HEROES OF NORMANDIE

BIG RED 1 EDITION

RULEBOOK

SUMMARY
RULES

GAME OVERVIEW

In **Heroes of Normandie**, you take command of a detachment of American or German soldiers. The scenario you choose will determine what forces you have at your command, as well as your objectives—what you have to do to claim victory! The action is fought on a battlefield made of one or more Terrain Boards, which depicts the Terrain Elements that your warriors must contend with during the fight.

Your forces are represented on the battlefield by unit counters. Each counter shows all of the information you need to use that unit in the game: its **Combat Value**, **Defense Value**, **Movement Value**, and any **Special Abilities** the unit can use.

To help you build and organize your forces, **Heroes of Normandie** uses a system of **Recruitment Tiles** and **Recruitment Options**. During the game, these help you keep track of your forces and their abilities—and record when they have reached their **Breaking Point**!

During each **Game Turn**, you will first secretly place **Order Tokens** to set which units will act in what sequence, then command each in turn.

Each of these units may take a **Movement Action**—to maneuver into a better position or claim an objective—or attack your enemies by taking a **Firing Action**.

You and your opponent will **alternate** taking turns to activate one unit at a time. Once all of your **Ordered units** have been activated, the rest of your forces will have a chance to maneuver. Then you will prepare for the next **Game Turn**.

But **Heroes of Normandie** is not just a game of tactical battles. As befits the battlefields of World War II, it is also a game of **heroic action**. In addition to stalwart soldiers, you will also command brave **Characters**, such as cunning leaders with their own skills and talents. The whims of the gods of war are represented by **Action Cards**, which can give you just the edge you need, or turn the tide of battle with a well-timed stratagem.

In the end, the commander who can best lead his troops to complete their mission objectives will be the victor.

So read on, private, and prepare to face the crucible of war. If you dare…

1 - UNITS

Units are the core elements of your army. A unit can represent a group of soldiers, vehicles, or individual characters under your command. Every unit has a **Defense Value**, a **Movement Value**, and several **Combat Values**. Units are split into three groups, each having a colour-coded **Defense Value**: **yellow** 🛡 for **Infantry Units**, **purple** 🛡 for **Light Vehicles**, and **grey** 🛡 for **Heavy Vehicles**. Some units also have one or more **Special Abilities**. All of a unit's **stats** and **abilities** are shown on the two sides of the unit Counter.

1.1 INFANTRY UNITS

These counters represent groups of soldiers and may also represent units equipped with specific gear such as machineguns, antitank weapons, cannons, etc... Their **Defense Values** are printed inside a **yellow shield** 🛡.

For most units, the front side of the counter shows the unit at full strength, and the back side shows the same unit, but with lower values. This shows that the unit has suffered a **Hit**.

Sometimes, the **Defense Value** of a unit that has been Hit will be higher—since there are fewer soldiers left, it's harder to successfully attack them.

↓ *Example of an* *Infantry Unit* *that has suffered a Hit.*

FRONT		BACK
Unharmed Side		Reduced Side

In some cases, the two sides of a counter represent the same unit, but in different States. Typically, these are Heavy Weapons that have to be set up before they can be used. The two sides of these counters are referred to as the **Active** and **Inactive Sides**.

FRONT		BACK
inactive Side		active Side

A BIGGER GUN :
Some **Infantry Units**, such as guns, are slightly bigger than one square but are considered to occupy only one square.

BATTLEFIELD ROLE :
Each **Infantry Units** is trained to fill a certain role during a firefight, which is indicated on the counter by the outline : the faction's colour for regular soldiers; **red** for **Heavy Weapons**; and **yellow** for **leaders**.

INFANTRY UNIT :

LT BLEAN

DIVISION BADGE
This counter is a member of the **1st Infantry Division**.

OUTLINE
Yellow, indicates this counter is an officer.

SPECIAL ABILITIES
This counter has several **special abilities** represented by symbols : **Order (x2)**, **Assault** and **Limited Range (4 cases)**.

UNIT NAME
When printed in **red**, indicates the counter has suffered a hit. Here, the counter is on its **unharmed side**.

COMBAT VALUE AGAINST LIGHT VEHICLES
This **Combat Value** gives the unit a **+1** to its attack rolls against ts (any target whose **Defense Value** is printed inside a **purple** shield).

MOVEMENT VALUE
This counter can move **4** squares.

HIT
This symbol means that the counter must be turned over if it suffers a **hit**.

COMBAT VALUE AGAINST INFANTRY UNITS
This **Combat Value** gives the unit a **+2** to its attack rolls against **Infantry Units** (any target whose **Defense Value** is printed inside a **yellow** shield).

DEFENSE VALUE
This counter is an **Infantry Units**, so its **Defense Value** is printed inside a **yellow** shield. During a **Firing Action**, it suffers one or more **hits** when an opponent's roll plus appropriate **Combat Value** is **6** or higher.

COMBAT VALUE AGAINST HEAVY VEHICLES
X means this counter can deal no damage to **Heavy Vehicles** (any target whose **Defense Value** is printed inside a **grey** shield).

UNITS

RECRUITMENT

GAME TURN

TOKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE

1.2 LIGHT VEHICLES

These units include transport, recon, and support Vehicles. They are represented in the game by counters that are usually larger than Infantry Units. counters come in different sizes, and may occupy one or two squares, depending on size. On the game board, always center the counter on the square or squares that it occupies. Light Vehicles have light armour, if any. Their Defense Values are printed inside a purple shield 🛡.

Light Vehicle counters are double-sided.
On one side, the unit is in perfect working order.
On the other side, it has been reduced to a wreck.

↓ *Example of a Light Vehicle occupying one square, centered on the square that it occupies.*

FRONT	BACK
Unharmed side	Wreck side

↓ *Example of a Light Vehicle occupying two squares.*

FRONT	BACK
Unharmed side	Wreck side

LIGHT VEHICLE:
SDKFZ 251/1

OUTLINE
Used to indicate the vehicle nationality, in this case German (grey outline).

SPECIAL ABILITIES
This counter has several special abilities represented by symbols :
Transport (7) 🚚,
Machine Gunner ▪,
Suppressive Fire 💨 and
Fire on the Move (-2) 💨.

COMBAT VALUE AGAINST LIGHT VEHICLES
This Combat Value gives the unit a +2 to its attack rolls against Light Vehicles (any target whose Defense Value is printed inside a purple shield).

HIT
This symbol means that the counter must be turned over if it suffers a hit.

DIVISION BADGE
This counter is part of the German army.

UNIT NAME
Name of the vehicle.

MOVEMENT VALUE
This counter can move 6 squares.

COMBAT VALUE AGAINST INFANTRY UNITS
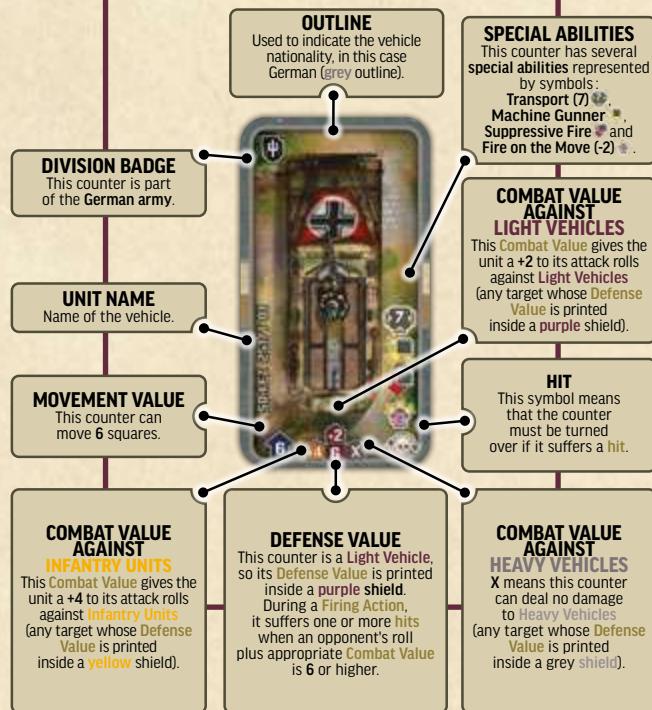This Combat Value gives the unit a +4 to its attack rolls against Infantry Units (any target whose Defense Value is printed inside a yellow shield).

DEFENSE VALUE
This counter is a Light Vehicle, so its Defense Value is printed inside a purple shield. During a Firing Action, it suffers one or more hits when an opponent's roll plus appropriate Combat Value is 6 or higher.

