CONFLICT OF HEROES®

Rulebook - 2nd Edition

Awakening the Bear

1941 - Operation Barbarossa

ACADEMY GAMES

Game Overview

Conflict of Heroes is a tactical war game of platoon-sized engagements, with each counter representing a squad of infantry, a crewed gun or a vehicle. The engagements are presented as firefights with different objectives. During a firefight players use their army's units to fight for these objectives, which are worth **victory points (VPs)**. The player with the most VPs at the end of the game wins.

Each firefight consists of several rounds. In each round, players alternate taking turns. During his turn, a player may take an action with one of his units, stall or pass. When a unit activates, it receives 7 **action points (APs)**, which it spends to take actions. These APs are tracked on the green Unit Action Points Track on the player's Track Sheet. Different actions can cost a different number of APs. Ex: For the unit shown below, it costs 2APs to fire or 1AP to move.

Track Sheet

The **firepower (FP)** of this unit is listed in the lower left corner of the counter. Red FP is used to attack unarmored targets with red **defense ratings (DRs)** and blue FP is used to attack armored targets with blue DRs. A unit's DRs are marked on the lower right corner of the counter. In combat, a player rolls **two 6 sided dice (2D6)** and adds the result to his firepower to determine his **attack value (AV)**. Ex: The Pioneers attack an enemy unit with a red defense value and the player rolls a 9 for a red 13AV (4FP + 9).

Unit Forward Facing

AP Cost to Fire

Firepower against Soft Targets (Red) or Armored Targets (Blue)

AP Cost to Move

Flank DR (Defense Rating)

Front DR (Defense Rating)

Range

The player then compares this AV to the defender's red **defense value (DV)**, which is a unit's DR modified by the terrain. Ex: If a defending unit with a 12DR is in heavy woods, its DR would be modified by +2 (for the extra woods protection) for a total front 14DV (12DR + 2). The attacker hits if his AV is greater than or equal to the defender's DV.

When a player's unit is hit, he randomly draws a hit marker and places it under the unit. The various hit markers affect units in different ways. A unit may be instantly killed, suppressed, panicked, and so on.

Play continues with players alternating turns until both pass consecutively. At this point the round ends and the next round begins. Most games consist of five or fewer rounds.

Victory points are won during the game by destroying enemy units and taking objectives. Victory conditions are listed on each firefight sheet. A player can lose most of his command, but still win the game if he has met his victory conditions and has more victory points than his opponent.

Programmed Instruction This rule book is organized to facilitate a programmed instruction approach to learning the rules. This means that you will learn one section of the rules at a time and then play one or two firefights to reinforce your understanding of those rules. As you read further, you will learn new rules that will build upon what you have already learned. This enables you to begin playing the game as quickly as possible.

Ex: Throughout the rule book, you will see numerous examples of the rules printed in this color (red).

Designer's Note: Throughout the rulebook, you will also see numerous designer's notes printed in this color (blue). These notes will give you insight into why some of the rules work the way they do as well as discuss some of the history that influenced the game.

Optional Rules are printed in brown. We recommend that you play a section's rules at least once before implementing optional rules.

Section 1 - Game Structure & Turn Progression

In this section you will learn how to set up a firefight, play through a game round, and manage command resources to wage war.

1.0 Game Setup

The firefights provided in **Conflict of Heroes** represent historical situations for you and your friends to battle through. For each game of Conflict of Heroes, you follow the steps below before playing:

1. Choose one of the firefights to play. The firefight sheet lists the maps setup, units setup, starting **command action points (CAPs)** level for each side, the action cards used, the number of rounds the firefight lasts, and the victory conditions.

2. Each player takes a track sheet and places a yellow victory point marker on 0 victory points. The players also mark their starting CAPs level with their blue CAPs marker and place their green **action point (AP)** marker on the "0" space.

3. Place the round marker on the round 1 box of your track sheet and sort out the units listed in the firefight.

4. Configure the maps as described by the firefight.

5. Decide who will play each force and place the starting forces on the map as specified by the firefight.

Unit setup locations are designated by the map coordinates as follows: Map # - Row Letter and Column Number.

Ex: 2-J10 would be map #2, hex J10, the gray stone church building to the right.

Units may be set up and move on full hexes only. Half hexes are not playable at any time in the game.

6. Sort the vehicle and infantry hit markers into two piles, keeping the side with effects face down. (You may want to put them into 2 opaque cups.) These markers will be randomly drawn throughout the game when units take hits.

7. Select the action cards specified by the firefight. Shuffle and deal each player the specified number of cards.

8. Some firefights allow hidden units or artillery barrages during setup. Write down the map locations of the hidden units and artillery targets on a piece of paper. (To simplify this, players can download the free "Hidden Movement and Artillery Targeting Maps" from our website at **www.Academy-Games.com**.)

1.1 Unit Types

This game includes units that represent infantry squads of 6-10 men, crewed support weapons such as mortars, individual tanks, self-propelled guns, armored personnel carriers (APCs), trucks, and many others. Summaries of all units are listed on page 18.

Unburdened Foot Units refer specifically to foot units that have a red movement cost of 2APs or less. These include Rifle and SMG units, crewed machine guns and light mortars, tank hunter teams, pioneers, etc.

Designer's Note: Owners of the first edition Awakening the Bear game may notice that their foot units do not include a blue firepower number. As the CoH system evolved, we needed to refine each unit's anti-tank firepower capacity.

Also note the symbol ◇ adjacent to the HMG34 unit name. This symbol is for unit identification purposes only and varies from unit to unit.

1st Edition

2nd Edition
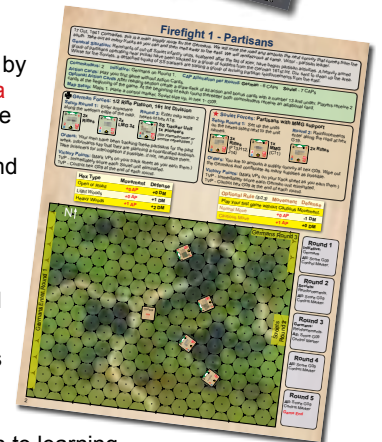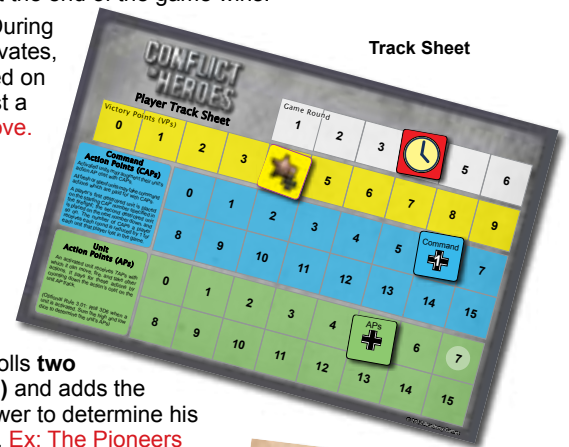
2.0 Pre-Round Sequence

A firefight lasts a set number of rounds. Prior to every round, the following steps must be taken in the following order:

Flip Spent Unit Counters to their fresh sides. *(2.3)*
Reduce or Remove Smoke Counters *(13.0)*
Reset CAPs to their starting value minus deducted casualties. *(7.4)*
Draw Cards specified in the firefight. *(8.0)*
Target Off-Board Artillery for next round's resolution. *(12.3)*
Resolve Off-Board Artillery targeted last round. *(12.3)*
Prepare Reinforcements specified in the firefight. *(5.5)*
Roll for Round Initiative *(2.1)*

2.1 Roll for Round Initiative

At the beginning of each round, the players each roll 2D6 for initiative. The roll may be modified by CAPs *(3.2.4)*. In case of a tie, re-roll. The player with the highest result wins initiative and takes the first turn.

2.2 Taking Turns

A round consists of a series of alternating player turns. During a player's turn, he may **take one action, stall or pass.** An action is defined as any single thing a unit does such as moving one hex, firing once, rallying, etc. Each action costs a certain number of action points (APs).

Fresh Unit

A unit is either fresh, active or spent. A unit is **fresh** if it has not spent any APs or taken an opportunity action. A unit is **active** when a player activates it with 7APs. A unit is **spent** after it has been activated and has spent all of its 7APs or if it has taken an opportunity action. A unit is marked as spent by flipping its counter to the side with the red bar.

Spent Unit

During each turn, a player may take one of the following four actions:

1. **Unit (AP) Action:** Choose any fresh unit and activate it by advancing the marker to 7APs on the green Unit AP Track. This activated unit may take an action by spending these **action points (APs)**. Different actions can cost a different number of APs. If the activated unit has APs remaining after taking an action, it may take additional actions by spending more of its APs in later turns within the same round *(3.0)*. The unit is marked as spent if it has spent all of its APs or if the player wishes to activate a different fresh unit with 7APs. A player may have **only one unit activated** at a time *(exception - Shared Activations 9.0)*.

2. **Opportunity Action:** Take any one action with any fresh unit that is not activated. Mark the unit as spent after it has taken the one action.

3. **Command (CAP) Action:** Take one action with any fresh, activated or spent unit by spending **only** command action points (CAPs). The unit's spent or fresh status **is not** changed by a command action.

4. **Card Action:** Play an appropriate card on any fresh, activated or spent unit. A unit's spent or fresh status **is not** changed by a card action.

Stall: A player may want to delay making a decision by stalling. Stalling counts as an action that costs either 1AP for the currently activated unit or 1CAP.

Pass: A player may wish to take no action and pass. A pass costs no APs or CAPs, but if the passing player has an activated unit with unspent APs, he must flip the unit to its spent side and lose any of its unused APs. A player who passed may take more actions during future turns. However, if both players pass consecutively, the round is immediately over and no further actions may be taken until the next round. Example: A player may wish to stall instead of passing because his opponent could end the round by also passing.

Designer's Note: APs and CAPs are employed in the game to account for the efforts, planning, and time it takes to carry out specific actions. More involved actions cost more APs and/or CAPs.

All players may have an activated unit at the same time.
Players alternate taking turns by taking an activated unit's AP actions, opportunity actions, command actions, card actions, stalling or passing.

Designer's Note: This is a change from the original AtB rules that allowed only one player at a time to have an activated unit.

An activated unit may intersperse its Unit AP action turns with command action (3.2) or card action (8.0) turns. Taking these other action turns does not spend the activated unit, which may continue to take its AP actions in future turns.

Other units may take opportunity action, command action and card action turns between an activated unit's AP action turns. These other actions do not spend the activated unit, which may continue to take its AP actions in future turns.

A player does not have to have an activated unit at all times.

He may take several turns with no unit being activated by either passing or taking only command actions, opportunity actions, or card actions.

Ex: **German Turn:** In Figure 1, Rifle A activates, placing its green AP marker on the '7' box of its AP track. These 7APs may be spent by this Rifle unit only. Rifle A fires at the Soviet Rifle C by paying its 3AP cost to fire, counting the AP track marker down to 4APs. The German misses and his turn ends. (For this example, all units are bad shots and miss on all attacks.)

Figure 1

Soviet Turn: Rifle C activates, placing its green AP marker on the '7' box of its AP track. Rifle C then pays 4APs to fire back at Rifle A by counting his Unit AP Track marker down to 3APs. Rifle C misses and his turn ends.

German Turn: Rifle A has enough APs remaining to fire again, but the German player instead decides to take a command action to fire with LMG B at Soviet Rifle C. The German player counts his blue CAP track marker down 2CAPs, fires and misses. His turn ends.

Soviet Turn: The Soviet player wishes to fire Rifle C at the LMG B. But Rifle C must pay 4APs to fire and it has only 3APs remaining. The Soviet player counts off the remaining 3APs from his AP track plus 1CAP from his CAP track, fires and misses. (CAPs may be used to supplement a unit's APs, as detailed in section *3.2.1*.) Since Rifle C has 0APs remaining on its AP track and the unit is marked as spent by flipping the counter to its spent side. This indicates that Rifle C cannot be activated again for the rest of this round, but it may still take command actions and card actions.

German Turn: In Figure 2, Rifle A has 4APs left and moves forward one hex for 1AP. The German AP track is counted down to 3APs.

Figure 2

Soviet Turn: The Soviet could activate and fire MMG D, but instead wants to see what the German does next and passes.

German Turn: Rifle A fires at Rifle C with its last 3APs, misses and marks Rifle A as spent.

Soviet Turn: The Soviet player activates MMG D, marking his AP track to 7APs. He then counts his AP track down 3APs and fires at the LMG B. MMG D has 4APs remaining.

German Turn: The German activates LMG B, marking his Unit AP Track to 7APs. He then counts his AP track down 2APs and fires at MMG D. LMG B has 5APs remaining.

Soviet Turn: The Soviet wishes to see what the German will do. If the Soviet passes, he would have to mark MMG D as spent, which he does not want to do. Instead, he stalls for 1AP, leaving the MMG 3APs.

German Turn: LMG B fires at MMG D for 2APs, counts his AP track down to 3APs, and misses.

Soviet Turn: MMG D fires back, spending its last 3APs, misses and MMG D is marked as spent.

German Turn: LMG B fires at MMG D for 2APs, counting its AP track down to 1AP, and misses.

Soviet Turn: Both Soviet units are spent, so neither may be activated again. The Soviet player could take a command action (if he has enough CAPs to do so) or play an action card, but instead decides to pass.

German Turn: The German player would like to fire with LMG B again by paying 1AP and 1CAP, but sees that he has no CAPs left. Even though he has 1AP left, he decides to pass and the LMG is spent.

Round over: Both players passed consecutively, so the round ends. All spent units are flipped back to their fresh side, the CAPs tracks are reset and a new round begins.

2.3 Round Progression

A round ends when each player passes in consecutive order. **Victory points (VPs)** are awarded, the round marker is advanced, and the next round's pre-round sequence is followed *(2.0)*.

2.4 Game End and Victory Conditions

The firefight ends after the last round is played or when a firefight's victory conditions have been met. The side with the highest VP total is declared the winner. In case of a tie, both players are losers. ☺
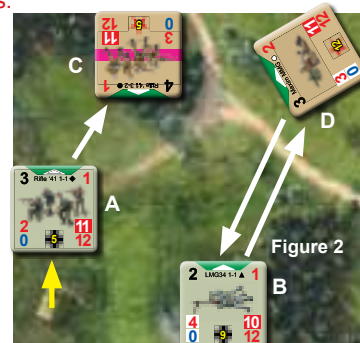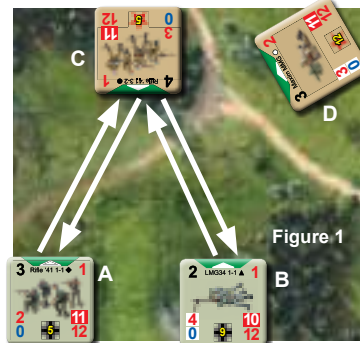
2.5 Victory Points (VPs)

Typically victory points are earned during the game by destroying opposing units, controlling victory hexes, and by achieving objectives during scoring rounds.

2.5.1 Scoring Destroyed Units

When an opposing unit is destroyed, the VP value for that unit is immediately awarded to a player and recorded on his yellow VPs track. If a player destroys his own unit (yes, it can happen), his opponent still gets the VP associated with its destruction.

2.5.2 Victory Hex Control

The victory hex(es) specified in a firefight are marked at the beginning of a game with Control Markers, which are placed with the controlling side's symbol face up. During the course of the game, victory hex control is maintained by one side until an opposing ground unit enters and solely occupies the hex, even if the unit simply passes through the hex. If an opposing unit enters an enemy occupied victory hex, control is retained by the enemy until the opposing side becomes the sole occupier of the victory hex.

3.0 Unit (AP) Actions

A player may activate a unit by choosing any fresh unit on the map and advancing the AP marker on the green Unit AP Track of the Track Sheet to 7APs. Activating a unit is **not** an action.

The activated unit takes one AP action at a time by spending the APs on the green Unit AP Track. As actions are taken, the AP track is counted down to show the unit's remaining APs. Ex: The Soviet Rifle '41 spends 4APs to fire or 1AP to move one hex.

Designer's Note: The AP cost for a unit to fire takes many factors into account and does not represent just one shot, but the total firepower output of the unit during a two to three minute time frame. This involves target acquisition time, ammo replenishment, orders being screamed at squad members, and so on.

When an activated unit has spent all of its APs by taking AP actions or if the player no longer wishes to take further AP actions with the unit, he marks the unit as spent. Marking a unit as spent is **not** an action and any remaining unspent APs are lost.

A player may intersperse an activated unit's AP actions with command actions (3.2.2) and card actions (8.0).

