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# v3.8

May 2020

Game:	<b>MEMOIR '44</b>
Publisher:	<b>Days of Wonder (2004)</b>
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers



# MEMOIR '44

## SETUP

Select a **scenario** and set up the board. Players choose sides. Deal **Command cards** as instructed by the scenario.

The object of the game is to win a number of **victory medals** depending on the scenario.

## GAME TURN

- 1 Play a Command card**
- 2 Order** Announce all units you intend to order, within the limits of the command card played.
- 3 Move** Move ordered units.
- 4 Battle** Battle one ordered unit at a time. Select target and:
  - a. Check range and line of sight
  - b. Check potential terrain effects
  - c. Resolve battle
- 5 Draw a Command Card**

## PLAY A COMMAND CARD & ORDER

Play one command card at the start of a your turn, then announce which corresponding unit(s) you intend to order.

Units on a hex straddling sections may be ordered from either section.

Only those units that are issued an order may move, battle, or take a special action that turn.

## MOVE

Move units one at a time and only once per unit per turn. Movement for one unit must be completed before moving the next unit.

An ordered unit does not have to move.

Two units cannot occupy the same hex.

Units may not move onto or through a hex occupied by a friendly or enemy unit.

Individual figures of a unit always stay together and move as a group.

**Infantry** Move up to 1 hex and battle or 2 hexes and not battle. **Special Forces** (except French Resistance) may move up to 2 hexes and battle.

**Armor** Move up to 3 hexes and battle.

**Artillery** Move up to 1 hex or battle.

## BATTLE

Resolve battles one at a time and only once per unit per turn. One unit's battle must be completed before the next battle. An ordered unit does not have to battle.

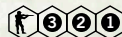
Casualties do not affect a unit's battle effectiveness.

A unit attacking an adjacent unit is in **close assault**. A unit attacking a unit more than 1 hex away is **firing** at that unit.

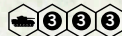
A unit adjacent to an enemy must close assault that unit if it chooses to battle; it cannot fire on a more distant enemy.

### Range & Hit Dice Rolled

Infantry



Armor



Artillery



### Line of Sight

All units require line of sight (LOS) to the enemy *except* Artillery. Draw a line between the centres of the hexes; LOS is blocked if any part of a hex containing an obstruction or unit crosses this line. If the line runs along the edge of one or more hexes it is only blocked if they stand along both sides of the line segment.

### Resolving Battles

The attacker scores 1 hit for each dice symbol rolled that matches the unit type targeted.

For each hit scored 1 figure is removed from the target unit. When the last figure is removed place it on one of the medal stands on the attacker's side of the board.



**HIT** Score 1 hit on Infantry.



**HIT** Score 1 hit on Armor.



**HIT** Score 1 hit on Infantry, Armor or Artillery.



**MISS** This is a miss, unless used in a limited number of Tactical command cards.



**RETREAT** After all hits and casualties have been resolved, for each flag rolled the target unit must move one hex back towards its side of the battlefield.

## RETREATING

Terrain has no effect on retreat moves; however impassable terrain cannot be moved through. A unit may not move onto or through a hex with any other unit in it.

If a unit cannot retreat, is forced to retreat off the battlefield, or would be pushed back onto a sea hex, one figure must be removed for each uncompleted retreat move.

Some obstacles allow some units to ignore the first flag rolled against them.

## TAKING GROUND & ARMOR OVERRUN

An ordered **Infantry** unit in Close Assault may advance into a hex from which it has eliminated a unit or forced it to retreat.

An **Artillery** unit may not *Take Ground*.

An **Armor** unit may take the ground and claim an **Armor Overrun** combat. It may move into the vacated hex and then battle again. If the hex is adjacent to an enemy unit, this new combat must be Close Assault, otherwise, you may fire at a distant unit.

A unit may *Take Ground* again after a successful *Overrun* combat, but may only make one *Overrun* combat per turn.

All Battles, Close Assault and *Overrun* Combats must be completed before the next unit may battle.

## SPECIAL FORCES

Use Special Forces badge tokens to indicate which units are Special Forces.

**French Resistance** Forces start with 3 figures per unit. They may always battle when they penetrate a new terrain type but cannot battle if they move 2 hexes. They may also retreat up to 3 hexes instead of the standard 1 on any retreat flag rolled.

**Elite Armor** Units start with 4 tank figures.

## TERRAIN TYPES

The Terrain Help cards summarize the effects of terrain. Soldier and Tank icons show modifications to the number of dice rolled when that type of unit is attacking units within the terrain.

### Fixed Obstacles

When an obstacle is on a terrain hex, only the *best* of the Battle dice reductions matters.



# MEMOIR '44

## AIR RULES

### SETUP

Unless specified otherwise in the **scenario**, when players agree that **Air rules** are in effect, each player receives one new **Air Sortie** Command card (from the Air Pack) in his hand at the start of the game.

This card is placed faceup next to your cardholder and visible to your opponent, and does not count towards your number of Command cards.

If at any point during the game an **Air Sortie** card is drawn from the deck, it is immediately placed faceup next to the player's cardholder, and he immediately draws another Command card.

### AIR SORTIE CARDS

An **Air Sortie** card may be played just like any other Command card. An airplane of the player's nationality (or as dictated by the scenario) enters the battlefield, airborne, anywhere on an *full edge* hex of the player's choice.

No new Command card is ever drawn at the end of the turn to replace an Air Sortie card.

However, when **Counter-Attacking** an Air Sortie card, a replacement card is still drawn.

#### Playing a Section card with an Air Sortie Card

An Air Sortie card can also be played in conjunction with a Section card. One order from the Section card can be used to make an Air Sortie in the corresponding section while simultaneously issuing the remaining orders to units on the ground.

At the end of the turn the Section card (only) is replaced as normal.

When **Counter-Attacking** an Air Sortie card played in conjunction with a Section card, the Counter-Attack only lets you counter the Section card, not the Air Sortie card played with it.

### AIR POWER CARDS

When Air rules are in effect, **Air Power** cards must be played as if they were Air Sortie cards.

Any cards also deemed equivalent by the scenario, such as **Recon 1** cards when **Air Strikes & Blitz** rules are in effect, may be played as indicated on the card or as an Air Sortie card.

If the card being played as an Air Sortie card is a Recon 1 card, the player is still subject to the card's section limitation when playing it.

When an Air Sortie equivalent is Counter-Attacked, it must be played the same way as the initial card.

### AIRPLANES

In any given turn, there can only ever be a maximum of 1 airborne airplane on the battlefield per player.

If the player plays an Air Sortie card (or equivalent) when he already has a plane on the battlefield, the card's effect is to order that plane for the turn with no **Air check** required.

