fortifications, and emplacements, but may not end their move in the hex if their presence would exceed the stacking limit.

6.3.7 Enemy Hexes. Units may not enter hexes occupied by enemy units unless they are conducting a Close Assault (see 15.0 Close Assaults).

6.3.8 Stacking Limits. A player may stack multiple, friendly units in the same hex, following these limitations: (1) two AFVs, vehicles or Guns, (2) four infantry units (of any type), or (3) one AFV, vehicle or Gun and two infantry units. An infantry unit sharing the same hex with an AFV, vehicle, or Gun is placed under the AFV, vehicle, or Gun's counter. An infantry unit being transported is placed on top of the transport unit's counter, and only the vehicle is counted against the stacking limit.

6.3.9 Entering and Exiting the Map. When a unit enters play, the map edge hex (or half hex) on which it enters counts as the first hex of movement. When a unit exits the map it is out of play and may not return to the game.

7. Unit Facing

7.1 Facing. Infantry units do not have a facing; they may move and fire in any direction. AFVs, vehicles, and Guns are considered to be facing the hexside to which the front of the unit's counter is pointed.

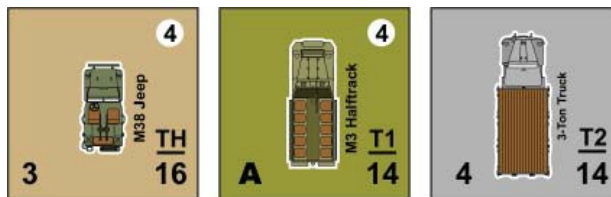
7.2 Direction of Movement. An infantry unit or Gun may move in any direction. An AFV or vehicle may only move forward, into the hex it is facing. An AFV or vehicle may reverse its movement, moving into the hex directly behind it, at double the normal movement cost.

7.3 Change of Facing. An AFV, vehicle, or Gun may remain in its hex and change its facing during the Movement Phase as its only action. Change of facing constitutes a move, and the unit is marked with a Move marker.

7.4 Forward Firing Arc (FFA). AFVs, vehicles, Guns, and bunkers (see 20.5 Bunker) have a Forward Firing Arc (FFA), and may only fire at targets within their FFA unless they are turreted, armed with a 360° MG, or both. The unit's facing defines its FFA, as shown in the diagram below. The FFA continues out from the unit, in the same pattern, to the edge of the map board(s).

8. Transport Units

- 8.1 **General.** A vehicle or AFV classified as a transport unit may carry infantry units and tow a Gun. A unit being transported is placed on top of the carrier unit, and is considered a single unit with the transporting unit.



- 8.2 **Transport Class.** Each transport unit has a Transport Class, indicated by a letter and number combination (T#) on the unit's counter above its Movement Points. The Transport Class indicates the types and number of units a transport may carry.
- 8.2.1 **Transport Limits.** A transport unit may carry one squad (or two half squads), one leader, and one support weapon per number in the Transport Class rating. For instance, if a transport is a T2, it may carry two squads (or the half squad equivalents), two leaders, and two support weapons. If the Transport Class is listed as "TH" the unit may only carry a half squad, a leader, and a support weapon. In addition to carrying passengers, a transport unit may also tow a Gun if the unit has a dash below its Transport Class. TH class units may not tow a large Gun (i.e. a Gun with "0" Movement Points).
- 8.3 **Loading and Unloading.** An infantry unit or Gun may load onto, or unload from, an adjacent transport vehicle. A unit (both passenger and transport units) may not load and unload in the same turn; each unit may only conduct one load or unload action per turn. A passenger unit may not move before loading, or after unloading. The transport vehicle may move before or after loading or unloading, but not both before and after loading or unloading.
- 8.4 **Stacking.** A vehicle transporting a unit is considered one vehicle for stacking purposes. A vehicle may move into a hex in excess of stacking limits to load (only), but after loading the hex may not be in violation of stacking limits.
- 8.5 **Combat.** Transport units may fire normally when carrying other units. Infantry units may conduct AP fire while being transported, but not AT fire. Guns may never fire while being transported. When a transport unit is pinned or eliminated, transported units are also pinned or eliminated; they suffer the same fate as the transport unit.

9. Line of Sight (LOS)

- 9.1 **General.** The LOS between units is a straight line, traced from the center dot of the firing unit's hex to the center dot of the target unit's hex. LOS works both ways; if a friendly unit has LOS to an enemy unit, the enemy unit has LOS back to the friendly unit. If the LOS is blocked the unit cannot see, nor fire on, the target unit.
- 9.2 **Blocking Terrain.** A hex, depending on the terrain or terrain features in the hex, may block LOS. If the LOS passes through any portion of a blocking terrain hex the LOS is blocked. A unit cannot see, or attack, a unit if the LOS is blocked. A unit may see and fire into a blocking terrain hex, but not through the hex. Units in a blocking terrain hex may fire out of the hex normally.