Ex: The Soviet player activates a Rifle unit, marks its AP track to 7APs, fires it once spending 4APs, and then counts the AP marker down to 3APs. On the Soviet player's next turn he takes a card action to move the unit two hexes. Next turn he stalls for 1AP. He has 2APs left on his AP track. Next turn he takes a command action and moves the Rifle unit forward 1 hex for 1CAP. Next turn he fires for 2APs supplemented by 2CAPs (3.2.1). The Rifle unit is out of APs at this point and is marked as spent.

A player may intersperse an activated unit's AP actions with opportunity, command, and card actions taken by other units.

Ex: The Soviet player activates a Rifle unit, marks its AP track to 7APs, fires once spending 4APs and counts the AP marker down to 3APs. Next turn the Soviet takes a command action, moving a spent Maxim MMG one hex for 2CAPs. Next turn he takes a card action with Card #4 to attempt to rally a tank that was previously hit. Next turn he returns to the activated Rifle unit and fires for 3APs and 1CAP. The Rifle unit is out of APs and is spent.

At the beginning of his turn, a player may mark an active unit as spent in order to immediately activate and use a different unit. The green Unit AP Track is again set to 7APs and this new unit may now take an action by spending these APs. In all cases, no more than one unit may be activated by a player at a time (exception - Shared Activations 9.0).

Ex: The Russian makes an unexpected move to which the German player wants to react by firing his HMG unit. However, a German Rifle is currently activated with 4APs left. The German immediately marks the Rifle as spent, losing its remaining 4APs. He then activates the HMG, sets the green Unit AP Track marker to 7APs, and takes an AP action with the HMG, counting down the action cost on the AP track. The process of marking an activated unit spent and activating a new unit must be done at the beginning of a player's turn and is not an action.

3.0.1 Variable AP Allocation (Optional Rule)

At the beginning of a game, players may decide on the following option. Instead of units automatically receiving 7APs when activated, players roll three six sided dice (3D6) and sum the high and low dice rolls to determine how many APs their units receive. Ex: 3D6 are rolled for a

5, 4 and 3. The unit receives 8APs (5+3) for its activation.

Optional Rule - Additional Fog of War: For added suspense, players may decide to roll the 3D6 under a cup, keeping the results secret. Instead of setting the track sheet to the amount of APs received, the player tracks how many APs have been spent. Once the unit is spent, the player must show his opponent the dice result.

Ex: The player rolled for 8APs and fires with the active unit for 3APs. He counts his AP track marker up from 0 to 3APs. On a future turn, after the unit has spent all of its 8APs or the player decides to activate a different unit, the player reveals his dice.

3.1 Opportunity Actions

A player can take an opportunity action with a fresh unit only. An activated or spent unit may NOT take an opportunity action. Any one action costing **any** number of APs, such as firing once, moving one hex, rallying, etc., may be taken as an opportunity action. This action does not cost the player APs or CAPs, but the unit is marked as spent after completing the action.
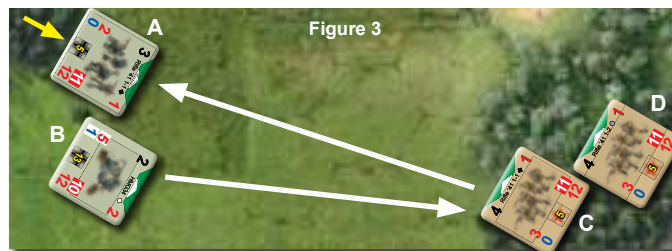
Figure 3

Ex: Figure 3. **German Turn**: The German player activates Rifle A, moves it forward for 1AP, and counts the AP marker down to 6APs on his green Unit AP Track.
Soviet Turn: The Soviet activates Rifle C, fires at Rifle A for 4APs, counts his green AP track marker down to 3APs, and misses.
German Turn: The German player wants to fire with the fresh HMG B at Rifle C, but activating HMG B to make the attack would cause Rifle A to be marked as spent (thus losing its remaining 6APs). HMG B instead opportunity fires at Rifle C. The opportunity fire marks the HMG as spent and it can no longer be activated this round.

Designer's Note: Taking an opportunity action with a fresh unit is often less efficient than waiting to activate the unit later in the round. But sometimes a player needs to immediately react to a situation with a unit, without marking the activated unit as spent or using CAPs or cards.

3.2 Command Action Points (CAPs)

An army's available command resources are represented by the CAPs marker on the blue command track on the track sheet. Each firefight specifies the starting number of CAPs for each player. These CAPs are shared by **all** of a player's units during the entire round and are not replenished until the beginning of the **next round**. CAPs left over from one round are **not** carried over into the next round.

CAPs may be spent to:
- Supplement an activated unit's APs (3.2.1).
- Execute a command (CAP) action (3.2.2).
- Modify any dice roll (3.2.3), stall (2.2), or play a card (8.1).

Designer's Note: The strength, functionality, and effectiveness of a fighting force relies on its logistics and leadership structure. Leaders, from sergeants on up, coordinate attacks, keep the morale high in the company, direct fire groups, and much more. The logistical structure is responsible for supplying food and ammo to the front line troops, evacuating wounded soldiers, communicating with the HQ command, etc. If a position had to be held, extra ammunition, spare parts, and men were sent to reinforce the defenders. Command and logistical availability are abstracted in the game through the use of CAPs.

3.2.1 Supplement an Activated Unit's APs

A player may use CAPs to supplement an activated unit's APs when spending for actions on a one-for-one basis. A player may spend as many of his CAPs as desired this way.

Ex: Figure 4. Continuing the previous example, it is the Soviet

Figure 4
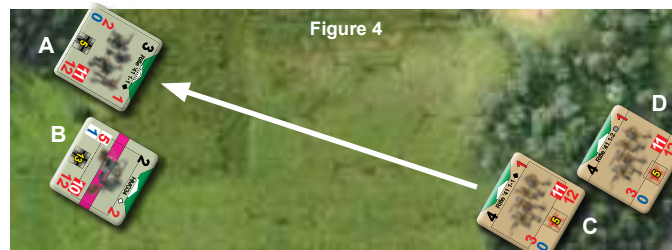
player's turn and he wants to fire with Rifle C again. It costs Rifle C 4APs to fire, but it only has 3APs left on its Unit AP Track. The Soviet player has 5CAPs at his disposal for the round, which allows him to fire Rifle C again by paying its remaining 3APs plus 1CAP. The CAPs marker is counted down one space on the blue command track to show 4CAPs remaining for the round. Rifle C has spent all of its Unit APs and is marked as spent.

3.2.2 Command (CAP) Actions

Command actions are completely paid for with CAPs. CAP actions can be taken by an activated, fresh **or spent** unit. Activated or fresh units that take a command action are **not** marked as spent.

Figure 5

Ex: Figure 5 continuing the previous example.
German Turn: The German player has 3CAPs left on his blue CAP track. He decides to use a CAP action to fire his **spent** HMG B at Rifle C for 2CAPs and misses.
Soviet Turn: The Soviet activates Rifle D setting his green Unit AP Track to 7APs. Rifle D moves forward one hex for 1AP and counts down his AP track to 6APs.
German Turn: Rifle A (which is still the German activated unit) fires at Rifle D for 3APs, counts its green AP track to 3APs, and misses.
Soviet Turn: Rifle D has 6APs remaining. It fires at Rifle A, counts its green AP track to 2APs and misses.
German Turn: Rifle A has 3APs remaining. It fires at Soviet Rifle D, counts its green AP track to 0 and misses. Rifle A is marked as spent.
Soviet Turn: Rifle D has 2APs left, but the Soviet player decides to pass and marks the unit as spent.
German Turn: All units are spent. The German passes and the round ends. Instead of passing, both players could have continued to take command actions or card actions *(8.0)*.

3.2.3 Modify Any Dice Roll with CAPs

A player may spend up to 2CAPs to negatively or positively modify any of his dice rolls on a one-for-one basis. He may never modify an opponent's dice roll. A player must state all CAP dice roll modifications before rolling. **The CAPs spent are valid for only one dice roll.**

Ex: The Soviet player needs to roll ≥ 9 to hit a unit. Before rolling, he declares that he will spend 2CAPs to positively modify his roll. He now only needs to roll ≥ 7 to hit (7 + 2CAPs = 9).

3.2.4 New Round Initiative Dice Roll

Players may spend up to 2CAPs to modify new round initiative rolls *(2.1)*. The player with the most CAPs announces how many he will spend to modify his initiative dice roll. (In case of ties, the Soviet player decides first.) Then his opponent announces how many CAPs he will spend. Each player may only announce once what they will spend. Both players deduct the stated CAPs (up to two maximum), then roll, adding the modifications to the dice total. If tied, the players re-roll. Players may spend additional CAPs to modify the new dice rolls.

Ex: At the beginning of a new round, the German player has the most CAPs and decides to use 2 of his 7 available CAPs to modify his roll. The Soviet player chooses to save his CAPs and uses none. The German player rolls a 6 (4 dice roll + 2 CAP modifier). His opponent rolls a 7. The Soviet player goes first, but the German player still has only 5CAPs left for the rest of the round for all of his units to draw from.

3.2.5 Equalizing Play

If a game is out of balance because the opponents have different levels of experience, you can equalize the firefight by increasing the disadvantaged player's starting CAPs level by one or two points.

4.0 Terrain

The battle is played on a map consisting of hexes representing 40-50 meters of ground. On these hexes you will see various types of terrain. Each hex has a dot in the middle. Whatever terrain type surrounds the dot dictates the **entire** hex's terrain type.

Ex: If a center dot touches any part of a building, the entire hex is considered developed and thus blocks LOS - even if portions of the developed hex are open and LOS could conceivably be drawn through it.

Designer's Note: A building pictured in a hex means that the hex is developed and does not represent just one individual building.

Open Terrain:
Yards and rolling fields with intermittent clumps of brush and individual trees. Open terrain includes any hex that is not a building, plowed field, woods, or water hex.
Example hexes: 1-B07, 2-C10, 2-F07, 2-H08, 2-I05, 3-F14, 4-F08, 4-H12, 5-C08, 5-J06, 5-K11, 5-K17.

Road:
Any prepared surface intended for vehicles. These include dirt and paved roads. Roads do not change the terrain type of the hex such as building or woods.
Example hexes: 1-G08, 1-D13, 2-I08, 4-G11, 5-D10, 5-H07.

Walls:
Constructed stone walls that protect units which are directly behind them. They follow a hex's edge and do not change its terrain type. The hex pictured is an open terrain hex with walls along its northern edges.
Example hexes: 2-G05, 2-H04, 4-G12. The following are NOT walled hexes: 2-J05, 5-A07, 5-D03, 5-K11.

Building (Wood):
Consist of light cover wooden buildings and sheds. All are yellow/brown toned.
Example hexes: 2-F08, 2-I09, 4-F10, 5-F02, 5-G04, 5-I04, 5-L03, 5-K15.

Building (Stone):
Sturdier structures such as barns & farms built of stone/wood mixes or bricks. All are grey toned.
Example hexes: 2-J10, 5-E03, 5-B07, 5-C16, 5-I05, 5-K07, 5-J11.

Hills:
Open terrain at an increased level. Level one hills (L1) are designated with a ▲ behind the hex number. L2 hills have two ▲▲ behind their hex numbers. Each level represents a 10-15 meter rise in elevation. Example hexes: 3-E09, 3-G11, 3-E13, 3-K07, 4-D05, 4-D07, 4-B12.

Hills (Steep):
Open terrain that increases two or more levels over a single hexside.
Example hexes: 3-F14, 3-G15, 3-K11.
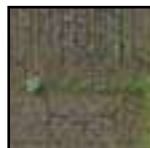
Plowed and/or Muddy Fields:
Fresh tilled or muddy fields that make tracked vehicle movement difficult. Wheeled vehicles are not allowed.
Example hexes: 2-G02, 2-J03, 4-C17, 4-G13, 4-E15. The following are NOT plowed field hexes because the center dots are in open terrain: 2-K04, 4-J11, 4-F15.

Woods (Light):
Overgrown areas with light tree and brush cover.
Example hexes: 1-E03, 1-F11, 2-L03, 2-L07, 3-E09, 3-K08, 4-H08, 4-J17, 5-B15.
The following are NOT light woods: 5-F10, 5-K17.

Woods (Heavy):
Large, well-developed trees, with undergrowth.
Example hexes: 1-E12, 2-K07, 3-E08, 4-B12, 4-G07, 5-A04, 5-E12, 5-G14.

Water (Rivers and Lakes):
Bodies of water with a depth of over 1 meter and are passable only by unburdened foot units *(1.1)* and boats. Units may not fire while in water hexes.
Example hexes: 5-B11, 5-C13.

Designer's Note: In future games we introduce boats and amphibious vehicles that may also pass over water.

Terrain may give your units cover, conceal enemy units, block line of sight, and/or affect movement. The Foot Unit Movement and Terrain Table details how certain terrain types affect a foot unit's movements, **defensive modifiers** (DMs), and **line of sight** (LOS) restrictions.

5.0 Foot Unit Movement

Foot units are units that have a **red** movement cost number in the top right corner of the counter. To move a foot unit into a hex, the unit must spend the movement cost number in APs. Some terrain types cost more to move into, and these additional costs are listed on the movement and terrain table. These costs are added to the unit's movement cost and are cumulative.

Foot Unit Movement and Terrain Table

	Additional AP Cost to Move into a Hex	Terrain Defensive Modifier (DM)	Hex Blocks LOS?	Cover Terrain?
Open Terrain / Road	+0 AP	+0 DM	No	No
Buildings-Stone	+1 AP	+2 DM	Yes	Yes
Buildings-Wood	+1 AP	+1 DM	Yes	Yes
Plowed Field	+0 AP	+0 DM	No	No
Wall	+1 AP	+1 DM	No	Yes
Water	+4 AP	-1 DM	No	No
Woods - Heavy	+1 AP	+2 DM	Yes	Yes
Woods - Light	+0 AP	+1 DM	Yes	Yes
Move Backwards	+1 AP	-	-	-
Move Uphill	+1 AP	-	-	-
Movement AP Costs & Defensive Modifiers are cumulative.				
Optional Cautious Movement Rule (5.0.3)				
Unit is Moving Normally	+0 AP	-1 DM	-	-
Unit is Moving Cautiously	+1 AP	+0 DM	-	-

Ex: A Soviet Maxim MMG unit with a 2AP movement cost would pay 3APs to move into a heavy woods hex (2APs unit movement cost + 1AP for heavy woods terrain cost).

Each foot unit's movement into a new hex is considered a separate action. There are no stacking limits. Units may move into and through hexes occupied by both friendly and enemy units. (Of course, an enemy unit may engage you in close combat if you move into its hex!)

5.0.1 Roads

Roads negate hex restrictions and movement costs of terrain that covers the hex. Units must follow the roads from hex to hex to gain the road movement advantage. Bridges function as roads over water. Roads do not affect the DM of the hex.

5.0.2 Walls

A unit receives +1DM for all incoming fire, from all levels, if the fire crosses a wall that is in or bordering the target unit's hex. Other terrain modifiers still apply. Walls do not offer cover against mortar and artillery fire.

Crossing a wall hex side costs foot and tracked units +1AP. Wheeled units may not cross wall hex sides.

Walls acts as covering terrain for hidden units, if LOS from enemy units crosses a wall in or bordering a hidden unit's hex.

5.0.3 Foot Unit Cautious Movement (Optional Rule)

All foot units moving into a 'No Cover Terrain' hex, as listed on the Movement & Terrain Table above, are penalized -1DM. This penalty is only applied if an opponent fires at the unit immediately in the following turn. Transported foot units *(17.1)* are **not** penalized.

The movement penalty can be negated by moving cautiously. Foot units move cautiously by adding +1AP to the regular movement cost listed on the movement table.

Designer's Note: A player must weigh the extra APs paid for cautious movement against the benefits of a higher DM when using these optional rules. Beginners may wish to gain some experience playing CoH before including this optional rule.

5.1 Facing

All units have a forward facing represented on their counters by a white arrow on a green or red field. A green field indicates a counter that can move and/or pivot, a red field indicates a counter that is stationary and may not move and/or pivot *(Bunkers 18.1.2)*.

At **all** times, a unit's facing arrow must point to a hex side (as opposed to the corner of a hex). Units may move forward into any one of their 3 front hexes (see figure 6). Units may change

their facing to any hex side at no AP cost **after** they move into a new hex and **before** the opposing player's turn.

Flank hexes represent hexes to the rear of and outside of a unit's field of focus.

Figure 6

5.2 Backwards Movement

A unit may move backwards into any of its 3 flank hexes, but must pay a +1AP backward movement penalty in addition to all other movement costs *(5.0)*. A unit moving backwards into a new hex may change its facing at no additional AP cost.

