THE ESOTERIC ORDER of GAMERS
ORDEROFGAMERS.COM

Dedicated to immersive, thematic tabletop games. **Rules summaries, foamcore plans, battle reports, interviews, reviews, videos, tutorials** – and lots more.

Sign up to the **monthly newsletter** on the website!

Follow the EOG and Don't miss a Thing!

VIDEOS
EsotericOrderGamers

TWEETS
@EOGamers

PHOTOS
orderofgamers

NEWS
EOGamers

SUPPORT ME SO I CAN MAKE
MORE GUIDES
LIKE THIS ONE!

Since 2004, I've been supplying tabletop gamers with **free high-quality rules summaries** — more than 350 of them so far! And the Esoteric Order of Gamers features **hundreds of entertaining and informative videos** about our excellent hobby.

It takes time and money to do this work, and **just a few $ a month** really does help me do much more. Join the official EOG community – and get bonus rewards too!

Please sign up and support me!

PATREON.COM/ESOTERICORDER

Thankyou! Peter (Universal Head)

v4.1

August 2020

Game:	**MEMOIR '44**
Publisher:	**Days of Wonder (2004)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SETUP

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

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

GAME TURN

1 **Play a command card**

2 **Order** Announce all units you intend to order, within the limits of the command card played.

3 **Move** Move ordered units.

4 **Battle** Battle one ordered unit at a time. Select target and:

   a. Check range and line of sight
   b. Check potential terrain effects
   c. Resolve battle

5 **Draw a command card**

PLAY A COMMAND CARD & ORDER

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

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

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

MOVE

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

An ordered unit does not have to move.

Two units cannot occupy the same hex.

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

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

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

Armor Move up to 3 hexes and battle.

Artillery Move up to 1 hex *or* battle.

BATTLE

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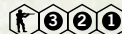
Casualties do not affect a unit's battle effectiveness.

A unit attacking an adjacent unit is in **close assault**. A unit attacking a unit more than 1 hex away is **firing** at that unit.
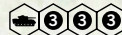
A unit adjacent to an enemy must close assault that unit if it chooses to battle; it cannot fire on a more distant enemy.
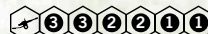
Range and hit dice rolled

Infantry ⚐ ③ ② ①

Armor 🚂 ③ ③ ③

Artillery ⚐ ③ ③ ② ② ① ①

Line of sight

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

Resolving battles

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

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

🔵 **HIT** Score 1 hit on infantry.

🔵 **HIT** Score 1 hit on armor.

🔵 **HIT** Score 1 hit on infantry, armor or artillery.

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

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

RETREATING

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

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

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

TAKING GROUND & ARMOR OVERRUN

An ordered **infantry** unit in close assault may advance into a hex from which it has eliminated a unit or forced it to retreat.

An **artillery** unit may not **take ground**.

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

A unit may **take ground** again after a successful **overrun** combat, but may only make one **overrun** combat per turn.

All battles, close assault and **overrun** combats must be completed before the next unit may battle.

SPECIAL FORCES

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

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

Elite armor Units start with 4 tank figures.

TERRAIN TYPES

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

Fixed obstacles

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

MEMOIR '44

OPERATION OVERLORD

SETUP

Split players into 2 **teams**, one for each camp. The optimal number of players is 8: one **Commander-in-Chief** (CiC) and 3 **Field Generals** (FGs) for each camp.

With 3 players per side, the CiCs sit in the center and also act as the **center field** FGs; with 2 or one player per side, the players play all roles collectively for their camp.

Lay out your pre-printed map, or lay 2 boards side by side, and deploy your figures. With 2 boards, the board's sections combine in pairs to create double-sized left, center and right sections.

Players sitting in front of each pair of sections will respectively be the **left**, **center** and **fight** FGs, and have those sections under their direct command for the game.

Shuffle the 2 sets of **Overlord command cards** together. Each CiC takes the number of cards indicated for that camp.

Players from each camp may now discuss the scenario's **special rules**, **objectives** and **victory conditions**, and their preferred strategies and tactics.

sOnce the game starts, communications will be restricted and must follow the chain of command.

THE GAME TURN

1. The CiC selects 1, 2 or 3 command cards from their hand.

They may give one card to each of their FGs, or give 2 section cards to one FG and one card to another, or just give one card to one FG and nothing to the others, keep a card for themself to play it directly, etc.

If some of the cards a CiC selects are **section cards**, they must give these to the corresponding FG(s), as indicated by the cards' upper corner arrows. If the arrow points in multiple directions, it may be given to any of the FGs the arrow points towards.

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

If some of the cards a CiC selects are **tactic cards**, they must:

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

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

A CiC who plays a tactic card directly can never play another command card during the same turn (though they may still give 2 other command cards to their FGs). The CiC's tactic card action must be completed first, before the FGs start playing the cards they just received.

2. A FG must play the command cards they receive, faceup, in the section they are ordering troops. If they receive 2 section cards, they must play one in each of their 2 sections.

When playing a command card, a FG places it faceup in the section under their command in which they wish to order units, so that their opponent FG can see.

If the card is a tactic or section card that can order units in both sections under the FG's command at once, they place the card astride their 2 sections.

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

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

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

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

🪖	1 **Infantry** of your choice is ordered.
🚙	1 **Armor** of your choice is ordered.
💣	1 unit of your choice is ordered.
★	1 unit of your choice must **retreat 1 hex**. The unit may not battle. If none of your units can retreat, then one of them must lose 1 figure.
⚑	1 unit of your choice must **lose 1 figure**. The unit may not battle.

