

# TERRAIN CHART v1.0

Vertrauliches Kartenmaterial

Terrain Type		Terrain Defense Bonus D6 Roll Modifiers			Movement cost for each movement type				Vehicle Damage from Terrain		LOS mod	Elevation (LOS relevant)
Shallow Water		-	-	-	2	Blocked	Blocked	Blocked	-	-	-	0
Beach				-	1	2	3	1		-	-	0
Clear				-	1	1	2	1	-	-	-	0
Rocky					1	2	3	2				0
Brush				-	1	1	3	2	-	-		0
Olive & Vine Grove					1	2	Blocked	2	-			0
Light Forest					1	1	2	2	-	-		1*
Heavy Forest					2	2	Blocked	4	-		Blocked	1*
No indirect firing from this hex. *Light and heavy forest: when determining if they hinder LOS.												
Plain Buildings (9.6.2.1)					2	2	Blocked	3	-			1*2
*2 when determining if they hinder LOS. Units occupying this hex are considered on elevation level 0. No indirect firing from this hex.												
Muti-storey Buildings (9.6.2.2)					2	2	Blocked	4	-			2*2
*2 when determining if they hinder LOS. Infantry units occupying this hex are considered on elevation level 1 artillery and vehicle units on elevation level 0. No indirect firing from this hex.												
Large Building (9.6.2.2)					2	2	Blocked	4	-		Blocked	2*
Large building covers two or more hex of Primary Terrain (PT). Indirect firing from this hex is not possible. * when determining if they hinder LOS. Infantry units occupying this hex are considered on elevation level 1 artillery and vehicle units on elevation level 0.												
Bridge	 Level 0				1	2	2	2	-	-		0
Hill: Level 2 Level 1 (9.6.1)					+1*2	+2*3	+2*2	+2*2	-	-	Blocked	1-2
Slope (9.6.1)			-	-	1	PT*2	PT*2	PT*2	-	-	PT	PT
Sneaky Trail (9.6.3.1.3)			-	-	1	PT*2	PT*2	PT*2	-	-	PT	PT
* During movement action, if a unit follows the direction of the sneaky trail, enemies doing a reaction fire get -1 on spotting roll. *2 Artillery and vehicles use the PT movement costs.												

PT: Primary Terrain (9.6.3)

Terrain Type	Terrain Defense Bonus D6 Roll Modifiers			Movement cost for each movement type				Vehicle Damage from Terrain		LOS mod	Elevation (LOS relevant)
<b>Narrow Road</b> (9.6.3.1) <b>Urban Alley</b> (9.6.3.1.2)			-	1	1	1*	1*	-	-	PT	PT
*+1 Movement cost for changing direction (any number of vertices) to follow the narrow road path.											
<b>Main Road</b> (9.6.3.1)			-	1	1	1*	1*	-	-	PT	PT
*No movement costs for changing direction.											
<b>Stone Wall</b> (9.6.3.2.1)				-	Blocked*2	Blocked*2	PT+1*2	-	+	PT	PT
*If LOS across the wall and defending units adjacent to stone wall. *2If movement across the wall.											
<b>Steep Slope</b> (9.6.3.2.2)			-	Delayed Action	Blocked	Blocked	Blocked	-	-	*	PT
*When firing unit and defending unit are adjacent to the same steep slope. Vehicles and artillery units adjacent to a steep slope can see but not attack units adjacent to the same steep slope.											
<b>Barbed Wire</b> (Obstacle) (9.6.3.2.3)	-	-	-	PT+1*	Blocked	PT+1*2	PT+1*2	+	+	PT	PT
*If movement across the wire. *2Cannot crossed with fast action.											
<b>Tank Barricades</b> (Obstacle) (9.6.3.2.4)			-	-	Blocked*2	Blocked*2	Blocked*2	-	-	PT	PT
*If defender is adjacent to a tank barricade. *2Vehicle and artillery units cannot cross a tank barricade.											
<b>Smoke</b>			-	-	-	-	-	-	-		2
*For each smoke marker on the hex. LOS is considered blocked by 3 or more smoke markers.											
<b>River</b>	-	-	-	Blocked	Blocked	Blocked	Blocked	-	-	PT	PT

PT: Primary Terrain (9.6.3)

### SPOTTING ROLL TABLE (10.5)

Roll 1d6 for spotting

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, unit in adjacent hexes and units in clear or road hexes. All infantry units have a 360 degree arc of fire, so they never use the last two columns.