Alternatively, the player may let that plane disappear and initiate a new Air Sortie with a fresh airplane.

Follow these guidelines if no specific Airplane is assigned in the scenario's special rules:

#### British Forces

**Spitfire:** entire war, all theaters  
*Ground Interdiction, Strafing*

**P40:** August 1941 onwards, Mediterranean theater  
*Ground Interdiction, Strafing*

**Corsair:** Carrier-bases from June 1943, Pacific theater  
*Aircraft carrier capable, Ground Support, Strafing*

#### German Forces

**Storch:** entire war, all theaters  
*Recon, Rescue*

**Me109:** entire war, all theaters  
*Ground Interdiction, Strafing*

#### Japanese Forces

**Zero:** entire war  
*Aircraft carrier capable, Kamikaze, Strafing*

#### Soviet Union Forces

**Yak-1** (use Yak-9 model): entire war  
*Ground Support, Strafing*

**Yak-7** (use Yak-9 model): entire war  
*Ground Interdiction, Strafing*

**Yak-9:** from October 1942 onward  
*Ground Support, Strafing*

**P40:** from January 1942 onward  
*Ground Interdiction, Strafing*

#### United States Forces

**P38:** entire war, all theaters  
*Ground Support, Strafing*

**P40:** entire war, all theaters  
*Ground Interdiction, Strafing*

**Corsair:** ground-based Marine squadrons from January 1943; based on carrier from September 1943, Pacific theater  
*Aircraft carrier capable, Ground Support, Strafing*

### ORDERS

An airplane that enters the battlefield via an Air Sortie card (or equivalent) is **ordered** for the turn.

Once on the battlefield, an airplane is ordered like any unit, at the cost of 1 order from a matching Section card; from **Direct from HQ**; if a ☉ is rolled while playing **Their Finest Hour**; or via the play of another Air Sortie card (or equivalent).

**Once airborne, an Airplane must be ordered every turn.** If its player fails to do so it is removed from the battlefield (at no Medal cost to its owner).

### PRE-POSITIONED / ON THE GROUND

Some airplanes may be pre-positioned and deployed on airfields or aircraft carriers at the start of a game.

Place an airplane model of the correct nationality (without stand) on the indicated hex during setup.

The airplane is landed, and does *not* need to be ordered until the turn during which it takes off and leaves the hex. Any standard order can be used for this purpose (though there is still some benefits to using an Air Sortie card or equivalent, since it will negate the risk of a failed Air Check).

**Ready-to-Take-off markers** of matching nationality may need to be placed on an airfield or aircraft carrier, to indicate its capacity to launch additional airplanes throughout the game. The limit of one airborne airplane for each side at any time still applies.

### MOVEMENT

An airborne airplane may move up to **4 hexes** and do a single **Air Battle action** of the player's choice each turn.

When entering the map from the board edge, the first full hex is counted as the first hex of movement.

An airplane may fly over any hexes, including unit-occupied, terrain and impassable terrain hexes, provided it ends its movement on a vacant hex (any terrain hex clear of units, friends or foes).

A ground unit cannot move onto or through a hex occupied by an airplane, even if it is airborne.

Each turn it is ordered, an airplane must move at least 1 hex; and an airplane can never move twice into the same hex during the course of a single turn.

An airplane that ends its movement on a friendly aircraft carrier or airfield hex containing no other unit can safely land there; it does not need to be ordered until it takes off again.




## AIRPLANE LOSSES

A flying airplane is never attacked directly. Instead, on any turn at the start of which your airplane is already airborne, make an **Air check roll** immediately after ordering your airplane, but before the start of your Movement phase.


Roll dice equal to the Airplane's underlying hex Air check value. **Countryside hexes have a 0d value.**

If there are adjacent enemy units, roll 1 additional die for each adjacent enemy unit and 2 for each adjacent enemy airplane. In this case, it is the opponent that rolls the Air check dice.

If at least 1  is rolled, the airplane is lost—remove it from the board—and the order given wasted. All other results are ignored.

Your opponent gains a victory medal only if one of his units (including his airplane, if any) was adjacent to the airplane at the time of the Air check.

### Attacking On the Ground Airplanes

An airplane that is on the ground can be targeted and is eliminated if 1  is rolled against it.

Any **Ready to Take-off** markers present are also *all* lost (and can be targeted directly), but the attacker still only collects a *single* victory medal.

Airplanes on aircraft carriers cannot be targeted directly, but are eliminated if the carrier they are on is sunk. The enemy only collects a victory medal for the aircraft carrier sunk *only*.

Airplanes on the ground (actual models or Ready to Take-off markers) block line of sight, and prevent adjacent enemy units from firing at more distant targets, like any other ground unit in the game.

An airplane on the ground cannot conduct any special action except *Take-Off*.

Airplanes can *never* become the target or the beneficiary of an *Ambush* card.

### Airborne Airplanes

Airborne airplanes do *not* block line of sight, and do *not* prevent adjacent enemy units from firing at more distant targets.

Airplanes ordered to take off from an airfield or an aircraft carrier are subject to an Air check roll during the turn they are ordered to take off, unless ordered to take off through the play of an Air Sortie (or equivalent) card that negates the need for the Air check.

For this purpose, an Airfield is considered as having **0d** terrain effect on the Air check so if there are no enemy troops adjacent to the Airfield when the Airplane takes off, no die is rolled.

Aircraft carriers are more dangerous for takeoff: **1d** must be rolled each time an Air check roll is required (it overrides the Air check value of the underlying Ocean hex).

## AIR BATTLE ACTIONS

An Airplane may use its **air battle** action to accomplish a single **special action** from among those available to its type.

### Ground Interdiction

**Movement and Combat Phases:** Any ordered enemy ground unit starting its turn adjacent to the airplane cannot move this turn (may still battle), and does not count towards the airplane's Air Check roll as normal).

Any ordered enemy ground unit that moves onto a hex adjacent to the airplane must stop and cannot battle this turn (but adds to the airplane's Air Check roll as normal).

An airplane may not do *Strafing* on his turn and *Ground Interdiction* on his opponent's turn.




When the airplane finishes moving, place a **Bomb Crater** token next to each enemy ground unit now adjacent to the airplane, to distinguish between enemy ground units that start their turn adjacent to the airplane and those that move next to it.

### Ground Support

**Combat Phase:** Negates terrain protection for all enemy units adjacent to the airplane and attacked by ground troops in Close Assault this turn.

### Kamikaze Attack

**Movement Phase:** Roll 2d against an adjacent enemy ground or ship unit, ignoring terrain protection.

Any hit scored eliminates the **entire unit**.  and  are ignored. The airplane is lost and removed, but only gives a victory medal to opponent if at least 1  was rolled.