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

4. Once all the actions of the command cards are completed, the FGs return the used command cards to their CiC, who discards them and draws 2 new command cards, regardless of the number of cards they gave out and played during the turn.

When drawing new cards, the CiC can never hold more command cards than allowed by the scenario's briefing.

A CiC can never give out all the command cards in their hand during a turn. They must always keep at least 1 in their hand, so that at the end of his turn, after drawing 2 new replacement cards, they have at least 3 cards in their hand.

THE MILITARY CHAIN OF COMMAND

When handing out command cards, the CiC may talk strategy with *one* of their FGs, but they can never show or state cards they hold. This FG does not have to follow the CiC's advice. The CiC may not talk with the other FGs. First pass cards to these FGs, then pass cards to the FG of your choice and discuss strategy.

FGs may discuss tactics with each other at any time, but the CiC must limit their input to the time they are 'visiting the front'.

The *Ambush* card is given to a FG when their opponent declares a **close assault** combat. The CiC draws one replacement card after the ambush is completed.

EXPANSIONS

EASTERN FRONT

At game start, the Soviet CiC must choose and place up to 3 command cards under the **Commissar chip**.

At the start of each turn, after taking the command cards placed under their chip, the Soviet CiC must repeat this process and place new command cards under the chip, in preparation for the next turn. In no case can they ever place or have more than 3 cards under their chip.

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

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

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

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

Air Power and *Counter-Attack* cards can also be placed and played from under the Commissar chip if desired, but the limit of 3 command cards placed under the chip and 3 command cards maximum being played during the turn remains.

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

PACIFIC THEATER

The US Marine Corps CiC can let *one* of their FGs order one more unit than indicated on the section card they gave them to play. They choose which one, and tell the FG so at the start of the turn when handing their command cards out.

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

When a US Marine Corps FG or CiC counter-attacks their Japanese opponent with a *Counter-Attack* card, they order 1 more unit than indicated on their opponent's card. The reverse is not true; eg, a Japanese FG countering a US Marine Corps FG that plays a *Move Out* card to order 5 units only counterattacks with 4 of their own.

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

SETUP

These rules may be used with any official scenario when both players agree. Remove the *Air Power* command card (and *Air Sortie*, if any) from your deck before the game.

Shuffle and place the **air combat cards** beside the board. Create a common pool of **ammo markers** next to tthem.

Each player takes 3 **aircraft summary cards**, as well as 3 **aircraft figures** and 1 stand.

Each player draws 2 air combat cards at game start. The player with air superiority draws 1 additional combat card. When you play a **landing scenario** (beach map), both players draw 1 less air combat card.

The **Air Superiority Chart** indicates which side has air superiority in a theater, by year. Check the year of the scenario and apply air superiority to the corresponding player. If there is no air superiority, both players receive the same number of air combat cards at game start.

DEPLOY AN AIR UNIT

To bring an air unit onto the battlefield, you must play an air combat card alongside the section card that you play at the beginning of your turn. You must then use one order from this section card for the air unit. This is called **deploying an air unit onto the battlefield**.

You may not deploy an air unit if you already have an air unit on the battlefield, and you may not deploy an air unit with a tactic card.

When you deploy an air unit onto the battlefield, choose an air unit of any type, no matter what air combat card you played. Take the matching summary card and corresponding ammo from the ammo pool and place the matching figure and **nation marker** on your stand.

- If the type of air unit deployed *does not match* the **air unit type restriction icon** (or if there is none) on the air combat card, the special action of the card is ignored but the air unit can perform a standard attack run.

- If the type of air unit deployed *matches* the **air unit type restriction icon** (if there is any) on the air combat card, the special action of the card *may* be used instead of a standard attack run.

Then, perform the standard attack run or the special action, starting the air unit's movement from any hex in the section of the card just played. This can include hexes that are occupied by an enemy or friendly ground unit or any type of terrain. The hex an air unit starts on is counted as the first hex of the air unit movement.

ORDER AN AIR UNIT

Once an air unit is deployed it mostly follows the basic rules that apply to ground units.

Any deployed air unit that is already on the battlefield can be ordered like any other unit. When ordered, an air unit will use its standard movement and battle.

An air unit occupies the hex it is on and blocks LOS.

To enhance the air unit capabilities, you can play a matching air combat card along side your command card to apply the card's special effects instead of your standard attack run.

If an air unit does not receive an order, it remains on the battlefield as any other unit would.

AIR UNIT MOVEMENT

When ordered, **an air unit may move up to 4 hexes**. However, it may not move onto the same hex twice, including the hex where it started its turn.

An air unit moves during the move phase and battles during the combat phase, like any other unit.

However, it may make an **attack run:** an attack against several targets that it flew over during its move. The attack run is decided during the move phase and resolved in the combat phase.

An air unit may never **take ground**.

An air unit ignores any movement restrictions. It may move onto or through a hex with any type of terrain.

OTHER UNITS

An air unit *may* move through a hex with an enemy or friendly ground unit, however it cannot end its move on the same hex as another unit. An air unit may not move through a hex with an enemy air unit.

A ground unit may move through a hex with a friendly air unit. However, it *may not* move through a hex with an enemy air unit (this is called **ground interdiction**).

OBJECTIVES

An air unit may neither take an objective medal, nor score an exit medal. A bomber or a fighter-bomber unit may, however, attempt to bomb the objective.

An air unit may not move off the battlefield. If you want to withdraw it, you may announce this at the beginning of your turn.

