



RANGED FIRE DEFENDER

v2.0



1.0 Check for inherent defense dice (unit cards MR 4.2)

- ▶ If applicable: check defender's area of impact (MR 10.9.3)

2.0 Check for terrain defense bonus (players aid, MR 10.9.1)

3.0 Check for defense dice because of hindered LOS (MR 10.3)

4.0 Check for defender's status:

- ▶ Digging in (MR 13.1)
- ▶ Dug-in (MR 13.1)
- ▶ Infantry and artillery fast action (MR 9.2)
- ▶ Suppressed (MR 13.3)

5.0 Check for defender's experience level (MR 4.2.3)

- ▶ If green (Hardened), yellow (Veteran) or black (Elite) grab +1 blue defense die

6.0 Check attacking unit's fire status (MR 10.9.4)

- ▶ See ranged fire modification on players aid
- ▶ Think of a failed spotting roll by the attacker (MR 10.5)



7.0 Check for a possible command card effect and play the card

8.0 Roll the defense dice



- ▶ Check if the defender unit has special abilities and attributes for defending (MR 4.2)

9.0 Compare the results and implement the result

Critical Hits Versus Infantry And Artillery (MR 10.7.5)

- ▶ For each critical hit result that remains after the defense roll by the infantry/artillery unit, the **attacking player** is given a **green die** and the **defending player** is given a **blue die**. This is used to perform a comparison roll (MR 10.7.2).
 - » For example, the attacking player is left with two critical hits that haven't been cancelled out by the defending dice roll after their indirect fire attack. The attacker is then given two green dice and the defender is given two blue dice. They both roll their two dice with the defending player's symbols cancelling out the attacker's symbols.
- ▶ Attacker uses their **strongest symbol** rolled to resolve the critical hit (listed below in strength order). Ignore any other uncanceled results:
 - »  **Critical Hit:** No damage points are applied. The infantry/artillery unit immediately performs a fallback (see 13.3). This will eliminate an artillery unit. If the infantry unit was already marked fallback before resolving the critical hit in 10.7.5, it is also eliminated.
 - »  **Damage Point:** No damage points are applied. The infantry/artillery unit is suppressed. Mark it suppressed. If it was suppressed before resolving the critical hit in 10.7.5, it immediately performs a fallback. This will eliminate an artillery unit.
 - » **X** **Suppression:** Use exactly the same procedure as if the attacker's strongest symbol was a damage point. (see above)

Critical Hits Versus Vehicles (MR 10.7.6)

- ▶ For each critical hit result that remains after the defense roll by the vehicle, the **attacking player** is given a **green die** and the **defending player** is given a **blue die**. This is used to perform a comparison roll, (10.7.2)
- ▶ Attacker uses their **strongest symbol** rolled to resolve the critical hit (listed below in strength order). Ignore any other uncanceled results:
 - »  **Critical Hit:** No damage points are applied. The vehicle is immobilized. If the vehicle is already immobilized the unit is eliminated.
 - »  **Damage Point:** No damage points are applied. The vehicle immediately performs a fallback. If it is an immobilised vehicle it is eliminated. If it was already marked fallback before resolving the critical hit in 10.7.6, it is eliminated.
 - » **X** **Suppression:** The vehicle is suppressed. If it was suppressed before resolving the critical hit in 10.7.6, it immediately performs a fallback. If it is an immobilised vehicle it is eliminated.



RANGED FIRE ATTACKER

v2.0



1.0 Check possibility for attack:

- ▶ What unit is attacking? What target to fire on?
- ▶ Is it in range (MR 10.1)?
- ▶ What kind of LOS to the target (MR 10.2)?

2.0 Activate unit:



If playing with optional rules (MR 4.9): flip command point (MR 4.9.2) & check if there are command cards fit to this activation (MR 8.3)

3.0 Mark the attacking unit with status marker:

- ▶ Firing, Move and fire or fire and move,
- ▶ Turret fire [if firing outside the arc of fire (MR 10.6)].

4.0 If necessary, perform spotting roll (MR 10.5)

- ▶ Check Special abilities and attributes (MR 4.2) - Attacker and Defender

5.0 Check arc of fire (MR 10.6) and range (MR 10.1) and grab attack dice depending on range (MR 4.2)


6.0 Check experience level of attacker (MR 4.2.3)

- ▶ If yellow (Veteran) or black (Elite) grab +1 blue attack die

7.0 Check defender if it is recruit level (blue marker)

- ▶ If yes, the defender gets an auto `X` suppression.



8.0 Check for attack dice modification:

- ▶ -1 attack die (MR 13.1),
- ▶ Special abilities and attributes (MR 4.2),
- ▶  *Command cards (MR 8.3).*



9.0 Roll the attack dice - **check if attacking unit is half-strength (MR 10.8.1)**

10.0 Determine the result of the attack roll

Critical Hits Versus Infantry And Artillery (MR 10.7.5)

- ▶ For each critical hit result that remains after the defense roll by the infantry/artillery unit, the **attacking player** is given a **green die** and the **defending player** is given a **blue die**. This is used to perform a comparison roll (MR 10.7.2).
 - » For example, the attacking player is left with two critical hits that haven't been cancelled out by the defending dice roll after their indirect fire attack. The attacker is then given two green dice and the defender is given two blue dice. They both roll their two dice with the defending player's symbols cancelling out the attacker's symbols.
- ▶ Attacker uses their **strongest symbol** rolled to resolve the critical hit (listed below in strength order). Ignore any other uncanceled results:
 - »  **Critical Hit:** No damage points are applied. The infantry/artillery unit immediately performs a fallback (see 13.3). This will eliminate an artillery unit. If the infantry unit was already marked fallback before resolving the critical hit in 10.7.5, it is also eliminated.
 - »  **Damage Point:** No damage points are applied. The infantry/artillery unit is suppressed. Mark it suppressed. If it was suppressed before resolving the critical hit in 10.7.5, it immediately performs a fallback. This will eliminate an artillery unit.
 - » **X** **Suppression:** Use exactly the same procedure as if the attacker's strongest symbol was a damage point. (see above)

Critical Hits Versus Vehicles (MR 10.7.6)

- ▶ For each critical hit result that remains after the defense roll by the vehicle, the **attacking player** is given a **green die** and the **defending player** is given a **blue die**. This is used to perform a comparison roll, (10.7.2)
- ▶ Attacker uses their **strongest symbol** rolled to resolve the critical hit (listed below in strength order). Ignore any other uncanceled results:
 - »  **Critical Hit:** No damage points are applied. The vehicle is immobilized. If the vehicle is already immobilized the unit is eliminated.
 - »  **Damage Point:** No damage points are applied. The vehicle immediately performs a fallback. If it is an immobilised vehicle it is eliminated. If it was already marked fallback before resolving the critical hit in 10.7.6, it is eliminated.
 - » **X** **Suppression:** The vehicle is suppressed. If it was suppressed before resolving the critical hit in 10.7.6, it immediately performs a fallback. If it is an immobilised vehicle it is eliminated.