► **Hindered LOS:** Subtract 1 from the result if there are one or more hindering terrain types in the LOS.

### RANGED FIRE MODIFICATION TABLE (10.9.5)

Defender Status

Attacker Status	Defender Status		Attacker spotting roll failed	
<b>Firing</b> 	-			
<b>Turret Fire</b> 				
<b>Move &amp; Fire &amp; Move</b> 				



# FORTIFICATION CHART v1.0

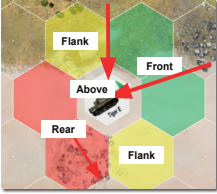



Terrain Type Fortification (9.6.3.2)	Terrain Defense Bonus for Secondary Terrain (Inf/Art)								Movement cost for each movement type				Vehicle Damage from Terrain		LOS mod	Elevation (LOS relevant)
	Front	Flank	Rear	Above	Front	Flank	Rear	Above								
Sand- bag Position  (9.6.3.2.5)									PT	PT	PT+1	PT	PT+	PT	PT	PT
* Infantry & artillery units end their movement in the secondary terrain. <i>Vehicles in primary terrain.</i>																
Trench  (9.6.3.2.6)					-	-	-	-	PT	PT+1 *2	Blocked	PT+1 *2	Blocked	PT+	PT	PT
* <i>Infantry units end their movement in the secondary terrain.</i> Vehicles and artillery in primary terrain. *2 If movement across the trench.																
Gun Position  (9.6.3.2.7)									PT	PT	PT+1	PT+1	PT	PT	PT	PT
* Infantry & artillery end their movement in the secondary terrain. <i>Vehicles in primary terrain.</i>																
Bunker  (9.6.3.2.8)									PT	PT+1 *2	PT+1	PT+1	PT	PT	PT	PT
* <i>Infantry units always end their movement in the secondary terrain. Infantry units have 360° arc of fire.</i> Vehicles and artillery units end their movement in the primary terrain. *2 <i>Artillery units can placed in secondary terrain (bunker) during setup, only. See 9.6.3.2 for artillery arc of fire.</i>																
Pillbox  (9.6.3.2.9)					-	-	-	-	PT	PT	+1	+1	PT	PT	PT	PT
* <i>Infantry units always end their movement in the secondary terrain.</i> Vehicles and artillery in primary terrain.																

**PT: Primary Terrain (9.6.3)**

## MODIFICATIONS TO ATTACK DICE

 <b>Attack Die -1</b>	 <b>Hidden ?-2</b>	<b>Attack Die -1, Hidden:</b> Attacking unit loses its weakest attack die when it has an attack die -1 or hidden status marker.
 <b>37mm ATG</b>	 <b>Tiger E</b>	<b>Attacking unit at half-strength: (10.8.1):</b> A half-strength attacking unit treats all double success rolls as a single success. They only count the strongest symbol (critical hit/damage/suppressed).
 <b>SPECIAL ABILITIES AND ATTRIBUTES</b>	 <b>SPECIAL ABILITIES AND ATTRIBUTES</b>	<b>Special abilities and attributes: (see unit card):</b> Unit cards will state any special abilities or attributes for the attacking unit. Check carefully in case the use of any those abilities or attributes are conditional.
 <b>VETERAN</b>	 <b>ELITE</b>	<b>Unit experience level (4.2.3):</b> All attacking units with the experience level of veteran or elite gain a blue attack die.
 <b>COMMAND CARD</b>	 <b>COMMAND CARD</b>	<b>Command cards (8.3):</b> <i>Command cards will state their effects. Check carefully in case the use of any of those abilities or attributes are conditional.</i>