AIR UNIT LANDING

When an air unit ends its movement on a friendly airfield hex (i.e. an airfield hex that is not under enemy control), the air unit is considered landed and on the ground. Fighters and fighter-bombers can also land on a hex with an **aircraft carrier** (in this case only, 2 units can occupy the same hex).

At the start of the player's next turn, the landed air unit is resupplied and its ammo is brought back to full strength.

An air unit may perform an attack run before landing, but it may not dogfight.

When on the ground, an air unit is targeted and attacked like a regular ground unit. A unit does not need to be adjacent to attack a plane, as long as it is in range.

Any 🌐 or ⚑ score a hit against a landed air unit, destroying it immediately (do not reroll to confirm the hit). **The attacker places the nation marker on their medal stand, and draws a new air combat card as a reward.**

The defender must return any unused ammo to the ammo pool, and loses the ability to deploy that kind of air unit for the rest of the scenario.

A landed air unit on a friendly aircraft carrier may not be attacked; combat is conducted against the aircraft carrier. However, a landed air unit is eliminated if the aircraft carrier it is on is sunk. The enemy only collects a victory medal for the aircraft carrier sunk, not for the air unit it may still contain. However, its owner loses the ability to deploy that kind of air unit for the rest of the scenario.

AIR TO GROUND COMBAT

AIR UNIT ATTACK RUN

The **attack run** is the air unit's standard battle action. It is conducted against a maximum of 3 enemy hexes and targets ground units. To battle an enemy ground unit, an ordered air unit must move over the enemy hex and place an **ammo marker**.

Place a single ammo marker on each hex along the attack run. Markers must be placed during the move phase and are resolved in the battle phase. The hexes where the markers are placed must be adjacent and contiguous hexes, and you cannot skip a hex along your path.

A standard attack run is resolved with 1 battle die per marker. Air combat cards can modify the number of dice rolled and what scores a hit. An air unit attacking a ground unit always ignores all terrain battle dice reductions. Terrains or abilities that allow to ignore flags apply normally, unless stated otherwise on an air combat card.

When played, most air combat cards allow planes to perform a **special attack run**, more powerful than the standard run.

An attack run can be resolved at any point in the battle phase (before or after battling with any other ordered unit). When an attack run is resolved, all air combat markers must be resolved in the order of the run, including an air units's **dogfight**, if any, before starting another unit's combat. If the air unit declared a **strategic bombing**, resolve it immediately after the attack run.

If an enemy unit with an ammo marker along an air unit's attack run is eliminated or forced to retreat by other friendly units before you resolve the attack run, remove the ammo marker. When the attack run is resolved, ignore these units and resolve the rest of the attack run.

After an attack run is resolved, remove the markers and return them to the ammo pool.

STRATEGIC BOMBING

An air unit may never claim an objective medal by occupying the hex. However, a bomber or fighter-bomber that ends its move on an objective hex may try to **bomb** it, as long as it is unoccupied. Declare this at the end of your air unit's move. Place an **ammo token (bomb)** on the objective. The bomb is not part of an attack run and cannot be affected by air combat cards.

Resolve the bomb token during the battle phase, after any attack run and dogfight, if any. If a 🌐 is rolled, claim the medal on the objective hex.

If an objective hex is reoccupied by an enemy ground unit, the medal is lost and either placed back on the objective hex or captured by the other player, depending on the scenario.

Once an objective has been bombed by a player and claimed, it can no longer be bombed by their opponent to reclaim the objective. Depending on the scenario however, the opponent may still try and reclaim the objective with ground forces.

Majority medal objectives cannot be claimed with strategic bombing.

DOWNING AN ENEMY AIR UNIT

Any hits against a flying air unit (usually, 🖐) must be *confirmed*. **Reroll all the dice that scored a hit.**

If at least one 🖐 is rolled, the hit is confirmed and the enemy air unit is shot down.

The attacker collects the nation marker, places it on their medal stand, and draws a new air combat card as a reward. The defender must return any unused ammo to the ammo pool, and loses the ability to deploy that kind of air unit for the rest of the scenario.

If the attacker does not roll a 🖐 but rolls a 🚩 on the confirmation roll, the enemy air unit must **retire from the battlefield** but is not destroyed. Remove the aircraft figure from the battlefield. The attacker does not gain a medal, or any air combat card reward. The defender must return any unused ammo to the ammo pool, but does not lose the ability to deploy that kind of air unit since it was not shot down.

DOGFIGHT

When an ordered air unit ends its movement in a hex adjacent to an enemy air unit, the ordered air unit may declare a **dogfight**. This is in addition to any attack run conducted this turn.

The attacker rolls a number of dice equal to its **dogfight value** against the enemy air unit. Only the attacker rolls dice; the defender cannot counter-attack, unless they have an air combat card that allows them to do so.

When dogfighting, an air unit does not spend any ammo markers.

Each 🖐 rolled scores a possible hit. Ignore all other results.

AIR UNIT WITHDRAWING

At the start of their turn, before playing a command card, a player may decide to **withdraw** an air unit off the battlefield.

If the air unit is out of ammo, it *must* be withdrawn.

Pick up the air unit figure from the battlefield and set it aside. No medal is awarded when an air unit withdraws. Any unused ammo is returned to the ammo pool. The air unit can be brought back onto the battlefield on a later turn by playing an air combat card.

A player cannot withdraw an air unit from the battlefield at the start of their turn and deploy another air unit during the same turn.

GROUND TO AIR COMBAT

Ground units may attack air units.

An **infantry** or **armor** ground unit can battle an enemy flying air unit in an *adjacent* hex. They roll their regular battle dice (3 dice).