COMBAT VALUE AGAINST HEAVY VEHICLES
X means this counter can deal no damage to Heavy Vehicles (any target whose Defense Value is printed inside a grey shield).
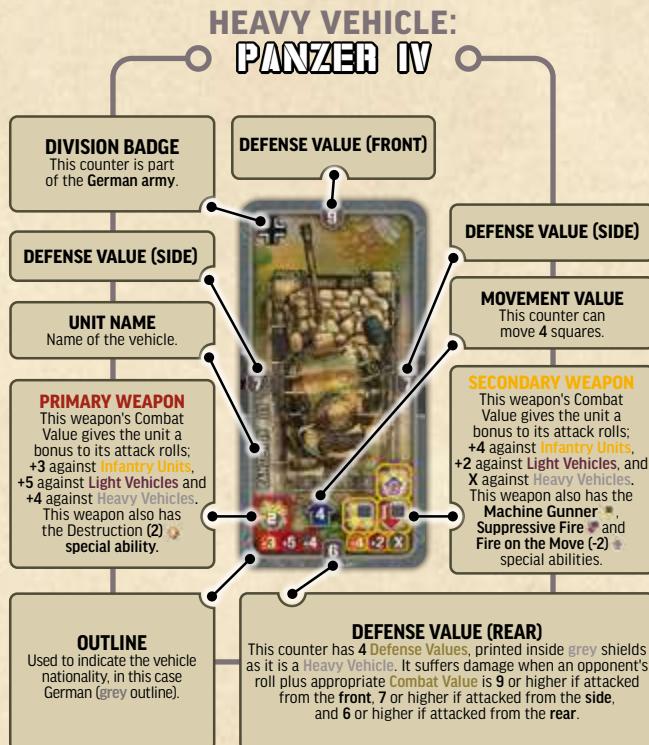
1.3 HEAVY VEHICLES

Usually much larger than Infantry Units, these units include tanks and other armoured Vehicles. Heavy Vehicles have thick armour that makes them immune to most personal arms carried by Infantry Units, so they rule over the battlefield. But, they can be vulnerable to special weapons when not accompanied by friendly units. Their Defense Values are printed inside a grey shield 🛡.

Counters come in different sizes, and may occupy one or more squares, depending on size. On the game board, always center the counter on the square or squares that it occupies. Heavy Vehicle counters are double-sided. On one side, the unit is in perfect working order. On the other side, it has been reduced to a wreck.

FRONT	BACK
Unharmed side	Wreck side

All Heavy Vehicles have one or more Primary Weapons, which have Combat Values and Special Abilities (outlined in red). Most also have a Secondary Weapon (outlined in yellow). Some Heavy Vehicles only have one weapon, in which case it is both their Primary and Secondary Weapon.

HEAVY VEHICLE:
PANZER IV

DIVISION BADGE
This counter is part of the German army.

DEFENSE VALUE (SIDE)

UNIT NAME
Name of the vehicle.

PRIMARY WEAPON
This weapon's Combat Value gives the unit a bonus to its attack rolls; +3 against Infantry Units, +5 against Light Vehicles and +4 against Heavy Vehicles. This weapon also has the Destruction (2) special ability.

OUTLINE
Used to indicate the vehicle nationality, in this case German (grey outline).

DEFENSE VALUE (FRONT)

DEFENSE VALUE (SIDE)

MOVEMENT VALUE
This counter can move 4 squares.

SECONDARY WEAPON
This weapon's Combat Value gives the unit a bonus to its attack rolls; +4 against Infantry Units, +2 against Light Vehicles, and X against Heavy Vehicles. This weapon also has the Machine Gunner ▪, Suppressive Fire 💨 and Fire on the Move (-2) 💨 special abilities.

DEFENSE VALUE (REAR)
This counter has 4 Defense Values, printed inside grey shields as it is a Heavy Vehicle. It suffers damage when an opponent's roll plus appropriate Combat Value is 9 or higher if attacked from the front, 7 or higher if attacked from the side, and 6 or higher if attacked from the rear.

DESTRUCTION OF VEHICLES

Once a vehicle (light or heavy) is Destroyed, it becomes a wreck that counts as a terrain tile. A wreck is a structure that can be removed from the battlefield provided some conditions are met (see Crushing Wrecks p. XX)
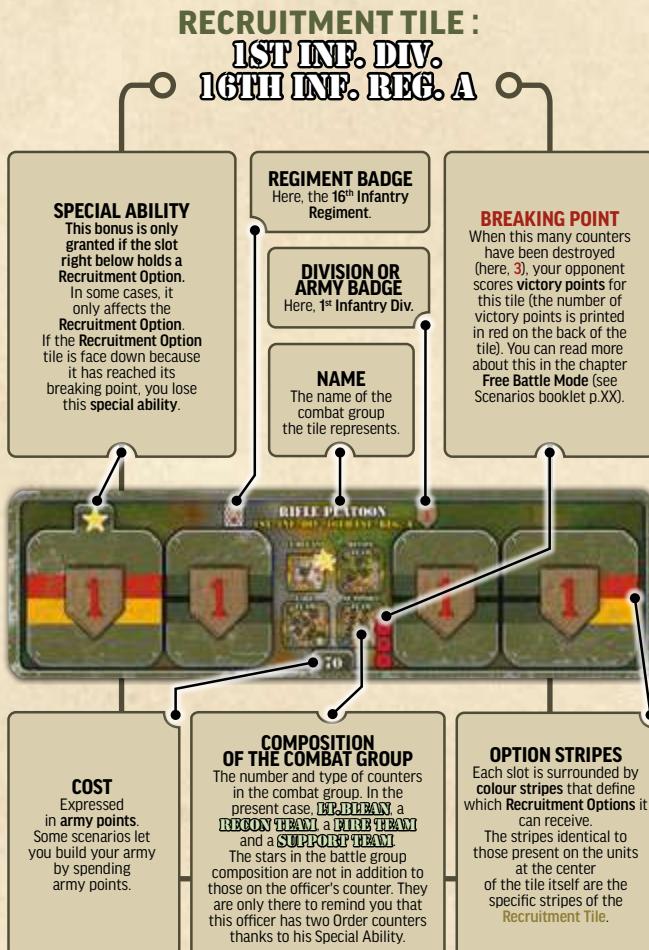
2 - RECRUITMENT

Building an army is easy in **Heroes of Normandie** thanks to the different **Recruitment Tiles**. They can represent an entire **combat group**, or a single **Character** such as an important **leader** or **hero**.

2.1 RECRUITMENT TILES

The illustrations on a **Recruitment Tile** show which unit counters–known as a **combat group**–and Markers you may deploy during a battle when that tile is part of your army. Many **Recruitment Tiles** also have one or more **Slots** for **Recruitment Options**. These allow you to customize your army to suit your personal playing style. Some Recruitment Option slots can only be used for options that are restricted to a specific **Recruitment Tile**, while others can be used for any option available to your army. The **colour stripes** that surround the Recruitment Option slots indicate which options can be placed there. Some **Recruitment Tiles** provide **markers** (such as Gear), they can only be used by the units shown on the **Recruitment Tile**.

WARNING: Some of these slots unlock **special abilities** when they are filled. When added in this way, a special ability only affects units related to the option in the corresponding slot. If the special ability is an **Order**, it affects the whole army.

RECRUITMENT TILE :
1ST INF. DIV.
16TH INF. REG. A

SPECIAL ABILITY
This bonus is only granted if the slot right below holds a Recruitment Option. In some cases, it only affects the Recruitment Option. If the Recruitment Option tile is face down because it has reached its breaking point, you lose this **special ability**.

REGIMENT BADGE
Here, the 16ᵗʰ Infantry Regiment.

DIVISION OR ARMY BADGE
Here, 1ˢᵗ Infantry Div.

NAME
The name of the combat group the tile represents.

BREAKING POINT
When this many counters have been destroyed (here, **3**), your opponent scores **victory points** for this tile (the number of victory points is printed in red on the back of the tile). You can read more about this in the chapter **Free Battle Mode** (see Scenarios booklet p.XX).

COST
Expressed in **army points**. Some scenarios let you build your army by spending army points.

COMPOSITION OF THE COMBAT GROUP
The number and type of counters in the combat group. In the present case, **LT. BEAN**, a **RECON TEAM** a **FIRE TEAM** and a **SUPPORT TEAM**. The stars in the battle group composition are not in addition to those on the officer's counter. They are only there to remind you that this officer has two Order counters thanks to his Special Ability.

OPTION STRIPES
Each slot is surrounded by **colour stripes** that define which Recruitment Options it can receive. The stripes identical to those present on the units at the center of the tile itself are the specific stripes of the **Recruitment Tile**.

Recruitment Tiles have a cost expressed in **army points**. You can read more about this in the Scenarios booklet (**see Breaking Points p.XX**).

2.2 COMMAND TILES

Command Tiles have symbols, decorated with laurel wreaths, next to their title, and are governed by special rules. It is most often a **character** tile, such as a superior Officer, but it may sometimes be the tile of a **combat group**.

Some of these tiles contain no unit, such as **High Command Tiles**, but instead represent extra resources assigned by someone up the chain of command. **High Command Tiles** are not included in the **core box**, but are available in some expansions.

2.3 HEROES & CHARACTERS

Heroes of Normandie is not only a strategy game. It is also a heroic adventure game, and **Characters** can play a significant role in your battles. **Characters** may be simple soldiers, famous heroes, or field leaders. Some **Recruitment Tiles** have "supporting role" **Characters**, such as an officer (yellow outline), as part of the combat group, while more powerful "leading role" **Characters** appear on their own **Recruitment Tile**. There is no game rule difference between the two types of **Characters**: they behave the same way during the game. Leading role **Characters** are those whose portrait is displayed on their **Recruitment Tile**. **Supporting role Characters** are usually part of a **Recruitment Tile** or **Support Option**'s combat group.