## Recon

**End of Turn:** If the airplane is adjacent to at least 1 enemy ground unit when you replenish your hand of Command cards, you may draw 2 Command cards instead of 1; choose 1 and discard the other.



## Rescue

**Movement Phase:** The airplane may be used to remove a single adjacent friendly infantry unit with 1 figure off the board, at no victory medal cost.

The airplane ends its Air Sortie immediately, and is removed from the board at no victory medal cost. If the infantry unit was moved before the airplane's move, it may still be picked up.

## Strafing

**Movement Phase:** Carry out full move, then roll 1d against each enemy unit in up to 3 contiguous adjacent hexes along flight path, ignoring terrain protection.

Unit symbols,  and  rolled all hit.  cannot be ignored.

Not all hexes need to be occupied by enemy units. Only 1 die is rolled against each unit on a strafed hex, even when attacking with Allied airplanes.

## Takeoff/Land on Aircraft Carriers or Airfields

The airplane may take-off/land on an aircraft carrier (Corsair, Zero) or airfield (all Airplanes).

This is a free action (i.e. the airplane can still do another special action this turn). The airplane must be still be ordered to take-off during the Orders phase, and might be subject to an Air Check roll.



# MEMOIR '44

## OPERATION OVERLORD

### SETUP

Split players into 2 **teams**, one for each camp. The optimal number of players is 8: one **Commander-in-Chief** (C-in-C) and 3 **Field Generals** (FG) for each camp. With 3 players per side, the Commanders-in-Chief sit in the Center and also act as the Center Field Generals; with 2 or one player per side, the players play all roles collectively for their camp.

Lay out your pre-printed map, or lay 2 boards side by side, and deploy your figures. With 2 boards, the board's sections combine in pairs to create double-sized left, center and right sections. Players sitting in front of each pair of sections will respectively be the Left, Center and Right Field General and have those sections under his direct command for the game.

Shuffle the 2 sets of **Overlord Command cards** together. Each Commander-in-Chief takes the number of cards indicated for that camp.

Players from each camp may now discuss the scenario's Special Rules, Objectives and Victory conditions, and their preferred strategies and tactics. Once the game starts, communications will be restricted and must follow the chain of command.

### THE GAME TURN

#### 1. The C-in-C selects 1, 2 or 3 Command cards from his hand.

He may give one card to each of his FGs, or give 2 Section cards to one FG and one card to another, or just give one card to one FG and nothing to the others, keep a card for himself to play it directly, etc.

If some of the cards a C-in-C selects are Section cards, he must give these to the corresponding FG(s), as indicated by the cards' upper corner arrows.

If the arrow points in multiple directions, it may be given to any of the Field Generals the arrow points towards.

The number inside the arrow shows how many units the receiving FG will be able to order (A indicates 'All'). The text and central illustration shows this in greater detail.

If some of the cards a C-in-C selects are Tactic cards, he must:

- play them himself if the icon in the upper corners shows the C-in-C's silhouette
- give them to the FG of his choice if the icon is 3 arrows with a '?' inside
- or do either of the above if both icons are present.

A FG who receives a Tactic card may never receive or play any other Command card during the same turn.

A C-in-C who plays a Tactic card directly can never play another Command card during the same turn (though he may still give 2 other Command cards to his FGs). The C-in-C's Tactic card action must be completed first, before the FGs start playing the cards they just received.

#### 2. A FG must play the Command cards he receives, faceup, in the section he is ordering troops. If he receives 2 Section cards, he must play one in each of his 2 sections.

When playing a Command card, a FG places it faceup in the section under his command in which he wishes to order units, so that his opponent FG can see.

If the card is a Tactic or Section card that can order units in both sections under the FG's command at once, he places the card astride his 2 sections.

As normal, FGs should ensure all movement is completed for all sections of the battlefield before any battling starts.

A unit may only be given one order in a turn. A unit in a section may cross over into another section under the command of a different FG, but it may not be immediately ordered again in this new section.

#### 3. If a FG does not receive a card from his C-in-C during a turn, he may decide to act of his own initiative.

A FG acting on his own initiative rolls one die, with the following effect:



1 Infantry of your choice is ordered.



1 Armor of your choice is ordered.



1 unit of your choice is ordered.



1 unit of your choice must retreat 1 hex. The unit may not battle. If none of your units is able to retreat, then one of them must lose 1 figure.



1 unit of your choice must lose 1 figure. The unit may not battle.

If the symbol rolled does not correspond to any unit under the command of the FG taking the initiative, no unit is ordered and the roll has no effect.

#### 4. Once all the actions of the Command cards are completed, the FGs return the used Command cards to their C-in-C. He discards them and draws 2 new Command cards, regardless of the number of cards he gave out and played during the turn.

When drawing new cards, the C-in-C can never hold more Command cards than allowed by the scenario's briefing notes.

A C-in-C can never give out all the Command cards in his hand during a turn. He must always keep at least one in his hand, so that at the end of his turn, after drawing 2 new replacement cards, he has at least 3 cards in his hand.

### THE MILITARY CHAIN OF COMMAND

When handing out Command cards, the C-in-C may talk strategy with *one* of his FGs, but he can never show or state cards he holds. This FG does not have to follow his C-in-C's advice.

The C-in-C may not talk with the other FGs. First pass cards to these FGs, then pass cards to the FG of your choice and discuss strategy.

FGs may discuss tactics with each other at any time, but the C-in-C must limit his input to the time he is visiting the front.

The *Ambush* card is given to a FG when his opponent declares a Close Assault combat. The C-in-C draws one replacement card after the ambush is completed.

### EXPANSIONS

#### Eastern Front

At game start, the Soviet C-in-C must place up to 3 Command cards of his choice under his **Commissar chip**.

At the start of each turn, after taking the Command cards placed under his Commissar chip, the Soviet C-in-C must repeat this process and place new Command cards under the chip, in preparation for the next turn. In no case can he ever place or have more than 3 cards under his chip.

In Overlord mode, *Recon 1* cards cannot be played directly from a Soviet C-in-C's hand. Instead, they are placed under the Commissar chip.

#### Specific Cards

The *Air Sortie* (if Air rules are in effect) card may be played as normal, visible on the table.

The *Counter-Attack* card may be played as normal, directly from the Soviet C-in-C's hand.



Neither of these cards may be played if playing these card(s) *and* the Command cards already placed under the Commissar chip during the prior turn exceeds the maximum of 3 Command cards played during a turn.

The *Ambush* card may be given to a FG and played immediately even if there are already 3 cards under the commissar chip (since the *Ambush* card is not played during your turn).