An **artillery** or **destroyer** unit can battle a flying air unit that is *adjacent or 2 hexes away* (it does not need LOS). They roll 1 additional die (4 dice).

Even if the air unit is flying, it is considered adjacent if you occupy the adjacent hex. This means that standard close assault rules apply:

- You may not choose to attack a distant unit if you are adjacent to an air unit;
- You may **take ground** with infantry and make an **armor overrun** with armor if you eliminate the air unit or force it to retire;
- Some cards such as *Armor Assault* or *Close Assault* may be used, while others such as *Firefight* may not (artillery can still use *Firefight* if it is 2 hexes away).

Each 🖐 rolled scores a possible hit. Ignore all other results.

Air units cannot be targeted by nation command rules.

COMMAND CARDS

Apply these changes when using your command card deck with the air rules.

Recon 1

A *Recon 1* card allows you to draw 2 command cards at the end of your turn and keep 1 of them. With the air combat deck, it also allows you to draw a new air combat card at the end of your turn.

Close Assault

Close Assault may be used by a ground unit to target an adjacent air unit with an additional die. It may not, however, be used by an air unit against a ground unit.

Ambush

Ambush can be used by a ground unit being attacked by an air unit. The ambush must be declared in the move phase when the air unit places an ammo marker on a ground unit. The ambush is resolved immediately. If the air unit is not eliminated or forced to retire, it may complete its attack run.

Ambush may not be used by an air unit.

Their Finest Hour

When a ⭐ is rolled, you may order an air unit that is already on the battlefield (it may not be used to deploy an air unit, though).

The ordered air unit battles with 1 additional die for each marker that is placed. Reshuffle both the command and air combat decks with their matching discard piles. Then, both sides draw a new air combat card.

Barrage

Only ground units may be targeted with this card, so it has no effect on flying air units.

COMPATIBILITY

PACIFIC THEATER: NIGHT BATTLES
Air units cannot be deployed until full daylight.

BREAKTHROUGH
Before playing with the Breakthrough command deck, remove the *Air Power* and *Air Sortie* cards from the deck. Apply the updated rules for command cards.

An air unit that is already on the battlefield can be ordered to move, but the air unit may not battle (it may not place markers or declare a dogfight). You may not use a 'move' order to deploy an air unit.

D-DAY LANDINGS
Before playing with the D-Day Landing maps, remove the *Air Power* and *Air Sortie* cards from the Breakthrough command deck. If you play with several maps, each player may deploy their own air units, following the normal rules (you will need one air expansion per map). There cannot be more than 1 air unit of each side per map, which means that you cannot order your air unit to move to the adjacent map if your teammate already has an air unit flying there.

OVERLORD
Before playing with the Overlord command deck, remove the *Air Power* and the *Air Sortie* cards from the deck. Apply the updated rules for command cards.

In an Overlord scenario, the CiC handles the air combat cards. The CiC decides when to deploy an air unit by giving one of their FGs an air combat card at the beginning of their turn, along with a command card.

Once an air unit is brought onto the battlefield, the FG commands the air unit. On later turns, the CiC can pass out an air combat card to the FG that commands the air unit. The CiC follows the rules for replenishing their air combat cards.

If the air unit leaves a FG's section, it may be ordered by the FG of the new section on the next turn. You cannot order a unit twice per turn however.

OTHER COMBAT CARD DECKS
The air combat card deck can be played with any other combat card deck.

When playing a *Recon 1* command card, you draw a new combat card from each deck.

An air unit cannot be affected by non-air combat cards.

ANTI-TANK WEAPONS
Air units are not considered vehicles.

When attacked by anti-tank units such as Anti-Tank Guns or Tank Destroyers, ⭐ do not hit. Other rules remain unchanged.

TERRAIN

○ BEACH
- ◉ Unit that moves onto a beach hex may only move 2 hexes.
- ◎ May still **take ground** and **armor overrun**.

⊘ FOREST   🚶 -1 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry.

⊘ HEDGEROW   🚶 -1 🛡 -2
- ◉ Unit must stop. Units may only enter from or exit to adjacent hexes. May still **take ground**.
- ◎ No battle on entry.

⊘ HILL   🚶 -1 🛡 -1
- ◉ No movement restrictions, but movement up onto a steep hill is a 2 hex move.
- ◎ Dice modifiers only apply to units attacking from lower terrain.
- ○ Units on same hill feature.

○ FLOODED FIELDS
- Any open countryside hex can be a flooded field hex. High ground, hills, roads, railways or towns are standard hexes.
- ◉ Unit must stop. May only enter from or exit to adjacent hexes.
- ◎ Armor may not battle on entry or exit. May **take ground** into hex but not **armor overrun**.

○ LAKE
- ◉ Impassable.
- ⊘ Sighting across 2 or more adjacent lake hexes.

○ MARSH
- ◉ Units must stop. No artillery. May only exit to adjacent hexes.
- ◎ Armor may not battle on entry or exit. May **take ground** into hex but not **armor overrun**.

⊘ MOUNTAINS   🚶 -2* 🛡 -2*
- ◉ Infantry only may enter from or exit to an adjacent hill or mountain hex.
- ◎ No dice modifier on same range of mountains. Artillery range 3,3,2,2,1,1,1.
- *Attack from below or not on same range.
- ○ Units on same mountain range.

○ OCEAN
- ◉ May move only 1 hex (on LC or in shallow waters). Impassable for retreat moves.
- ◎ No battle.

○ RIVER, WATERWAY
- ◉ Impassable except over bridges.
- ◎ No restrictions.
- **Fordable streams:** Unit may enter but must stop (may still **take ground** and **armor overrun**).

