

PLAYERS AID V1.0



SPOTTING ROLL TABLE (10.5)

Attacker's Unit Type	Target is in the arc of fire		Target is not in the arc of fire	
	No Terrain Bonus	Terrain Bonus	No Terrain Bonus	Terrain Bonus
		-	2+	*
	-	2+	3+	4+
	-	4+	4+	5+

Automatically spotted (10.5.1): Units marked with any fire status (except fire and move), fast action, delayed action. Units in adjacent hexes. Units in clear and road hexes.
 *: All infantry units have a 360 degree arc of fire so never use these last two columns

RANGED FIRE MODIFICATION TABLE (10.9.4)

Attacking Unit	Defending Unit		
			Spotting roll failed Note 1

Note 1: Vehicles cannot be targeted if they are not spotted for direct or indirect fire.

TERRAIN CHART

	Terrain Defense bonus	Movement cost for each Movement type				Vehicle Damage from Terrain		Line of Sight modification (Bonus for Defender)	Elevation value for the terrain type
		Infantry	Artillery	Wheeled	Tracked				
Road*			-	1	1	1*		- -	0
Clear*			-	1	1	2	1	- -	0
River	-	-	-	Blocked	Blocked	Blocked	Blocked	- -	0
Brush			-	1	1	3	2	- -	0
Light Forest				1	1	2	2	- -	1
Rocky				1	2	3	2		0
Forest				1	2	4	3		1
Heavy Forest				2	2	Blocked	4	-	1
Wooden Building				2	2	Blocked	3	-	1
Stone-/Brick Building				2	2	Blocked	4	-	1
Stone Bridge				1	2	2	2	- -	0
Hills				+1	+2	+2	+2	- -	1
Smoke				+1	+1	+1	+1	- -	1

*No movement costs for changing direction
 *Road and clear hexes are not subject to a spotting roll: units are automatically seen (10.5.1)
 *Plus (+) the defense terrain bonus of the terrain on the hill
 * For each smoke marker on the hex

Turn Sequence (6.0)

- ❖ Initiative Phase (Determine the starting player)
- ❖ Planning Phase (Draw command cards and then assign command points to unit cards for activation)
- ❖ Support Phase (Activation of support units and artillery have free facing change)
- ❖ Action Phase (Activation of available units)
- ❖ Organization Phase (Check status markers. Reduce smoke. Flip objective markers if hexes have changed control)
- ❖ Victory Check Phase



ATTACK AND DEFENCE DICE IN RANGED FIRE

Modifications to Attack Dice

Attack Die -1:

Attacking unit loses its weakest attack die when it has an Attack Die -1 status marker



Attacking Unit at Half-Strength: (10.8.1)

A half-strength attacking unit treats all double success rolls as a single success. They only count the strongest symbol (critical hit/damage/suppressed).



Special Abilities and Attributes: (See Unit Card)

Unit cards will state any special abilities or attributes for the attacking unit. Check carefully in case the use of any of those abilities or attributes are conditional.



Unit Experience Level: (4.2.3)

All attacking units with the experience level of veteran or elite gain a blue attack die



Command Cards: (8.3/See Command Card)

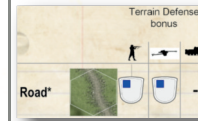
Command cards will state their effects. Check carefully in case the use of any of those abilities or attributes are conditional.



Modifications to Defense Dice

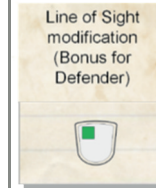
Terrain: (10.9.1):

Check Terrain Dense Bonus column on the Terrain Chart for the defense dice received by the defending unit for the terrain they occupy. This bonus is specific for each unit type.



Hindered LOS: (10.3)

Check Terrain Chart for the defense dice received by the defending unit for any LOS hindrances between them and the attacking unit when using direct fire. Defense dice for hindrances are cumulative. Up to two hindrances for indirect fire are ignored. However, a third hindrance will completely block LOS and prevent both direct and indirect ranged fire. Exception: If unit uses a spotter for indirect fire.



Defender's Area of Impact: (10.9.3)

The base defense dice gained by a defending unit, (as stated on the unit card), will depend on the area of impact. Indirect fire always uses above.



Attacking Unit's Fire Status: (10.9.4)

The fire status of the attacking unit may cause the defending unit to gain a defense die. This is noted on the first two columns of the Ranged Fire Modifications Chart. The second column applies to vehicles marked with a fast action status marker. The first applies to all other enemy targets.



Failed Spotting Roll: (10.5)

Failing to spot an enemy will cause the defending unit to gain a defense die. The strength of this defense die is modified by the fire status of the attacking unit. This is noted on the third column of the Ranged Fire Modifications Chart. Vehicles cannot be targeted for direct or indirect fire, if they are not spotted.

Digging In: (13.1)

Defending unit loses its weakest defense die when it has a digging in status marker. However, they will always retain a minimum of one defense die.



Dug-in: (13.1)

Defending unit gains a green defense die when it has a dug-in status marker



Infantry and Artillery Fast Action: (9.2)

Defending infantry and artillery units lose their weakest defense die when they have a fast action status marker. However, they will always retain a minimum of one defense die.



Half-Strength Defending Unit: (10.8.1)

A half-strength defending unit receives no penalties because it is half-strength.



Unit Experience Level: (4.2.3)

All defending units with the experience level of hardened, veteran or elite gain a blue defense die.



Command Cards: (8.3/See Command Card)

Command cards will state their effects. Check carefully in case the use of any of those abilities or attributes are conditional.

