

PLAYER AID

Sighting Marker & Fortifications



Revealed voluntarily at any time; or if it is:

- adjacent to an enemy unit
- “hit” by any fire attack or barrage

(revealed Mines may be placed in or adjacent to Sighting marker's hex)



No effect—remove from the game when revealed.



When revealed, remove from the game then place matching set-aside piece(s) into the hex. A revealed unit is placed **fresh** and with any fire arc, if applicable.



Leg = Move Cost doubled when entering
Track = no move; may only advance in or out
Wheel = prohibited



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Leg = prohibited
Track = prohibited
Wheel = prohibited



If a unit moves/advances into or out of a Mines hex, each of those Mines immediately attack (see Melee Tables).
Hindrance is NA to mine attacks.



- Stacking: 1 platoon or 3 squads inside.
- Vehicles not allowed—infantry and guns only.
- Enter only during setup or if currently activated for Advance/Assault/Move order.
- Exit at any time.
- Units inside pillbox/bunker have LOS to front fire arc only—no LOS to their flank.
- Cover in parentheses is used vs shots from the flank (pillbox/ bunker only) or vs any barrage.

DIRECT FIRE = 2d10:

–1D Assault fire

–1D long range (double)

–2D extreme range (triple)

+1D short range (adjacent hex)

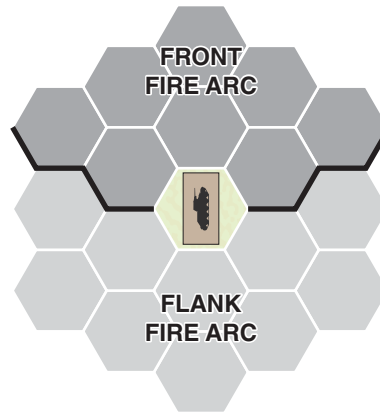
–2D into flank fire arc (strict or loose arc; with pivot)

–1D into flank fire arc (loose arc only; without pivot)



Radioless Vehicle: It costs twice as much Initiative to activate this vehicle for a Move or Assault order.

Fire Arcs



• Direct fire attacks from a hex within a unit's front fire arc attack its front defense.

• Direct fire attacks from a hex within a unit's flank fire arc attack its flank defense (if any; otherwise front).

• Gun and vehicle units with the strict arc symbol (<) cannot fire into flank hexes without pivoting.

Special Actions

Only fresh units may perform Special Actions

When firing AP, discard an asset for:

APCR —	+8 FP at range 1	+4 FP at range 5
	+7 FP at range 2	+3 FP at range 6
	+6 FP at range 3	+2 FP at range 7
	+5 FP at range 4	+1 FP at range 8

HEAT — When firing AP at any range, discard an asset to add 8 to that unit's firepower.

LMG — Discard an asset to raise unit's printed range by 1. Give up Fate card to put that asset back in hand.

Passengers — Mount (dismount): At a cost of 6 MPs, replace an Sd Kfz 250/1b with both an Sd Kfz 250/1a and an Armor Recon (or vice versa).

Smoke — When firing, discard an asset to place Smoke in the target hex instead of attacking units therein.

Unhook — At a cost of 6 MPs, permanently replace this unit with the one listed [in brackets].

Direct Fire Attacks

Note—Whenever a unit would fire and there is an enemy unit within its hex, use melee rather than direct fire.

1. Select a target hex within LOS of the firing unit.
2. Declare the shot to be either **AP** or **HE**. Declare any special actions.
3. Determine attack dice. Begin with 2d10 and consult table to the upper left:
[auto miss] ↔ 2d6 ↔ 2d8 ↔ **2d10** ↔ 2d12 ↔ 2d20
4. Roll final attack dice: If either die is less than or equal to the Hindrance (default “1”), the attack misses with no effect. *Otherwise:*
 - Firing unit's FP + Fire Attack roll = “Attack Total” (AT).
- 5a. **AP shots** affect only units with **Armor**. **HE shots** affect only Sighting markers and units with **Morale**.
- 5b. Owners make Fire Defense rolls, one at a time, for **all** of their affected pieces in the target hex.
- 5c. Morale/Armor + cover + 2d10 Fire Defense roll = “Defense Total” (DT).
 - If DT is greater than or equal to AT — **miss** (no effect)
 - If DT is less than AT — **hit:**
 - If a fresh unit is hit, pull a random hit marker from the draw cup and place it on the unit [5.1].
 - A hit unit that is hit again is eliminated [3.31].
 - A hit Sighting marker is revealed [6.4].

RETURN FIRE & OP FIRE—

- Up to one unspent unit may Return Fire at an enemy unit that just fired during a Fire order.
- Any number of unspent units may Op Fire at an activated enemy unit that just conducted any activity costing MPs.
- It costs the inactive player 2 Initiative to Return/Op Fire with a unit that is Out of Command; 1 if under Tactical Command; 0 if under Mission Command.
- If either attack die is less than or equal to the firing unit's ROF, place a Spent marker on that unit.