## MODIFICATIONS TO DEFENSE DICE

<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center; color: red;">Factsheet</th> <th colspan="3" style="text-align: center;">Terrain Defense Bonus</th> </tr> <tr> <th colspan="2" style="text-align: center;">Terrain Type</th> <th colspan="3" style="text-align: center;">D6 Roll Modifiers</th> </tr> <tr> <th colspan="2"></th> <th style="text-align: center;"></th> <th style="text-align: center;"></th> <th style="text-align: center;"></th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">Shallow Water</td> <td style="text-align: center;"></td> <td style="text-align: center;">-</td> <td style="text-align: center;">-</td> <td style="text-align: center;">-</td> </tr> <tr> <td style="text-align: center;">Beach</td> <td style="text-align: center;"></td> <td style="text-align: center;"></td> <td style="text-align: center;"></td> <td style="text-align: center;"></td> </tr> </tbody> </table>	Factsheet		Terrain Defense Bonus			Terrain Type		D6 Roll Modifiers								Shallow Water		-	-	-	Beach					<p><b>Terrain: (10.9.1):</b> 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.</p>
Factsheet		Terrain Defense Bonus																								
Terrain Type		D6 Roll Modifiers																								
Shallow Water		-	-	-																						
Beach																										
<p><b>Hindered LOS (10.3):</b> 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.</p> <p><b>Exception:</b> If unit uses a spotter for indirect fire.</p>																										
	<p><b>Defender's Area of Impact (10.9.3):</b> 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.</p>																									
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <b>Firing</b></div> <div style="text-align: center;"> <b>Fire &amp; Move</b></div> <div style="text-align: center;"> <b>Move &amp; Fire</b></div> <div style="text-align: center;"> <b>Turret Fire</b></div> </div>	<p><b>Attacking Unit's Fire Status (10.9.4):</b> 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.</p>																									
<p><b>Failed Spotting Roll (10.5 and 10.9.5):</b> Failing to spot an enemy will cause the defending unit to gain a defense dice. The strength of this defense die is modified by the fire status of the attacking unit. This is noted on the third and fourth column of the ranged fire modifications chart.</p>																										
<div style="display: grid; grid-template-columns: repeat(3, 1fr); gap: 5px;"> <div style="text-align: center;"> <b>Dig In</b></div> <div style="text-align: center;"> <b>Dug In</b></div> <div style="text-align: center;"> <b>Suppressed</b></div> <div style="text-align: center;"> <b>Hidden</b> ?-2</div> <div style="text-align: center;"> <b>Hide Action</b> ?-1</div> <div style="text-align: center;"> <b>Ambush</b> ?-2</div> </div>	<p><b>Digging In (13.2):</b> 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.</p> <p><b>Dug-in (13.1):</b> Defending unit gains a green defense die when it has a dug-in status marker.</p> <p><b>Infantry and Artillery Fast Action (13.2):</b> 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.</p> <p><b>Suppressed (13.3):</b> Defending infantry and artillery units gain a green defense die when suppressed.</p> <p><b>Hidden, Hide Action, Ambush (13.1 or 13.2):</b> Defending units with status hidden or hide action marker gain a blue defense die.</p>																									
	<p><b>Half-Strength Defending Unit (10.8.1):</b> A half-strength defending unit receives no penalties because it is half-strength.</p>																									
	<p><b>Special abilities and attributes: (see unit card):</b> Unit cards will state any special abilities or attributes for the defending unit. Check carefully in case the use of any those abilities or attributes are conditional.</p>																									
<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <b>HARDENED</b></div> <div style="text-align: center;"> <b>VETERAN</b></div> <div style="text-align: center;"> <b>ELITE</b></div> </div>	<p><b>Unit experience level (4.2.3):</b> All defending units with the experience level of hardened, veteran or elite gain a blue defense die.</p>																									
	<p><b>Command cards (8.3):</b> <i>Command cards will state their effects. Check carefully in case the use of any of those abilities or attributes are conditional.</i></p>																									