- 9.3 **Hindrances.** A terrain feature classified as a hindrance does not block LOS, but may modify movement and combat, and the effects are cumulative.
- 9.4 **Hexside LOS.** Hexside LOS refers to any LOS traced along the full length of a hexside between two hexes, or a series of hexsides between their adjoining hexes, and not simply across a hexside into an adjacent hex. If a hex on both sides of the hexside LOS path contains blocking terrain, even if the hexes containing blocking terrain are not adjacent, the LOS is blocked. If one hex on the hexside LOS path contains blocking terrain or a hindrance (orchard, hay stack, or palm grove hex), and a hex on the other side of the path contains a hindrance, the LOS is hindered, and a +1 hindrance modifier is applied to any attack dice roll crossing the hexside. If one hex along the hexside LOS path contains blocking terrain or a hindrance, and all hexes on the other side of the path are open, the LOS is neither blocked nor hindered. Once it is established that hexside LOS is hindered, each additional hindrance hex (or hexside hindrance) along the hexside LOS, on either side or through full hexes in which the LOS passes, adds +1 to the cumulative total.

10. Terrain

- 10.1 **General.** A terrain hex is defined by the terrain features in the hex. A hex may contain small, aesthetic features that do not affect or define the terrain type of the hex (i.e. a small tree does not constitute a woods hex). Terrain features affect movement by adjusting the Movement Points a unit must expend to enter the hex, and combat is affected by applying the cover modifier of the target hex to the attacker's dice roll.
- 10.2 **Open Ground.** A unit must expend one Movement Point to enter an open ground hex. An open ground hex does not block LOS, and has no effect on combat.
- 10.3 **Road.** A unit must expend one Movement Point to enter a road hex. A road hex does not block LOS, and has no effect on combat.
- 10.3.1 **Bridge.** A bridge hex is considered a road hex for movement purposes. A unit must expend one Movement Point to enter a bridge hex. Vehicles and Guns (whether towed or being moved by their crews) may only enter a bridge hex from a connecting road hex. Bridge hexes over streams and canals negate the movement effects of the stream or canal; units may move freely over a stream or canal when crossing through a bridge hex. Units in a bridge hex are considered to be on the bridge, not occupying the terrain under the bridge. Bridge hexes do not block LOS, and provide no cover modifier to units occupying the hex
- 10.4 **Building.** A unit must expend two Movement Points to enter a building hex. Vehicles are prohibited from entering a building hex, except when indicated by special scenario rule. Large Guns (i.e. Movement Points of 0) are prohibited from occupying building hexes, except when indicated by special scenario rule. Building hexes block LOS, and provide a +3 cover modifier to units occupying the hex.
- 10.5 **Woods.** A unit must expend two Movement Points to enter a woods hex. Woods hexes block LOS, and provide a +2 cover modifier to units occupying the hex.

- 10.6 **Stream.** An infantry unit must expend two Movement Points to enter a stream hex. All other units must expend three Movement Points. Stream, hexes do not block LOS and provide a +1 cover modifier to units occupying the hex.
- 10.7 **Orchards, Hay Stacks.** A unit entering an orchard, hay stack hex must expend one Movement Point. Orchard, hay stack, hexes do not block LOS, but are a hindrance and modify all attack rolls tracing their LOS into or through the hex by +1.
- 10.8 **Farmland.** There are two types of farmland: fields and crops. A scenario will state if a farmland hex is a field or crop. If not specified, the hex is a field. A unit entering a farmland hex (field or crop) must expend one Movement Point. Fields are open terrain (i.e. no effect on movement or combat), and crops are farmland in season. Crop hexes do not block LOS, but are a hindrance and modify all attack rolls that trace their LOS into or through the hex by +1.
- 10.9 **Walls and Hedges.** Walls and hedges are hexside terrain features. A unit crossing a wall or hedge hexside must expend one Movement Point to cross the hexside in addition to the cost of the terrain in the hex it is entering. Walls and hedges do not block LOS, but are a hindrance and modify attack rolls which trace their LOS across or along the hexside by +1, in addition to any other hex cover or hexside LOS modifiers that may apply. Units adjacent to a wall or hedge hexside ignore the hindrance effects when firing across a wall or hedge; they are considered to be firing over the wall or through the hedge. Units firing along a wall or hedge hexside always apply the hindrance modifier, even if the firing unit(s) are adjacent to the hexside in question.
- 10.10 **Canal, Pond and Marsh.** All units are prohibited from entering a canal, pond, or marsh hex. Units may only cross a canal through a bridge hex. Canal, pond, and marsh hexes do not block LOS, and have no effect on combat.