Moving backwards is considered a cautious move *(5.0.3)*.

Designer's Note: Facing is critical for a unit. Facing involves a unit's "focus" or attention as much as taking up positions to deal with that focus. While deployed behind a wall, against an embankment, etc., a unit is very vulnerable to fire coming from its flank. Not only is the unit often more exposed, but flank attacks can be psychologically devastating. "Where did the enemy come from? Are we surrounded? Can we get away?" The natural instinct is often to either just run away or to hunker down. A unit's experience and leadership play a vital role in assessing the new threat and deciding how to react to it.

5.3 Pivoting

If a unit does not wish to move into a new hex, but wants to change its facing, it may pivot as an action for a cost of 1AP or 1CAP. The unit may change its facing to any hex side.

5.4 Enemy Occupied Hexes

Units may move into and through hexes occupied by both friendly and enemy units. If friendly and enemy units occupy the same hex at the beginning of a turn, a player may initiate close combat *(7.7.3)*. If vehicles move through an enemy occupied hex without stopping *(14.1)*, they cannot be engaged in close combat.

5.5 Unit Reinforcements

When a firefight calls for reinforcements these units may come into the game on that round or later rounds. If the reinforcements enter on a later round, they must still enter on the same hex(es) as specified by the firefight.

Units move onto full hexes when entering a firefight. **Half hexes are ignored**. The move can be made with a Unit AP, opportunity, command or card action.

If an enemy unit occupies an entry hex, the reinforcements may shift their hex of entry by up to 2 hexes.

Multiple units may enter the map simultaneously using a group move *(9.1.1)* or while being transported *(17.0)*.

5.6 Exiting the Game

Units may never exit a map, unless called for in the setup rules of an individual firefight.

6.0 Line of Sight (LOS)

Units have to see each other in order to fire at each other. Hexes that block LOS are listed on the Movement & Terrain Table in section 5.0. If a line drawn from the center dot of the attacking hex to the center dot of the target hex is free of any blocking terrain, LOS is established. Units can see into a hex that blocks LOS, but not through it. So LOS is blocked if any part of the LOS crosses **any** part of a blocking hex. All LOS rules apply in both directions. So if unit A can see unit B, then B can see A.

Ex: Figure 7. The HMG in hex A can see into light woods hex B, but not through it to hexes C or D.

If LOS passes exactly along the edge of two hexes, it is always affected by the hex with the least restrictive LOS.

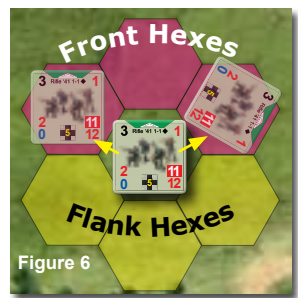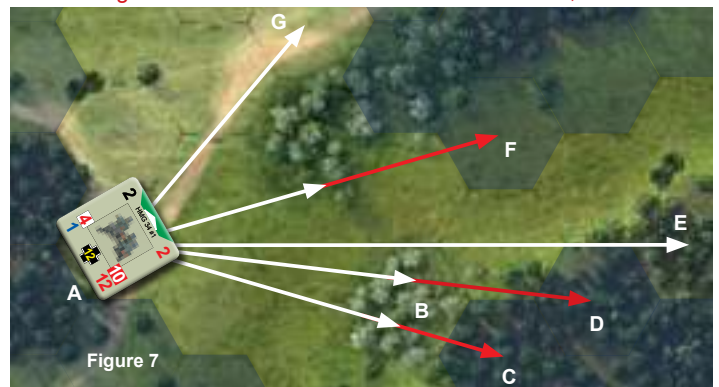Ex: Figure 7. The HMG in hex A can see into hex E, because the

Figure 7

LOS follows the hex edge between the woods D and the open hex. The LOS is not blocked, because the open hex LOS applies.

Players may check for LOS before they commit to firing. **Units do not block LOS or firing.**

6.1 Arc of Fire (AoF)

The front 3 hexes extending outward from a unit's facing arrow represent the unit's arc of fire. Units may only shoot at targets in their arc of fire.

Ex: Figure 9. The German Rifle unit moves into hex A, which is in its front arc and is considered a forward movement. The Soviet passes. The German moves to hex B and again the Soviet passes. The German now moves to hex C and changes its facing for free. The Soviet Rifle cannot fire at the German, because the German is now outside of its arc of fire. The German is also facing the Soviet's flank. The Soviet could pivot to face the German as an action for 1AP, but then would have to wait another turn in order to fire.

Figure 8
Arc of Fire
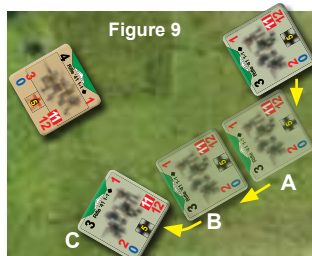
Figure 9

7.0 Combat Resolution

Combat involves one unit firing its weapons at another unit. The attacking unit must have the target in its arc of fire, LOS, and range (7.7).

The black number in the top left corner of the counter shows the number of APs the unit must spend to attack. Each attack is considered a separate action.

When attacking, compare the attacker's **attack value (AV)** with the defender's **defense value (DV)** of the same color.

- **If the AV is equal to or greater than the DV, the defender takes one hit.**
- **Critical Hit. If the AV is greater than the DV by 4 or more, the defender is immediately destroyed.**

A unit may be attacked an unlimited number of times in a round.

7.1 Firepower (FP) and Defense Rating (DR)

All units have a blue and a red **fire power (FP)** value located in the lower left corner of the counter. The red value reflects a unit's bullets and high-explosive firepower. The blue value reflects a unit's armor-piercing firepower.

All units also have either a red or blue **defense rating (DR)** located in the lower right corner of the counter. A red DR indicates that the unit is a soft or disbursed target, such as men. A blue DR means that the unit is armored, such as a tank.

When a unit fires at an enemy unit, it fires using the same FP color as the target's DR color.

7.2 Attack Value (AV)

AV is calculated by adding the attacking unit's fire power (FP) to a 2D6 dice roll. Remember, attack dice rolls can be modified by adding up to 2CAPs.

AV = Unit FP + 2D6 + CAP dice roll modifiers

Ex: Figure 9. The German Rifle with a red 2FP is firing at the Soviet Rifle. The player rolls a 9 and scores an 11AV (2FP + 9 dice roll).

Units may attack even if they have a 0 or negative FP.

7.3 Defense Value (DV)

DV is calculated by adding either a unit's front or flank **defense rating** (DR) to the hex's terrain DMs. Fire **originating** from outside of a unit's arc of fire is considered a flank attack and is resolved against the unit's weaker flank DR. The unit's flank DR is printed above the unit's front DR on the counter.

DV = DR + terrain DM.

Front Fire

Flank Fire

Figure 10

Ex: Figure 10. The yellow lines represent flank shots because the fire **originates** from outside of the unit's arc of fire. These flank shots would be resolved against the unit's 11 flank DR.
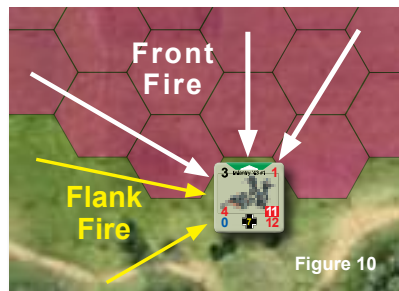
Defenders may never add CAP modifiers to their unit's DV.

7.4 Destroyed Units and CAP Track Adjustments

A unit is immediately destroyed when it takes a critical hit (7.0) or a unit with a hit marker takes a second hit.

Destroyed units (except for Trucks & Wagons 16.0) are removed from the game and are placed on its commanding player's CAPs track. The first destroyed unit is placed on the starting CAP number specified in the firefight, the second destroyed unit on the next number lower, and so on. At the beginning of each round, the CAPs track marker is reset to its beginning value minus 1 for each of that side's lost units.

Ex: A player starts a firefight with 9CAPs and loses 2 units on round one. The first unit is placed on the "9" space, the second on the "8" space. He would start round two with only 7CAPs at his disposal. The 7CAPs would decrease in future rounds if he lost more units.

If the CAP track marker is on the space where a destroyed unit must go, the CAP level is immediately reduced by one and the player loses the use of this CAP.

Ex: In the example above, the player had 8CAPs left when he lost his second unit. The unit is placed on the "8" space and the CAP tracking marker is moved to the "7" space.

Designer's Note: As units are destroyed, the loss of front line sergeants, 2nd lieutenants, and other officers affect a force's combat and command structure effectiveness.

7.5 Hits

When an un-hit unit takes a hit, its commanding player draws a hit marker and without revealing it to his opponent, places it face down under the hit unit. Pull hits against foot units from the Foot Hit Marker pile and pull hits against vehicles from the Vehicle Hit Marker pile.

Foot Unit Hit Markers

R≥7 Stunned
Stunned (x2):
• Unit cannot take **any** action other than rally.
• ≥7 needed to rally.

R≥7 Unnerved
Unnerved (x2):
• No stats are affected.
• ≥7 needed to rally.

KIA
KIA (x1):
• The unit is killed on the first hit. Immediately remove it from the map.

R≥8 Panicked -2 +1
Panicked (x2):
• Unit cannot fire.
• Flank DR increases.
• Front DR decreases.
• ≥8 needed to rally.

R≥7 Pinned
Pinned (x5):
• Unit cannot move or pivot.
• ≥7 needed to rally.

+1 R≥7 Suppressed -2 -2
Suppressed(x5):
• Costs +1AP to fire.
• FP decreases by 2.
• ≥7 needed to rally.

+2 R≥8 +1 Cowering +1 1 +1
Cowering (x2):
• Cost +2AP to fire.
• +1AP per hex to move or pivot.
• Range drops to 1.
• DR increases.
• ≥8 needed to rally.

-1 R≥8 Berserk +1 1 +1 +2
Berserk (x1):
• Costs -1AP to fire.
• FP increases by 1.
• Range drops to 1.
• DR increases.
• ≥8 needed to rally.

Back of Foot Hit Counters
• All foot hit counters shown have the same back art.

⊘ = The ability is lost.
A **black** symbol affects all colored stats.
A **blue** or **red** symbol affects only the same colored stat.

A unit's stats and abilities are modified by the corresponding values printed on the hit marker. If no value appears in a corner of a hit marker, there is no affect on the corresponding stat of the hit unit.

Ex: A Soviet Rifle pulls a Suppressed hit marker. The unit's stats are modified as follows:

- The cost to fire increases from 4 to 5.
- The red firepower decreases from 3 to 1 and the blue FP from 0 to -2.
- Movement and defense values are not affected, since these areas on the hit marker are blank.
- The unit may rally and remove the hit marker on a 2D6 roll of 7 or higher.

Some markers have a ⊘ symbol, which negates a unit's ability.

Ex: A pinned unit cannot move or pivot, but none of its other stats are affected. Ex: A stunned unit cannot do anything except rally.

However, its defense ratings are not affected.

A pinned unit may not move under its own power (including loading or unloading from a vehicle), but may be transported if already loaded.

A player only needs to reveal a Hit Marker to his opponent when the hit unit's affected stats are used in play. In such a case, he shows the marker to his opponent and then places the marker back under the hit unit.

Ex: A suppressed unit wishes to fire. Its FP is affected by the hit marker, so the suppressed hit marker must be shown to the opponent.

Ex: A panicked unit is fired upon. The defender must reveal the panic hit marker to the attacker, regardless of the outcome of the attacker's dice roll.

The "killed" hit marker is immediately revealed when pulled and the affected unit is removed from the map. Hit markers are also revealed when a unit is destroyed or after it rallies.

Designer's Note: Taking a hit does not necessarily mean that men are killed. In battle, units often hit the dirt when fired at and could not fire back. Other times they would panic, forget about firing, and run away. These various effects are simulated through the hit markers without adding pages of complicated rules!

7.5.1 Stacked Units and Combat

There are no stacking limits. When a hex with more than one unit is attacked, the attack is resolved simultaneously against all of the targeted units with separate dice rolls. The more units in a hex, the better the chances are that an attacker will hit one of them. This does not cost the attacker any extra resources and is considered to be one action. However, **each dice roll CAP modifier (3.2.3) affects only one target in a multi-target hex**. The attacker can spend CAPs on each dice roll separately if he so wishes. An opponent may react only after all attacks have been resolved against all stacked units in the target hex.

Ex: Figure 11. The Soviet MMG A fires at LMG B and Rifle C for 3APs. Both defenders have a 12DV. The MMG resolves fire against LMG B first. The Soviet player decides to add 2CAPs to modify his dice roll and scores a 14AV (3FP + 9 dice roll + 2CAPs) for a hit. Then the MMG resolves fire against Rifle C, this time without spending any CAPs to modify its dice roll. The CAPs spent on the first dice roll do not count for this second roll. The MMG misses and the Soviet ends his turn.

Figure 11

Multiple Target Types - A unit firing at a hex that contains units with different DR colors, rolls against each using its corresponding colored FP.

Designer's Note: The stacking rules were developed to simulate target density. Having two tanks nicely lined up for an anti-tank gun is a fire fest, whereas if they were spaced out the gun would have to reorient itself between shots. Therefore, the more targets in a hex, the easier they are to fire at and hit. In WWII, units were trained to spread out and not bunch up for these reasons. Concentrated forces were easier to manage, but could be devastated by mortar, artillery, and MG fire.

7.6 Rally

Hit units can try to remove a hit marker by successfully rallying. A successful rally indicates that the soldiers have calmed and their leaders have inspired them to fight.

The cost to attempt a rally action is 5APs.

After paying 5APs, the player rolls 2D6. The rally attempt is successful if the 2D6 roll is greater than or equal to (≥) the rally number marked on the top center of the hit marker. The hit marker is removed from the successfully rallied unit, shown to the opponent, and then is placed back into the hit marker pile. If a rally attempt fails, nothing happens and the hit marker remains in place.

+1 R≥7

Suppressed

-2
-2

Units may also attempt to rally with an opportunity, command, or card action. A unit can attempt multiple rallies as long as it has enough APs, CAPs, and/or action cards to do so. Each rallying attempt is considered a separate action.

Some vehicle hit markers are marked as 'No Rally' and cannot be rallied for the remainder of the game.

Hit markers are returned to the hit marker pile after a unit successfully rallies or is destroyed.

Units in a hex with enemy units **cannot** rally.

7.6.1 Rally Dice Roll Modifiers

Units in cover terrain add a +1 rally dice roll modifier to their rally attempt. The Movement and Terrain Table on Page 5 and on the Summary Sheet lists which terrains act as cover.

Units stacked with other friendly un-hit units receive an additional +1 rally dice roll modifier per friendly un-hit unit in the same hex.

Rally dice rolls may be modified with CAPs.

7.7 Range

A unit's range represents the number of hexes away the unit may fire into and is designated on the bottom center of the counter inside the country symbol. Blocking terrain naturally limits the effective LOS range.

7.7.1 Long Range Firing

If the range to a target exceeds an attacking unit's range, but is less than or equal to twice its range, the attacking unit may fire but subtracts 2 from its FP.

Designer's Note: The ranges on the counters represent the distances at which the units historically shot in combat situations, not their true maximum range capabilities.

7.7.2 Short Range Firing

If an attacking unit is in a hex adjacent to a target, the target is considered to be in short range and the attacking unit adds +3 to its FP.

Ex: Figure 12. **German Turn**: Pioneer C moves adjacent to the Soviet MMG D. **Soviet Turn**: The MMG fires. Since the German is in the adjacent hex, the MMG adds +3FP short range bonus to his 3FP for a total 6FP.

Figure 12

7.7.3 Same Hex and Close Combat (CC)

Units may move into enemy-occupied hexes. A player **on his turn** may (but does not have to) attack an opposing unit in the same hex thru CC. The CC attack requires an AP, CAP, opportunity, or card action. If the opponent's unit survives, it may take an action to attack back or retreat on its turn with an AP, CAP, opportunity, or card action.

The FP of units in CC are modified as follows:

-2FP for all units with a white box around their FP.

+4FP for all other units.

Ex: The HMG has a white box around its red FP so in CC it is reduced from 5FP to 3FP.

Units with a minimum fire range, including mortars and field guns, may still CC.

 - CC does not affect other friendly units in the same hex.
 - CC is resolved against the flank DR of the target enemy unit.
 - Terrain modifiers affect all units defending in CC.
 - Fortifications benefit only the occupying units *(18.1)*.
 - Units in CC can form firegroups *(9.1.2)* only with other friendly units in the same hex.
 - Units cannot fire or sight outside of their hex for attacking, spotting, or victory condition purposes while enemy units are in their hex.