2.4 RECRUITMENT OPTIONS

You can add **Recruitment Options** to **Recruitment Tiles**. The options are either Infantry Units, vehicles, additional gear, character traits or orders (**see chapter 7 "RECRUITMENT OPTIONS" p.28**). Like **Recruitment Tiles**, Recruitment Options have a cost value in **army points**.

↓ They can be specific to a Recruitment Tile and have the same colour stripes.

COLOR STRIPES SPECIFIC TO A RECRUITMENT TILE

Americans (1ST ID - 16th Inf.Reg) / Germans (II. Bat. PZGR.-RGT.304-2.Panzer div)

COMMAND COLOR STRIPES

Americans / Germans

↓ They can be generic and have army common stripes.

GENERIC COLOR STRIPES

Américains / Allemands

- The tile of the selected option must fit the slot in shape and size.

- The stripes on each side must be the same colour as at least one of the stripes framing the slot.

UNITS
RECRUITMENT
GAME TURN
TOKENS & ACTION CARDS
BATTLEFIELD
SPECIAL ABILITIES
RECRUITMENT OPTIONS
REFERENCE

3 - GAME TURN

Heroes of Normandie is played over a series of **Game Turns**. Each Game Turn is divided into three **phases**:

- **3.1 ORDER PHASE**–where you assign Order Tokens to your units (see below).

- **3.2 ACTIVATION PHASE**–where units with Order Tokens move and attack (see p.09).

- **3.3 SUPPLY PHASE**–where the rest of your units can move and you prepare for the next Game Turn (see p.16).

IMPORTANT: At the end of the Supply Phase, check to see if either side has won the scenario, or if you have reached the scenario's time limit. If not, start the next Game Turn.

INITIATIVE

Each **Game Turn**, one player will have the Initiative for that turn. This is indicated by the **Initiative Marker** near the number of the current turn on the **Turn Chart**. The player with Initiative acts first during each Phase of the **Game Turn**. At the end of the Game Turn, the Initiative switches to the other side for the next turn.

3.1 ORDER PHASE

STEPS OF THE ORDER PHASE

During the Order Phase, both players assign Order Tokens to their units. Only units that have Order Tokens will be able to move and attack during the Activation Phase (the others will have a chance to act during the Supply Phase, so don't worry).
The Order Phase is split into **four steps**:

STEP 1 **Resolve effects that occur at the Start of the Order Phase:** Some effects in the game are resolved at the beginning of the Order Phase. The first thing you must do each Game Turn is resolve these effects, in this order:

- Special Abilities (see p.21).
- Action Cards (see p.17).
- Recruitment Options (see p.28).
- Scenario Specific Effects.

STEP 2 **Take Order Tokens:** Each Game Turn, you get a number of Numbered Order Tokens equal to the sum of all Order stars from any officers, as well as Personal Orders, Command Options, or Tile Special Abilities. Starting with Order 1, take the consecutive Numbered Order Tokens up to your maximum Order total.

1*
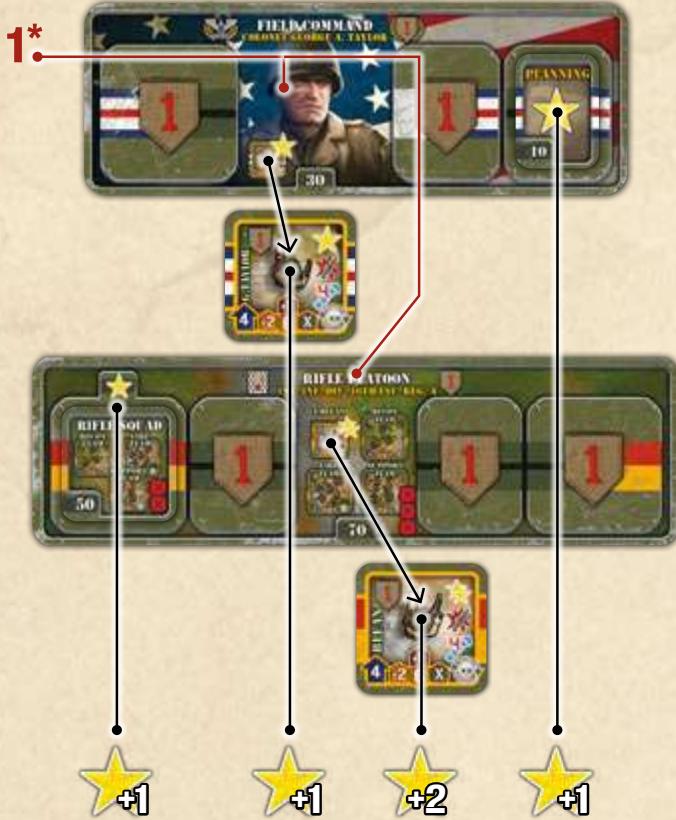
↑ *In this example above, the American player has **5** stars: **1** from General Taylor (Field Command) and **1** from his **Planning Command Option**, **2** from Lt. Blean (Officer), and **1** star which is unlocked by filling the left slot with an option. Take the Order Tokens numbered **1** to **5**.*

1* - IMPORTANT: Note that those large order stars are just a reminder of that unit's "Orders" Special Ability. Those stars do not grant extra Order Tokens as they have been taken into account already when checking the Order total on the Recruitment Tile.

SUDDEN DEATH: If you don't have any Numbered or Special Order Tokens to assign to your units at this point, you immediately lose the game!

LOSING ORDERS...
If you lose a unit that has an Order special ability, you also lose their Order Token for the rest of the game, starting at the beginning of the next Order Phase (you do not lose them during an ongoing turn).

STEP 3 **Assign Order Tokens:**
First, the player with the Initiative places all of his Order Tokens on the units in his army that he plans to use in the Activation Phase. Then his opponent does the same. Order Tokens are placed with the numbers facing the owning player, leaving the opponent guessing.

SAVING TIME...
Player can place their Order Tokens simultaneously.

GAME TURN

TIP: Be careful about which number you assign to what unit as their actions will be resolved in numerical order!

WARNING: A unit can never have more than one Order Token at a time!

NUMBERED ORDER TOKENS
The Numbered Order tokens allow you to activate your units during the Activation phase. They are numbered from **1 to 10** and their number depends on the Recruitment Tiles and special abilities present in your army. One side shows the number of the Numbered Order token, the other the symbol of your army. This backside is the face your opponent will see. He will therefore not know in which order your units will act.

BLUFF ORDER TOKENS
When placing the set of Order Tokens to which you are entitled, you may also place one Bluff Order Token. A Bluff Order Token has no number on its front side but looks identical to other Order Tokens from the back. While it does not activate a unit, it can trick your opponent into believing you might.

SPECIAL ORDER TOKENS
Special Order Tokens can be obtained with the **High Command** Action card, the **Battle Plan Command option**, or a **special ability**. Special Order Tokens can be activated before or after any other Order Token, which means they can take precedence and be played as **Order number 0**. However, they cannot interrupt an ongoing activation.

If several players want to activate Special Order Tokens at the same time, the player who has the Initiative reveals and plays his Special Order first. His opponent plays his next.

For some specific rules, a Special Order token is considered to have the **same value** as the last Numbered Order token revealed.

ORDER TOKEN LIMIT:
You can never have more than **10** Numbered Order Tokens, **2** Special Order Tokens, and **2** Bluff Order Tokens.

STEP 4 **Resolve effects that occur at the end of the** Order Phase: Some effects in the game are resolved at the end of the Order Phase. Once all Order tokens have been placed, you must resolve these effects, in this order:

- Special Abilities (see p.21).
- Action Cards (see p.17).
- Recruitment Options (see p.28).
- Scenario Specific Effects.

3.2 ⊗ ACTIVATION PHASE

During the Activation Phase, the players take turns activating their units and taking actions. Normally, only units marked with a Numbered or Special Order Token can take actions during this phase, but some Action Cards and Special Abilities may allow a unit to act out of turn.

- The player who has the Initiative plays first, starting the phase by revealing his #1 Order Token. The unit with that token may then take an action.

WARNING: Remember to take into account any Special Order Tokens you may have assigned to units or any Autonomous 🏅🏅 special ability (p.19) your units may have.

- When the Activated unit's action is complete, the other player reveals his #1 Order Token and takes actions with that unit. The players continue taking turns, revealing their next Numbered Order Token and taking actions, until all units with Numbered or Special Order Tokens have been Activated. Leave the Order Tokens next to the units they were on, so you can remember which units were Activated in this phase (to tell them apart from those that may still act during the Supply Phase).

- If you had to discard an Order Token before it was resolved (because the unit was Destroyed or it received an Activated Marker 🗡), you still have to reveal the token when that unit's activation would have occurred. However, nothing happens and your opponent gets to activate his next Numbered Order Token.

- If you have no more Numbered or Special Order Tokens to reveal, your opponent continues to activate his units (in order).