11. Smoke

- 11.1 **General.** A scenario's OOB will indicate if smoke is available, and the number of Smoke Factors the player has at his disposal. A Special Scenario Rule may also indicate if there are any restrictions on smoke usage. A player is responsible for keeping track of the number of Smoke Factors he has used. When a player has exhausted his smoke supply he may no longer place smoke. Only one Smoke marker may be placed in or occupy a hex at any given time.
- 11.2 **Infantry Smoke Placement.** An infantry unit, before it moves, may place smoke in its own or an adjacent hex. When an infantry unit places smoke a Smoke 1 marker is placed in the target hex, and one smoke factor is deducted from the player's smoke supply.
- 11.3 **Gun, and AFV Smoke Placement.** A Gun, or AFV with a Gun (see 18.7 Smoke Rounds) may fire a smoke round in lieu of a normal attack during the Fire Phase. The firing unit must have LOS to the target hex. When a Gun or AFV places smoke a Smoke 2 marker is placed in the target hex, and two smoke factors are deducted from the player's smoke supply.
- 11.4 **Smoke Effects.** Smoke is a hindrance. A Smoke 1 marker adds a +1 hindrance modifier, and a Smoke 2 marker adds a +2 hindrance modifier to any attack that traces its LOS into or through the smoke hex in addition to the normal terrain cover modifier of the hex. Smoke has no effect on movement.

12. Support Weapons

- 12.1 **General.** There are three types of support weapons: Light (L), Heavy (H), and Expendable (X). The support weapon's type is indicated on the counter. Light (L) support weapons include light machine guns, anti-tank weapons (e.g. bazookas, Panzerschrecks), and flamethrowers. Heavy (H) support weapons include medium machine guns, heavy machine guns, and light mortars. Expendable (X) support weapons include Panzerfausts, grenades, and satchel charges.



- 12.2 **Portage.** A squad or half squad may carry one support weapon. A leader may carry one Light (L) support weapon. A support weapon counter is placed under the unit carrying it (Exception: Expendable (X) support weapons are not placed with, or attached to, a specific unit). If a unit carrying a support weapon is eliminated the weapon is also eliminated. Support weapons do not count towards stacking limits. A unit moves normally when carrying a Light (L) support weapon. A squad or half squad carrying a Heavy (H) support weapon reduces its Movement Points by one (-1).
- 12.3 **Support Weapon Usage.** A unit may fire one support weapon per turn. If the support weapon can be used for either an AP or AT attack, the firing player must declare which type of attack the unit is conducting. A squad may add the APFP of a Light (L) or Heavy (H) support weapon to its inherent APFP. A half squad may add the APFP of a Light (L) support weapon to its inherent APFP. When a leader fires a Light (L) support weapon, or a half squad fires a Heavy (H) support weapon, only the APFP of the weapon is used. If the target is outside of the attacking unit's range, but within the support weapon's range, only the APFP of the support weapon is used. If a unit uses a mortar to make an indirect fire attack, only the mortar's APFP is used.
- 12.4 **Exchange or Transfer.** Infantry units occupying the same hex may exchange or transfer support weapons during the owning player's Command Phase. The support weapons are simply moved to the new unit, as long as the unit's portage capacity is not exceeded.
- 12.5 **Expendable (X) Support Weapons.** Expendable (X) support weapons are single-use weapons, and as such are removed from play after use. Expendable (X) support weapons include Panzerfausts, grenades, and satchel charges.
- 12.6 **Panzerfausts and Anti-Tank Grenades.** Panzerfausts and Anti-Tank Grenades are man-portable, hollow charge anti-tank weapons. A Panzerfaust or AT Grenade may only be used to conduct an AT attack versus an eligible target in an adjacent hex (i.e. an AFV, vehicle, or Gun). Panzerfausts and AT Grenades have no effect on infantry units. After use, the Panzerfaust or AT Grenade counter is removed from play.
- 12.6.1 **Grenades.** Grenades are small, anti-personnel explosive devices carried by infantry units. Grenades may only be used against targets in an adjacent hex, and only one Grenades counter may be used per unit, per attack. Grenades may not be used for AT attacks. When a Grenade counter is used by an attacking unit the attack dice roll is modified by -1. When used by a defending unit during a close assault, the assaulter's Kill Number is modified by -

1 (i.e. a Kill Number of 6 becomes a 5). A unit may fire a support weapon when using grenades (in addition to its inherent APFP).

