

**Vertrauliches  
Kartenmaterial**

# RED HORIZON 41 - TERRAIN CHART

Terrain Type		Terrain Defense Bonus D6 Roll Modifiers			Movement cost for each movement type				Vehicle Damage from Terrain		LOS mod	Elevation (LOS relevant)
				-	1	1	1*	1*	-	-		
Road				-	1	1	1*	1*	-	-	-	0
*No movement costs for changing direction												
Clear*				-	1	1	2	1	-	-	-	0
*Road and clear hexes are not subject to a spotting roll: units are automatically seen (10.5.1)												
River		-	-	-	Blocked	Blocked	Blocked	Blocked	-	-	-	0
Rocky					1	2	3	2				0
Brush				-	1	1	3	2	-	-		0
Light Forest					1	1	2	2	-	-		1*
Forest					1	1	4	3			Blocked	1*
Heavy Forest					2	2	Blocked	4	-		Blocked	1*
No indirect firing from this hex. *Light, forest and heavy forest: when determining if they hinder LOS.												
Plain Buildings (Wooden 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.												
Plain Buildings (Stone-/Brick) (9.6.2.2.)					2	2	Blocked	4	-			1*2
*2 when determining if they hinder LOS. Units occupying this hex are considered on elevation level 1. No indirect firing from this hex.												
Bridge					1	2	2	2	-	-		0
Hills					+1	+2	+2	+2	-	-	Blocked	1
*Plus (+) the defense terrain bonus of the terrain on the hill hex												
Smoke					-	-	-	-	-	-		2
*For each smoke marker on the hex. LOS is considered blocked by 3 or more smoke markers.												






# RED HORIZON 41 - PLAYERS AID v2.0

## USER NOTE



















Use this game aid for the game with the Assault Rulebook v2.0.  
You can find the rulebook for download at [www.assault-games.com](http://www.assault-games.com).

### 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, 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.
- ▶ Subtract -1 from the d6 roll result if there are one or more hindering terrain types in the LOS.

### RANGED FIRE MODIFICATION TABLE (10.9.5.)

Attacker Status	Defender Status			
				
	-			
				
				

### TURN SEQUENCE (6.0)

- ▶ Initiative Phase (Determine the starting player)
- ▶ Planning Phase (Draw command cards and the 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