*Air Sortie* equivalent cards, such as *Air Power* if *Air* rules are in effect, and *Counter-Attack* cards, can also be placed and played from under the Commissar chip if desired, but the limit of 3 Command cards placed under the chip and 3 Command cards maximum being played during the turn remains.

All limitations regarding the play of Command cards by FGs also remain in force.

## Pacific Theater

The US Marine Corps C-in-C can let *one* of his FGs order one more unit than indicated on the Section card he gave him to play. He chooses which one, and tells him so at the start of the turn when handing his Command cards out.

All Tactic cards that activate 1-4 units activate 2-5 instead, even if multiple FGs receive a Tactic card this turn.

When a US Marine Corps FG or C-in-C counter-attacks his Japanese opponent with a *Counter-Attack* card, he orders 1 more unit than indicated on his opponent's card.

The reverse is not true; eg, a Japanese FG countering a US Marine Corps FG that plays a *Move Out* card to order 5 units only counterattacks with 4 of his own.

The *Air Power*, *Air Sortie*, *Artillery Bombard*, *Barrage*, *Close Assault*, *Infantry Assault* and *Their Finest Hour* cards are all unaffected by the US Marine Corps *Gung-Ho!* power.

## Air Pack

If the Overlord scenario being played makes no reference to the **Air Pack** in its Special Rules, and both camps still wish to use the Air Pack for the battle, then each C-in-C receives one *Air Sortie* card at the start of the game. Remaining *Air Sortie* cards are shuffled into the Command deck.

As normal, *Air Sortie* cards drawn or received before the start of the game do not count toward a C-in-C's total hand size of Command cards. If an *Air Sortie* card is drawn, the C-in-C places it faceup, next to his camp but visible to the others, and draws a new Command card for his hand.

During his turn, the C-in-C may give the *Air Sortie* card (alone, or in combination with a Section card) to any of his FGs. He may never play it directly.

The *Air Sortie* card counts as one card toward the total of up to 3 cards the C-in-C may play during his turn. It also counts as one card toward the maximum of 2 cards a FG may receive and play during his turn.

The *Air Sortie* may not be given to a FG if that FG also receives another Tactic card this turn; but it can be given (and played) along with a Section card.

When playing the card, a FG is subject to the normal Air Pack rules and limitations.

Therefore if an airborne airplane is already in either of the FG's two sections at the start of the turn, he will not be able to play an *Air Sortie* card to bring a second airplane in the sections under his control. However he may still play the card to activate one of his airborne airplanes without an Air Check.

A FG that has not received any Command card this turn and decides to *act of his own initiative* may, if he rolls a **Star**, order an airplane already in one of his two sections to take-off or remain airborne.

When 2 airplanes begin a turn in the same section, as a result of a FG flying his airplane into another FG's section during the course of the previous turn, one of the airplanes is automatically removed (unless it is on a split hex across the two FG's sections).



# MEMOIR 44

## AIRFIELD 0 AIR



When air rules are in effect, airplanes may land on or take-off from airfields.

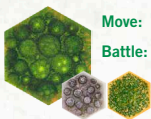
## BEACH 0 AIR



**Move:** Unit that moves onto a beach hex may only move 2 hexes.

**Battle:** May still *Take Ground* and *Armor Overrun*.

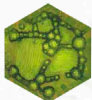
## FOREST -1 -2 2 AIR



**Move:** Unit must stop.

**Battle:** No battle on entry.

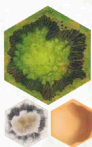
## HEDGEROW -1 -2 2 AIR



**Move:** Unit must stop. Units may only enter from or exit to adjacent hexes. May still *Take Ground*.

**Battle:** No battle on entry.

## HILL -1 -1 1 AIR



**Move:** No movement restrictions, but movement up onto a **steep hill** is a 2 hex move.

**Battle:** Dice modifiers only apply to units attacking from lower terrain.

**Units on same hill feature**

## FLOODED FIELDS 1 AIR

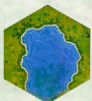


Any open countryside hex can be a Flooded Field hex. **High Ground**, Hills, Roads, Railways or Towns are standard hexes.

**Move:** Unit must stop. May only enter from or exit to adjacent hexes.

**Battle:** Armor may not battle on entry or exit. May *Take Ground* into hex but not *Armor Overrun*.

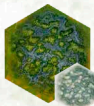
## LAKE 1 AIR



**Move:** Impassable.

**Sighting across 2 or more adjacent lake hexes.**

## MARSH 1 AIR



**Move:** Units must stop. No Artillery. May only exit to adjacent hexes.

**Battle:** Armor may not battle on entry or exit. May *Take Ground* into hex but not *Armor Overrun*.

## MOUNTAINS -2\* -2\* 2 AIR



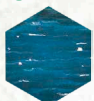
**Move:** Infantry only may enter from or exit to an adjacent hill or mountain hex.

**Battle:** No dice modifier on same range. Artillery range 3,3,2,2,1,1,1,1.

\* *Attack from below or not on same range.*

**Units on same mountain range**

## OCEAN 2 AIR



**Move:** May move only 1 hex (on LC or in shallow waters). Impassable for retreat moves.

**Battle:** No battle.

## RIVER, WATERWAY 1 AIR



**Move:** Impassable except over bridges.

**Fordable Streams:** Unit may enter but must stop (may still *Take Ground* and *Armor Overrun*). No combat restrictions.

## TOWN, VILLAGE -1 -2 -2 2 AIR




**Move:** Unit must stop.

**Battle:** No battle on entry.

## HEDGEHOGS 1 AIR




**Move:** Infantry only.

**Battle:** May ignore first .

## SANDBAGS -1\* -1\* 1 AIR



**Move:** Remove when unit exits hex.

**Battle:** Protects all sides. May ignore first .  
\* *Countryside or beach hex only.*

## WIRE 1 AIR



**Move:** Unit must stop. Armor removes on entry.

**Battle:** Infantry may remove wire or battle. Infantry battles out at -1d.

## ABATIS 1 AIR



**Move:** Infantry only. Unit must stop.

**Battle:** Infantry battles out at -1d. May remove abatis instead of battling.

## BRIDGE, ROPE BRIDGE 1 AIR



**Move:** Allows entry to river hex.

## BRIDGE, PONTOON 1 AIR



**Move:** Allows entry to river hex.

**Construct:** To build, play Attack card but order no units; instead place the bridge on a river hex in the same section as the card.