# TACTICAL AIR SUPPORT (TAS, 12.3)

## TAS Sequence:

- Request TAS (12.3.1) --> Timing of TAS (12.3.2) --> ID Target (12.3.3) --> Defense against TAS (12.3.4) --> TAS Defense against AA Fire (12.3.5) --> TAS attack resolution (12.3.6):
- » TAS spotting (12.3.6.1) TAS attack result (12.3.6.3)
  - » TAS destroying buildings or secondary terrain (12.3.6.4) --> (12.5)
  - » TAS second attack run (12.3.6.5)

## AA UNITS ATTACK (12.3.4)

Range Factor

Blast	Close	Medium	Long

## AA RESULTS TABLE (12.3.5)

Result	Effect
	TAS crashes and is destroyed. TAS does not attack. Remove the TAS card from the game.
	TAS is damaged. TAS does not attack. Place the TAS card in discard pile.
	TAS is slightly damaged, so TAS attack is inaccurate. Add a -1 to the accuracy roll. Place the TAS card in discard pile after use.
<b>X</b>	TAS turns away. TAS does not attack. Return the TAS to the player's hand after use. Card can be played again from the next turn onwards.

## TAS UNIT SPOTTING (12.3.6.1)

Result	Defending unit is in a hex with...	
	TAS rolls D6	No terrain bonus
1	Accuracy -1	Accuracy -2
2	Success	
3		Accuracy -1
4		Success
5	Accuracy +1	
6		

Chapter 10.5. must be considered. The only exceptions to this are vehicles in clear or in narrow or main road or in bridge hexes. They are automatically spotted (10.5.1). Some results on the table will also give a modifier to the accuracy roll that follows so players should make a note on any modifiers received.

## TAS UNITS ACCURACY (12.3.6.2)

TAS accuracy roll	Defender unit status					
	Fast Action	Fallback	Immobile	Suppressed	Delayed Action	Other status
1						
2						
3						
4						
5						
6						

## FRIENDLY FIRE:

If the TAS Accuracy roll is a **1 or less**, after any relevant modifiers have been applied, and there are one or more friendly units in any hexes adjacent to the hex of the target unit a friendly fire attack will take place. After the TAS has rolled its attack dice against the targeted hex, any of those which do not score at least a suppression result are put to one side. These attack dice are then rolled in an attack against one, (only), of the friendly units that are adjacent to the targeted hex. This friendly unit is chosen by the non-active player. This friendly unit receives all the normal defense dice set out in 10.9-10.9.8 except the failed spotting roll 10.9.5.

# OFF-BOARD ARTILLERY SUPPORT (OAS, 12.4)

## OAS Sequence:

Request OAS (12.4.1) --> Arrival of OAS (12.4.2) --> Spotting the target (12.4.3) --> OAS fire mode (12.4.4) --> Accuracy (12.4.5) --> Attack result (12.4.6):

- » OAS destroying buildings or secondary terrain (12.4.6.1 and 12.5)
- » Craters due to OAS attacks (12.4.6.2)

## OAS UNITS ACCURACY (12.4.5)

OAS accuracy roll	Defender unit status					
	Fast Action 	Fallback 	Immobile 	Suppressed 	Delayed Action 	Other status / terrain (e.g. buildings) 
1						
2						
3						
4		-				
5	-	-				
6	-	-	-			

## BLAST VALUES Vs BUILDINGS (12.5)

Result	Effect
	Building - secondary terrain collapses - all units inside this hex are flipped to half strength
	Building - secondary terrain collapses - all units inside this hex gain one damage
	Building - secondary terrain not collapsed - all units inside this hex perform a fallback
	Building - secondary terrain not collapsed - all units inside this hex are suppressed

## CRATERS DUE TO OAS ATTACKS (12.4.6.2)

In the case of a critical hit that isn't cancelled out during an OAS attack roll a crater marker is placed on that hex. This applies to any hexes which are roads, tree alleys, clear, light forest, olive & vine groves, or brush terrain.

## CRATERS AND RUINS TERRAIN CHART (12.4.6.2 AND 12.5)

Terrain Type	Terrain Defense Bonus D6 Roll Modifiers	Movement cost for each movement type		Vehicle Damage from Terrain	LOS mod	Elevation
Craters			-			0
Brush, trees & craters						0
Ruins						1

## FRIENDLY FIRE:

If the OAS Accuracy roll is a **1 or less**, after any relevant modifiers have been applied, and there are one or more friendly units in any hexes adjacent to the hex of the target unit a friendly fire attack will take place.