Advancing into an enemy hex is an action, so the defender may react with any unit, including the defending unit. If the defending unit decides to retreat out of the hex, it may not move into the same hex or either of the two adjacent hexes from which the advancing unit had just moved from. It may move into these hexes in later actions.

A unit or group may CC fire at only one enemy unit per turn.

Ex: Two German Rifle units group move *(9.1.1)* into a hex occupied by a Soviet Rifle. The Soviet Rifle may CC attack only one of the Germans per turn.

Designer's Note: When firing at stacked units in another hex, the attacker rolls against each enemy unit. But in close combat, the attacker may only fire at one enemy unit at a time to simulate melee and overrun engagements.

Outside units can fire into a CC hex resolving fire against all units in the hex, friends and foes alike. Terrain modifiers and individual flank facings apply for fire originating from outside of the hex.

Ex: A spent unit, which has no CAPs or action cards to play, is surprised and cannot react to an enemy unit moving into its hex.

Ex: Figure 13. A Soviet Rifle occupying heavy woods is being assaulted by German Pioneers. **German Turn**: The German moves cautiously forward into the hex next to the Soviets for 2APs. **Soviet Turn**: The Soviet Rifle fires at short range with a 6AV (3FP + 3 Short Range Bonus) against the Pioneer's 12DV and misses. **German Turn**: The Pioneers move into the hex with the Soviet Rifle. **Soviet Turn**: The Soviet Rifle CC fires with a 7AV (3FP + 4CC Bonus) against the Engineer's 14DV (12 Flank DR + 2 Heavy Woods DM). The Soviet needs a 7 to hit and scores! Luckily for the Germans, they

Figure 13

pull an "Unnerved" hit marker.
German Turn: The Pioneers fire with an 8AV (4FP + 4CC Bonus) against the Soviet's 13DV (11 Flank DR + 2 Heavy Woods DM). They need a 5 to hit and a 9 to kill.

Section 2

In this section you will be introduced to cards that add uncertainty and army-specific tactics to the game. You will also learn how to coordinate the efforts of your units.

8.0 Cards
There are several types of cards in the game.
- **Action cards** ⚡ are played as an action.
- **Bonus cards** ➕ do not count as an action, but influence some other action the player is taking.
- **Event cards** 📄 trigger special events or designate scoring rounds.
- **Weapon cards** ⫴ give players extra 'toys' to play with.

Each firefight specifies which action, bonus, and event cards are shuffled into a single deck at the beginning of the game using the card ID numbers in their lower left corner.

In each pre-round sequence *(2.0)*, players draw one or more cards (as specified by each firefight) from the top of the deck. Action and bonus cards are held secretly until played, but event cards are played immediately. There is no limit to the number of cards a player may hold in his hand or play in a round. Un-played cards may be held into future rounds. Individual card descriptions are listed on page 17.

The cost to play an action, bonus or weapon card is listed in the middle of each card. If the cost icon is blue, the cost must be paid in CAPs and if in green, the cost must be paid by an activated unit's APs. If the icon is split with both colors, the action may be paid with any combination of APs or CAPs. A card paid for with an activated unit's APs *must be played on that unit.* Cards with no cost or cards paid for entirely with CAPs may be played on any unit.

Card Title
Card Type Icon
AP or CAP cost to use.
Card Description
Card ID #
Group Action

8.1 Action Cards ⚡
Action cards have a green lightning bolt icon in the top left corner and are played as an action. Action cards give a player additional APs, CAPs or allow him to take certain actions.

Ex: A fresh Soviet MMG is hit and draws a pinned hit marker. The Soviet player has card #03 'Follow Me - Automatic Rally' in his hand. He plays it on his turn as an action, paying 2CAPs. The hit marker is removed and the Soviet unit is not marked as spent.

8.2 Bonus Cards ➕
Playing a bonus card does not count as an action. These cards are played in addition to an action the player has taken or may take, including having played another action or weapon card.

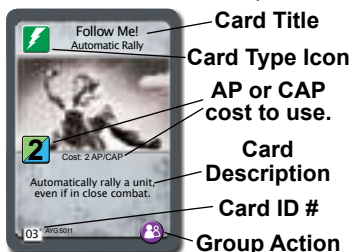***Action and Bonus Cards are discarded after having been played.***

8.3 Event Cards 📄
Event **Cards** initiate events such as reinforcements entering the game or a special scoring. Each firefight specifies if and how these cards are to be used.

8.4 Weapon Cards ⫴
Weapon cards represent weapons that units can use and are played as an action. Each firefight will designate which, if any, weapon cards are in use. A weapon card is discarded after use, unless specified otherwise in the firefight. A weapon's range and firepower is detailed on the card.

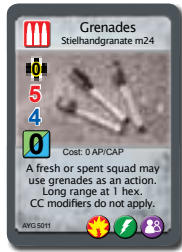Weapon cards, other than artillery, are assigned to specific foot units by a player at the beginning of a game. A unit may use an assigned weapon card for a separate attack action or as part of a firegroup action. A weapon card's firepower is modified by any hit marker the unit using the weapon may have.

Ex: A German LMG with a 'Stunned' hit counter may not use an assigned Grenades card until rallied.

Ex: A spent German Rifle unit in close combat plays its assigned grenades against Soviet Rifle as an action for 0 cost. The grenades attack with a red 5FP against the Soviet's 11 flank defense rating.

8.5 Card Icon Details
Some cards have icons printed on the bottom.

Group Action - The card may be played as part of a group action *(9.1)* if **paid for with CAPs**. Ex: Card #03 'Follow Me!' allows all units in a group to rally.

High Explosive - The weapon attack is always resolved against the target's flank defense rating.

Action Spent - The weapon attack is considered an action.

9.0 Shared Activations
Multiple fresh units can be activated together to coordinate their actions. The activated units take individual actions whose costs are deducted from a shared 7AP pool. A player need not declare which units are going to share an activation before taking actions. He may add units at will. Units sharing activations do not have to be in the same or adjacent hexes. Units sharing an activation continue spending the shared 7AP pool, even if any of them are destroyed. Each individual shared action still counts as a turn, which is followed by the opponent's turn. When the shared AP pool is spent, **all the units that shared the activation are marked as spent.**

Summary: A player activates a unit and advances the AP track marker to 7APs as always. But now he may take actions with other fresh units also, paying for their actions from this shared 7AP pool.

Ex: A Soviet Rifle is activated and advances the AP track marker to 7APs. It moves west into a clear road hex for 1AP and counts the AP track down to 6APs. The German passes. A fresh Soviet MMG (with a 2AP movement rate) shares the Soviet Rifle's activation and moves 1 hex east onto the Rifle's hex. The MMG's 2AP movement cost is paid for from shared AP pool and the units have 4APs remaining.

9.1 Group Actions
Multiple units may take **any** action as a group including moving, firing, and rallying. Group actions may be taken by:
- Units sharing their activation.
- Fresh units grouping an opportunity action.
- Fresh, activated or spent units grouping a command action.
- Fresh, activated or spent units grouping the results of a card.

A player's turn ends only after all participating units have completed the group action.

9.1.1 Group Movement
Units in the same or continuous adjacent hexes may group move and pay only the AP cost of the moving unit with the highest cost to move.

Ex: The Soviet Rifle and MMG stacked together in the last example. They now group move together into an open hex. The total cost for the move is 2APs, based only on the MMG's movement cost and they now have 2APs remaining in their shared AP pool.

Ex: Figure 14. **Soviet Turn**: Four Soviet Rifles, that are sharing an activation, group move towards the German HMG. Three Rifles move into open terrain, but the fourth moves into heavy woods so the group must pay the costlier 2AP woods movement. Had all units moved into open terrain hexes, the group move would have only cost a total of 1AP.

Figure 14

Figure 14. **German Turn:** The German activates the HMG and fires at the second Rifle unit for 2APs and destroys it.
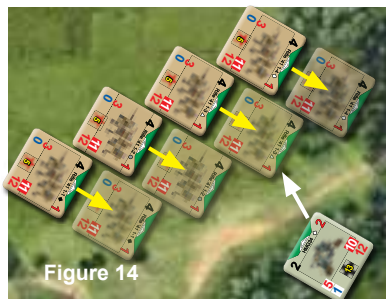
Units that are split, either by moving away from each other or thru combat, can no longer group move until they are again adjacent.

Careful Aiming
Objective #1
See Firefight Setup
Swift Action
Frontline Officer
+1D6 CAPs

An activated unit may roll 1D6 and add its result to the CAPs track for use this round.
Cost: 2 APs
03

Follow Me!
Automatic Rally
2
Cost: 2 AP/CAP
Automatically rally a unit, even if in close combat.
03

Careful Aiming
+2 Firepower
0
Cost: 0 AP/CAP
Add +2 to the firepower of a unit after all other modifiers are applied and before rolling dice.
09

Score
See Firefight Setup
Both players total and score mid-game victory points. After playing this card, draw a new card.

Grenades
Stielhandgranate m24
5
4
0
Cost: 0 AP/CAP
A fresh or spent squad may use grenades as an action. Long range at 1 hex. CC modifiers do not apply.

Figure 15. Soviet Turn: The Soviet player has 5APs remaining in the shared AP pool and for his next action he could either group move the two adjacent units or move the lone unit in the woods. He may not group move all three, since they are not adjacent. He decides to move the group of two Rifles forward for 1AP, leaving him 4APs in the pool.

Figure 15
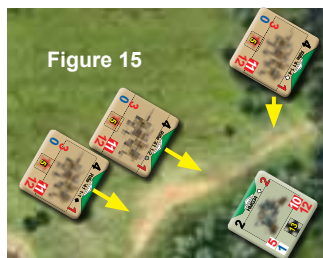
Not all units included in a group move action must move.

Ex: Three adjacent units initiate a group move action. The center unit holds its position, while the two adjacent Rifle units move forward one open hex. The APs paid are determined by the unit with the highest cost to move. If the center unit had been a MMG with 2AP cost to move, the group move would have still only cost 1AP, since the MMG did not move.

Units included in a group move may split by moving away from each other. Some or all units part of a group move may just pivot.

Hit units, still able to move, may participate in a group move.

9.1.2 Group Firing
Multiple units may group fire by creating a firegroup. Firegroups must target a single hex. A firegroup designates one unit as the fire leader, with the rest of the units in the firegroup supporting it. Supporting units must (a) be in the fire leader's hex and/or the six hexes around the fire leader, (b) have the target hex in their arc of fire (including turreted units *15.4*), (c) have a clear LOS, (d) be in range (i.e., not in long range), and (e) not have a hit marker that affects their FP. Only the fire leader pays the cost to fire. Units may only join firegroups if they have a FP greater than 0 (this FP can include range bonuses). Each supporting unit in the firegroup increases the FP of the fire leader by 1FP.

All fire modifiers are determined by the group's fire leader.

Ex: Figure 16. A fresh German LMG and a fresh Rifle group fire at a target. The LMG is designated as the fire leader and pays 2APs. Its FP increases from 4FP to 5FP due to the support of the Rifle. These two units could also have been in adjacent hexes to group fire.

Figure 16

9.1.3 Group Rally
Units in the same or continuous adjacent hexes may group rally for 5APs/CAPs. Each rallying unit rolls separately *(7.6)*.

9.1.4 Other Group Actions
Multiple units in the same or continuous adjacent hexes may take other group actions such as creating group hasty defenses, etc. Ingenious combinations of group actions are limited only by a player's creativity.

Ex: An activated German Rifle moves next to a fresh HMG unit. On his next turn, the German plays a hasty defense card on both units. They both receive a hasty defense counter. The HMG is not marked as spent, since only a card action was played on it.

9.2 Group Action Details
A group action may never be taken by multiple units that are not in the same or continuous adjacent hexes. Group actions can be taken and paid for in several ways:

- Units sharing their activations pay for a group action out of their shared activation 7AP pool. (The AP pool amount may vary if optional 'Variable AP Allocation' rule 3.0.1 is used.)

- Multiple fresh units may take a group opportunity action. After a group opportunity action is taken, all participating units are marked as spent.

Ex: Two fresh German Rifles are stacked together and have been overrun by a Soviet T-34 tank. The Rifles group move with an opportunity action and retreat backwards into non-adjacent hexes. Both are marked as spent.

- Multiple fresh, activated or spent units may take group command actions using only CAPs. Fresh and activated units are not marked as spent.

Ex: An activated German Rifle moves into a hex with a non-activated HMG. The two group command fire for 2CAPs (the HMG is the fire leader). The Rifle then moves on using what remains of his AP pool. The HMG is not marked as spent.

- Multiple fresh, activated or spent units may take group card actions. Fresh and activated units are not marked as spent.

Ex: Two hit Rifles are in adjacent hexes, one spent, the other fresh. Auto-Rally card #3 is played on both Rifles for a cost of 2CAPs. Both Rifles remove the hit markers and the one Rifle is still fresh.

Ex: Four adjacent Rifles all move forward two hexes with 'Rapid

Deployment' card #5.

Players may intersperse individual actions and group actions.

Ex: Figure 17. German LMG A activates and moves into Rifle B's hex for 1AP.
The Soviet passes.

Figure 18. Both units command group move forward one hex for 1CAP. CAPs instead of APs are paid because Rifle B does not want to share LMG A's activation. Again the Soviet passes. Now both German units command group fire at Rifle C, with LMG A as the fire leader, for 2CAPs. The LMG's FP increases from 4 to 5FP and a hit is scored. The Soviet randomly pulls a pinned hit marker.

Figure 19. The LMG A moves into the stone building for 2APs and has 4APs left. It could continue to fire, continue moving, or take other actions. Rifle B is not marked as spent since only CAPs were utilized for all group actions.

New Example: Figure 17. This time both German units share their activation. LMG A moves into Rifle B's hex for 1AP. The Soviet passes. Then both units group move forward for another 1AP. The Soviet passes. In Figure 18, they group fire for 3APs and miss. The Soviet passes. LMG A moves into the stone building for 2APs and the units have no APs remaining in their group AP pool. Both units are marked as spent.

Figure 17

Figure 18

Figure 19
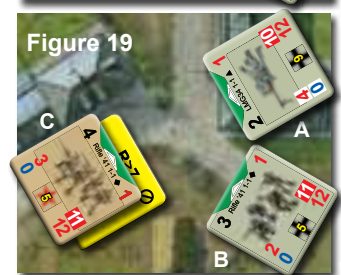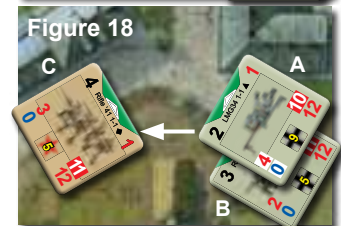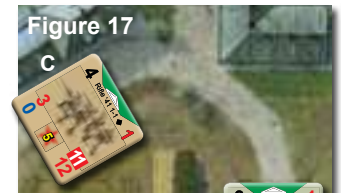
10.0 Hidden Units
A firefight will state if and how many units start the game hidden. The locations of hidden units are written on a piece of paper instead of placing the units on the map. The opponent has no idea where these units are since no counters are placed on the map. Free hidden unit tracking maps are available at www.Academy-Games.com.

Hidden units do not have a facing until they are revealed and placed on the map. At this time the player may choose their facing. Hidden units are revealed if:

10.01 A hidden unit takes an action. Hidden units are revealed immediately if they take any action other than hidden movement or stalling, even if out of enemy LOS. It and **all other** hidden units in the same hex are immediately revealed and placed on the map.

Cards may be played on a player's own hidden units, but doing so reveals them unless stated otherwise in the card's description.

10.02 A hidden and a non-hidden unit are in the same hex. Hidden units are immediately revealed when they are in the same hex as any friendly or enemy non-hidden unit.

10.03 A hidden unit is fired upon and hit.
Sometimes an attacker will shoot at a promising hex hoping to reveal an enemy. If multiple hidden units are in a hex, incoming fire is resolved only against the unit with the lowest front DR.

Mortar and artillery fire *(9.2)* are resolved against the unit with the lowest flank DR.

If one hidden unit is hit and revealed, all other hidden units in the same hex are also revealed and placed on the map (see 2 above).

Attacks against hexes with potential hidden units are resolved even if there are no hidden units in the hex.

Ex: A Soviet Rifle unit is hidden in a heavy woods hex for a red 14DV (12 front DR + 2DM for woods). A German HMG fires at the hex because he thinks it may be a good place for a hidden unit. In this case he guessed correctly, but does not know it. He scores a 13AV and misses. The Soviet player promptly ridicules the German for thinking that there could be a hidden unit in that hex.

10.04 An enemy unit moves into the same hex or near it.
Units hidden in open terrain hexes stay hidden until an enemy unit moves within 2 hexes of their hex **and** has a clear LOS.