## BRIDGE, RAIL 1 AIR




**Move:** Allows entry to river hex. Armor and Artillery must stop on entry.

**Battle:** Armor may *Take Ground* and *Armor Overrun*.

## BUNKER -1 -2 2 AIR



**Move:** Infantry only (Artillery are fixed).

**Battle:** Only original owner benefits from modifiers and may ignore first . Artillery no retreat.

**Field Bunker:** *either* side benefits.

## RIVER FORD/ FORDABLE RIVER 1 AIR




**Move:** Allows entry to river hex. Unit must stop.

**Battle:** Unit battles out at -1d.

## ROAD BLOCK -1 -1 1 AIR





**Move:** Infantry only. Unit must stop.

**Battle:** May ignore first .

## TRAINS 1 AIR



**Move:** Ordered as single unit up to 3 hexes along empty tracks. Retreats in opposite direction along track.

**Battle:** May ignore first . Hit on . Wagon destroyed on 3rd hit, locomotive on 4th hit. Then take victory medal.

**Armored Trains:** 1 Artillery on wagon. Train may move and Artillery may fire. Artillery destroyed when wagon destroyed.



## **BARRACKS** -1 -2 -2



**Move:** Unit must stop.  
**Battle:** No battle on entry.

## **CEMETERY**



**Move:** No restrictions.  
**Battle:** May ignore first .

## **CHURCH** -1 -2 -2



**Move:** Unit must stop.  
**Battle:** No battle on entry.  
 May ignore first .

## **DAM**



**Move:** Infantry only.  
**Battle:** May ignore first .

## **FACTORY** -1 -2 -2



**Move:** Unit must stop.  
**Battle:** No battle on entry.

## **FORTRESS** -1 -2



**Move:** Infantry only (Artillery are fixed).  
**Battle:** Either side benefits from defensive modifier, may ignore all .

## **HOSPITAL**



**Move:** No restrictions.  
**Battle:** No restrictions.

## **HQ & SUPPLY TENTS**



**Move:** No restrictions.  
**Battle:** No restrictions.

## **LABOR CAMP** -1 -2 -2



**Move:** Unit must stop.  
**Battle:** No battle on entry.

## **LIGHTHOUSE** -1 -2 -2



**Move:** Unit must stop.  
**Battle:** No battle on entry.

## **PIER**



**Move:** May only move onto pier from land or beach (not ocean) hex.

## **PRISON CAMP** -1 -2



**Move:** Unit must stop.  
**Battle:** No battle on entry.  
 May ignore first .

## **POWER PLANT** -1 -2



**Move:** Unit must stop.  
**Battle:** No battle on entry.  
 May ignore first .

## **RADAR STATION** -1 -2 -2



**Move:** Unit must stop.  
**Battle:** May ignore first .

## **RAIL STATION** -1 -2 -2



**Move:** Unit must stop.  
**Battle:** No battle on entry.

## **RAILROAD TRACK**



**Move:** Armor and Artillery must stop.  
**Battle:** Armor may *Take Ground* and *Overrun*, as normal.

## **ROAD**



**Move:** If on road entire move may move 1 additional hex.

**Road on hill**

## **SUPPLY DEPOT**



**Move:** No restrictions.  
**Battle:** No restrictions.

## ACTIONS

**Air Strikes:** May play any **Recon 1** card as **Air Power** (or **Air Sortie** if Air rules in effect). At least 1 target hex must be in the designated section.

**Armor Breakthrough:** During *one* turn, may order new Armor units onto board through opponent's baseline. Stop on baseline hex; may battle and *Take Ground* this turn but not *Armor Overrun*. Retreat towards controlling player's baseline.

**Blowing Up Bridges:** Either play a matching Section card (do not draw new card) *or* play matching Section card and roll 2 dice; removes bridge (draw new card).

**Collapsible Rafts & Boats:** Infantry only may move on rivers and waterways, but must stop. Battle out at -1d and may not retreat. Boats are lost after disembarking.

**Camouflage:** Unit may only be targeted in a Close Assault. Camouflage is lost if unit moves or battles.

**Capture HQ/Supply Tent:** The owner of captured HQ/Supply Tent immediately loses 1 random Command card. If owner reclaims hex, replenish hand.

**Capturing Equipment:** Unit capturing a specified hex (and ending its move there) picks up a token representing the equipment. If the unit is eliminated, the equipment stays in the hex where the unit was killed.

**Destroy Supplies:** Destroying Supply Depot using Sabotage rules reduces movement of all enemy Armor by 1 hex.

**Forward Spotting Artillery:** If specified hex is occupied, Artillery are **Big Guns**.

**Freeing Prisoners:** Unit capturing a Fortress, Prison Camp or specified hex picks up a token representing prisoners. If the unit is eliminated, the prisoners are lost.

**Heroic Leader:** token is leader added to an infantry unit. Unit may ignore first , battles at +1d. When unit eliminated roll 2d: is rolled leader lost (victory medal), otherwise move him to nearest friendly infantry unit.

**Hospital Recovery:** Ordered Infantry unit on Hospital with no adjacent enemies may recover figures. Unit may not move or battle this turn. Roll 6d: for each matching symbol or , recover 1 lost figure of that unit.

**Oasis Recovery:** Ordered Infantry unit on Oasis with no adjacent enemies may recover figures. Unit may not move or battle this turn. Roll 1d per Command card; for each matching symbol or , recover 1 lost figure of that unit.

**Paradrop:** Drop figures from a box side height. Figures landing on impassable or occupied hexes or off board are removed at no medal cost. Add figures to form a full unit to those that land successfully. No move or battle that turn.

**Radar Alert:** Opponent must give 1 turn advanced notice to play an **Air Power** card (it must be played).

**Sabotage:** The landmark can be demolished if occupied. Roll 2d to obtain required number of . If landmark is captured before sabotage complete, restart count.

**Reinforcements:** If there is no enemy on the airfield use one order from **Direct from HQ** and place infantry unit (cannot move or battle that turn).

**Supply Train/Reinforcements:** Units may disembark from a supply train adjacent to a station. They may not move or battle that turn (or battle while on train).



## BLITZ Rules

### Move

Allied Armor may only move up to 2 hexes.

### Battle

Axis player may play a **Recon 1** card as an **Air Power** card in that section (at least 1 target hex must be in the section).

## EASTERN FRONT Rules



### Russian Command

The Russian player must place a command card under the **Commissar Chip** and this is the card he will play next turn.

In lieu of playing this card in a turn, the Russian player may choose to play from his hand a **Recon 1** or a **Counter-Attack** Command card.

He may also play the **Ambush** card from his hand as per the standard rules.