After the OAS has rolled its attack dice against the targeted hex, any of those which do not score at least a suppression result are put to one side. These attack dice are then rolled in an attack against one, (only), of the friendly units that are adjacent to the targeted hex. This friendly unit is chosen by the non-active player. This friendly attack results are resolved according to 12.4.6.




# RANGED FIRE AID (10.0)

## RANGED FIRE ATTACKER ACTIONS

### 1.0 Check possibility for attack:

- ▶ What type of target (infantry, artillery or vehicle) is being attacked?
- ▶ Is it in range (10.1)?
- ▶ What kind of LOS to the target (10.2)?
- ▶ Can I do joint fire with fire support units (FSU, 10.8.4)?

### 2.0 Activate unit:

 If playing with the optional rules (4.9): flip command point (4.9.2) and/or apply command card as appropriate (8.3).

### 3.0 Mark the attacking unit/s with status marker:

- ▶ Firing, Move and fire or fire and move,
- ▶ Turret fire [if firing outside the arc of fire (10.6 and 10.9.4)].
- ▶ Mark FSU/s with firing (10.8.4)

### 4.0 If necessary, perform spotting roll (10.5 and 10.9.5)

- ▶ Check Special abilities and attributes (4.2) - Attacker and Defender.
- ▶ Apply Hide Action, Hidden or Ambush status maker modifiers.

### 5.0 Check arc of fire (10.6) and range (10.1) and grab

attack dice depending on range (4.2)


### 6.0 Check experience level of attacker (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 (10.8.1),
- ▶ Special abilities and attributes (4.2),
- ▶  Command cards (8.3).

### 9.0 Roll the attack dice - check if attacking unit and/or FSU/s is half-strength (10.8.1, 10.8.4)

### 10.0 Determine the result of the attack roll

## RANGED FIRE DEFENDER ACTIONS

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

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

### 2.0 Check for terrain defense bonus / elevation level (players aid, 10.9.1)

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

### 4.0 Check for defender's status:

- ▶ Digging in (13.2)
- ▶ Dug-in (13.1)
- ▶ Hidden (13.1), Hide action (13.2)
- ▶ Fast action (9.2. and 13.2)
- ▶ Suppressed (13.3)

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

- ▶ If green (Hardened), yellow (Veteran) or black (Elite) grab

+1 blue defense die.

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


- ▶ See ranged fire modification on players aid .
- ▶ Impact of failed spotting roll by the attacker (10.5, 10.9.5).

### 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 (4.2).

### 9.0 Compare the results and implement the result (10.7.2)

- ▶ If defending unit is in a building hex and if playing with the *TA/OAS expansion / rules*. Check if any un-called critical hit can collapse a building by using blast values  (see 13.5).

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 (10.7.2).

### CRITICAL HITS VERSUS INFANTRY AND ARTILLERY UNITS (10.7.5):



**Critical Hit:** No damage points are applied. The infantry/artillery unit immediately performs a fallback (14.3). 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.



**Suppression:** Use exactly the same procedure as if the attacker's strongest symbol was a damage point. (see above).

### CRITICAL HITS VERSUS VEHICLE UNITS (10.7.6):



**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 immobilized vehicle it is eliminated. If it was already marked fallback before resolving the critical hit in 10.7.6, it is eliminated.



**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 immobilized vehicle it is eliminated.

# CLOSE COMBAT AID (11.0)

## CLOSE COMBAT ROUND PROCEDURE:

Initiating a close combat (initial close combat round, only).

**Note:** There are unique modifiers that apply only to the initial round of close combat.

1. Crosswise dice rolls for both players:

▶ Attack roll of the **assault** unit

▶ Defense roll of the **defense** unit

▶ Attack roll of the **defense** unit

▶ Defense roll of the **assault** unit

2. Simultaneous assignment of damage to **attack and defence unit**
3. Check if one side **withdraws** the close combat
4. Check if close combat ends (**elimination or retreat**)
5. If both units still remain in the hex, then close combat procedure is repeated beginning at step number 1.