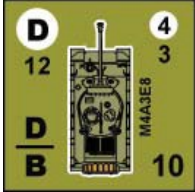
12.6.2 **Satchel Charges.** Satchel charges are canvas bags filled with explosives. A satchel charge may only be used against targets in an adjacent hex. Satchel charges may not be used for AT attacks. A unit using a satchel charge adds the satchel charge's APFP to its own. A unit may not fire a support weapon when it uses a satchel charge, and it may only use one satchel charge per attack. Satchel charges may be used in a close assault, by either side, to increase their APFP total. A satchel charge may also be used by passengers on an AFV conducting an overrun attack, against the units targeted by the overrun. A Satchel Charge counter is removed from play after it is used.

13. Basic Combat Principles

- 13.1 **General.** Units conduct attacks using either their Anti-Personnel Firepower (APFP) or Anti-Tank Firepower (ATFP) ratings, whichever is appropriate. Each unit may only attack once per turn (Exception: Close Assaults, and Final Opportunity Fire versus an overrunning AFV).
- 13.2 **Direct and Indirect Fire.** For simplicity's sake, V&V considers all combat on the board to be direct fire, with the exception of on-board mortars (see 12.6 Mortars). Even artillery Guns, which are typically known as indirect fire weapons, are used as direct fire weapons. They are simply being used in an improvised capacity, with the crew firing over open sights at targets within their LOS.
- 13.3 **Range and LOS.** A unit may fire on a target to which it has range and LOS. The range is the number of hexes from the firing unit to the target unit, counting the target unit(s) hex, but not the firing unit(s). A Gun has no range limit, and may target a unit anywhere on the board as long as the unit has an unblocked LOS to the target.
- 13.4 **Cover (Terrain) Modifiers.** The cover (terrain) modifier of the target hex is added to the attacker's dice roll. Units in a fortification or entrenchment (see 20.0 Fortifications and Entrenchments) add the position's cover modifier to the attacker's dice roll. Hex and hexsides between the attacking unit(s) and the target hex that contain hindrances will further modify the attack dice roll, and hindrance modifiers are cumulative.
- 13.5 **Gun Shields.** A Gun Shield provides extra protection to the inherent crew of the Gun, but only when attacked from within the Gun's FFA, and only when the Gun is not moving. Guns with a Gun Shield may ignore the first Casualty Point from AP fire, and when attacked by AT fire the Gun Shield provides a +1 cover modifier. A Gun Shield's protection against AT attacks is cumulative with the cover modifier of the hex or fortification the unit occupies.
- 13.6 **Leadership Modifiers.** A leader in the same hex with an attacking infantry unit or fire group may modify the attack dice roll (AP or AT) with his Leadership Modifier. A leader may modify his own attack when firing alone. Only one Leadership Modifier may be applied to each attack roll, and a leader may only modify one attack per turn (Exceptions: Close Assaults, and Final Opportunity Fire versus an overrunning AFV).