UNIT ACTIONS

When Activated, a unit can take one of the following actions:

- A - Movement Action (see p.09).
- B - Firing Action (see p.13).

You may also have your unit do nothing, but it won't be able to act later in the Game Turn.

3.2.1 MOVEMENT ACTIONS
- 🔵3 When a unit takes a Movement Action, it can move a number of squares up to its Movement Value.
- This Movement Action can be a 0 square move, which is called a 0 move.
- Units can move diagonally.
- Two units cannot occupy the same square at the end of a Movement Action.
-

TERRAIN AND MOVEMENT
Some Terrain Elements have an effect on movement. They are described in Chapter 5 - Battlefield p.18.

PENALTIES RELATED TO SUPPRESSED MARKERS (see p.16):
Each Suppressed Marker inflicts a -2 penalty to the unit's Movement Value. If this value drops to zero or less, the unit is Immobilised.

- MOVING INFANTRY UNITS
An Infantry unit cannot move through enemy Infantry Units, or through friendly or enemy vehicles. Infantry Units may move through "allied" Infantry Units as long as they do not share the same square at the end of the Movement Action.
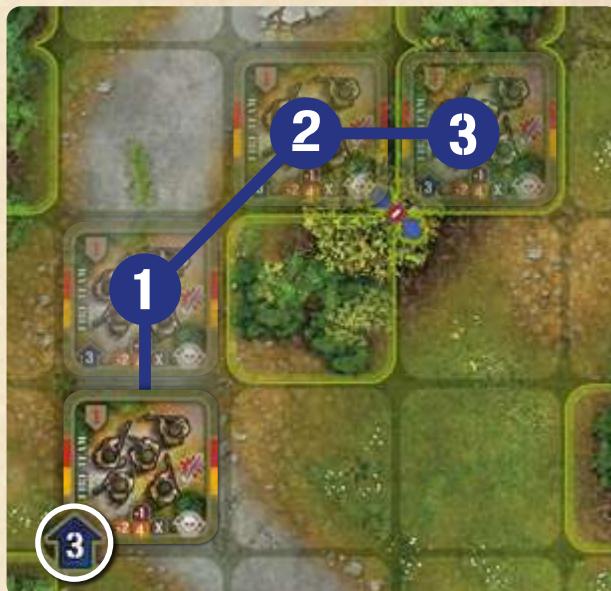
An Infantry unit can freely swivel and change its orientation at any time during its Movement Action, even if the move is X or 0. An Infantry Unit that occupies a single square can end its Movement Action (even 0 or X) in a diagonal position, with the center of the counter in the center of the square. Certain units may need to do this to adjust their firing arc.
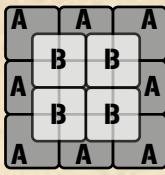
Ⓧ X MOVEMENT VALUE
If a unit has a Movement Value of X, it cannot move. It also cannot use any bonuses to Movement Actions. Even an Action Card 🎴 cannot allow it to move. If it must make a Forced Move, it is Destroyed instead. A unit with an X Movement Value may still change its orientation, but this is considered a Movement Action (called an "X move").

WARNING: At the start or the end of its Movement Action, an Infantry unit can turn its counter over to change state, even if it has a 0 or X Movement (see Changes of State p.21).

UNITS

RECRUITMENT

GAME TURN

TOKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE

9

OFFSET GRID SQUARES

Only **Infantry Units** can enter **Offset Grid squares** **B**. These squares do not align with the **General Grid** of the **terrain tiles** **A**. Of course passage must be free and unblocked to allow any Movement Action.

An **Infantry unit** can move, even **diagonally**, from one Offset Grid square to any adjacent Offset Grid square (**1**). A direct movement between an Offset square and an adjacent one in the General Grid must traverse the sides of both squares and may **not** be traced through any corner. The necessary passage through an incomplete Square is free (**2**).
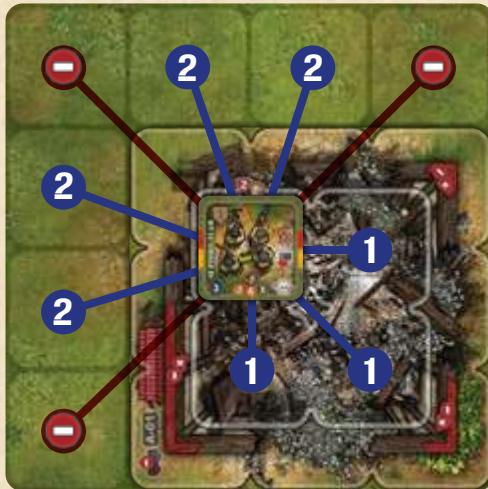
↑ Offset Grid squares :
blue moves *are allowed,* **red** *moves are prohibited.*

- MOVING VEHICLES

The way **Heavy Vehicles** and **Light Vehicles** move depends on the number of squares they occupy.

MOVING 1-SQUARE VEHICLES

A Vehicle that occupies one square (such as a jeep) moves like an **Infantry unit** (though **Terrain Elements** may have a different effect on Vehicles, **see p.18**). It may also change its **orientation** during its move, just like **Infantry Units**. A Vehicle that occupies a single square may end its **Movement Action** (including a **0** move) oriented diagonally, at a **45°** angle, with the center of the counter still on the center of the square. This is particularly useful for units with a **limited Firing Arc** (**see p.14**).

MOVING 2-SQUARE VEHICLES

↗ When moving a two-square vehicle forward, count the number of squares moved from the front of the unit counter. If you wish to move backwards, count the number of squares from the rear of the vehicle. Both forward and backward movement can be combined in a single **Movement Action**. During its **Movement Action**, a vehicle is allowed only a **single** pivot of **45°** per square it enters.
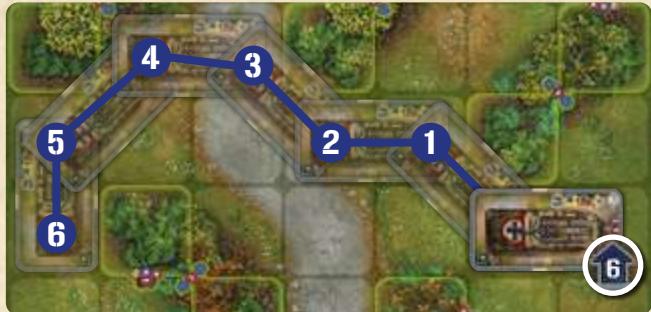
← A vehicle may also pivot in place without moving forward or backward, keeping either its front or rear in the same square. **Each 45° turn costs one point of movement.**

↓ **A vehicle may carry out or finish its** Movement Action **diagonally**, even if the two squares on either side of it are **Impassable** (**see p.18**).

→ If a vehicle ends its **Movement Action** in a diagonal position, it still only occupies two squares. In this case, unit counters may **overlap**.

FORCED MOVES

Some situations or **Action Cards** can force a unit to move. This is called a **Forced Move**. Unlike normal movement, **Forced Moves** do not trigger special actions that are related to movement, such as **Opportunity Fire** ✛ (**see p.24**). If a unit with the **Active Side** up (**see "Changes of State," p.21**) is forced to move, it is flipped to the **Inactive Side** first. If a unit is forced to move **off the board** or into an **Impassable Terrain Element** (**see p.18**), the unit is **Destroyed**.

- RUNNING OVER INFANTRY

When a Vehicle moves, it may pass through a square that contains an allied or enemy **Infantry unit**. If the Vehicle ends its **Movement Action** in a square that is occupied by an **Infantry unit**, the **Infantry unit** must make a **Forced Move** into an adjacent unoccupied square of its owner's choice. It also gains a **Suppressed Marker** 🔲. If there is no adjacent unoccupied square for the **Infantry unit** to move to—they are all occupied, **Impassable**, require moving within an enemy **Zone of Control** (**see next page**), or it's the edge of the battlefield, for example—or if it has no **Movement Value** (**0** or **X**), the **Infantry Unit** is immediately **Destroyed**.

- CRUSHING WRECKS

A **Heavy Vehicle** deals 1 **Destruction Point** to a Wreck when driving over a **Wreck counter** (see **p.22** for **Destruction** rules). If the **Heavy Vehicle** drives over both squares of a **Wreck**, it deals a maximum of **2 Destruction Points** 🎖 per **Movement Action**.

WARNING: Some **Wreck** prohibit any unit (Infantry or Vehicle) from entering the squares they occupy. (See **Impassable p.18**).

- PUSHING WRECKS

↓ During their **Movement Action**, vehicles may push a **Wreck** one square. This push must be announced before executing the **Movement Action**. **Light Vehicles** may only push wrecks that fit in 1 square. **Heavy Vehicles** may push wrecks of any size. Move the **Wreck** in the direction of the pushing vehicle's move, but retain its **orientation** on the board. This ends the pushing vehicle's **Movement Action**.

If the **Wreck** is pushed into a square that is occupied by an **Infantry unit**, the **Infantry unit** must move over to an adjacent square. This is a **Forced Move**. f there isn't an unoccupied square for the **Infantry unit** to be pushed into or it has no **Movement Value** (1 or **X**), it is immediately **Destroyed** and removed from the game.