Units hidden in cover terrain stay hidden until an enemy unit moves into the same hex.

Fortifications such as bunkers and hasty defenses *(18.1)* count as cover. Higher elevation DMs do not apply as covering terrain. See the Movement & Terrain Summary Sheet for a complete listing.

10.1 Hidden Unburdened Foot Unit Movement

Hidden **unburdened foot units** *(1.1)* may move and remain hidden. Hidden movement adds +3APs movement cost penalty when moving into cover terrain and +6APs movement cost penalty when moving into non-cover terrain. All other movement modifiers are ignored.

Ex: It costs a Soviet Rifle unit 4APs to move hidden into a heavy woods hex.

Hidden units may move into or within enemy LOS. They **may** move adjacent to an enemy unit and still remain hidden, as long as they stay in cover terrain. Thus, a hidden unit would be revealed if it moved into open terrain that was within 2 hexes of an enemy unit.

To move a hidden unit(s) a player states which hidden unit he is activating, takes the action, and marks the new location on a sheet of paper or the "hidden unit tracking map" for future reference.

When a hidden unit is activated and performs a hidden move, the player deducts the AP costs from the Unit AP Track the same as with any other unit. Once a hidden unit is spent, the hidden unit counter is placed next to the map in open view and is marked as spent.

10.2 Hiding Unburdened Foot Units During a Game

Un-hit unburdened foot units that are out of enemy LOS may spend 7APs to hide themselves within a 1 hex radius of their current position. The destination hex must also be out of enemy LOS. The units are taken off of the map and their new hex position is secretly written down. Unburdened foot units may hide as a group using the group action rules.

<p align="center">**You are now ready to play Firefight 2.**</p>

Section 3

In this section you will learn how to deal with changes of elevation on the game map. We also introduce mortars, artillery, and rules for using smoke to protect your units.

11.0 Hills

Hills are contoured on the map and come in levels that abstractly represent the height of the hill. All non-hill open terrain is considered to be ground level 0 (L0). Level 1 (L1) hill hexes are designated by one ▲ symbol behind the hex number and level 2 (L2) hill hexes are designated by two ▲▲ symbols behind the hex number. A hill covering the center dot of a hex fills the entire hex even if the artwork does not. A bare hill hex with no buildings or woods is considered open terrain.

Moving up a hill incurs a +1AP movement penalty per level to the moving unit. Roads do not negate this penalty.

Ex: Figure 20. A Rifle moving from hex A to B pays 2APs (1AP for open terrain movement +1AP for moving up one level). If there were heavy woods in the higher level hex, the cost would be 3APs (2APs for woods movement +1AP for moving up a level).
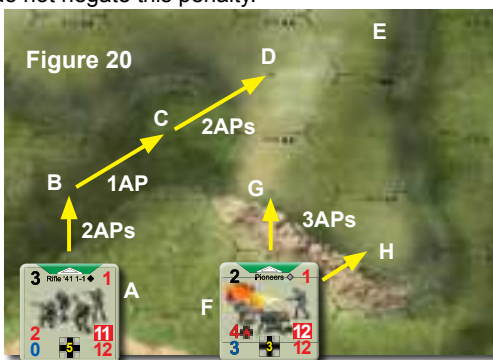
11.1 Steep Terrain

Elevation changes of two or more levels over a single hexside is considered steep terrain. Foot movement up a steep terrain hex carries a +2AP movement penalty. **Vehicles may not move up a steep terrain hex side** ⊘ **.**

Ex: Figure 20. The Pioneers may move from F to G or H for 3APs (1AP for open movement, +2 for moving up steep terrain).

## 11.2 Higher Elevatio n Bonuses

Units on a higher level attacked by units from a lower level receive a +1DM. Units at a higher level firing at units on a lower lever receive a +1FP modifier.

11.3 Elevation and Line of Sight (LOS)

A unit has LOS to a higher level target hex if there are no obstacles of **equal** or greater level than the target hex between the two. A unit has LOS to a lower level target hex if there are no obstacles of **equal** or greater level than the firing unit hex between the two.
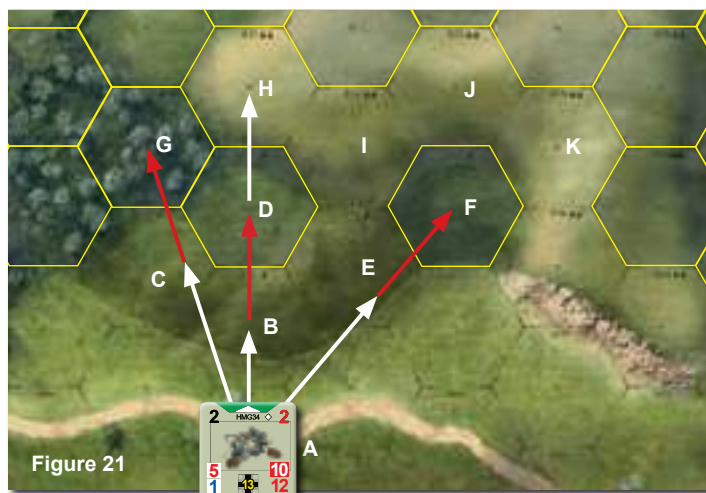
Ex: Figure 21. The HMG is on ground level (L0) and does not have LOS to the shaded/yellow outlined hexes. The HMG can see hex B (L1), but not hex D, because of the plateau effect. The HMG has LOS to the first L2 hill crest hexes H thru K, but not anything beyond them.
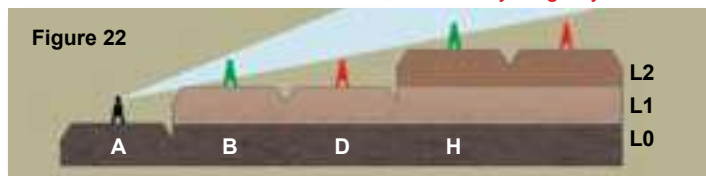
Ex: Figure 22. Here we see the Fig 21 HMG's LOS from a side view and the plateau effect. A can see B and H, but not D.

All woods and buildings act as L1 obstacles for LOS purposes. L1 obstacles are added to hill levels for LOS determination.

Ex: Figure 21. Hex G is a L1 hill with woods, equating to a L2 obstacle. Ex: Woods or buildings on L0 hexes equate to L1 obstacles.

11.4 Blind Spots

Hexes directly behind any obstacle are blind spots and out of LOS to units located at higher levels (and vice versa).
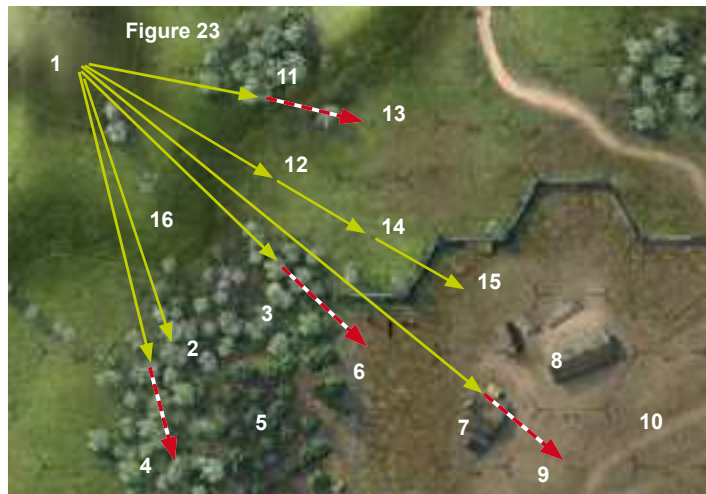
Ex: Figure 23. Hex 1 (L2) has a clear LOS into hexes 2, 3 and 11, but no LOS to hexes 4, 5, 6, 9 and 10, because of the L1 obstacles along the LOS path (woods 2 & 3 and buildings 7 & 8).

Designer's Note: Blind spots simulate units hugging a tree line or houses to stay out of the LOS of enemy units perched on hills.

A clear hill hex does not create a blind spot for units firing from higher up along the **same** hill slope. Ex: 1 to 3 below.
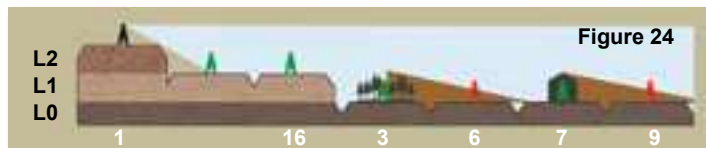
Ex: Figure 24. Here we see a side view of the LOS from hexes 1 to 9. Ex: A unit in hex 16 (L1) has LOS into hex 3 but nothing beyond, because the light woods acts as a L1 obstacle and thus is the same height as hex 16, creating a plateau effect. Anything beyond the woods is not visible.

12.0 Mortar Units

Mortar units represent teams of 2-6 men that fire explosive shells directly or indirectly. When a mortar can see its target, it fires directly. Some mortars can fire indirectly over obstacles at targets not in the mortar's LOS. These mortars have an AP Indirect Fire Cost marked on the counter in parentheses. To fire indirectly, the mortar unit must use a **spotting hex**. This is any hex with a clear LOS to and within 2 hexes of the mortar that is not enemy occupied. The mortar unit has LOS from the spotting hex for all purposes.

AP Cost to Fire. Directly or Indirectly — 3 (4)
82mm Mortar — 3
AP Cost to Move
HE Symbol
Flank Defense Rating (DR) — 10
Firepower (FP) — 3
1
Range — 3-18
Front Defense Rating (DR) — 13

Ex: Figure 25. The mortar can use any of the highlighted hexes as spotting hexes, even those outside of its arc of fire. The mortar's target must be within its arc of fire and in a spotting hex's LOS.

Designer's Note: Mortar units sent spotter teams out who directed the fire for the mortars. These teams are simulated in the game by the spotting hex. The proximity between the spotting hex and the mortar team is necessary, since the spotters had to signal or call instructions to the mortar team. Very few platoon and company mortars had radios at this time. Some firefights may alter this rule for larger mortars, since some company level mortars ran telephone wires or had radio contact.

Figure 25
Mortar Spotting Hexes

Mortars may fire from woods and building hexes. (Mortars were often set up in yards, alleyways, or small woodland clearings.)

Mortars may not fire at targets that are closer than their minimum range and must fire at targets in their arc of fire.

Mortars **may** conduct close combat, but may not fire short range if their minimum range is 2 or more.

Attack elevation bonuses for mortars are determined by the height of the spotting hex when using indirect fire.

12.1 Mortar and Artillery Fire Resolution

Mortar and artillery units have a high explosive symbol next to their firepower which denotes that their **attacks are resolved against a target's flank DR** (including hidden units). Target units still receive the benefit of all terrain & fortification DMs *(exception - 12.2 Air Bursts)*.

12.2 Mortar and Artillery Air Bursts

Units with red colored flank defense ratings that are in a heavy woods hex do not receive the heavy woods' +2DM when subjected to high explosive mortar or artillery fire.

Designer's Note: Usually artillery exploded upon impact with the ground. But when artillery shells hit dense tree cover, the shells would burst in the air sending shell and tree fragments raining down upon units on the ground and in fox holes. This effect was devastating.

12.3 Off-Board Artillery (OBA)

Off-board artillery is represented by weapon cards and each firefight states if any are available. OBA has a 1 round delay. A player secretly writes down a target hex during the current pre-round target sequence and resolves that artillery strike during the next pre-round resolution sequence. The mechanics for resolving off-board artillery are exactly like on-board mortar fire, except that off-board attacks are resolved against multiple hexes, usually **the target hex and the 6 hexes surrounding it.** (The affected hexes are marked on each weapon card.) A separate attack is resolved against each of these 7 hexes. Of course, if there are multiple units in a hex, the off-board fire is resolved separately for each unit. (We recommend that players download the free artillery planning maps from www.Academy-Games. com.)

Divisional Artillery
10,5cm Howitzer 18
5
3
Plan artillery strike during this pre-round sequence. Fire for effect during next pre-round sequence. Artillery affects target hex and 6 surrounding hexes.
AVG 1011
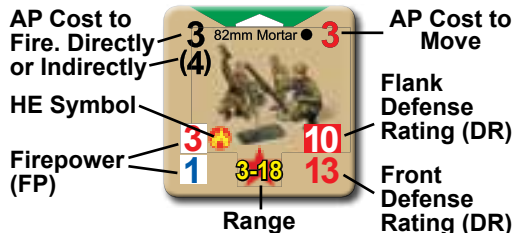
Off-board artillery spotters are specified in a firefight's setup rules. A spotter for OBA only needs to have LOS when the hexes are targeted, not when the OBA is resolved. OBA spotters may be hidden and are not revealed when spotting.

Elevation attack bonuses do not apply to OBA and their spotters.

Designer's Note: Artillery fire was usually shot from kilometers away at pre-registered targets and was either called in by radio, field telephone, or pre-arranged signals such as flares. The pre-registered targets were marked on maps (or more likely, tissue overlays placed over the map) and were usually easily identifiable terrain features such as crossroads, developed areas, or high ground. The Soviets usually had indirect artillery support only when defending or attacking a fixed front line. On the move, any field guns in a Soviet force fired only over open sights providing direct heavy artillery fire. The German Army could call in fire on the move using reference points on a map and call for the fire by radio from a command tank or APC.

13.0 Smoke

Smoke is used to create a screen to cover a unit's position and movement. When smoke is fired, a +2DM smoke counter is placed in the target hex. LOS and fire attacks may originate and end in a +2DM smoke hex, but may not pass through it. Units receiving fire originating from or ending in a +2DM smoke hex receive a +2DM.

Ex: A targeted unit in a +2DM smoke hex adds +2DM to its DR.

Ex: A unit firing out of a +2DM smoke hex adds +2DM to its target's DR.

+2DM Smoke negates open terrain bonus movement for that hex *(14.1)*.

At the beginning of every new round, all +2DM smoke counters are flipped to their +1DM side and all +1DM smoke counters are removed from the map.

+1DM smoke counters simulate smoke that has dissipated. These counters partially obscure LOS passing through the smoke, but do **not** block LOS. Units may see and fire through a +1DM smoke hex. Units receive +1DM to all fire originating, ending, or passing thru the +1DM smoke hex.

Smoke effects are cumulative. Two +1DM smoke counters in a hex act as a +2DM smoke screen and block all LOS through the hex. Two +2DM counters add +4DM for the hex, and so on. LOS passing through two hexes, each with a +1DM smoke counter, is blocked past the second hex.

Each DM worth of smoke acts as a L1 obstacle.

Ex: A +2DM smoke counter acts as a L2 obstacle, a +1DM counter acts as a L1 obstacle.

Smoke never damages units.

13.1 Unit Smoke Capability

Mortars that are 8cm (80mm) or larger, all off-board artillery, and Pioneers may fire smoke unless disallowed by the firefight. Other units may not fire smoke unless permitted by the firefight. Tanks and guns that can fire smoke rounds may target hexes within the same range as their normal attacks, including long range. Engineer units may only place smoke counters in their own hex or 1 hex away *(9.1.2)*.

Smoke automatically hits the hex at which it is aimed. Off-board artillery smoke, which must be marked down when targeting a hex, affects the same target hexes like a normal attack.

Unless otherwise specified, any smoke placed by units is +2DM.

You are now ready to play Firefight 3.

Section 4

This section adds some special vehicle movement, transport and combat rules.

14.0 Vehicle Movement

Vehicle Movement rules are identical to the Foot Movement rules covered in section 1. Below are additional rules that pertain only to vehicles. Vehicles are either tracked units (such as tanks) or wheeled units (such as trucks and cars). Tracked units have a **blue** movement cost and wheeled units have a **green** movement cost in the top right corner of their counters.

14.1 Bonus Movement

Some vehicles receive bonus moves in certain terrains. These potential bonus moves are represented on a counter by track or by wheel symbols below the movement cost.

Vehicle Movement Costs

Additional AP Cost to Move into a Hex

	Wheeled Vehicle	Tracked Vehicle
Open Terrain	+0 AP	+0 AP Bonus per 🔹
Road / Bridge	+0 AP Bonus per 🟢	+0 AP Bonus per 🔹
Buildings-Stone	NA	+3! AP 🚫
Buildings-Wood	NA	+2 AP 🚫
Plowed Field	NA	+0 AP 🚫
Road Block	NA	+1D6 AP
Wall	NA	+1 AP 🚫
Water	NA	NA
Woods - Heavy	NA	+2 AP 🚫
Woods - Light	+2 AP 🚫	+1 AP 🚫
Move Backwards	+1 AP 🚫	+1 AP 🚫
Move Uphill	+1 AP	+1 AP

Movement AP Costs are cumulative.
! = Check for immobilization: 2D6 ≥ 6 is safe.
🔹 = Move a bonus open, road or plowed hex.
🟢 = Move an extra road hex.
🚫 🚫 = No bonus movement allowed into this hex.
NA = Not accessible.