○ RIVER FORD/ FORDABLE RIVER
- ◉ Allows entry to river hex. Unit must stop.
- ◎ Unit battles out at -1d.

LOCATIONS

○ AIRFIELD

⊘ BARRACKS   🚶 -1 🛡 -2 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry.

○ CEMETERY
- ◉ No restrictions.
- ◎ May ignore first 🚩.

⊘ CHURCH   🚶 -1 🛡 -2 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry. May ignore first 🚩.

⊘ DAM
- ◉ Infantry only.
- ◎ May ignore first 🚩.

⊘ FACTORY   🚶 -1 🛡 -2 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry.

⊘ FORTRESS   🚶 -1 🛡 -2
- ◉ Infantry only (artillery fixed).
- ◎ Either side benefits from defensive modifier, may ignore **all** 🚩.

⊘ HOSPITAL
- ◉ No restrictions.
- ◎ No restrictions.

⊘ HQ & SUPPLY TENTS
- ◉ No restrictions.
- ◎ No restrictions.

⊘ LABOR CAMP   🚶 -1 🛡 -2 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry.

⊘ LIGHTHOUSE   🚶 -1 🛡 -2 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry.

⊘ PIER
- ◉ May only move onto pier from land or beach (not ocean) hex.

⊘ POWER PLANT   🚶 -1 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry. May ignore first 🚩.

⊘ PRISON CAMP   🚶 -1 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry. May ignore first 🚩.

⊘ RADAR STATN   🚶 -1 🛡 -2 🛡 -2
- ◉ Unit must stop.
- ◎ May ignore first 🚩.

⊘ SUPPLY DEPOT
- ◉ No restrictions.
- ◎ No restrictions.

⊘ TOWN, VILLAGE   🚶 -1 🛡 -2 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry.

FORTIFICATIONS

⊘ BUNKER   🚶 -1 🛡 -2
- ◉ Infantry only (artillery fixed).
- ◎ Only original owner benefits from modifiers and may ignore first 🚩. Artillery no retreat.
- **Field Bunker:** *either* side benefits.

○ HEDGEHOGS
- ◉ Infantry only.
- ◎ May ignore first 🚩.

○ SANDBAGS   🚶 -1* 🛡 -1*
- ◉ Remove when unit exits hex.
- ◎ Protects all sides. May ignore first 🚩.
- *Countryside or beach hex only.

○ WIRE
- ◉ Unit must stop. Armor removes on entry.
- ◎ Infantry may remove wire *or* battle. Infantry battles out at **-1d**.

ROAD & RAIL

○ ABATIS
- ◉ Infantry only. Unit must stop.
- ◎ Infantry battles out at **-1d**. May remove instead of battling.

○ BRIDGE, ROPE BRIDGE
- ◉ Allows entry to river hex.

○ BRIDGE, PONTOON
- ◉ Allows entry to river hex.
- **Construct:** Play attack card but order no units; instead place bridge on a river hex in the card's section.

○ BRIDGE, RAIL
- ◉ Allows entry to river hex. Armor and **artillery** must stop on entry.
- ◎ Armor may **take ground** and **armor overrun**.

⊘ RAIL STATION   🚶 -1 🛡 -2 🛡 -2
- ◉ Unit must stop.
- ◎ No battle on entry.

○ RAILROAD TRACK
- ◉ Armor and artillery must stop.
- ◎ Armor may **take ground** and **armor overrun**.

○ ROAD
- ◉ If on road entire move may move 1 additional hex.
- ⊘ Road on hill

○ ROAD BLOCK   🚶 -1 🛡 -1
- ◉ Infantry only. Unit must stop.
- ◎ May ignore first 🚩.

⊘ TRAINS
- ◉ Order as single unit up to 3 hexes along empty tracks. Retreat back along track.
- ◎ May ignore first 🚩. Hit on 💥. Wagon destroyed on 3rd hit, locomotive on 4th hit. Then take victory medal.
- **Armored trains:** 1 artillery on wagon. Train may move *and* artillery may fire. Artillery destroyed when wagon destroyed.

EASTERN FRONT

Russian Command

The Russian player must place a command card under the **Commissar chip**: this is the card they will play next turn.

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

They may also play the *Ambush* card from their hand as per the standard rules.

🚫 CITY RUINS   👤 -1 🚗 -2

➡️ Infantry only.
Unit must stop.

◎ No battle on entry.
May ignore first 🚩.

⭕ DRAGON'S TEETH

➡️ Infantry only.
Unit must stop.

⭕ RAVINE

➡️ Infantry only.

◎ May ignore first 🚩.

⭕ RIVER, FROZEN

◎ Moving or retreating units roll 2d: lose 1 figure for each ⭐.

⭕ TRENCHES   👤 -1 🚗 -1

➡️ Unit must stop.
No artillery.

◎ Infantry may ignore first 🚩.
Armor may not battle while in trenches.

PACIFIC THEATER

Japanese Army Command

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

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

US Marine Corps Command

When a Section card is played, 1 extra unit may be activated. All Tactic cards that normally activate 1-4 units activate 2-5 units instead; those that activate 1, activate 2.
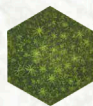
When **Counter-Attacking**, the Marine player activates 1 more unit than a Japanese opponent.
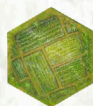

⭕ FISH PONDS
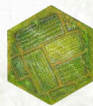
➡️ Unit must stop. No artillery. May only exit to adjacent hexes.

◎ Infantry no battle on entry. Armor moving in/out cannot battle. Armor may **take ground** but not **armor overrun**.