You may not push a **wreck** if the vacated square (the one about to be occupied by the pushing vehicle) is Impassable to the pushing vehicle.

You may not push a wreck into a **Terrain Element** that is **Impassable** to **Light Vehicles** or **Heavy Vehicles**, except for **Water** squares (rivers, marshes, etc.). Whenever all the squares of a **wreck** are in **Water** squares, remove it from the game (as it sinks). You cannot push a **wreck** off the edge of the battlefield.

↑ The wreck of the Light Vehicle is pushed into the water and sinks.

SPECIAL MOVEMENT ABILITIES

Some **Special Abilities** can modify a **Movement Action**, these two in particular:

ASSAULT : allows you to move into a square occupied by an enemy unit to initiate hand-to-hand combat. (see **p.25**)

FIRE ON THE MOVE : lets you take a Firing Action at the beginning of, during, or at the end of your Movement Action. (see **p.24**)

3.2.2 ZONE OF CONTROL

Every unit exercises a **Zone of Control** (or "**ZoC**") over any adjacent squares, as long as the unit has a Clear 🟢 or Obscured 🔺 **Line of Sight** (or "**LoS**") to those squares ((see "**Line of Sight**", p.13). If one of the squares is **Impassable** (See **p.18**), even if the unit has a **LoS** on it, it is not part of its **ZoC**.

← In this example, the hedge is Impassable, so the square at the top right is not part of the unit's ZoC.

An **Infantry unit** may move **into** or **out** of an enemy **Infantry unit**'s **ZoC**, even if doing so causes it to enter another **ZoC**, but cannot move **within** one.

EXCEPTION: A unit can try to move within an enemy **ZoC** to enter the square occupied by an opponent as part of an **Assault** 💥 (see "Assault," p.25).
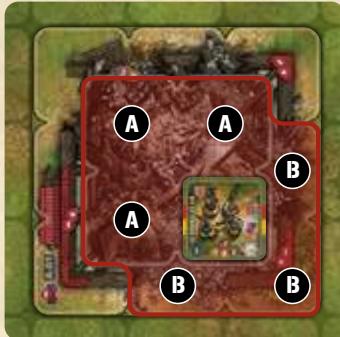
SUMMARY
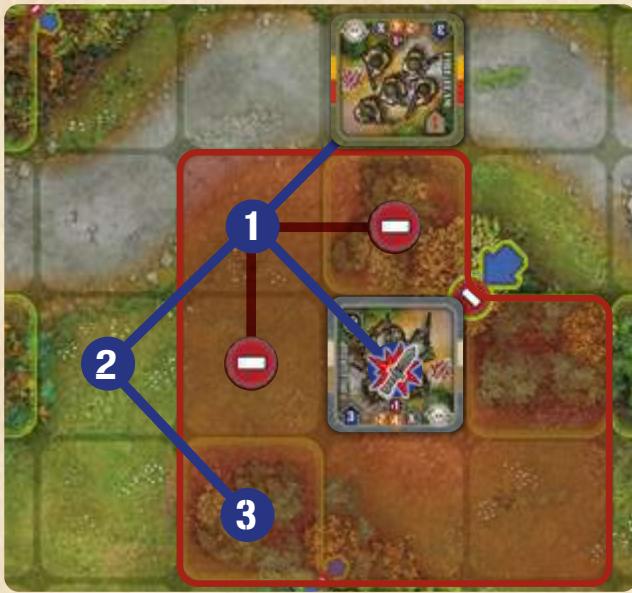
↑ *The US unit may move into the* **ZoC** *of the German unit (***1***). It may stop there (within Assault range) or may move out of the ZoC (***2***), but may not move within it. The unit could also, from (***1***), engage in an* **Assault** *against the German unit, which would allow it to ignore ZoC just for the* **Assault**.

ZOC & OFFSET GRID SQUARES

↑ *The* **ZoC** *of a unit within a Terrain Element containing offset squares extends only to the adjacent Offset squares* **A** *and the incomplete General grid squares overlapped by its position* **B**.
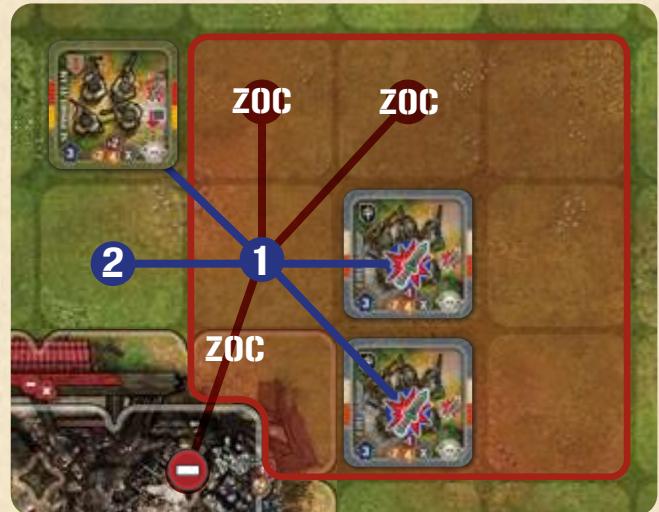
RULES
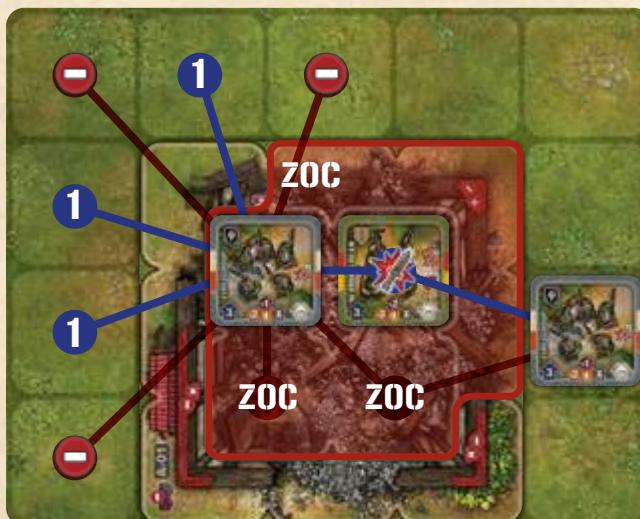
↑ *Legal moves in* **blue**, *prohibited moves in* **red**. *The diagonal moves out of the Offset Grid are prohibited.*

↑ *The* **ZoC** *of a unit present in a square of the general grid extends to the surrounding boxes of this grid, whether complete* **A** *or incomplete* **B**.

↑ **blue moves** *are allowed,* **red** *moves are prohibited.*

ZOC & VEHICLES

Light Vehicles and **Heavy Vehicles** also have a **ZoC**, however their **ZoC** has no effect on the movement of enemy units. Enemy units can, therefore, move freely or retreat (after an assault) within squares adjacent to any Vehicle. Unlike **Infantry Units**, Vehicles are not affected by the **ZoC** of enemy **Infantry Units**.

PENALTIES RELATED TO SUPPRESSED MARKERS (see p.16): Enemy **Infantry Units** are not affected by a **Suppressed** unit's **Zone of Control**.

3.2.3 FIRING ACTIONS

Instead of a **Movement Action**, a unit can take a **Firing Action**. In order to **attack**, the unit must meet four conditions:

- **ATTACK TYPE**
- **LINE OF SIGHT**
- **RANGE**
- **FIRING ARC**

- ATTACK TYPE

Every unit has one or more **Combat Values**. A unit can only attack if it has a numeric **Combat Value** with the same background colour as the target's **Defense Value**, even if the value is **0**. An "**X**" value, however, indicates that the unit **cannot** fire at a unit with a **Defense Value** of that colour. For example, **Heavy Vehicles** units have a **grey Defense Value**, so units must use a **grey Combat Value** to attack them. If a unit's **grey Combat Value** is marked with an "**X**", that unit basically cannot attack **Heavy Vehicles**.

ATTENTION: Units can of course attack **Heavy Vehicles** if they obtain **weapons** or **gear** with a valid **grey Combat Value**.

ATTENTION: If the unit is moving, you need to verify that its weapons have the **Fire on the Move** special ability 🔼 (see **p.24**), which is often the case with **secondary weapons**, but not with **primary weapons**.

- LINE OF SIGHT

A unit needs a **Clear** 🔺 or **Obscured** 🔺 **Line of Sight** (or "**LoS**") in order to attack a target. To check whether the shot is possible, trace an imaginary straight line from the **center** of the attacking unit's square to the **center** of the target's square:

- 🟢 A clear **LoS** is one that does not cross any **Obstacles** (see **p.18**).

- 🔺 An obscured **LoS** is one that passes through one or more **Obstacles** that do not block **LoS** but which do provide concealment, such as low walls (see **p.18**).

- ⬛ A blocked **LoS** is one that passes through one Obstacle that does block **LoS**.

In addition to **Firing Actions**, **LoS** is used for other situations, such as some **Special Abilities**, which are explained later in these rules.