A unit with a bonus move symbol(s) on its counter, that pays to move into terrain that lists one of these symbols, **may** take one free bonus move for every symbol on its counter. The bonus move(s) must be taken into terrain that allows this type of bonus move.

Ex: The truck shown to the right has a green movement cost, so it is classified as "Wheeled Vehicle" on the Movement Table. The truck also has two 🟢 bonus move symbols. The Movement Table shows that wheeled vehicles get bonus moves on roads. If this truck pays to move from one road hex to another for 1AP, it may move up to two additional road hexes at not additional cost.

Ex: The Soviet T-34a tank shown to the right has two 🔹 symbols. Its movement cost is blue, so it is classified as a "Tracked Vehicle". Under the Tracked Movement column; open terrain and roads list a bonus move per 🔹. If the tank pays to move into any of these terrains, it may move an additional two of any combination of these terrain hexes for free. For example, the T-34 could pay to move into an open hex for 1AP and then take free bonus moves into an open hex and then a road hex.

Ex: Figure 26. **German Turn**: The PzIIIe moves along the white arrow path paying 1AP to move into the first open hex. It then bonus moves into the next open hex. Only after the bonus move does the German's turn end. **Next German Turn**: The Panzer moves into the heavy woods hex for a total of 3APs (1AP movement cost, plus 2APs heavy woods movement penalty). Woods do not allow the tank a bonus move and he ends his turn.

Ex: Figure 26. **German Turn**: The PzIIIe moves along the yellow arrow path paying 1AP to move into the open hex. The German's turn ends, since woods do not allow bonus moves. **Next German Turn**: The Panzer moves into the heavy woods for 3APs. His turn ends and so on.
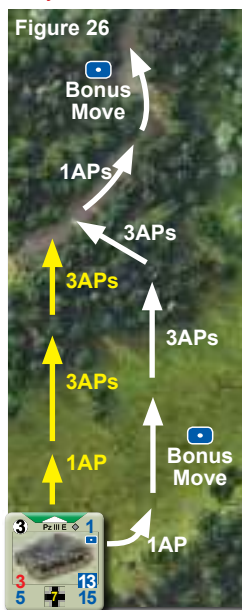
A unit's movement action includes all bonus movements. **An entire multiple hex movement action must be completed before a player's turn ends.** So in each of the examples above, the opponent may not take his turn until the paid **and** bonus moves are fully completed.

Designer's Note: A unit's movement cost takes into account the time it took to give orders, study maps, set for sighting, and so on. The unit's movement allowance is an abstraction of these processes. Even though a truck full of men could reach 100 kph, seldom did it travel so fast over bumpy or muddy roads.

Figure 26

14.2 Roads

Roads negate hex restrictions and movement costs of terrain that covers the center of the hex. So a wheeled vehicle, which is usually restricted from entering a woods hex, can follow a road into woods paying the road movement cost only. **Units must follow the roads from hex to hex to gain the road movement advantage.**
Roads do not affect the DM of the hex.

Bridges function as roads over bodies of water.

Ex: Figure 26. The PzIIIe moves from the woods hex onto the road hex, paying another 3APs. Only when he is on the first road hex and moves to the next road hex is he able to take advantage of the road movement through woods.

Ex: Figure 27. The T-34 tank with two 🔹 bonus symbols can move a total of 3 open hexes. The T-34 moves 3 open hexes up a hill. The total cost is 3APs (One additional 1AP for each uphill level traversed). The three hex move counts as one action and the opponent cannot react until the tank has reached the top of the hill.
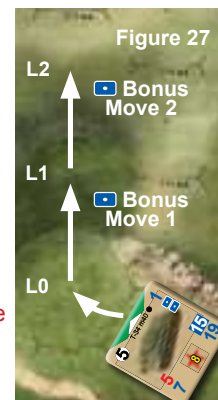
Road Congestion - Wheeled vehicles receive no 🟢 bonus moves when entering a road hex that already contains other vehicles.

Figure 27
L2
🔹 Bonus Move 2
L1
🔹 Bonus Move 1
L0

14.3 Enemy Occupied Hexes

Vehicles may move into and through hexes occupied by both friendly and enemy units. If vehicles move thru a hex without stopping, they cannot be engaged in CC.

14.4 Reverse Movement

A unit may move backwards into any of its flank hexes for a +1AP movement penalty cost, which is added to the normal movement cost of the terrain.

Movement bonuses do not apply when moving in reverse.

14.5 Vehicle Immobilization

Vehicles can be immobilized while moving over certain terrain such as stone buildings or marsh. After moving into terrain whose movement cost is followed by an "!" on the Vehicle Movement Table, the vehicle must check for immobilization. The player must roll 2D6 and score a 6 or higher to prevent his unit from being immobilized. He may modify this dice roll with CAPs.
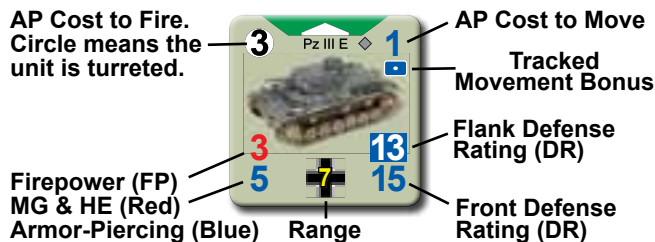
Immobilized vehicles may not pivot, but turreted vehicles may still fire outside of their arc of fire *(15.4)*.

Towing - Immobilized or stunned wheeled vehicles may be towed by wheeled or tracked vehicles. Tracked vehicles may be towed only by other tracked vehicles and receive no bonus moves.

Vehicles that were immobilized due to terrain and are towed out of the immobilizing terrain may move again. A vehicle immobilized by a hit marker always remains immobilized, but may still be towed.

15.0 Armored Defense Rating and Firepower

Until now we have only considered unarmored units such as infantry and various support teams. These unarmored units have front and flank DRs marked in red on their counters. These units usually fire bullets or high explosive ammunitions, marked by red FP values on their counters.

AP Cost to Fire. Circle means the unit is turreted.

AP Cost to Move
Tracked Movement Bonus
Flank Defense Rating (DR)
Firepower (FP)
MG & HE (Red)
Armor-Piercing (Blue)
Range
Front Defense Rating (DR)

An armored unit's front and flank DR is marked in blue on its counter. Similarly, certain units have munitions such as armor-piercing rounds. The armor-piercing FP is marked in blue on their counters. Blue FP can only be fired at units with blue defense ratings.

Designer's Note: When developing the tank FP values and DRs, round penetration and armor thickness were not the only factors taken into account. These would have generated distorted values. Targeting equipment, crew training, tank maintenance, rate of fire, armor slope, relative armor thickness, round "stick" factors, steel quality, radio access, movement speed, and more were considered

for the system to yield historical combat results. On paper, the Soviet T-34 outclassed any German tank available in mid-1941. However a T-34 tank crew was ill-trained, often the tank commander had a very limited field of vision, many tanks had very few armor-piercing rounds on board, and often the transmissions broke down within days of rolling off the assembly line with no spare parts available. These and other factors gave the Germans their 7:1 tank kill ratio.

The ranges on the counters represent the distances at which the units historically shot, not their true maximum ranges. For example, the Panzer IIIe had a fire range of over 1800m, but knocked out over 70% of its victims at less than 500m!

15.1 Multiple Target Types

A unit firing at a hex with multiple targets that have different DR colors fires against each target with its FP of the corresponding color.

Ex: The T-34 tank, shown below, fires at a hex containing a tank and an infantry units. Against the tank, the T-34 uses its blue 7FP. Against the infantry unit, it uses its red 5FP.

15.2 Vehicle Hits

Hits against vehicles are resolved in the same manner as hits against foot units *(7.4 and 7.5)*.

Destroyed	**Destroyed (x1):** • Immediately remove the affected unit from the map.	No Rally **Gun Damaged** ⊘	**Gun Damaged (x2):** • Either the Blue or Red FP ability is damaged and cannot be used to attack.
No Rally ⊘ **Immobilized** +1 -1	**Immobilized (x5):** • Unit may not move or pivot. • Front DR decrease by 1, flank DR increase by 1.	No Rally **Light Damage**	**Light Damage (x4):** • Unit mechanical stats are not affected, but the crew is rattled.
R≥9 **Panicked** ⊘ +0 -4	**Panicked (x1):** • Unit may not fire. • Front DR decreases by 4. • 9 needed to rally.	⊘ **R≥9** ⊘ **Stunned** ⊘	**Stunned (x2):** • Unit may not move, fire or take any action other than rally. • 9 needed to rally.
+1 **R≥8** **Suppressed** -2 -3	**Suppressed (x5):** • Costs +1AP to fire. • FP decreases by 2 for red and 3 for blue. • 8 needed to rally.		**Back of Hit Markers** • All vehicle hit markers have the same back art.

⊘ = The ability is lost. Black means all, blue or red is gun color specific.

Designer's Note: Some vehicle hit markers cannot be rallied because most of the damage to them was of a physical nature that could not be readily repaired in the heat of battle.

15.3 Range Effects

Combat ranges for vehicles and their effect on FP are identical to that of foot units covered in section 7.7.

15.4 Turreted Vehicles

Some vehicles, such as tanks, have turreted guns which are designated with a white circle under their AP cost to fire. A turreted gun can rotate 360 degrees without the vehicle having to change its facing. Thus, vehicles with turreted guns are the only units that can fire at targets outside their arcs of fire, which they may do for an **additional 1AP/CAP** cost to fire. The tank's facing does not change when firing outside of its arc and **does not** constitute an additional action. Turreted vehicles firing outside of their arc with an Opportunity Action or a Command Action Card do not have to pay an additional 1AP/CAP.

Designer's Note: Most tanks kept their turret firing action within the front 120 degree arc rotational. If a tank was threatened by an enemy, the crew would try to face the threat, thus offering the smallest target silhouette with the highest armored area while protecting the treads of the tank. Often tactical logic was overcome by the sheer psychological stress and panic of taking flank shots.

Self-propelled Guns (SPGs) were field guns mounted onto a tank chassis. Having no turret, they had limited horizontal tracking ability and had to pivot the entire tank in order to follow a target. This made moving target acquisitions more difficult than for tanks.

This combat occurrence is designed into the game mechanics, dispensing complicated turret rules. The rotation speed, crew training and reaction speed, command visibility, and targeting capabilities are calculated into the "AP Cost to Fire" for each unit type. The effect is that Self-propelled Guns have to expend a separate pivoting action in order to fire outside of their arcs.

15.5 Open Topped Vehicles

Open topped vehicles have a white box with red border around their blue flank DR. This blue DR acts as a red DR when attacked by artillery, mortar fire, 💥 high explosive weapon cards or CC attacks by foot units. These attack open topped vehicles with their red FP.

Ex: The PzJg 35R has a red 13DR if attacked by a Soviet Rifle unit in CC. (Tank hunter units may still attack with blue FP.)

Designer's Note: Many self-propelled guns had open tops and rear sections, which made them very vulnerable to hand grenades, artillery shrapnel, and other incoming flank fire.

15.6 Vehicles as Cover

Vehicles offer +1DM cover to all friendly non-transported unburdened foot units in the same hex. The foot units do not have to move cautiously when group moving with these vehicles.

Ex: A Rifle unit and a tank group move towards an enemy position. The Rifle unit is not being transported, so it is placed under the tank as they move forward and receives a +1DM from the tank.

16.0 Trucks and Wagons

Trucks and wagons represent vehicles designed to move other units and supplies over road systems. Trucks and wagons utilize green movement making them good for roads.

Trucks have a -2FP and a range of 0, so they may attempt feeble CC attacks. Wagons may never attack.

Trucks and wagons may not claim victory hexes.

Destroyed truck and wagon counters do not adjust the CAP track, but do count for VP scoring.

16.1 Armored Personnel Carriers (APC)

APC units represent vehicles designed to transport and protect other units. All units transported by an APC with a +2 red shield 🛡 receive a +2DM. Towed guns and mortar units also receive this bonus, since the gun crew rides in the APC. All other transportation rules apply.

Incoming fire is resolved simultaneously against the APC and any units being transported. Attacks are still rolled individually for each unit. If the APC is destroyed, transported units still receive the APC's +2DM for that attack.

17.0 Loading, Transporting, and Unloading Units

All vehicles may transport either one foot unit or pull one gun. (Exception: Vehicles may transport both a German Rifle and LMG, since these units historically comprised one squad.)

A vehicle must be in the same hex as a unit in order for it to load. The loading unit then pays its open terrain movement cost to load onto or limber to the truck with a group action. The unit counter is placed **on top** of the vehicle counter, facing the same direction.

Transported units receive no vehicle cover from the vehicle transporting them *(exception - 16.1 APCs)*. A vehicle and its transported unit take group movement actions to move and pay the **vehicle's** movement cost only. A vehicle does not suffer a movement penalty for moving while loaded and all movement bonuses apply.

A unit being transported **may not fire**.

To unload, a transported unit must pay its open terrain movement cost with a group action. The unloaded unit is now placed **under** the vehicle facing any direction.

Figure 28

1 AP to move + 2 bonus 🔲 moves

4 APs to unload

1 AP

1 AP
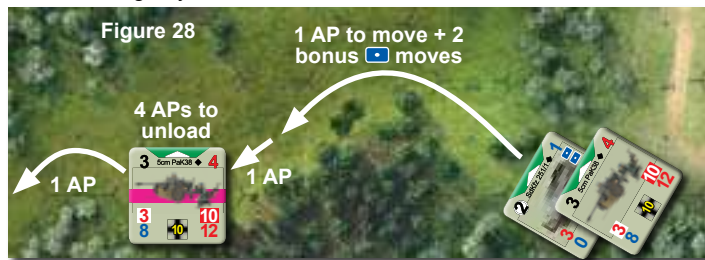
Ex: Figure 28. **German Turn:** A 251 APC transporting (towing) a PaK38 gun group moves three open hexes for 1AP.
Next German Turn: The 251 moves forward only one hex for 1AP.
Next German Turn: The 251 unloads the PaK38 for 4APs.

Next German Turn: The 251 moves on to the west after which both the gun and the 251 are marked as spent.

New Ex: Figure 28. The 251 APC towed the PaK38 gun in the previous round, but ran out of APs before it could unload the gun. This round the German begins by unloading the PaK38 for 4CAPs. The PaK38 and the 251 APC remain fresh since they unloaded with a command action. On his next turn, the German activates the APC and begins to take actions with it. The PaK38 remains fresh and may still be activated later in the round.

Ex: Figure 29. A German 251 APC transporting a Rifle moves next to a Soviet Rifle for 1AP.
Next German Turn: The APC fires point blank for 2APs, hitting the Soviet.
Next German Turn: The Rifle unloads for 1AP.
Next German Turn: For 2APs, the Germans group fire *(9.1.2)* at the Soviet with a 7AV (3FP for the 251 APC + 1FP for the Rifle group fire + 3FP for short range bonus *(7.7.2))*.
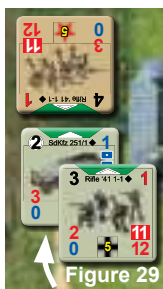
Figure 29

17.1 Firing at Transported Units
Incoming fire is resolved simultaneously against a vehicle and the flank DRs of any transported units. Attacks are rolled individually for each unit. Both the vehicle and the transported unit receive the hex's terrain modifier. If a transporting vehicle is destroyed, any surviving unit is placed on the map facing the same way the vehicle was facing when destroyed. Transported units do not receive extra damage if the vehicle is destroyed.

Ex: Figure 30. **German Turn**: The German 251/1 APC, transporting a Rifle unit, group moves from the south. The units have 6APs left in their shared activation *(9.0)*.
Soviet Turn: The Soviet 45mm ATG activates and pays 3APs to simultaneously attack the APC and Rifle. The ATG has a blue 6FP vs the APCs blue 13DV and so needs a 7 to hit (13DV-6FP) and an 11 to kill. It rolls an 11 and destroys the APC. The German player places the destroyed unit counter on its CAP track. Next the 45mm ATG resolves its attack against the Rifle. The ATG has a 3FP vs the Rifle's 13DV (11 flank DR + 2DM from the APC) and misses.