- 13.7 **OS and Firing Through Occupied Hexes.** Units have no effect on LOS or combat. Units may trace LOS and fire through hexes occupied by other units, friendly or enemy, with no detriment.
- 13.8 **Opportunity Fire.** Opportunity Fire is a form of defensive fire a player may use during the opposing player's Movement Phase. When a unit moves (i.e. enters a new hex), any enemy unit that has LOS to that unit, and has not previously fired, may conduct an Opportunity Fire attack versus the unit. The player conducting the Opportunity Fire attack may stop the target unit at any point during the move, but only after the unit enters a new hex. If entering a hex will take the unit out of LOS the Opportunity Fire attack cannot be made. If the moving unit enters a hex containing other, non-moving friendly units, only the moving unit may be targeted, or affected by, the Opportunity Fire attack. If a unit is pinned or immobilized (AFVs only) while moving through a friendly hex already stacked to its limit the unit is eliminated (for its full Casualty Point value, if applicable). Any targeted unit still eligible to move (i.e. not pinned), including units moving as a stack, may continue to do so after the Opportunity Fire attack is resolved. APFP Opportunity Fire attacks versus units where no terrain or hindrance modifiers apply receive a -1 dice roll modifier, and a -2 modifier applies versus units in an adjacent hex, regardless of (and in addition to) applicable terrain effects. Units that conduct an Opportunity Fire attack are marked with a Fire marker. All Opportunity fire is controlled by the AI
- 13.9 **MG Fire Lanes.** A player may establish a fire lane when an infantry unit with an MG makes an Opportunity Fire attack. Fire lanes are not established with any other AP fire combat; only infantry Opportunity Fire attacks with an MG may create a fire lane. AFV and vehicle MGs cannot create fire lanes. The fire lane extends from the firing hex to the target hex. A Fire Lane marker is placed in each hex along the original LOS, including the target hex, but not the firing unit's hex. The number of Fire Lane markers used to create the fire lane is equal to the original range to the target (i.e. if the range was four hexes, four Fire Lane markers are placed). Infantry, Gun, or unarmored vehicle units that enter a fire lane hex are immediately attacked using the 1-4 row of the AP Combat Table. No combat or cover modifiers apply, as units are considered to be entering an established fire lane (Exception: See 13.91 Fire Lane Crossfire, below). Units already occupying a fire lane when it is established are not affected; a unit is only affected when entering a fire lane hex. Fire Lane markers are removed at the end of the current Move Phase.
- 13.9.1 **Fire Lane Crossfire.** Multiple Fire Lane markers may be placed in a hex, if Opportunity Fire attacks from multiple machine guns affect the same hexes. If multiple machine guns from the same hex fire along the same path, each hex in the fire lane would receive multiple Fire Lane markers, one per machine gun. Each additional Fire Lane marker in a hex, after the first, subtracts -1 from the fire lane's attack. For instance, if two machine guns conduct an Opportunity Fire attack and their fire lanes cross, causing two Fire Lane markers to be placed in the crossfire hex, that hex would attack on the 1-4 row of the AP Combat Table and receive a -1 modifier.
- 13.10 **Squad and Half Squad Consistency.** When squads are reduced to half squads, or voluntarily split into two half squads, the half squads must be of the same type as the original squad (i.e. a German Rifle squad would be reduced to a German Rifle half squad, or split into two Rifle half

squads). The same rule applies when two half squads are combined to form a full squad; the two half squads must be of the same type as the full squad. A player may only begin a game with half squads if indicated by a scenario's OOB.



The M4A3E8 is equipped with its main Gun (with an APFP of 12), a 360° MG (with an 4), direction, at unlimited range, with an APFP of 12. Or it may fire its Gun with the 360° MG (noted by the white circle under the MG's rating) in any direction, to a range of eight hexes, with an APFP of 16. Or it may fire all three in its FFA, to a range of eight hexes, with an APFP of 19.

14. Anti-Personnel (AP) Combat

- 14.1 **Anti-Personnel Fire.** Anti-personnel (AP) fire may be used against infantry units, unarmored vehicles, and Guns. AP fire is considered an area fire attack, and may affect any or all eligible units in the target hex. AP fire has no effect on AFVs.
- 14.2 **Anti-Personnel Fire Groups.** Infantry units occupying the same hex may form a fire group, combining their APFP ratings to fire at the same target, or they may fire separately (or in smaller fire groups) at different targets. Infantry units in the same hex may not fire separately at the same target; if the units are attacking the same target, during the same turn, they must form a single fire group and combine their APFP ratings. A leader may use his Leadership Modifier to modify a fire group's attack, in addition to adding his APFP rating. Fire groups may conduct Opportunity Fire attacks.
- 14.3 **Passengers on Transport Vehicles.** Infantry units being transported may conduct AP fire attacks. Light (L) machine guns, grenades, and satchel charges are the only support weapons passengers may use. Passengers may not join or form a fire group with infantry units outside of the transport vehicle, but they may form a fire group with other units in the vehicle, or with the transport vehicle. If the passenger unit(s) and transport are attacking the same target they must form a fire group and combine their APFP ratings into one attack.
- 14.4 **AFV, Vehicle, and Gun AP Fire Guidelines.** AFVs, vehicles, and Guns may never form fire groups; they must resolve their AP attacks separately (Exception: Passengers may form a fire group with their transport vehicle). AFVs and vehicles may be armed with multiple AP weapons, indicated by multiple APFP ratings on the unit's counter. A Gun has only one APFP rating, listed under its ATFP rating. If an AFV or vehicle is equipped with more than one AP weapon—Gun, FF MG, or 360° MG, or any combination of the three—the unit may combine the APFP ratings into a single attack against one target. Regardless of the number of different weapons the unit may have, it may only conduct one attack per turn. Gun APFP may be fired at an unlimited range. MG APFP has a maximum range of eight hexes. A unit with a white circle beneath its Gun APFP is a turreted unit, and may fire its Gun in any direction. Otherwise, a unit's Gun APFP may only be fired at a target in the unit's FFA. A 360° MG, noted by the white circle beneath the MG's APFP rating, may fire at a target in any direction within eight hexes. A FF MG may only fire at a target in the unit's FFA within eight hexes.