OBSTACLES

An **Obstacle** is anything that can block or obscure **LoS**: **Infantry Units** block **LoS** if the firing unit and the target are both **Infantry Units**. All Vehicles always block **LoS**.
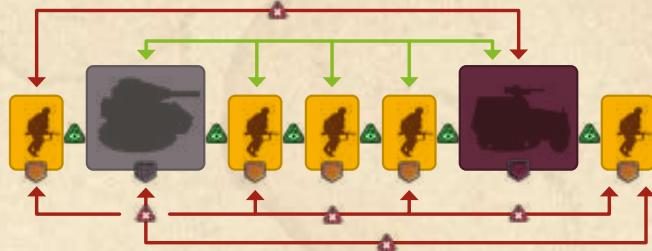
*↑ Effect of different unit types on **LoS**:
Units connected by **green arrows** can shoot at each other, while units connected by **red arrows** cannot.*

🔺 A **Terrain Element** marked with this symbol completely blocks **LoS**. You cannot shoot at an enemy unit if there are any **Terrain Elements** of this type between the two units.

🔻-1 🔻-2 🔻-3 Every square marked with this symbol obscures **LoS** that passes **through it** (even partially). For every square that obscures **LoS**, subtract the value printed in the symbol from the attacker's final die roll result (instead of directly from the unit's Combat Value). These penalties are cumulative.

WARNING: Do **not** count the square that the firing unit is in or the square occupied by the target when checking for **LoS** and obscuring terrain! In all cases, if a unit is in another unit's **LoS**, both units can see each other.

When a Vehicle occupies two or more squares, you can trace **LoS** from the **center** of any square occupied by the Vehicle or any point between them.

UNITS
RECRUITMENT
GAME TURN
TOKKENS & ACTION CARDS
BATTLEFIELD
SPECIAL ABILITIES
RECRUITMENT OPTIONS
REFERENCE

Similarly, when a Vehicle is the target, the attacker can aim at the **center** of any square occupied by the Vehicle, or at any point between them. The Defense Value of Heavy Vehicles depends on the firing angle (use the side markings to determine which Defense Value is taken into account). Choose the appropriate target square to get the lowest Defense Value.

- RANGE

Most weapons have no range limit (see "Limited Range", p.22). But, any shot longer than **7 squares** is considered to be at **Long Range** and suffers a **-2 penalty** to the final result of the die roll. When counting the number of squares to the target, you can use diagonals. You **must always** count the shortest route. Do not count the square of the firing unit.

WARNING: If the LoS drawn to the center of a Vehicle that occupies more than one square is in doubt, the disagreement is settled by tracing the shortest LoS possible.

- FIRING ARC

A unit can only fire at a target that is inside the unit's Firing Arc. Unless otherwise noted (by a Special Ability), all units have a 360° Firing Arc.

← Some weapons have a limited firing arc. Their firing arc is represented by a graphic on the weapon. To determine if a unit is in a firing arc, the line from the attacker to the target must extend between the two marks at each end of the firing arc.

WARNING: Firing Arc and LoS are two different things: Firing Arcs only apply to Firing Actions. A unit can see in all directions, but can only fire where the weapons are pointed!

- ALTERNATE FIRING ACTIONS

Some Special Abilities, Recruitment Options and Action Cards can modify a Firing Action, or can be used instead of a Firing Action. This is called "taking an Alternate Firing Action." Unless otherwise indicated, an Alternate Firing Action does not use the Special Abilities or Combat Value printed on the unit counter. Instead, it only uses the values from the ability, card or option that granted the Alternate Firing Action. Special Abilities that trigger a Firing Action can also be used to trigger an Alternate Firing Action.

- VEHICLE WEAPONS

Vehicles that have more than one weapon may use all of them each time they take a Firing Action. Your Vehicle may fire its weapons at the same or different targets, as you wish. If a Vehicle fires more than one weapon, the attacks are **not** resolved simultaneously: resolve each attack before you declare the next. If your Vehicle is using the **Fire on the Move** 🏠 (see p.24) Special Ability to make attacks during a Movement Action, you can only fire weapons that have the **Fire on the Move** Special Ability. Typically, support weapons like machine guns will have this ability, while larger weapons like 75mm guns do not!

- RESOLVING A FIRING ACTION

To resolve the Firing Action, roll **1** die and add the number rolled to the attacking unit's Combat Value (with the same colour as the target's Defense Value). Then add any other bonuses (Special Abilities, Action Card, Recruitment Options, etc.) that apply before subtracting any penalties.

If the final result is equal to or higher than the target's Defense Value, the target takes a Hit. ↗

PENALTIES RELATED TO SUPPRESSED MARKERS (see p.16): Each Suppressed Marker on a unit inflicts a **-2** penalty to all of the unit's die rolls, including Firing Actions.

UNITS

RECRUITMENT

GAME TURN

TOKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE

↑ *The German unit performs a Firing Action and rolls a "4" on the die. It adds its yellow Combat Value (+2), and a bonus of +1 from the Ammo token it's using, for a total of 7.*
The American unit has a Defense Value of 4 and it is located in a Terrain Element that gives a Defensive Bonus of +2, for a total of 6. Since the German total is higher to the American's defense, the attack hits!

THE EFFECT OF A HIT

If a target with this symbol is Hit, that unit is Destroyed and removed from the game.

If a target with this symbol is Hit, that unit counter is flipped over:

- If the target is an Infantry Unit, it is not Destroyed.

- If the target is a Light Vehicle, it is Destroyed. The Vehicle counter is flipped over and becomes a Wreck Terrain Element.

If a Heavy Vehicle is Hit, you must determine which part of the Vehicle was Damaged by making a Damage Location Roll (see below, "Hitting a Heavy Vehicle").

DESTROYED UNITS

When an Infantry Unit is Destroyed, it is removed from the game board. Place the Destroyed unit under the matching Recruitment Tile.

When a Vehicle (Light or Heavy) is Destroyed, it is not removed from the board (except if it has no Wreck side). Instead, the counter is flipped over and it becomes a Wreck. A Wreck counts as a Terrain Element (see p.19). A Wreck can be removed from the battlefield if enough Destruction Points are inflicted upon it (see p.22).

BREAKING POINT

When a unit is Destroyed, it may Break the combat group that it is part of. If the total number of unit counters shown on the Recruitment Tile that have been Destroyed is equal to or higher than the Breaking Point on that tile, the combat group is broken. Flip the Recruitment Tile over to the broken side (see "Breaking Point" in the scenarios booklet p.05).

FIRING ON A VEHICLE

There are a number of special rules that apply whenever you use a Firing Action to attack a Vehicle:

- HITTING A HEAVY VEHICLE

When you score a Hit on a Heavy Vehicle, it is not automatically Destroyed. Instead, you must roll to see what part of the Vehicle was damaged by the attack.
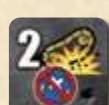
To determine the location of the Damage on the Heavy Vehicle, the attacker rolls one die and places the Damage Marker that matches the number rolled on the Vehicle.

The effect of the Damage to the Vehicle is indicated by the symbol on the Damage Marker:

1: **Crew**
Each turn, the vehicle can only fire one of its weapons, not both!

2: **Tracks**
The vehicle may no longer execute Movement Actions for the rest of the game. If it was moving, it stops immediately.

3 or 4: **Tracks**
Put two Suppressed Markers on the vehicle in addition to this Damage marker. If it was moving, it stops immediately.

5: **Primary weapon**
The vehicle's Primary Weapon is Destroyed.

6: **Destruction**
The vehicle is Destroyed. Turn it over to its Wreck side.

IMPORTANT: If a Vehicle ever receives a second Damage Marker of the same kind, the Vehicle is Destroyed. If a Heavy Vehicle receives a double Hit (see below), the Vehicle is automatically Destroyed.

- DOUBLE HITS

If the result of any Firing Action (including any bonuses) is equal to or higher than twice the target's Defense Value (including any bonuses), the target is immediately Destroyed (this includes Heavy Vehicles).

↑ *1 Hit.*

↑ *Double Hits (2 Hits).*

3.3 ⊠ SUPPLY PHASE

During this phase, units that did not act via an Order token and did not receive an Activated Marker 🗡 may take a Movement Action. Some Special Abilities or other effects may even allow them to take other actions. **When this Phase is concluded, players get ready for the next turn.**

ATTENTION : The absolute rule of the Supply Phase is that neither Firing Actions nor any Assaults may happen during this phase! The Supply Phase only allows units that do not have an Order Token or Activated Marker to take one Movement Action.

STEPS OF THE SUPPLY PHASE

STEP 1 **Resolve effects that occur at the Start of the Supply Phase in the following order :**

- Special Abilities (see p.21).
- Action Cards (see p.17).
- Recruitment Options (see p.28).
- Scenario Specific Effects

STEP 2 **Discard Bluff Order Tokens.**

STEP 3 **The player who has the Initiative plays first and must carry out the following actions in the indicated order :**

- Take a Movement Action with any or all of his units that do not have an Order Token or an Activated Marker. 🗡.
- Discard one (and only one) Suppressed Marker 🗡 from each of his units.