### CITY RUINS

-1 -2

2 AIR



**Move:** Infantry only.  
Unit must stop.

**Battle:** No battle on entry.  
May ignore first .

### DRAGON'S TEETH

1 AIR



**Move:** Infantry only.  
Unit must stop.

### RAVINE

1 AIR



**Move:** Infantry only.

**Battle:** May ignore first .

### RIVER, FROZEN

1 AIR



**Move:** Moving or retreating units roll 2d: lose 1 figure for each .

### TRENCHES

-1 -1

1 AIR



**Move:** Unit must stop.  
No Artillery.

**Battle:** Infantry may ignore first .  
Armor may not battle while in trenches.

## MEDITERRANEAN THEATER Rules

### British Commonwealth Command

A BC ground unit that survives an enemy's Close Assault (even an **Armor Overrun**, but not an **Ambush**) without retreating and is down to a single figure may immediately battle back with a single Battle die (ignore all terrain restrictions).

### Italian Royal Army Command

Start battle with 6 Command cards; each time a unit is lost, one random card is discarded, to a minimum of 3. Ground units may retreat 1, 2 or 3 hexes for each flag rolled against them. Artillery units may ignore 1 .

### COASTLINE (DESERT)

2 AIR



**Move:** Movement is 1 hex, except when on a landing craft. A unit cannot retreat on, or from a coastline hex, except when on a landing craft.

**Battle:** No battle.

### ERGS, RIDGES

-1 -1

2 AIR



**Move:** Unit must stop.

**Battle:** Dice modifiers only apply to units attacking from lower terrain.

Units on same hill feature

### ESCARPMENT

2 AIR



**Move:** Impassable.

## DESERT Rules

**Armor Overrun:** On a successful Close Assault, Armor may move into the vacated hex and may then move 1 additional hex, then battle again.

### OASIS

-1 -1

1 AIR



**Move:** Unit must stop.

**Battle:** May ignore first .

### WADI, GULLY

-1 -1 -1

1 AIR



**Move:** Can move through open ends only. Impassable through sides.

**Battle:** Infantry and Armor battling into or out must be adjacent to target.

## PACIFIC THEATER Rules

### Japanese Army Command

Japanese infantry always ignores the first . When in a position that already ignores the first , they ignore the first 2 .

When carrying out a Close Assault, Japanese infantry may move 2 hexes and still battle. If at full strength they receive +1d in a Close Assault.

### US Marine Corps Command

When a Section card is played, 1 extra unit may be activated. All Tactic cards that normally activate 1-4 units activate 2-5 units instead; those that activate 1, activate 2.

When **Counter-Attacking**, the Marine player activates 1 more unit than a Japanese opponent.

### FISH PONDS

1 AIR



**Move:** Unit must stop. No Artillery.  
May only exit to adjacent hexes.

**Battle:** Infantry no battle on entry.  
Armor moving in/out cannot battle.  
Armor may **Take Ground** but not **Armor Overrun**.

### JUNGLE

-1 -2

2 AIR



**Move:** Unit must stop.

**Battle:** Infantry or Armor that move into jungle from an adjacent hex may still battle. May still **Take Ground** and **Armor Overrun**.

### RICE PADDIES

1 AIR



**Move:** Unit must stop. No Artillery.  
May only exit to adjacent hexes.

**Battle:** Armor moving in/out cannot battle.  
Armor may not **Take Ground** or **Armor Overrun**.

### CAVES

-2 -2

2 AIR



**Move:** Only Japanese infantry may use the caves as a defensive position.  
Impassable to Armor and Artillery.

**Battle:** Japanese units ignore all .

**LoS same as underlying terrain**

**Special Rules:** Japanese infantry may move between any cave hexes as a full move. If no enemy adjacent, Allied infantry on the hex may **seal** cave by rolling Close Assault dice; if is rolled it is sealed (turn hex over).



## WINTER WAR Rules

### Winter Weather

**Armor and Vehicle movement** is reduced to 2 hexes max unless the unit's entire movement is on a road, in which case it may move 1 additional hex for a maximum of 3.

*Taking Ground* and *Armor Overrun* are still permitted.

Both Allied and Axis forces only roll 1d when the *Air Power* Command card is played.

### Reduced Visibility

Dice symbols rolled that match a unit being targeted only score hits when battling that unit in Close Assault, from an adjacent hex.

☞ still hit as normal. ☞ still cause retreat as normal.

Special units, Command or Combat cards that score a hit when a ☞ is rolled, still score hits on ☞.

The *Barrage* Command card is still played as normal, with matching target symbols still scoring hits.

### Winter Combat Cards

When Winter Combat card rules are in effect, shuffle the **Winter Combat deck** and deal 2 cards to each player before the start of battle. Or deal 1 card to each Field General, if playing in Overlord mode. Place the remaining cards in a deck next to the deck of Command cards.

Combat cards may be played during any turn, in addition to the play of a Command card. They are usually played in conjunction with a Command card, to enhance a units' actions. Otherwise, text at the bottom of the card details when the card is played.

Combat cards that increase the number of dice rolled are cumulative when played on the same ordered unit(s).

There is no limit to the number of Combat cards a player may hold or the number of Combat cards he may play during his, or an opponent's, turn.

A player may only draw a new Combat card from the deck at the end of a turn in which he has played a *Recon* Command card (not a *Recon in Force* card).

When a *Their Finest Hour* Command card is played, reshuffle the discards and draw pile together to form a new draw pile.

Cards that refer to **buildings** include all towns, villages and any other man-made landmarks or urban constructs.

When a card refers to **spare figures**, these must come either from figures that were not initially deployed at the start of battle or from figures lost in fighting.

A card that refers to a **full strength** unit may not be played that way unless there are enough spare figures available to deploy the unit at full strength.

In **Overlord mode**, a Field General may only play a Combat card on a unit he orders. Combat cards played against enemy units may be played on units taking actions against one of your units or against an enemy unit that starts in or ends in the battlefield section under your command.

### Bitter Resistance

Combat cards that feature the Bitter Resistance symbol may be played as written or as a Bitter Resistance action: the unit you play it on may ignore a ☞ rolled against it.

### Camouflage

A **Camouflage token** may be used to mark units with camouflage. ☞ tokens may also be used.

You may only target a camouflaged enemy unit in Close Assault combat. If a camouflaged unit moves, retreats or battles, remove its Camouflage token.



### CASTLE



-1

-2

-2

2

AIR



**Move:** Unit must stop.

**Battle:** No battle on entry.

## VICTORY CONDITIONS

### Temporary Medal Objective

The medal in this objective hex is captured only as long as a unit of the appropriate side holds the hex. If the unit vacates the hex for any reason, the medal is immediately lost and placed back in play in its original position.

### Temporary Majority Medal Objective

The medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes, and is held as long as it retains absolute majority. The medal is immediately lost and placed back in play when a side no longer has absolute majority.