🚫 JUNGLE   👤 -1 🚗 -2

➡️ Unit must stop.

◎ Infantry or armor that move into jungle from an adjacent hex may still battle. May still **take ground** and **armor overrun**.

⭕ RICE PADDIES

➡️ Unit must stop. No artillery. May only exit to adjacent hexes.

◎ Armor moving in/out cannot battle. Armor may not **take ground** or **armor overrun**.

❓ CAVES   👤 -2 🚗 -2

➡️ Only Japanese infantry may use the caves as a defensive position. Impassable to armor and artillery.

◎ Japanese units ignore all 🚩.

LoS same as underlying terrain.

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

MEDITERRANEAN THEATER

British Commonwealth Command

A BC ground unit that survives an enemy's close assault (even an **armor overrun**, but not an **ambush**) without retreating and is down to a single figure may immediately battle back with a single battle die (ignore all terrain restrictions).

Italian Royal Army Command

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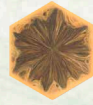
⭕ COASTLINE (DESERT)

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

◎ No battle.

🚫 ERGS, RIDGES   👤 -1 🚗 -1

➡️ Unit must stop.

◎ Modifiers only apply to units attacking from lower terrain.

⭕ Units on same hill feature.

🚫 ESCARPMENT

◎ Impassable.

DESERT

Armor Overrun: On a successful close assault, armor may move into the vacated hex and may then move 1 additional hex, then battle again.

🚫 OASIS   👤 -1 🚗 -1

➡️ Unit must stop.

◎ May ignore first 🚩.

⭕ WADI, GULLY   👤 -1 🚗 -1 🎯 -1

➡️ Can move through open ends only. Impassable through sides.

◎ Infantry and armor battling into or out must be adjacent to target.

WINTER WAR

Winter weather

Armor and vehicle movement is reduced to 2 hexes max unless the entire movement is on a road, in which case it may move 1 additional hex (max 3). **Taking ground** and **armor overrun** are permitted.

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

Reduced visibility

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

👊 hit, 🚩 cause retreat, and units or cards that hit on ⭐ hit, all as normal. The *Barrage* command card is played as normal, with matching target symbols still scoring hits.

Winter combat cards

Shuffle the **Winter combat deck** and deal 2 cards to each player before the start of battle. Or deal 1 card to each Field General, if playing in Overlord mode. Place the remaining cards in a deck next to the deck of command cards.

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

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

There is no limit to the number of combat cards a player may hold or the number of combat cards you may play during your, or an opponent's, turn.

A player may only draw a new combat card from the deck at the end of a turn in which they have played a *Recon* command card (not a *Recon in Force*).

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

Buildings include all towns, villages and any other man-made landmarks or urban constructs.

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

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

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

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

Camouflage

A **camouflage token** may be used to mark units with camouflage. ⭐ tokens may also be used. You may only target a camouflaged enemy unit in close assault combat. If a camouflaged unit moves, retreats or battles, remove its camouflage token.

🚫 CASTLE   👤 -1 🚗 -2 🚗 -2

➡️ Unit must stop.

◎ No battle on entry.

BLITZ

🔺 **Allied** armor may only move up to 2 hexes.

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

ACTIONS

Air strikes: May play any *Recon 1* card as *Air Power*. At least 1 target hex must be in the designated section.

Armor breakthrough: During *one* turn, may order new Armor units onto board through opponent's baseline. Stop on baseline hex; may battle and **take ground** this turn but not **armor overrun**. Retreat towards controlling player's baseline.

Blowing up bridges: Either play a matching section card (do not draw new card) *or* play matching section card and roll 2 dice; ⭐ removes bridge (draw new card).

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

Camouflage: Unit may only be targeted in a close assault. Camouflage is lost if unit moves or battles.

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

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

Destroy supplies: Destroying the Supply Depot using **sabotage** rules reduces movement of all enemy armor by 1 hex.

Forward spotting artillery: If specified hex is occupied, artillery are **big guns**.

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

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

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

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

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

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

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

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

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

NIGHT ATTACKS

Place a ⭐ token on the 1 space of the **Night Visibility chart**. At the start of each of their turns the Allied player rolls 4 dice: for each ⭐ rolled, move the token 1 spot upwards. Visibility and firing range improve as indicated.

All combat is limited to close assault on adjacent hexes.

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

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

BATTLEFIELD HAZARDS

⭕ MINEFIELD

🎲 ⓿ ❶ ❷ ❸ ❹

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

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

🎯 Roll number of dice equal to **strength**. Hits on a unit symbol or 🚩 ignored. Token stays numeral up. No effect on retreating units.

🚫 SMOKE SCREEN

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

🚶 No restrictions. Unit may be seen and see out of the hex.

WARSHIPS

A warship may be targeted: one hit is scored for each ⬢. When a third hit is scored, the attacker receives the warship counter and 1 victory medal. A warship ignores first 🚩. It retreats 1 ocean hex for each 🚩, or takes damage as usual.

AIRCRAFT CARRIER

🟦 X3

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

DESTROYER
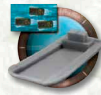
🟦 ⬡3 3 2 2 1 1 1 1

🟦 X3

🔵 As above.

🔵 3 **crosshair** markers. Place a marker on each target hit (that did not retreat).

Until moved or destroyed, marked units take fire at **+1d** (not cumulative) in future rounds.

BEACH LANDING EQUIPMENT

🚫 LANDING CRAFT ⬡3 3

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

🔵 Unit may not battle while in LC or the turn they land.

