

• LONG RANGE PATROL CARS •



• DETAILED RULES •

Long Range Patrol Cars - Unit

The number of Patrol Car figures to deploy in a Patrol Car unit is indicated in the small yellow circle located in the lower right corner of the Patrol Car icon. This number may range from 1 to 3 figures. For instance, in the *Raid on Barce* scenario, there are six Patrol Car units, each with 1 Patrol Car figure.

Patrol Cars - Targeting

A Patrol Car unit is treated as Infantry when being targeted in battle. The attacker scores 1 hit for each Infantry dice symbol or Grenade rolled against the Patrol Car unit. The enemy re-rolls all battle dice that score a hit. One hit is confirmed for each re-roll that is a Grenade; all other re-rolls are ignored.

Patrol Cars - Medals

A Patrol Car unit that is destroyed (when all figures in the Patrol Car unit's hex have been eliminated) provides the opponent with a Medal, like other units in the game.

Patrol Cars - Movement & Battle

An ordered Patrol Car unit may move up to 4 hexes and battle any enemy target unit 3 or fewer hexes away. It combats with 3 dice in close assault (enemy on adjacent hex), 2 dice against a target at 2 hexes and 1 die against a target at 3 hexes. On a successful Close Assault, it may *Take Ground* but not do an *Armor Overrun*.

TROOPS **19** LONG-RANGE PATROL CARS

- 1-3 figures, per scenario
- Treated as Infantry, for all purposes
- Move 0-4 and battle  **3**  **2**  **1**
- On successful *Close Assault*, may *Take Ground* but not *Overrun*
- Enemy re-rolls all battle dice that score a hit
- One hit is confirmed for each re-roll that is a Grenade; other re-rolls are ignored

ADDITIONAL TERRAIN CONSIDERATIONS

A terrain that is identified in the rules as *Impassable* or *Impassable to Armor & Artillery* is also considered as impassable to Patrol Car units.

In addition:

- ◆ **Oceans** - Patrol Cars cannot retreat into ocean hexes, except when on a Landing Craft.
- ◆ **Cliffs & Sea Bluffs** - Patrol Cars may not move up/down from the beach, oceans or shorelines.
- ◆ **Wire** - Patrol Cars may not remove wire.
- ◆ **Railroad Bridges & Railroad Tracks** - Patrol Cars moving onto a Railroad Track or Railroad Bridge must stop.

COMMAND CARD CONSIDERATIONS

- ◆ **Infantry Assault** - Patrol Car units may be ordered by this Command card and move up to 4 hexes and battle.
- ◆ **Move Out** - Patrol Car units may be ordered using this Command card.
- ◆ **Ambush, Close Assault, Firefight** - Patrol Car units may be ordered by these Command cards.
- ◆ **Behind Enemy Lines, Dig-in, Medics & Mechanics** - Patrol Car units may not be ordered using any of these Command cards.
- ◆ **Their Finest Hour** - A Patrol Car unit may be ordered by this Command card when an Infantry symbol or a Star is rolled. Ordered units battle with 1 additional die.

ACTIONS CONSIDERATIONS

- ◆ **Collapsible Rafts and Boats** - A Patrol Car unit may not be transported by Collapsible Rafts or Boats.
- ◆ **Heroic Leader** - A Heroic Leader may be added to a Patrol Car unit.
- ◆ **Hospital Recovery, Oasis Recovery** - A Patrol Car unit may not recover in a Hospital or Oasis.
- ◆ **Reinforcements** - A Patrol Car unit may not be used as Reinforcement.