- 14.5 **AP Fire Procedure.** The attacking player declares which units are conducting an AP fire attack, the target hex of the attack, and totals the APFP ratings of the attacking units. The attacking player makes a dice roll and applies any cover and leadership modifiers to the roll, and cross-references the final dice result with the APFP total on the Anti-Personnel Combat Table.
- 14.6 **Combat Results.** Each attack will yield one of two results on the AP Combat Table: a dash (—), indicating the attack had no effect, or Casualty Points (a # result), indicating units in the target hex have suffered casualties or damage.
- 14.6.1 **Applying Casualty Points.** Need to add full description in here?
- 14.6.2 **Pinned Units.** When a unit is pinned it is flipped upside down. A pinned unit is unable to perform any actions. If the pinned unit is a vehicle any passengers are also pinned. A unit remains pinned unless it successfully rallies during the After-Action Phase (see 14.8, below), or until the owning player's next Command Phase when it automatically rallies and is flipped to its face-up side.
- 14.7 **After-Action Phase Rally Attempt.** The active player, during his After-Action Phase, may attempt to rally his pinned units. Leaders, elite infantry units, vehicles and Guns rally on a dice roll of 7 or less. Regular infantry units rally on a dice roll of 6 or less. An unpinned leader may add his leadership modifier to the rally attempt of pinned unit(s) occupying the same hex. If a vehicle carrying passengers successfully rallies the passengers also rally.

15. Close Assaults

- 15.1 **General.** Close assaults may be conducted by infantry units against an adjacent, enemy occupied hex. Close assaults occur during the Advance and Assault Phase, and may only be performed by infantry units that did not advance. A unit may conduct a close assault even if marked with a Move or Fire marker. Close assaults may be conducted against any type of unit. A close assault affects all units in the target hex, and all units in the target hex defend against the assault. Only infantry units from the same hex may close assault together; they may not combine with infantry units from separate hexes. A player does not have to assault with all of his units; he may assault with as many, or as few, as he feels necessary, but only one close assault may be conducted from a hex each turn. Any number of close assaults may be conducted against the same hex during the same turn, but each close assault must be resolved separately, and from a separate assault group.
- 15.2 **Support Weapon Restrictions.** Assaulting units may only use Light (L) machine guns, grenades, and satchel charges. Defending infantry units may use any support weapon, within normal support weapon or close assault restrictions.
- 15.3 **Close Assault Leadership Modifiers.** The assaulting player may subtract a leader's Leadership Modifier from his assault dice roll, even if the leader was used to modify an attack earlier in the same turn. The defending player may subtract a Leadership Modifier from the Kill Number before the assault is resolved, even if the leader was used to modify an attack earlier in the same turn. Each side may only use one Leadership Modifier per close assault resolution.
- 15.4 **Defending AFV, Vehicle and Passenger Restrictions.** A defending AFV or vehicle may only use APFP from machine guns; the APFP of a main Gun may not be used when defending a close assault. An AFV or vehicle carrying passengers always adds the infantry unit(s) APFP rating(s)

to its total, including any Light (L) machine guns, grenades, and satchel charges the player wishes to use.