STEP 4 **Once the player with the Initiative is done, the opposing player must also complete Step 3.**

STEP 5 **Resolve effects that occur at the End of the Supply Phase in the following order :**

- Special Abilities (see p.21).
- Action Cards (see p.17).
- Recruitment Options (see p.28).
- Scenario Specific Effects

STEP 6 **Discard every Order tokens.**

STEP 7 **Discard as many Action Cards as you wish, then draw until you reach your maximum hand size as indicated by the scenario.**

STEP 8 **Move the Initiative marker 🎖🎖 one notch down the turn chart, and turn it over to determine the new Initiative. The other player will have Initiative for the next Game Turn.**

4 - MARKERS & ACTION CARDS

4.1 MARQUEURS

SUPPRESSED MARKERS

When a unit suffers from a temporary physical or psychological condition that limits their ability to fight, it is marked with a Suppressed Marker. The unit may have been caught by **Suppressive Fire**, have lost morale, been pushed to the limit, or simply be in dire straits.

🎲-2 Each Suppressed Marker inflicts a **-2 penalty** to all of the unit's die rolls.

⬆-2 Each Suppressed Marker inflicts a **-2 penalty** to the unit's Movement Value. If a unit's Movement Value drops to **0** or less, the unit is **Immobilised**.

IMPORTANT:
- Enemy units ignore the Zone of Control of any unit with a Suppressed Marker.
- A unit that receives a Suppressed Marker during its Movement Action completes the Movement Action without taking into account the Suppressed Marker's penalty.

ACTIVATED MARKERS

Some Action Cards or Special Abilities, such as **Opportunity Fire** ✳, can activate units that don't have an Order Token/ Activated Marker or that have an Order Token but haven't been Activated yet. If this happens, you must place an Activated Marker on the unit.

WARNING: A unit that receives an Activated Marker loses any Order Token it may have (without revealing it), and the unit can no longer be Activated or take any action for the rest of the turn (except to defend itself during an **Assault**). In addition, the unit cannot take a Movement Action during the Supply Phase.

MARKERS & TEMPLATES
You will find detailed descriptions in later pages.

4.2 ACTION CARDS

Action Cards spice up the game and make your battles more heroic. Each player has their own deck of **Action Cards**, specific to the faction they are leading into battle, representing the unique tactics and advantages of that faction. At the beginning of the game, you will draw a hand of **Action Cards**. At the end of each **Supply Phase**, you will draw up to a full hand again, so there's no reason to hoard them! In fact, it's usually best to use as many **Action Cards** as you can every Game Turn!

WARNING: If two players want to play an **Action Card** at the same time, the player who has the **Initiative** resolves his card first. .

ACTION CARD EFFECTS

Each **Action Card** can be used for one of two purposes: either to trigger a **Battle Event** or to gain an **Alternate Bonus**. You cannot use both effects when you play it.

- BATTLE EVENTS

Every **Action Card** describes a special action or event that you can use when you play the card. You can only play a **Battle Event** during the phases indicated in the description, but you may play as many cards as you want in a turn–even more than one for a single action. When you play a **Battle Event**, follow the instructions printed on the card, then discard the card. If the **Action Card** goes against a game rule, the text of the card always applies, except for the **Absolute Rule** of the **Supply Phase**.

- ALTERNATE BONUS

Some **Action Cards** show an **Alternate Bonus**. This is a modifier that you can apply to an action. Simply play the card and apply the bonus shown, then discard the card.

WARNING: You cannot combine different types of **Alternative Bonuses** during the same action, but you can play several of the same type.

TIP: If you choose to use an **Alternative Bonus**, you must play the **Action Card(s)** and declare it before rolling any dice or beginning a **Movement Action**.

- Grants a **+X** bonus during an **Assault**, whether attacking or defending.
- Grants a **+X** bonus to one **Firing Action** or to the use of one **Recruitment Option** or **Action Card** that allows an **Alternate Firing Action**.
- Grants a **+X** square bonus to a unit's **Movement Value** during a **Movement Action**.
- Grants a **+X** bonus to any die roll.

SELECTED CARD EXPLANATIONS

BURST INTO ACTION : A **Heavy Vehicle** can fire all its weapons without any penalty. A unit that already has the **Fire on the Move** special ability cannot take two **Firing Actions**.

DESERTION (US) : This card can be played on a unit that already has at least one 🔫 only when the unit receives an additional 🔫.

GO GO GO ! / SCHNELL : This 2 square move is a **Forced Move** and is not subject to penalties by **Suppressed Markers** 🔫 .

INITIATIVE : This card does not allow you to take **Initiative** on a **Special Order**.

DYNAMIC : You may play this card when you are about to remove a **Destroyed** unit from the game. You may not remove the **Numbered Order Token** from an **Activated** Unit.

RETURN TO SENDER : This card enables you to throw back any type of grenade, including the **Geballte Ladung**.

SECOND CHANCE : If you rolled several dice, re-roll them all.

SURPRISE : This card also allows you to exit a building during a **Forced Move** after losing an **Assault**. You need two Surprise cards to enter and exit a building through the windows with the same **Movement Action**. A unit that launches an assault on a unit that is behind a window doesn't need a second **Surprise** card to return to its starting square if it is pushed back.

FALL BACK : If the unit is on its **Active Side**, it must flip to its **Inactive Side** before moving. Its movement is a **Forced Move**. It takes into account penalties linked to the **Terrain Elements**, but not those linked to any 🔫. If this movement forces the unit to leave the battlefield, it is **Destroyed**.

MINE (GE) : This card can be used during the **Supply Phase**.

THE FURY OF THE FÜHRER (GE) : All units gain the **Assault +2** special ability 🗡 (not a +2 bonus to their assault roll). Units without the **Assault** special ability can engage in melee for the turn.

HITLERJUGEND (GE) : If the unit you put back into play completes a tile that had reached its **Breaking Point**, flip it to its side without victory points. You can regain the **Order** (or **special ability**) that the tile unlocked, if applicable, and your opponent no longer scores the corresponding **Victory Points**.

UNITS
RECRUITMENT
GAME TURN
TOKENS & ACTION CARDS
BATTLEFIELD
SPECIAL ABILITIES
RECRUITMENT OPTIONS
REFERENCE

5 - BATTLEFIELD

The nature of the battlefield is a key element in your strategy, affecting movement as well as combat. The battlefield is created using a combination of Terrain Boards and Terrain Tiles, as shown in the scenario you are playing. Anything in the battlefield that has an impact on the fighting, such as hedgerows or forests, is called a Terrain Element.

↓ The larger **Terrain Boards** show large sections of the battlefield. By combining Terrain Boards in different ways, you can create a wide variety of theaters of operation.

↓ The smaller **Terrain Tiles** can be used to modify the Terrain Boards, creating even more variety of battlefields for you to fight over.

Terrain Tiles often show **Terrain Elements**, such as **Buildings**, **Rocks**, **Thickets** or **Defensive Positions** that can have a tactical impact on the game.

5.1 - TERRAIN EFFECTS

Here, each symbol's effects will be explained, as well as how they define the various **Terrain Elements** and the special rules for each type.

DEFENSIVE BONUSES

Any unit in this **Terrain Element** receives the bonus if the colour of the unit's **Defense Value** type is the same as the colour of the **Terrain Element**'s symbol. Add the bonus printed in the symbol to the unit's **Defense Value**.

WATER

Units that do not have the **Amphibious** special ability (not included in the core box) may **not** enter a Water element. Units with this special ability may move in water normally while all others are automatically **Destroyed** (and removed from the game) if they somehow find themselves partially or fully entering a Water square.

IMPASSABLE

No unit may enter this **Terrain Element**. Any unit that somehow finds itself partially or fully entering such a square is automatically **Destroyed**. If the unit is a Vehicle, put its **Wreck** as close as possible to the **Impassable Terrain Element** without being in it.

NO PASSAGE

It is impossible to move between the two squares linked by this symbol. In addition, **LoS** is blocked.

IMPASSABLE TO SOME UNIT

←*Example: impassable to* **Infantry Units**, *to* **Light Vehicles** *and to* **Heavy Vehicles**.

These **Terrain Elements** prevent certain units from entering. The type of unit is identified by the colour of the shield or shields that accompany the **Impassable** symbol. Any restricted unit that somehow finds itself partially or fully entering an Impassable square is automatically **Destroyed**. If the unit is a Vehicle, put its **Wreck** as close as possible to the **Impassable Terrain Element** without being in it.

OBSTACLES

This **Terrain Element** completely blocks **LoS**.

Every square marked with this symbol obscures **LoS** that passes **through it** (even partially). For every square that obscures **LoS**, subtract the value printed in the symbol from the attacker's final die roll result (instead of directly from the unit's **Combat Value**). These penalties are **cumulative**. Do not take these symbols into account for the squares occupied by the firing unit or the target.

If the symbol is in **yellow** triangle, the penalty is applied only if the target is an **Infantry Unit**.

DIFFICULT PASSAGE

As soon as a unit moves into this **Terrain Element**, it must immediately stop moving. A unit working its way through a **Difficult Passage** area can only advance **1** square before ending its **Movement Action**. A unit that occupies more than one square is no longer affected by a **Difficult Passage Terrain Element** as soon as the front (or the rear if it is moving backwards) of the counter is no longer in the **Terrain Element**.