Figure 30

German Turn: Figure 31. The Rifle moves into the wooden building for 2APs.
Soviet Turn: The ATG fires at the PzIIIh for 3APs with a blue 7FP vs the tank's 17DV and misses. It has 1AP left on its AP track.
German Turn: The Rifle moves into the hex occupied by the ATG using cautious movement for 2APs.
Soviet Turn: The ATG could fire at the German infantry in CC, but its red FP is surrounded by a white box, which denotes its -2FP CC penalty. The adjacent Soviet SMG could fire into the hex, but it might hit the ATG as well. So the Soviet player decides to spend the ATG and activate the SMG, counting its track marker to 7APs. The SMG moves cautiously into the CC hex for 2APs.
German Turn: Figure 32. The German can now CC **one** *(7.7.3)* of the two Soviet units and decides to fire at the SMG, since it poses a greater threat. He spends his last 2APs, plus 1CAP. The German has a red 6FP vs the SMG's 11 flank DV. He needs ≥ 5 to hit and ≥ 9 to kill. He rolls a 6 and the Soviet

Figure 31
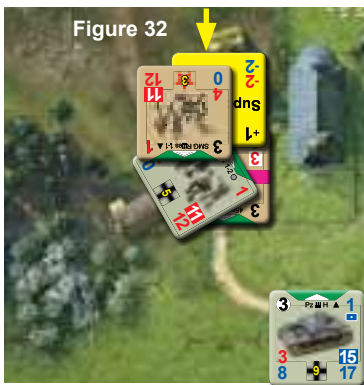
Figure 32

draws a suppression hit marker. Usually the hit result would be kept secret and the marker placed face down.
Soviet Turn: The SMG cannot rally when it is in the same hex as an enemy unit, so it decides to fire at the German infantry with a red 6FP (4FP +4 close combat bonus -2 suppression penalty) vs the German's 11DV. The Soviet needs ≥ 5 to hit and ≥ 9 to kill. He will modify his roll with 1CAP and now needs ≥ 4 to hit and ≥ 8 to kill. He scores a 9 and the German Rifle is removed from the game and is placed on the German player's CAP track.

You are now ready to play Firefight 4.

Section 5
This section introduces Fortifications and Obstacles.

18.0 Fortifications and Obstacles
Fortifications include trenches, bunkers and hasty defenses. Obstacles include barbed wire, road blocks, and land mines. All are represented by counters placed on the map. No more than 1 **of each type** of fortification or obstacle may be in a hex, except for hasty defenses.

Fortifications and obstacles do not block LOS.

18.1 Fortifications - Trenches, Bunkers and Hasty Defenses
Firefights begin with trench and bunker counters on the map. They may not be built during the course of a game unless specified by the firefight.

Units occupying a fortification are placed under the counter and receive the cumulative benefit of the terrain DM and the fortification DM. The fortification DM is located in the bottom right corner of the fortification counter.

18.1.1 Trenches may be occupied by unburdened foot units and all mortars, but not vehicles or guns. Wheeled vehicles are not allowed into trench hexes. A trench negates open terrain bonus movement for that hex.

Units in trenches may face and fire in any direction and receive a black +2DM from all directions. Black DMs are effective against both blue and red FP attacks. An unlimited number of units may be placed under a trench.
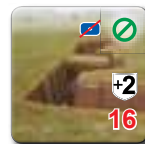
18.1.2 Bunkers may be occupied by unburdened foot units, anti-tank guns, and field guns. Mortars may not fire from inside of a bunker. Bunkers have a red facing, so may not pivot during the game. Units in a bunker face the same direction as the bunker.

Enemy units outside of a bunker's arc of fire can fire at units in the bunker, but units in the bunker cannot fire at targets outside of the bunker's arc of fire. An unlimited number of units may be placed in a bunker.

Bunkers have black front and flank defense modifiers listed in the shield symbols. These black DMs are effective against both blue and red FP attacks. The smaller number represents the bunker's flank DM against fire originating from the bunker's flank, artillery/mortar and close combat attacks.

Ex: The Soviet Rifle unit receives a +5DM to its front 12DR for a total 17DV against direct frontal fire. If this Rifle were fired on from the bunker's flank, it would have a red 14DV (11DR + 3DM for the bunker's flank defense modifier).

18.1.3 Hasty Defense counters represent a hastily fortified position which may be placed in any terrain expect water. A hasty defense may be prepared **by any foot unit** as an action by paying 7APs or by playing an action card. Ex: Card 02 or 11.

A hasty defense counter is placed over the unit that prepared it and the unit receives a black +1DM from all directions. A hasty defense counter may only be occupied by the unit that prepared it and is removed if that unit pivots, moves, or is destroyed.

Multiple hasty defenses may be prepared by multiple units in a hex, but only one hasty defense may be placed on each individual unit.

Players may prepare as many hasty defenses as there are counters available in the game.

18.2 Occupying and Exiting Trenches and Bunkers
Units may occupy empty or friendly fortifications when moving into a hex at no additional cost. In CC, fortifications benefit defending units only. Units may exit a fortification at no additional cost if part of a movement

action **out** of the hex. Units may exit a fortification without leaving the hex by paying their normal movement cost for that hex. A unit in a hex that wishes to reenter a fortification pays its normal movement cost for that hex.

> Ex: A LMG in a bunker on an open hex is being outflanked. As its action it pays 1AP to exit the bunker and may then face any direction.

18.3 Obstacles - Barbed Wire, Road Blocks and Mines

18.3.1 Barbed Wire counters affect units that want to move into the hex from any direction. Wheeled vehicles may not enter ⊘ a wire hex. Wire negates open terrain bonus movement 🔀 for that hex.

> Foot units pay a random extra +1D6 movement penalty 🔺 + 👟 for moving into a wire hex. To move into a wire hex, foot units:

1. Announce their intent to move into the wire hex.
2. Roll 1D6 to determine a movement penalty cost.
3. Add this movement penalty to the normal terrain movement cost for that hex.

If after rolling for the penalty cost an activated unit does not have enough APs/CAPs to move into the wire hex or if the player does not wish to pay the additional APs/CAPs to move into the hex, the unit loses all of its remaining APs. This attempt counts as an action. The unit may still take further CAP or card actions on later turns.

> Ex: A German Rifle unit occupies a clear hex with a wire counter on it. A Soviet Rifle unit wishes to move into the German hex in order to initiate close combat. The Soviet has 4APs and 2CAPs left. He states his intent, rolls 1D6 for a 4 and so must pay 5APs total to move into the wire hex with the German (the 4 rolled + 1AP open terrain movement cost). The Soviet may either pay 4APs + 1CAP to move in or not move in and lose his remaining 4APs.

> Wire counters are automatically destroyed and removed when a tracked unit moves into the hex or when fired upon *(18.4)*.

> Wire may be placed only during setup, unless specified by the firefight.

> Artillery and mortar fire is resolved simultaneously against the wire and any other units in the hex.

18.3.2 Road Blocks affect vehicles that want to move into the hex from any direction. Road blocks do not affect foot units. Wheeled green units may **not** enter ⊘ a road block hex. Tracked vehicles that wish to move into a road block hex must:
1. Announce their intent to move into the road block hex.
2. Roll 1D6 to determine a movement penalty cost.
3. Add the movement penalty to the normal terrain movement cost.

If after rolling for the penalty cost, an activated unit does not have enough APs/CAPs to move into the road block hex or if the player does not wish to pay the additional APs/CAPs to move into the hex, the unit loses all of its remaining APs and is marked as spent. This attempt counts as an action. This unit is not restricted from taking CAP or card actions later in the round.

> Road blocks may be placed only during setup, unless specified by the firefight.

> Road blocks do not block LOS and add +1DM for all units.

18.3.3 Land Mines may be placed on any hex, openly or hidden, as specified by the firefight. If a unit moves onto a hidden mine, a mine counter is placed in that hex. Mines attack enemy or friendly units immediately after the units move into a mined hex or take any action other than firing, rallying, or spotting for artillery. Units moving out of a mine hex are not affected by the mines. If a new unit moves into a mined hex with an existing unit in it, only the new unit is affected by the mine attack.

- Mines included with this game have a black attack number, thus explode against all foot and vehicle units.

When an enemy unit moves onto a mine, the mine owner rolls 2D6, which may be modified with CAPs. On a 2D6 result equal to or greater than eight ☀ ≥8 , the unit is hit.

> Terrain and fortification DMs do not affect mine attacks.

> Ex: A player decides to modify his dice roll with 2CAPs. He now needs to roll a 6 or higher to hit.
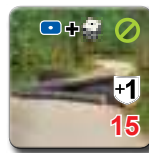
18.4 Fortification and Obstacle Destruction

Fortifications and obstacles with a red number in the bottom right hand corner of their counters can be destroyed by mortar fire, artillery fire, red tank and gun FP (no MG fire) or CC foot unit attacks. The DR of a fortification or obstacle is modified by any terrain DM, including woods, buildings and smoke. When a fortification or obstacle is hit, it is removed from the game.

> Attacks are resolved simultaneously (but rolled individually) against the target unit(s) and the fortification or obstacle. If a fortification is destroyed, units inside of it still receive the fortification's DM for that turn's attack.

> Units in fortifications defend with their flank defense against flank, artillery/mortar, and CC attacks as normal.

> A player may attack an empty fortification or obstacle, in an attempt to destroy it.

> Ex: Soviet artillery with a red 6FP fires at 2 Rifle units in a bunker with a 16DV and a black 3 flank DM. The artillery rolls a 10 for a total 16AV and the bunker counter is removed. The Soviet rolls a 13AV against the first Rifle's 14DV (11 flank DR +3DM from the bunker) and misses. For the second Rifle unit, the Soviet rolls a 12AV and misses.

<div align="center">

You are now ready to play Firefight 5.

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Section 6

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This section introduces special units and rules for playing with more than 2 players.

19.0 Pioneers

Pioneers were specially trained units outfitted to assault enemy positions. Pioneers behave exactly like other infantry units, except for the following abilities:
- Pioneers reveal hidden mines when moved on, but do not trigger an attack from them.
- Pioneers can fire +2DM smoke up to 1 hex distance for 2APs.
- Pioneers have flamethrower capabilities with a range of 1 *(19.1)*.

19.1 Flamethrowers

Certain tanks and pioneers have flamethrower capabilities and are marked with a flame symbol 🔥. These units may choose to fire at their normal FP capabilities and ranges, or they can choose to use their flamethrower. All flamethrowers fire with a **red** or **blue** **2FP** and have a maximum range of **1** (no long range fire is allowed). Short range and CC FP modifiers apply. Flamethrowers always fire against a defender's flank DR and all defense modifiers are ignored.

> Hull mounted 🔥 flamethrowers fire in the front arc only, turret mounted 🔥 flamethrowers can fire outside of their arc for an additional 1AP.

20.0 Three to Four Player Games

Some firefights are designed for more than 2 players. Each player has his own track sheet and force to command. Players decide at the beginning of the game if turn order alternates between sides (Ex: German 1, then Soviet 1, then German 2, then Soviet 2) or if all players from one side simultaneously take their turns (Ex: German 1 and 2, then Soviet 1 and 2).

> Players roll for initiative individually at the beginning of a round with the high roller or high roller side taking the first action(s). Players may also decide to take turn order from highest to lowest initiative roll.

> When all **but 1** player pass consecutively, the round ends.

> Ex: Soviet 1 passes, German 1 takes an action, Soviet 2 passes, German 2 passes. If Soviet 1 now passes, the round is over.

> **Cards may not be traded between allied players.**

> Victory conditions are awarded to the player that moves onto a victory hex first, etc. Players of a side may decide to play the game for an individual win or as a group win.

20.1 Two Players Playing a Three or Four Player Game

When two players play a firefight designed for four, they may consolidate each side's forces into one. This includes consolidating all CAP's, minus one, onto one track sheet and drawing and combining the cards for both factions into one hand. The player controls all units of both forces and may activate the units in any order that he wishes.

> Ex: A player controls two German forces. The first force receives 7CAPs and the second 6CAPs. The single player may consolidate 12 CAPs on a single track sheet and use them as he wishes. He also draws all cards for both forces, using them as he wishes.

> If three players are playing a four player game, we do not recommend that any of the forces be consolidated.

20.2 Solitaire Play

The following rules are a guideline on how a solo player plays opposing (**AI - Artificial Intelligence**) units. The solo player should always play the attacking force. The solo player still takes actions for the opposition forces, but is constrained by the AI doctrines described below. When solitaire firefights are played with two players, normal rules supersede these Solitaire Rules.

Initiative - At the beginning of each round roll 1D6. The opposition wins initiative on 1, 2, 3, or 4, the player wins on 5 or 6.

Activation
An AI unit will only activate if it has an enemy unit in its LOS.

Movement Doctrine
- AI units are more likely to pull back towards their game objectives than to advance away from them.
- AI units will not attempt to move into an enemy occupied hex, unless it is one of their objective hexes. If the solo player thinks that the AI units need to attack a hex anyway, he rolls 1D6. Only if a "1, 2, 3, or 4" is rolled will the AI unit complete the move.

Pivoting - An AI unit will pivot towards a threat that is outside of its **arc of fire (AoF)** in the following order of importance:
- If the enemy unit is in an adjacent hex.
- If fired upon and there is no closer threat within LOS.
- If a threat is in range that would require a 9 or less to hit and there is no closer threat in LOS.

Fire Doctrine
- AI units will only fire at enemy units that are in normal range and that can be hit on an unmodified 2D6 roll of 10 or less.
- AI units will fire at the enemy unit that is the easiest to hit.

CAP Usage - Give the AI opposition 20% more CAPs than listed in the firefight setup, rounding up. The preferred use of CAPs is to modify an AI unit's attack value (AV). The number of CAPs spent to modify an AI unit's AV is determined by the result of a 1D6 roll.

  - On a 1 or 2, the AI unit's attack is modified by 2 CAPs.
  - On a 3 or 4, the AI unit's attack is modified by 1 CAP.
  - On a 5 or 6, the AI unit does not modify the attack dice roll.

    The AI will use as many CAPs as it has left in order to fulfill the requirements above.

Ex: An AI Soviet Rifle has a clear LOS to a normal moving German Rifle. The Soviet AI Rifle will fire because it only needs an 8 to hit (3AV vs a 12DR - 1 normal move penalty). The Soviet AI has 1CAP left on its CAPs track and so rolls a 1D6 to see if the AI Rifle's attack will be modified with CAPs. The AI rolls a 1 for its attack dice roll modifier check and will modify the attack with its remaining 1CAP, since that is all the remaining CAPs left. The AI now needs a 7 dice roll to hit the German unit (3FP +1CAP = 4AV vs an 11DV).

AI Soviet units may fire into enemy hexes, even if that hex contains other Soviet units.

Augment APs with CAPs to Fire Again -
If an AI unit can hit a target on an unmodified 2D6 roll of 9 or less, it will use up to one CAP, if needed, to augment its APs to fire again.

Ex: An activated AI unit's cost to fire is 4APs, but it has only 3APs remaining. The AI will add 1 CAP in order to fire again.

Ex: The activated AI unit's cost to fire is 4APs, but it has only 2 APs remaining. It will not fire again.

Rallying - A hit AI unit will always rally before firing, unless an enemy unit can be attacked and hit on an unmodified 2D6 roll of 8 or less.

Common Sense - Unforeseen situations may arise and the solo player should react with the AI units in a way that is in the AI unit's best interest. This means that some of the doctrines above may be modified or broken in certain situations. When playing solitaire, it is recommended that you use the *Variable APs* optional rule *(3.0.1)*.

20.3 Hidden AI Units for Solitaire Play

For each hidden AI unit called for in a firefight, mark two hexes that are likely hiding spots on the map with pennies. Place the hidden AI unit counter in a cup, along with a dummy counter (any counter not being used in the game). When a hidden AI unit position is activated (as dictated by the firefight), the player pulls a counter randomly from the cup to see if a AI unit is actually there. If the counter pulled is a dummy counter, the spot was a decoy and the dummy counter and penny are discarded and play continues.

Ex: Two AI units may be hidden at the beginning of a game. The player chooses and marks 4 hexes with pennies and places the two AI units and two dummy (misc.) counters into a cup.

Designer's Notes: Modern day tactics employed by most of today's advanced armies find their roots in early WWII doctrine. The tactics employed evolved (and sometimes slipped) throughout the conflicts and wars that followed in Korea, Vietnam, Bosnia, Afghanistan, and Iraq. I designed CoH to follow this evolution in tactics in a series of games, the first of which is Awakening the Bear! Russia 1941-42. The system is a fast and fluid playing board game that is easy to learn, but tactically realistic for every unique time period portrayed.