- 15.5 **Defending Gun and Unarmed Vehicle APFP Ratings.** Guns and unarmed vehicles (i.e. vehicles without machine guns) have an APFP of 2 when defending against a close assault. A Gun being transported may never contribute to a defending group's APFP total.
- 15.6 **Close Assault Procedure.** The assaulting player declares which units are conducting a close assault, and the target hex of the assault. The assaulting player totals the APFP ratings of the assaulting units, and compares it to the APFP total for the defending unit(s) to obtain an odds ratio. All fractions are rounded down. For example, if the attacking player's APFP rating is 14 to the defender's 6, the odds are two to one (2-1). If the odds were reversed, with an attacking APFP of 6 versus the defender's 14, the ratio would be one to two (1-2). The assaulting player consults the Close Assault Table, and the number listed below the odds ratio is the Kill Number. Odds greater than four to one (4-1) are resolved at 4-1, and odds lower than one to four (1-4) are resolved at 1-4.
- 15.7 **Resolution.** The assaulting player makes a dice roll and adds any applicable modifiers. Cover modifiers do not apply to close assaults. If the modified dice roll is equal to or less than the Kill Number the defending units are eliminated.
- 15.8 **Taking Ground and Taking Casualties.** If the defending units are eliminated, the assaulting units immediately occupy the vacant hex (Exception: A full stack may assault a Bunker, but only two units may occupy the location; see 20.3 and 20.5), but suffer Casualty Points equal to the cover modifier of the hex assaulted (including any hexside terrain crossed, such as a wall or hedge), plus one Casualty Point for each defending unit (Exception: See 15.9 Assaulting Pinned Units, below). Casualty Points are applied in the same manner as described in 14.61. If the assaulting unit(s) fail to eliminate the defending units (the dice roll was higher than the Kill Number), the assaulting unit(s) suffer a number of Casualty Points equal to the number by which the assault dice roll failed, plus the cover modifier of the hex assaulted, plus one for each defending unit. Defending units also suffer one Casualty Point for each assaulting unit, even though the assault failed. For example, if three squads conduct an assault into a woods hex (+2 cover modifier) against two squads, and the odds are 2-1, the assaulting player must roll an 8 or less to eliminate the enemy units, but the assaulting units would automatically suffer two Casualty Points for the cover modifier of the woods hex, and two more Casualty Points for the two defending squads. If the assaulting player rolls a 10 the assault fails, and two (10-8=2) Casualty Points are applied to the assaulting units for the failed attempt, plus two more for the woods hex, plus two for the defending squads for a total of six Casualty Points. The defending player would suffer three Casualty Points for the three assaulting squads.
- 15.9 **Assaulting Pinned Units.** Pinned units are automatically eliminated when close assaulted, and are immediately removed before the odds are calculated against any unpinned units remaining in the target hex. Pinned units have no effect on assaulting units (i.e. they do not contribute to casualties versus assaulting units). If a target hex contains only pinned units, the pinned units are eliminated and removed, and the assaulting units automatically take the target

hex; no assault dice roll is necessary, and the assaulting units suffer no casualties as a result of the assault.

- 15.10 **Failed Assaults Versus AFVs.** An AFV defending against a failed assault may be immobilized by the attack. Casualty Points from a failed assault are applied to the AFV, with the defending player making an immobilization die roll. If the roll is equal to or less than the Casualty Points inflicted the AFV is immobilized, and marked with an Immobile marker. If the roll is greater than the Casualty Points there is no effect. A maximum of three (3) Casualty Points may be applied in this manner (with three Casualty Points resulting in immobilization, no die roll necessary), with any additional Casualty Points applied to other units occupying the hex (if present). If the AFV is carrying passengers, the Casualty Points may be applied to the passengers as Collateral Damage (see 14.65 Collateral Damage to Passengers). Passengers may not be pinned to fulfill Casualty Points; they may only be reduced or eliminated (for their full Casualty Rating). Any remaining Casualty Points, after eliminating passengers, must be applied to the AFV in the form of an immobilization roll.

16. Anti-Tank (AT) Combat

- 16.1 **Anti-Tank (AT) Fire.** AT fire may target AFVs, vehicles or Guns. AT fire has no effect on infantry units. The firing unit must be able to make an AT attack (i.e. the unit must have an ATFP rating), or if the attacking unit is infantry it must be using a support weapon with an ATFP rating. AT fire affects a single target unit. Infantry being transported by an AFV or vehicle may not conduct AT attacks.
- 16.2 **Range.** Infantry units using an AT support weapon may fire at a target within the range printed on the support weapon's counter. A Gun, including an AFVs Gun, may fire its ATFP rating at unlimited range, as long as it has LOS to the target.
- 16.3 **Procedure.** The attacking player declares which unit is conducting an AT attack, and the target unit of the attack. The attacking player makes a to-hit dice roll, and if the roll is 8 or less the attacking unit hits the target. Cover modifiers apply to the to-hit dice roll. If the firing unit is a Gun, or an AFV with a Gun, and the range is 10 hexes or less (short range), the to-hit number is 10 or less, and if the range is 20 hexes or more the to-hit number is 6 or less.
- 16.4 **Results.** An unarmored vehicle or Gun hit by an AT attack is automatically eliminated. If an AFV is hit, the attacking player cross-references the attacking unit's ATFP rating with the target unit's Armor Factor on the Armor Elimination Chart to obtain an Elimination Number. A dice roll equal to the Elimination Number immobilizes the AFV, and it is marked with an Immobile marker. A dice roll less than the Elimination Number eliminates the AFV. Cover modifiers are not applied to the elimination roll. If the attacker rolls higher than the Elimination Number there is no effect. Eliminated units are removed from play.
- 16.5 **Determining the Armor Factor.** The Armor Factor used to determine the Elimination Number depends on the facing of the target unit in relation to the firing unit. Consult the Armor Facing diagram to determine which Armor Factor is used. Facing is irrelevant if the unit only has one Armor Factor, and that Armor Factor is used to determine the Elimination Number. If the attacking unit's LOS travels directly along the hexside between the Front and Rear armor of the

target unit, the attacking player rolls a die. On a result of 1–3 the target unit’s Front armor is used to resolve the attack, and on a result of 4–6 the unit’s Rear armor is used.