### Temporary Majority Medal Objective (Turn Start)

The medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. It is held through the turn as long as the side has absolute majority at the start of a turn. The medal is lost and placed back in play when a side no longer has absolute majority at the start of a turn.

### Permanent Medal Objective

The medal in this objective hex is captured and permanently gained the moment a unit of the appropriate side enters this hex. The medal is not returned or put back in play, even if the unit later vacates this hex.

### Permanent Medal Objective (Turn Start)

The medal in this objective hex is captured and permanently gained when the appropriate side occupies the hex at the start of its turn. The medal is not returned or put back in play, even if the unit later vacates this hex.

### Last to Occupy Medal Objective

The medal in this objective hex is captured the moment a unit from either side occupies this hex. The unit may vacate the hex, but the victory medal is still held as long as an enemy unit does not occupy the objective hex.

### Sole Control Medal Objective

The medal for this group of objective hexes goes to the appropriate side when it has at least one unit that occupies any of these objective hexes and the enemy does not occupy any of them. The medal is held as long as a unit of the appropriate side occupies one of these hexes and the enemy does not occupy any of these hexes.

### Sudden Death Objective

As soon as the designated side fulfills the Sudden Death conditions, it immediately ends and wins the game.

## NIGHT ATTACKS

Place a ☞ token on the 1 space of the **Night Visibility chart**.

At the start of each of his turns the Allied player rolls 4 dice: for each ☞ rolled, move the token 1 spot upwards.

Visibility and firing range improve as indicated.

All combat is limited to Close Assault on adjacent hexes.

When the token reaches 6 (full daylight) normal combat visibility conditions resume.

Until daylight is reached, **Air Power** and **Barrage** tactic cards may only be played to order 1 unit of the player's choice.

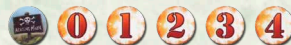
## BATTLEFIELD HAZARDS



### MINEFIELD

1

AIR



Set all tokens with picture side up, mix them, and place a random token on each minefield hex.

**Move:** Unit must stop. Enemy unit entering flips token to reveal **strength**. If 0 remove counter, otherwise:

**Battle:** Roll number of dice equal to Strength. Hits on a unit symbol or ☞ ignored. Token stays numeral up. No effect on retreating units.



### SMOKE SCREEN



Place smoke screen tokens on 3 adjacent contiguous hexes. Flip when turn is over, then remove after second turn.

**Move:** No restrictions. Unit may be seen and see out of the hex.

## WARSHIPS

A warship may be targeted: one hit is scored for each ☞. When a third hit is scored, the attacker receives the warship counter and 1 victory medal.

A warship ignores first ☞. If forced to retreat it retreats 1 ocean hex for each ☞, or takes damage as usual.

## AIRCRAFT CARRIER



**Move:** 1 or 2 hexes in ocean, but may not move into ocean spaces adjacent to a beach hex.

A carrier may provide offshore air support and for staging Air Sorties.

## DESTROYER

3 3 3 2 2 1 1 1 1



**Move:** As above.

**Battle:** 3 **Crosshair** markers. Place a marker on each target hit (that did not retreat. Until moved or destroyed, marked units take fire at +1d (not cumulative) in future rounds.



## ARMOR

### FLAMETHROWER TANKS



**Move:** Up to 3 hexes and battle.

**Battle:** May *Armor Overrun* on a successful Close Assault.

In Close Assault, terrain dice reduction limited to 1 max.

### TANK DESTROYER



**Move:** Up to 2 hexes and battle.

**Battle:** May only *Take Ground* on a successful Close Assault.

☛ hit Armor and Vehicles.  
Retreat up to 2 hexes per ☛.

If it not move, ignore target terrain battle protections (and any building terrain battle restrictions on itself). Any non-infantry unit scores a hit on a tank destroyer on ☛.

### HALF-TRACK



**Move:** Up to 2 hexes and battle.

**Battle:** May only *Take Ground* on a successful Close Assault.

☛ hit Armor and Vehicles.  
Enemy hits on ☛ or ☛.  
Retreat up to 2 hexes per ☛.

3 half-track figures must be eliminated (not removed when re-supplying) to score a victory medal.

**Re-Supply** A half-track adjacent to a weakened friendly ground unit (formed of more than a single figure), may re-supply it during the Battle phase instead of battling. Both units may move beforehand; none can battle.

For each half-track figure removed from its unit, one figure is returned to the adjacent weakened unit (up to its original number). More than one unit may be re-supplied from the same half-track unit.

See the *Equipment Pack* rules for additional terrain, Command card and actions considerations.

### TIGER



**Move:** Up to 3 hexes and battle.

**Battle:** May *Armor Overrun* on a successful Close Assault.

When rolling vs a Tiger ignore the results and reroll those that would have hit. If at least one reroll is a ☛, the tank is destroyed. Ignore all other results.

## ARTILLERY

### HEAVY ANTI-TANK GUN



**Move:** 1 hex or battle.

**Battle:** Requires line of sight.  
Ignore terrain modifiers.

☛ hit Armor and Vehicles.

## BIG GUNS



**Move:** 1 hex or battle.

**Battle:** Ignore line of sight.  
Ignore terrain modifiers.

3 **Crosshair** markers with unit. Place a marker on each hit target (that did not retreat). Until moved or destroyed, or big gun moves (in which case return marker), marked units take fire at +1d (not cumulative) in future rounds from Big Guns and Destroyers.

## MOBILE ARTILLERY



**Move:** 1 hex and battle or up to 2 hexes and no battle.

**Battle:** Ignore line of sight.  
Ignore terrain modifiers.

## SCREAMING MEEMIES



**Move:** 1 hex or battle.

**Battle:** Ignore line of sight.  
Ignore terrain modifiers.  
Does not receive terrain protection when targeted.

May choose shells fired during a turn:

**Incendiary:** Targets cannot ignore any ☛ rolled vs them.

**Smoke:** Place smoke markers on up to 3 adjacent hexes in range. After opponent's first turn, flip markers to the smoke and sun side; after second turn, remove them.

Units must stop when moving onto a smoke hex. -1d vs a unit on a smoke hex, and -1d when battling from one. Smoke hex blocks LOS (units in the hex may be seen and see), even for artillery.

## VEHICLES

See the *Equipment Pack* rules for additional terrain, Command card and actions considerations.

### SUPPLY TRUCK



**Move:** Up to 2 hexes. Up to 4 hexes if entire move is on road.

**Battle:** Cannot battle.

Treated like Infantry.

When rolling vs a truck score 1 hit for each ☛ or ☛ rolled.

3 truck figures must be eliminated (not removed when re-supplying), to score a victory medal.

**Re-supply** A truck adjacent to a weakened friendly ground unit (formed of more than a single figure) may re-supply it during the Battle phase. Both units may move beforehand; none can battle.