The results from close combat, as described in 11.1.4., are applied to both factions simultaneously. This could lead to both units involved being eliminated or leaving the hex through fallback.

Close combat can be risky and deadly.

## ATTACK DICE IN CLOSE COMBAT (11.1.2)

Both players get the attack dice in close combat, as listed on the unit card.

The following modifications are applied to the **assault** and **defense** unit:

- ▶ **Half-strength:** If the attacker has half-strength, only half success symbols count (10.8.1).
- ▶ **Special abilities:** Modifications can also occur because of unit abilities.
- ▶ **Experience:** All veteran, and elite units gain a blue attack die, (see 4.2.3)
- ▶ **Support unit:** The attacker can re-roll one of his attack dice once if he is supported.
- ▶  **Immobilized vehicles:** *The assault unit gains one re-roll in every close combat round. Regardless of their facing, immobilized units are always treated as outflanked. This reflects the greater mobility of their opponents.*
- ▶  *Modifications can also occur because of playing command cards.* 
- ▶  **Vehicles** do not have a double success roll applied when attacking infantry during close combat. Only the strongest symbol is counted.

**Important:** Additional modifications for the **initial** close combat round:

### ASSAULT UNITS DICE MODIFICATION

- ▶ **Crossing barbed wire or stone walls:** If a close combat is initiated via crossing secondary terrain such as barbed wire or stone walls, the attacker loses the weakest attack die in the first round of close combat.
- ▶ **Outflanked:** If the close combat is initiated against the defender's unit from a hex outside its arc of fire (10.6.) the attacker gains one re-roll of one of his attack dice.

### DEFENSE UNITS DICE MODIFICATION



- ▶ **Action Status Marker:** If the defense unit was already activated, **only half success symbols** count. If the defender was half-strength and already activated, he also **loses the weakest attack die**.
- ▶ **Suppressed:** If the defender unit is marked with suppressed, then it cannot attack in this initial close combat round.

**Note:** The action marker penalty does not apply to units with hide action markers (9.12.1).

## DEFENSE DICE IN CLOSE COMBAT (11.1.3)


Both players get the defense dice in close combat, as listed on the unit card.

The following modifications are applied to the **assault** and **defense** unit:

- ▶ **Terrain bonus:** Both players get the strongest die for the terrain bonus of the target hex.
- ▶ **Fortifications (secondary terrain):** If the defenders are in a fortification such as sandbag position, trench, gun position, bunker or pillbox, both units always receive the strongest terrain defense bonus.
- ▶  **Vehicles get no terrain defense bonus in close combat.**
- ▶ **Special abilities:** Modifications can also occur because of unit abilities.
- ▶ **Experience:** All hardened, veteran, and elite units gain a blue defense die.
- ▶ **Support unit:** The defender may re-roll one of his defense dice once if he is supported.
- ▶  *Modifications can also occur because of playing command cards.*

**Important:** Additional modifications for the **initial** close combat round:

### DEFENSE UNITS DICE MODIFICATION

- ▶ **Terrain bonus:** The defense unit gets the dice for the terrain bonus of the target hex.
- ▶ **Fortifications (secondary terrain):** If the defense unit is a fortification such as sandbag position, trench, gun position, bunker or pillbox, the defense unit always receives the terrain defense bonus of the side from which the assault unit is attacking.
- ▶  **Area of attack:** *For vehicles, the area of attack must be considered (11.3).*

### ASSAULT UNITS DICE MODIFICATION

- ▶ **Terrain bonus:** The assault unit gets no dice for the terrain bonus, but one blue die for defense.
- ▶ **Fortifications (secondary terrain):** If the defenders are in a fortification such as sandbag position, trench, gun position, bunker or pillbox, the assault unit always receives the strongest die of the terrain defense bonus of the primary terrain.
- ▶ **Action Status Marker:** If the assault unit moves into close combat with fast action, he loses the weakest defense die during the first round of close combat.