- 16.6 **Immobilization.** An immobilized AFV is marked with an Immobile marker, and the owning player immediately checks to see if the crew abandons the AFV. A die roll of 2 or less indicates the crew has abandoned the vehicle, and the unit is considered eliminated and removed from play. Whenever an immobilized AFV is attacked—by any type of attack—and the unit survives, the player must check to see if the crew abandons the AFV. An immobilized AFV may not move or change facing, but may still fire normally.

17. Fortifications and Entrenchments

- 17.1 **General.** Fortifications and entrenchments are improved defensive positions constructed to provide additional cover for defending units, or to hinder enemy movement (i.e. barbed wire or minefields). A scenario’s OOB will indicate if fortifications or entrenchments are available, the number provided, and guidelines for placing them on the board(s). Fortifications and entrenchments remain in their hex even after the units occupying them have been eliminated, or have abandoned the position. Fortifications and entrenchments have no effect on LOS, unless otherwise indicated.



- 17.2 **Placement.** Fortifications may only be placed in open terrain hexes, including open hill, road, beach and field hexes. Entrenchments may be placed in any hex except buildings, stream, gully, canal, pond or marsh hexes.
- 17.3 **Movement and Occupying.** The cost to enter a fortification or entrenchment hex is the same for the hex it occupies. Enemy units may not move into or through an occupied fortification or entrenchment hex, unless conducting a close assault or armor overrun. An abandoned or empty fortification or entrenchment hex may be occupied by either side, unless otherwise noted. There is no additional cost to enter a fortification or entrenchment, and a unit automatically occupies the position when it enters the hex, as long as doing so does not exceed the position’s stacking limit.
- 17.4 **Stacking Limits.** Only the fortification or entrenchment, and the unit(s) occupying the position, are allowed in a hex. When a unit occupies a fortification or entrenchment it is placed under the fortification or entrenchment counter. Friendly units may move freely through a hex containing a fortification or entrenchment, but they may not stop in the hex unless entering the fortification or entrenchment (if the position is not already at its full, stacking limit capacity).

- 17.5 **Bunker.** A bunker is a fortification. A bunker may be occupied by one Gun, or two infantry units (of any type) and their support weapons. A concrete reinforced bunker provides a +4 cover modifier, and a wood reinforced earthen bunker provides a +3 cover modifier. An attacking unit cannot target a unit in a bunker with AFTP; it must use APFP when firing on a bunker. Units in the bunker may only fire out of the bunker's FFA, indicated by the white triangle at the top of the fortification's counter. Mortars may not fire out of a bunker, even if the firing unit has LOS to the target hex. A bunker blocks LOS, and is treated as a building hex for movement purposes.
- 17.6 **Sandbags.** Sandbags are a fortification. Infantry and Gun units may occupy sandbags, and normal stacking limits apply. A sandbag position provides a +2 cover modifier.
- 17.7 **Barbed Wire.** Barbed wire is a fortification. An infantry unit that enters a barbed wire hex must stop. The unit may advance out of the barbed wire in the subsequent Advance and Assault Phase, or continue moving normally during the owning player's next Movement Phase. Infantry units firing from a barbed wire hex suffer a +1 die roll penalty to their attack. Vehicles may not enter a barbed wire hex. AFVs are unaffected by barbed wire. During the Fire Phase, in lieu of an attack, a unit may place a satchel charge (if available) in an adjacent barbed wire hex, automatically removing the obstacle. The unit placing the charge is marked with a Fire marker.
- 17.8 **Foxholes.** Foxholes are an entrenchment, and may only be occupied by infantry units. Normal stacking limits apply to a foxhole hex. A foxhole provides a +1 cover modifier to the hex it occupies, in addition to the terrain in the hex.
- 17.9 **Trenches.** Trenches are an entrenchment, and may only be occupied by infantry units. Normal stacking limits apply to a trench hex. Trenches provide a +2 cover modifier, in addition to the terrain in the hex.
- 17.10 **Smoke Rounds.** A Gun (or an AFV armed with a Gun) may fire a smoke round in lieu of a normal AT attack. The unit must have LOS to the target hex. The Gun automatically places a Smoke 2 marker in the target hex; no dice roll is necessary. The unit is marked with a Fire marker, and two smoke factors are deducted from the player's smoke supply.