For each truck figure removed from its unit, one figure is returned to the adjacent weakened unit (up to its original number). More than one unit may be re-supplied from the same truck unit.

## PATROL CAR



**Move:** Up to 4 hexes.

**Battle:** May only *Take Ground* on a successful Close Assault.

Treated like Infantry.

When rolling vs a patrol car ignore the results and reroll those that would have hit infantry. If at least one reroll is a ☛, the car is lost. Ignore all other results.

A destroyed unit provides opponent a medal.

## COMMAND CAR



**Move:** Up to 3 hexes.

**Battle:** Cannot battle.

☛ hit Armor and Vehicles.  
Retreat up to 2 hexes per ☛.

Treated like Infantry. When a Section card (not Tactic card) is played in its section, may activate 1 more unit.

When ordered by *Recon 1*, may secretly choose 1 Command card from the discard pile (instead of drawing 2 Command cards from the draw pile).

When rolling vs a patrol car ignore the results and reroll those that would have hit infantry. If at least one reroll is a ☛, the car is lost. Ignore all other results.

## BEACH LANDING EQUIPMENT



### LANDING CRAFT



**Move:** Up to 2 hexes in ocean and shore hexes. May retreat.  
Remove when landed on beach and leave unit.

**Battle:** Unit may not battle while in LC or the turn they land.

If the unit carried is eliminated, the LC is immediately removed from the board (no victory medal).

## CHURCHILL TANK



**Move:** Up to 3 hexes and battle.

**Move:** May *Take Ground* on a successful Close Assault.

**Assault Bridge:** Instead of battling, may place bridge over an adjacent River hex and move onto it in the same turn. The bridge may only be used once.

**Bobbin:** May ignore move restrictions of beach, marsh and hexes containing wire. Wire is removed when moving onto or through the hex.

**Fascine:** May ignore move restrictions of fords, trenches.

**Mine digger:** Must stop when entering a minefield. The minefield is removed (without detonating); the unit may still battle.

**Petard Mortar:** Battle at +1d when in Close Assault against a unit in a bunker. On a ☛, apply damage to the unit normally and remove the bunker; if both are removed unit may *Take Ground* and *Armor Overrun*. An empty bunker may be targeted in Close Assault: on a ☛ remove it.



## STANDARD

### INFANTRY



**Move:** Up to 1 hex and battle or 2 hexes and no battle.

**Battle:** May *Take Ground* on a successful Close Assault.

### ARMOR



**Move:** Up to 3 hexes and battle.

**Battle:** May *Armor Overrun* on a successful Close Assault.

**Elite:**

### ARTILLERY



**Move:** 1 hex or battle.

**Battle:** Ignore line of sight. Ignore terrain modifiers.

## SPECIALISTS

### SPECIAL FORCES



**Move:** Up to 2 hexes and battle.

**Battle:** May *Take Ground* after a successful Close Assault.

### BRANDENBURGERS



**Battle:** If hit, opponent re-rolls 1d. On enemy figure removed and casualties apply. If no no casualties.

When ordered to battle, remove enemy figure from within. If no enemy figure, Brandenburgers act like Special Forces.

### ENGINEERS



**Battle:** In Close Assault ignore terrain reductions.

May battle on wire (still -1d) and remove wire on same turn.

In minefield *must* clear mines instead of battling. If ordered on *Infantry Assault*, may move 2 hexes and remove wire or clear mines.

### SNIPER



**Move:** Up to 2 hexes and battle.

**Battle:** May battle on entering hexes where other troops cannot.

May target enemy Infantry (including vehicles considered Infantry) or Artillery, no target terrain reduction.

If adjacent to an enemy unit must attack (if Armor, move before firing). No national abilities.

Hits on unit symbol, or Only hit on a (except when a hits Infantry). Retreats up to 3 hexes per .

Awards no victory medal.

## SPECIAL WEAPON ASSETS

A SWA figure is placed with unit and removed when last figure lost (not counting as an additional victory medal). An infantry unit with a SWA is treated as infantry, but the unit may not *Take Ground*.

### ANTI-TANK GUN: EARLY WAR



**Move:** Up to 2 hexes or battle.

**Battle:** Also hits Armor on .

### ANTI-TANK GUN: LATE WAR



**Move:** Up to 1 hex and battle or 2 hexes and no battle.

**Battle:** When it does not move, also hits Armor or Vehicle on .

### MACHINE GUN: EARLY WAR



**Move:** Up to 2 hexes or battle.

**Battle:** Also hits Infantry on .

### MACHINE GUN: LATE WAR



**Move:** Up to 1 hex and battle or 2 hexes and no battle

**Battle:** When it does not move, also hits Infantry on .

### MORTAR: EARLY WAR



**Move:** Up to 2 hexes or battle.

**Battle:** Ignore LOS and terrain modifiers.

### MORTAR: LATE WAR



**Move:** Up to 1 hex and battle or 2 hexes and no battle

**Battle:** Ignore LOS and terrain modifiers.

When it does not move, may fire on a target 4 hexes away, rolling 1d.

## FINLAND

### SKI TROOPS



**Move:** Up to 3 hexes and battle.

**Battle:** May battle on entering hexes where other troops cannot.

Retreat up to 3 hexes per .

## FRANCE

### FRENCH ARMY



**Move:** Up to 1 hex and battle or 2 hexes and no battle.

**Battle:** May *Take Ground* on a successful Close Assault.

**Furia Francese:** A *standard* French Infantry unit that successfully eliminates an enemy unit or forces it to retreat following a Close Assault may *Take Ground* and not battle or stay in place and make a second Close Assault attack against another adjacent enemy unit.

This second assault is 1d, ignoring any terrain reductions. May *Take Ground* following second attack, but may not do more than one Furia Francese Close Assault this turn.

### FRENCH RESISTANCE



**Move:** Up to 1 hex and battle or 2 hexes and no battle.

**Battle:** May battle on entering hexes where other troops cannot.

Retreat 1-3 hexes per .

## ITALY

### ROYAL ARMY



**Italian High Command** Start battle with 6 Command cards; each time a unit is lost, one random card is discarded, to a minimum of 3.

**Motorized Divisions** Ground units may retreat 1, 2 or 3 hexes for each flag rolled against them.

### ARTILLERY



**Move:** 1 hex or battle.

**Battle:** Ignore line of sight. Ignore terrain modifiers. May ignore 1 .

## POLAND

### POLISH CAVALRY



**Move:** Up to 3 hexes and battle.

**Battle:** May *Armor Overrun* on a successful Close Assault.

Treat like Infantry for ordering and Armor for movement and combat.