    In developing any new system, there is the temptation to add more and more rules in an attempt to make the game more "realistic". Unfortunately, this often can have the opposite effect as the big picture becomes lost in a forest of heavy detail. I wanted the system to stress the flow of battle and quick reaction to adversities and opportunities. It had to contain just the right level of abstraction so more time could be spent fighting the opponent and exploring unique tactics than fighting the rules. Staying true to these goals was quite challenging as the developers constantly came up with new ideas. In the end, we relied on a rule of thumb that required a proposed rule to apply in more than 10% of relevant situations and add important period flavor to be included in the game. We operated under the belief that mountains of detail do not make a good game; a clean and easily implemented core system does.

    How we decided to portray command structure in the game is an example of our efforts to make core game play elements as robust and easy to use as possible. Command structure is the all important force that keeps units together in the face of brutality. In CoH, the probabilities of successful attacks were purposefully calculated to make hits very difficult without CAP modifications. Often, Soviet peasant units were handed rifles (if they were lucky) and pushed towards a battle without training. They were very brave, but just did not know what to do tactically when confronted by a German MG nest. So in this case, they would not start a firefight with many CAPs. This highlights the incredible importance a good command structure played. Therefore, successful play is dependent on management of CAPs. Carefully designed systems like these subtly affect game play tactics and are the backbone of Conflict of Heroes.

    The CoH rules system has been finely tuned, but one cannot foresee all possibilities in a game with so many variables. If there is a disagreement in the rule interpretations, use common sense and come to a friendly agreement on how to resolve the situation with the other player.

    The series will be expanded to cover other WWII theaters and other conflicts such as Vietnam and Iraq. It will also include rules for airplanes, boats, paratroopers, and much more.

    So find some friends, set up a game, and have fun!

    Uwe Eickert

The latest rules version, video rules, Q&A, additional free firefights, and much more can be found online at **www.Academy-Games.com**

Online forums for quick answers about **Awakening the Bear:**
www.boardgamegeek.com/boardgame/24800 or
https://www.facebook.com/groups/44778571393/

⚡ Action Cards

Action Cards must be played during a player's turn. Playing an action card constitutes an action. Cards paid for with APs must be played on the activated unit or group that paid for it. Cards with no cost or those that are paid with CAPs only may be played on any unit.

Command Action (x13)   *Card #02*
Any unit or group may execute **any** one action at 0 cost.

Follow Me! (x3)   *Card #03*
Any unit or group may immediately rally. Certain vehicle hit counters have no rally option and thus may not use this card.

Rally Up! (x3)   *Card #04*
Any unit or group may roll to attempt to rally. Each attempt must be rolled separately.

Rapid Deployment (x2)   *Card #05*
Any unit or group, including hidden ones, may move up to 2 hexes at no cost. May not be used on immobilised, pinned, or stunned units. Intervening mines affect the moving unit. Unit may not move into prohibited hexes.
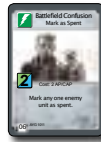
Battlefield Confusion (x2) *Card #06*
Flip any **one** enemy unit to its spent side. The affected unit may no longer activate or use APs for the remainder of the round. It may use CAPs and cards. This card may not be played on a group or off-board units, but may be played on hidden units.

Experienced Sergeant (x2) *Card #07*
An activated unit rolls 1D6 for additional APs that are added to the unit's AP track. The AP total may now be temporarily higher than the number of APs the unit activated with.

Frontline Officer (x2)   *Card #08*
Roll 1D6 for additional CAPs and add them to the CAP track. These CAPs are added one time only and may temporarily push the CAP total over the firefight's starting CAP number.
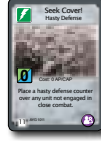
Seek Cover! (x2)   *Card #11*
A hasty defense counter(s) may be placed on any fresh, activated or spent unit or group (including vehicles). Hasty Defense may not be placed on a unit in CC.

Sniper Fire (x3)   *Card #13*
Opponent loses CAPs immediately for this round only:

Roll 1   = 0CAPs   Roll 2-3 = 1CAP
Roll 4-5 = 2CAPs   Roll 6 = 3CAPs

Bogged Down (x1)   *Card #20*
Immobilize any **one** fresh or spent enemy vehicle. The immobilization counter is removed at round's end. This Card may not be played on a group.
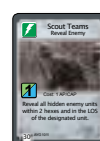
Scout Teams (x1)   *Card #30*
Choose any one of your units. Your opponent must reveal all hidden units that are within 2 hexes and within the LOS of the unit you chose.

Mine-Laying (x1)   *Card #40*
Any **one** fresh, activated or spent unburdened foot unit may lay an available mine on its own or adjacent hex, but not on an enemy occupied hex. The mine may be placed as hidden if out of enemy LOS. Cannot be placed by units in CC.
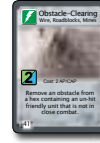
Obstacle-Clearing (x1)   *Card #41*
Any fresh, activated or spent unburdened foot unit may remove one obstacle counter from its own hex. Obstacles include Barbed Wire, Road Blocks and Land Mines. Cannot be played if in CC or by a group.

➕ Bonus Cards

Playing a Bonus Card does not constitute an action. Bonus cards may be played in conjunction with another action or as described below.

Careful Aiming (x2)   *Card #09*
Playing this card increases a player's FP by 2. Playing this card does not constitute an action. This card may be used by a group.

Swift Action (x2)   *Card #10*
A player may take two consecutive actions, skipping an opponent's turn. Playing this card does not constitute an action. A player must announce the use of this card before his first action is taken. This card may be used by a group.

Luck! (x3)   *Card #12*
A player may play this card in an attempt to modify his **own** dice roll result. Playing this card does not constitute an action and may be played during a player's turn **after** a roll has been made.

▥ Weapon Cards

Weapon Cards are played as an action or in support of a group action. Off-board artillery cards are played and resolved during the pre-round sequence *(2.0)*.

Grenades (x1)
- German foot units may use this card to attack as an action at 0 cost.
- May be used at 1 range with a -2FP penalty (long range).
- No CC modifiers at 0 range.
- May support a firegroup.
- Attacks a target's flank defense.
- Terrain modifiers apply.

Molotov Cocktail (x1)
- Soviet foot units use this card to attack as an action at 0 cost.
- May be used at 1 range with a -2FP penalty (long range).
- No CC modifiers at 0 range.
- May support a firegroup.
- Attacks a target's flank defense.
- Terrain modifiers apply.

Tellermine (x1)
- German foot units use this card to attack vehicles as an action at a cost of 2AP/CAP.
- May only be used at 0 range.
- May not be part of a firegroup.
- Attacks a target's flank defense.
- All DM and CC modifiers do not apply.

Tellermines may also be placed as a land mine within one hex of a unit's position. The same rules apply as for the Lay Land Mine card #40.
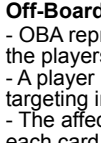
Off-Board Artillery (OBA)
- OBA represent off-board resources available to the players as set by a firefight.
- A player must note if he will use smoke when targeting in the pre-round sequence.
- The affected target hex patterns are printed on each card.
- OBA attacks a target's flank defense.
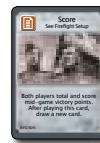- Terrain modifiers apply except for heavy woods *(see Air Bursts 12.2)*.

German Off-Board Artillery (x1)
10.5cm leFH18 Light Howitzer

Soviet Off-Board Artillery (x1)
122mm m.38 Field Howitzer

📄 Event Cards

Event Cards are played immediately when drawn at the beginning of a round. The player then draws a new card.

Score (x1)
A firefight will dictate if the score card is mixed into the card deck. When pulled, follow the scoring instructions set by the firefight. Pull a new card after the scoring is resolved.
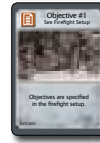
Objective 1 - 4 (x4)
Objective cards are shuffled and one is drawn randomly. This card usually defines a player's secret objective for the game. The card is revealed at game's end.
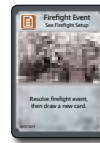
Firefight Event (x1)
The event card is sometimes mixed into the card deck and when pulled triggers an event set by the firefight. Draw a new card after the event is resolved.
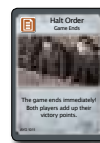
Game Ends (x1)
This card is sometimes mixed into the card deck and when pulled ends the game.

Unit Counters from Awakening the Bear 2nd Edition

Listed below are the unit names, number supplied in the game, years in active service and descriptions. Players that wish to create their own firefights can download a unit point cost list from our website. Designer's Note: Unit stats and abilities were calculated based on how they preformed historically relative to each other during a specific time period. Fans of the series will notice that a unit's (relative) stats in different games often change as the war progresses.

Rifle '41 Unit x8   39-45
Seven men and officers armed with rifles and some sub-machine guns. A squad included an LMG 34 unit below.

LMG 34 - Belt Fed x7   39-45
With the 200 round belt-fed ammo, the LMG 34 became the classic infantry medium support weapon.

HMG 34 x2   39-43
A LMG 34 mounted on a tripod made the MG very lethal and accurate.

Mortar 5cm x2   39-42
The 5cm light mortar proved to be underpowered and was later supplanted by the 8cm mortar.

Mortar 8cm x2   39-45
Three man crews manned these mortars which could fire indirectly. They replaced the 5cm mortars.

Pioneer Squad x3   39-45
Specially trained squads of 8-10 men that assaulted fortified positions, laid mines and set traps.

Tank Hunters x1   39-42
Two man teams trained to assault tanks with bundled grenades (Geballte Ladung), mines and other improvized explosives.

7.5cm Inf Gun x2   39-45
The short barrel leIG 18 light infantry gun was used for close infantry support against soft targets and fired high-explosive shells.

7.62cm FK 297 x1   41-43
To stop the T-34 and KV-1, the Germans used many captured soviet guns, here the un-modified F-22 USV M39 AT gun.

PaK36 x2   39-42
The Germans were totally unprepared for the Soviet T-34 tank and the PaK36 3.7cm shells literally bounced off of its armor.

PaK38 x2   41-45
This 5cm AT gun was too weak against the heavily armed T-34 and KV tanks and was useful only at short ranges.

FlaK18 88mm x1   39-45
This anti-air gun was converted into one of the most effective anti-tank guns of the war. It could penetrate any armor.

Wagons x3   39-45
A majority of both armies were supplied by horse drawn wagons. Wagons outnumbered all other vehicles combined.

Truck/Opel x2   39-45
The German army was lucky to have trucks when available. Most supplies were still transported by wagons.

DeMag D7 x1   41-42
A standard PaK38 5cm AT gun mounted on a light half-track chassis. Sometimes improvised armor was added to the front.

Protze PaK36 x1   41-42
Many Panzerjäger units mounted the Pak36 3.7cm AT gun directly on trucks, to increase its mobility.

SdKfz 251/1 APC x2   39-45
Heavy duty armored troop transporter that could keep up with tanks. Armed with two mounted LMG 34s.

SdKfz 232L x1   39-45
A heavy 8-wheel reconnaissance car armed with a 2cm L55 autocannon. This is the late version with spaced armor front shield.

PzJg 35R x1   41-44
A disappointing replacement for the Panzerjäger I, this tank-destroyer was fitted with a Czech 47mm gun atop of a captured R35 French tank.

Panzer 38t x1   39-42
This Czech tank with a 3.7cm L48 gun was slated to be a main battle tank, but proved to be vulnerable and underpowered.

Panzer IIf x3   40-43
This reconnaissance tank was similar to the PzIIc, but had added armor.

Panzer IIIe x2   39-41
Intended to be the main German battle tank, the puny 3.7cm gun proved to be useless against most Soviet tanks.

Panzer IIIh x1   41-42
Pz IIIe tanks were retrofitted with 5cm guns and much thicker armor to protect against the T-34 tank.

Panzer IIIj x1   42-43
In an attempt to counter the devastating T-34, this upgraded tank was already obsolete when introduced.

Panzer IVe x2   39-43
An infantry support tank that sported a short 7.5cm L24 gun effective against soft targets.

Panzer IVf2 x1   42-43
Upgraded to a 7.5cm anti-tank gun, making it the new main battle tank for the Germans, replacing the aging PzIIIs.

B2(f) Tank x1   42-44
A captured French heavy tank, with its hull-mounted gun replaced by a flamethrower.

S35(f) Somua Tank x1   41-44
A captured French medium tank with a 47mm L42 gun, fitted with radio and cupola. Fought with Army Group North as well as in Finland.

T-34 Captured Tank x1   41-42
The Germans thrived on captured equipment. The captured T-34s were outfitted with radio communications.

Rifle '41 Squad x12   39-41
10 men and officers armed with rifles. Though not as tactically trained as the Germans, they had greater firepower.

NKVD Squad x3   39-45
Security troops used for internal 'order', as well as anti-German fighting. Many fought ferociously during 1941.

SMG/Rifle Squad x4   41-42
The Soviets began to supply more men with dreaded sub-machine guns. By war's end, 34% of all Soviet hand weapons were comprised of SMGs.

Maxim MMG Squad x3   39-45
The model 1910 Maxim was heavy and cumbersome, but rugged and reliable.

Mortar 50mm x2   39-42
The 50mm light mortar proved to be too underpowered to have any great effect on the battlefield.

Mortar 82mm x2   39-45
Most heavily produced Soviet mortar. Some had wheels affixed to the base for easier movement. Could fire indirectly and fire smoke.

Inf Gun 76mm x1   39-45
The 76,2mm regimental gun M1927 was a soviet infantry support gun, and was issued to rifle and cavalry regiments.

F22 m36 76mm x1   39-45
Designed as both an AA and AT gun, it had awkward sights and controls. It was disappointing in handling and performance.

AT Gun 45mm x2   39-45
Upgraded from the German PaK36, the 19-K L43 gun was very versatile, firing armor-piercing and high-explosive ammo.

Wagons x4   39-45
A majority of both armies were supplied by wagons. Wagons outnumbered all other vehicles combined.

GAZ Trucks x2   39-43
A Ford copy manufactured in Russia, the GAZ 2x4 wheel truck was the workhorse for the Soviets.

BA-10 Armored Car x2   39-43
Used mostly for reconnaissance, the BA-10 had light armor, good speed, a 45mm turreted main gun, and a MG. The most produced heavy armored car in the war.

BT-7 Light Tank x2   39-43
Lightly armored, the BT-7 was obsolete by 1941. Its design was a precursor of the T-34.

KV1a Heavy Tank x2   40-42
The most powerful serial-made tank at the beginning of the war, its thick armor was almost impenetrable.

KV2a Heavy Tank x1   40-43
The "Tank Buster" provided close support for the KV1a. Its main drawback was its slooow speed.

OT-26 x1   41-42
The soviets mounted a flamethrower on a modified m31 T-26 light tank. Short range and light armor made the OT-26 vulnerable.

T-26b Light Tank x4   39-42
Though obsolete by Operation Barbarossa, this was the most numerous tank in the Soviet army during the first years of the war.

T-34a m40 Med Tank x4   40-42
Considered the most successful tank series of WWII, it sported well-shaped and thick armor, small size and great speed.

T-34b m41 Med Tank x2   41-43
The gun was upgraded from the T-34a and the overall design simplified to make manufacturing easier.

T-35 Heavy Tank x1   39-41
A heavy multi-turret tank, armed with 3 guns and 5 MGs. Prone to break down and poorly armored, it fought to extinction in 1941.

ZiS-30 Mobile Art. x1   41-42
Hastily designed tank destroyers made by fitting an 57mm gun to a Komsomolets tractor - not a good gun platform. The early 57mm gun had many defects.

"Kampf im Osten"

Weit ist der Weg,
reich und fruchtbar die Erde.
Auf ihren Feldern
hielt Ernte der Tod.

Unteroffizier Rolf Werner
Im Felde, Russland Sept 1941

"War in the East"

Long is the Way,
rich and fruitful the Earth.
On her Fields
Death held its Harvest.

Sergeant Rolf Werner
In the Field, Russia Sept 1941

Rulebook Chapters

Index Table

Abbreviations

1D6 - 1 Six-sided Die
2D6 - 2 Six-sided Dice
AA - Anti-Air
AoF - Arc of Fire
APs - Action Points
APC - Armored Personnel Carrier
AT Gun - Anti-Tank Gun
AtB - Awakening the Bear
AV - Attack Value
   (AV = FP + 2D6 + CAPs)
CAPs - Command Action Points
CC - Close Combat
CoH - Conflict of Heroes
DM - Defense Modifier
DR - Defense Rating
DV - Defense Value
   (DV = DR + DM)
FP - Firepower
HE - High Explosive
HMG - Heavy Machine Gun
KIA - Killed in Action
L1 - Level 1 Hill
LMG - Light Machine Gun
LOS - Line of Sight
MG - Machine Gun
MMG - Medium Machine Gun
NA - Not Accessible
OBA - Off-Board Artillery
PoH - Price of Honour
Pz - Panzer (German tank)
SMG - Sub-Machine Gun
SoS - Storms of Steel
SPG - Self-propelled Gun
VP - Victory Point