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

CHURCHILL TANK ⬡3 3

🔵 Up to 3 hexes and battle.

🔵 May **take ground** on a successful **close assault**.

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

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

Fascine: May ignore move restrictions of fords and trenches.

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

Petard mortar: Battle at **+1d** when in close assault against a unit in a bunker. On a ⭐, apply damage to the unit normally and remove the bunker; if both are removed unit may **take ground** and **close assault**. An empty bunker may be targeted in close assault: on a ⭐ remove it.

ARTILLERY

BIG GUNS ⬡3 3 2 2 1 1 1 1

🔵 1 hex *or* battle.

🔵 Ignore line of sight. Ignore terrain modifiers.

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

HEAVY ANTI-TANK GUN ⬡2 2 2 2

🔵 1 hex *or* battle.

🔵 Requires line of sight. Ignore terrain modifiers.

⭐ hit armor and vehicles.

MOBILE ARTILLERY

⬡3 3 2 2 1 1

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

🔵 Ignore line of sight. Ignore terrain modifiers.

SCREAMING MEEMIES ⬡3 3 2 2 1 1

🔵 1 hex *or* battle.

🔵 Ignore line of sight. Ignore terrain modifiers. Does not receive terrain protection when targeted.

May choose shells fired during a turn:

Incendiary: Targets cannot ignore any 🚩 rolled vs them.

Smoke: *See Battlefield Hazards.*

Units must stop when moving onto a smoke hex. **-1d** vs a unit on a smoke hex, and **-1d** when battling from one.

🚫 **Smoke hex blocks LOS** (units in the hex may be seen and see), even for artillery.

ARMOR

FLAMETHROWER TANKS ⬡3 3 3

🔥

🔵 Up to 3 hexes and battle.

🔵 May **armor overrun** on a successful **close assault**.

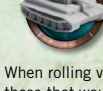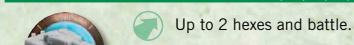In **close assault**, terrain dice reduction is 1 max.

TANK DESTROYER ⬡2 2 2 2

🔵 Up to 2 hexes and battle.

🔵 May only **take ground** on a successful **close assault**.

⭐ hit armor and vehicles. Retreat up to 2 hexes per 🚩.

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

TIGER ⬡3 3 3

🔵 Up to 2 hexes and battle.

🔵 May **armor overrun** on a successful **close assault**.

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

HALF-TRACK 1-3 🚚 ⬡2 2

🔵 Up to 2 hexes and battle.

🔵 May only **take ground** on a successful **close assault**.

⭐ hit armor and vehicles. Enemy hits on 🚚 or ⭐. Retreat up to 2 hexes per 🚩.

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

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

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

See the *Equipment Pack* rules for additional rules.

VEHICLES

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

COMMAND CAR 🚗

🔵 Up to 3 hexes.

🔵 Cannot battle.

⭐ hit armor and vehicles.

Retreat up to 2 hexes per 🚩.

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

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

When rolling vs a patrol car ignore the results and reroll those that would have hit infantry. If at least 1 reroll is a 🚗, the car is lost. Ignore all other results.

SUPPLY TRUCK 1-3 🚚

🔵 Up to 2 hexes. Up to 4 hexes if entire move is on road.

🔵 Cannot battle. Treated like infantry.

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

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

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

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

PATROL CAR 1-3 🚗 ⬡3 2 1

🔵 Up to 4 hexes.

🔵 May only **take ground** on a successful **close assault**. Treated like infantry.

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

A destroyed unit provides opponent a medal.

COMBAT CARDS

When combat rules are in effect, shuffle the combat deck and deal 2 cards to each player before the start of a standard battle. Or deal 1 card to each FG, when playing in Overlord mode.

Combat cards may be played during any turn, in addition to the play of a command card. Those that increase the number of battle dice rolled are cumulative in effect, when played on the same ordered unit(s).

There is no limit to the number of combat cards you may hold or the number you may play during yours, or an opponent's, turn.

You only draw a new combat card from the deck at the end of a turn in which you have played a *Recon* command card (not a *Recon in Force*).

Once played, they are discarded next to the combat card deck. If the deck is ever depleted, shuffle the discards to form a new draw pile.

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

Buildings includes all towns, villages and any other man-made landmarks or urban constructs.

Spare figures must come either from figures that were not initially deployed at the start of battle or from figures lost in fighting.

If a card refers to a **full strength** unit, it may not be played that way unless there are enough spare figures available to deploy the unit at full strength (ie with the same number of figures the unit would have had if deployed at the start of battle).

In Overlord mode, a FG may only play a combat card on a unit he orders. Those that are played against enemy units may be played on enemy units that are taking actions against one of your units or against an enemy unit that starts in or ends in the battlefield section under your command.

Street fight (Stalingrad): A combat card with the the **street fight** symbol can be played as written *or* as a **street fight** action. One ordered unit in, or next to, a building hex may close assault with **+1d**.

When combat cards specifically tied to one side are drawn by a commander of the opposite camp, they may only be played as a **street fight**.

Bitter Resistance (Winter War): A combat card with the the **bitter resistance** symbol can be played as written *or* as a **bitter resistance** action. The unit you play it on may ignore a 🚩 rolled against it.

STANDARD

INFANTRY
🚶🚶🚶🚶 | ⬡3 2 1

- Up to 1 hex and battle *or* 2 hexes and no battle.
- May **take ground** after a successful close assault.

ARMOR
🚗🚗🚗 | ⬡3 3 3

- Up to 3 hexes and battle.
- May *Armor Overrun* on a successful CloseAssault.

Elite: 🚗🚗

ARTILLERY
⚔⚔ | ⬡3 3 2 2 1 1

- 1 hex *or* battle.
- Ignore line of sight. Ignore terrain modifiers.

FRANCE

FRENCH ARMY
🚶🚶🚶🚶 | ⬡3 2 1

- Up to 1 hex and battle *or* 2 hexes and no battle.
- May **take ground** on a successful close assault.

Furia Francese: A standard French infantry unit that successfully eliminates an enemy unit or forces it to retreat following a close assault may **take ground** and not battle *OR* stay in place and make a second close assault attack against another adjacent enemy unit. This second assault is **1d**, ignoring any terrain reductions. May **take ground** following second attack, but may not do more than one Furia Francese close assault this turn.

FRENCH RESISTANCE
🚶🚶🚶🚶 | ⬡3 2 1

- Up to 1 hex and battle *or* 2 hexes and not battle.
- May battle on entering hexes where other troops cannot.
- Retreat 1-3 hexes per 🚩.

FINLAND

SKI TROOPS
🚶🚶🚶 | ⬡3 2

- Up to 3 hexes and battle.
- May battle on entering hexes where other troops cannot.
- Retreat up to 3 hexes per 🚩.

POLAND

POLISH CAVALRY
🚶🚶🚶🚶 | ⬡2 1

Move: Up to 3 hexes and battle.

Battle: May **armor overrun** on a successful close assault.

Treat as infantry for ordering and armor for movement and combat.

ITALY

ROYAL ARMY
🚶🚶🚶🚶 | ⬡3 2 1

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

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

ARTILLERY
⚔⚔ | ⬡3 3 2 2 1 1

- 1 hex *or* battle.
- Ignore line of sight. Ignore terrain modifiers. May ignore 1 🚩.

SPECIALISTS

SPECIAL FORCES
🚶🚶🚶🚶 | ⬡3 2 1

- Up to 2 hexes *and* battle.
- May **take ground** after a successful close assault.

BRANDENBURGERS
🚶🚶🚶 + 🚶 | ⬡3 2 1

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

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

ENGINEERS
🚶🚶🚶🚶 | ⬡3 2 1

- In close assault ignore terrain reductions.
- May battle on wire (still **-1d**) *and* remove wire on same turn.

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

SNIPER
🚶 | ⬡1 1 1 1 1

- Up to 2 hexes and battle.
- May battle on entering hexes where other troops cannot.

May target enemy infantry (incl. vehicles considered infantry) or artillery, no target terrain reduction.

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

Hits on unit symbol, ⭐ or 🎖. Only hit on a 🎖 (except when a ⭐ hits infantry). Retreats up to 3 hexes per 🚩. Awards no victory medal.

SPECIAL WEAPON ASSETS

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

ANTI-TANK GUN: EARLY WAR
⬡3 2 1

- Up to 2 hexes *or* battle.
- Also hits armor on ⭐.

ANTI-TANK GUN: LATE WAR
⬡3 2 1

- Up to 1 hex and battle *or* 2 hexes and no battle.
- When it does not move, also hits armor or vehicle on ⭐.

MACHINE GUN: EARLY WAR
⬡3 2 1

- Up to 2 hexes *or* battle.
- Also hits infantry on ⭐.

MACHINE GUN: LATE WAR
⬡3 2 1

- Up to 1 hex and battle *or* 2 hexes and no battle
- When it does not move, also hits infantry on ⭐.

MORTAR: EARLY WAR
⬡3 2 1

- Up to 2 hexes *or* battle.
- Ignore LOS and terrain modifiers.

MORTAR: LATE WAR
⬡3 2 1

- Up to 1 hex and battle *or* 2 hexes and no battle
- Ignore LOS and terrain modifiers.

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

VICTORY CONDITIONS

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

Temporary majority medal objective: The medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes, and is held as long as it retains absolute majority. The medal is immediately lost and placed back in play when a side no longer has absolute majority. This objective cannot be claimed with strategic bombing.

Temporary majority medal objective (turn start): The medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. It is held through the turn as long as the side has absolute majority at the start of a turn. The medal is lost and placed back in play when a side no longer has absolute majority at the start of a turn. This objective cannot be claimed with strategic bombing.

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

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

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

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

Sudden death objective: As soon as the designated side fulfills the sudden death conditions, the game ends and that side wins.

AIR RULES

FIGHTER

When deployed, fighters have 9 machine gun ammo markers.

This air unit may **move up to 4 hexes** and has a **dogfight value of 3**.

FIGHTER-BOMBER

When deployed, fighter-bombers have both ammo types: 3 machine gun ammo markers and 3 bomb markers. It can use either type or both when on an attack run.

This air unit may **move up to 4 hexes** and has a **dogfight value of 2**.

BOMBER

When deployed, bombers have 6 bomb markers.

This air unit may **move up to 4 hexes** and has a **dogfight value of 1**.

AMMO TYPES

MACHINE GUN

Roll 1 die per marker (ignore all terrain battle die reductions), score a hit for each icon of the targeted unit rolled.

🎖 are *not* hits when rolled for machine gun ammo.

BOMB

Roll 1 die per marker (ignore all terrain battle die reductions), score a hit for each icon of the targeted unit and 🎖 rolled.

AIR SUPERIORITY

Front	'39	'40	'41	'42	'43	'44	'45
West	Axis	Axis	Axis	Axis	Axis	Allies	Allies
Pacif	Axis	Axis	Axis	Axis	–	–	–
East	Axis	Axis	Axis	Axis	–	Allies	Allies
Med	–	Axis	Axis	–	–	Allies	Allies