STRUCTURES

Some **Terrain Elements**, such as **Buildings** or **wrecked Vehicles**, are called **Structures**.

Unlike other **Terrain Elements**, **Structures** can be **Destroyed**. In order to destroy them, you need to deal as many **Destruction Points** as are printed on the symbol (see Destruction, page 22). Once this number has been reached, turn the **Terrain Element** over to its rubble side, or, if it is a **Wreck**, remove it from the game.

5.2 - TERRAIN ELEMENTS

Each **Terrain Element** includes one or more squares surrounded by a coloured border, and may also be identified by a set of symbols that summarize its effects. The effects of a **Terrain Element** apply to all of the squares or Interspaces (the intersection of four squares) that make up that **Terrain Element**. In order to receive any bonuses from a **Terrain Element**, a unit must be completely inside that **Terrain Element**.

IMPORTANT: WHAT IF?
If the symbol for a **Terrain Element** is different from the one presented in its description, the one printed on the element is the correct one.

BOCAGE / HEDGEROW
Impassable to Vehicles / Difficult Passage / Obstacle / Defensive Bonus (Infantry)

The bocage symbolises the hell that soldiers, especially American soldiers, had to deal with during the **Battle of Normandy**. It is a wall of greenery that separates two fields or lines a road. These walls are made of trees with roots locked around average-to-large-sized rocks and other roots, the whole of which makes a nearly indestructible and particularly efficient defensive barrier.

THICKETS AND FORESTS
Impassible to Vehicles (varies) / Obstacle / Defensive Bonus (infantry)
A thicket or a forest is always an ideal place to hide or to pick mushrooms.
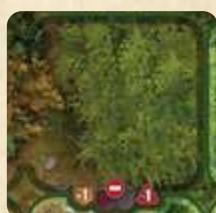
Squares at the heart of a forest are **Impassable** to vehicles.

ROCKS
Impassable to Vehicles / Difficult Passage / Obstacle / Defensive Bonus (Infantry)
Rock piles can be either useful or annoying obstacles.
They provide splendid hiding places with good cover should someone try to shoot at you. Moreover, you can find underneath charming little critters...
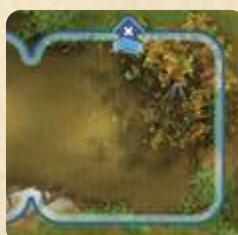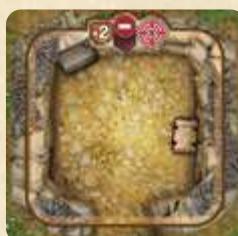
POND
Difficult Passage / Water
A small body of water, perfect for fishing... or drowning.

5.3 - DEFENSIVE ELEMENTS

DEFENSIVE POSITIONS
Defensive Bonus (Infantry) / Impassable to Light and/or Heavy Vehicles / Obstacle (varies)
Defensive positions come in many varieties (sandbags, foxholes, etc.).

Most of them are **Impassable to Light Vehicles** and some are so for all vehicles. Some reduce **LoS**, in which case the whole terrain tile reduces **LoS**, not just the illustration of the terrain element.

Defensive Positions protect the units inside, unless the firing unit is also inside. This is also true during an **assault**.

Some enable **Infantry Units** to take **Opportunistic Fire** (see p.24) during the **Activation Phase**. **Opportunistic Fire** provided by **Defensive Position** cannot target units that are also inside the **Terrain Element**.

5.4 - BUILDINGS

Defensive bonus / Impassable to light and/or Heavy Vehicles / Obstacle / Structure
Buildings are a key element in **Heroes of Normandie**. They provide excellent protection and are often scenario objectives. They come in several sizes and kinds but are covered by the same basic set of rules.

UNITS

RECRUITMENT

GAME TURN

TOEKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE

BUILDINGS & LINE OF SIGHT

Most **buildings** block **LoS** completely. When this is the case, the illustration is taken into account instead of the whole tile **A**. The red outline also blocks **LoS** for any unit inside **B**.
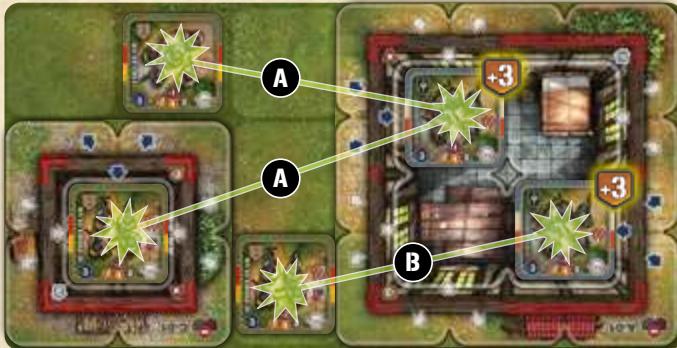

A unit inside a building receives a bonus to its **Defense Value** against fire and assault, unless the firing or assaulting unit is also inside.

BUILDINGS & FIRING ACTION

In order to fire from a building, a unit needs to be in the square adjacent to the opening it will fire through. Its **LoS** is restricted by the red outline of the walls.

↑ *In order to fire on a unit that is inside a building, the target needs to be in a square immediately adjacent to an opening* **A**. *A unit outside a building and adjacent to an opening can fire on units inside the building provided neither red outline nor interior walls block LoS* **B**. *A unit outside a building and adjacent to an opening can also be targeted by a unit inside a building on which it has an LoS* **B**.

In both cases, the target inside the building benefits from the building's Defensive bonus.

An opening is a part of an outside wall that has no red outline and is framed by a blue or white arrows. You can only enter a building through the spaces marked with a blue arrow (the doors). The move through the half square does not count as a square of movement.

BUILDINGS & MOVEMENT ACTION

A building's walls and windows restrict **Zone of Control**.

↑ *a unit is adjacent to a blue arrow that points into or out of a building (units* **A** *and* **B** *), its Zone of Control extends to the square the arrow points at and can prevent exit (* **A** *) or entry (* **B** *).*

↑ *When two buildings are adjacent, only* **Infantry Units** *can move in between. They can even stop their movement in between adjacent buildings.*

↑ *When two buildings are adjacent diagonally, vehicles may move or stop in between.*

6 - SPECIAL ABILITIES

Special abilities are elements that differentiate your units. They are split into categories:

- **6.1 - CHANGES OF STATE**
- **6.2 - FIRING**
- **6.3 - ASSAULT**
- **6.4 - DEFENSE**
- **6.5 - COMMAND**
- **6.6 - OTHER (UNCATEGORISED)**

6.1 - CHANGES OF STATE

In order to "**activate**" or "**deactivate**" these special abilities, you need to turn the unit over at the beginning or the end of a Movement Action.

ACTIVE SIDE / INACTIVE SIDE

You can do this during a zero move even if the unit has a Movement value of **0** or **X**.

- A unit may voluntarily change state only once, at the start or at the end of its Movement Action.

- A unit that has one of these special abilities may deploy with either side up.

- A unit can only use the **special abilities** on its currently **visible** side. Any other abilities on its reverse side can't be used at all.

- Some units may not have the ability on both sides, in which case the change can only be done once.

AMBUSH

When concealed (Active Side up), the unit follows these rules:

- A concealed unit may not be the target of a Firing Action.

- A concealed unit ignores explosion Templates.

- A concealed unit does not block Line of Sight.

- A concealed unit that is involved in an **Assault** is flipped onto its **Inactive Side** as the **Assault** begins.

- A concealed unit must first turn over onto its **Inactive Side** if it wants to engage another unit in **Assault**.

- A concealed unit that takes a Firing Action turns over onto its Inactive Side. This is a Forced Move.

- If a unit is concealed, none but its owner may look at its **hidden face**.

In order to spot a concealed unit, you need a clear LoS. If the unit is in a Terrain Element, you need a clear LoS and be within 2 squares of it. When you spot a unit, turn it over onto its Inactive Side. This is a Forced Move.

WARNING: Conditions for turning a concealed unit over are checked for each square the concealed unit moves into or at the end of any other unit's Movement Action.

- A concealed unit can only be spotted or turned over **once** per Movement Action.

- A concealed unit that was spotted during its Movement Action keeps using the Movement value of its Active Side until the end of its activation.

- Two concealed units can spot each other.

- Heavy Vehicles cannot spot concealed units.

CREW

In order to activate this special ability, the Crew unit must end its Movement Action on a Heavy or a Light Vehicle.

- Turn over the Crew counter and leave it on the vehicle. The Crew unit then adds its other **special abilities** to those of the vehicle.

- A Crew unit does not count against the **carrying capacity** of the vehicle (here 2). Vehicles without the Transport special ability can only carry one Crew unit.

- The Crew unit cannot be targeted by a Firing Action as long as it is inside the vehicle.

- In order to exit the vehicle, the Crew unit must start its Movement Action by turning over onto its Inactive Side.

- If its vehicle is Destroyed, place the Crew unit Inactive Side up in a square adjacent to the Wreck, and put a Suppressed Marker on it. This is a Forced Move.

TRIPOD

When activated, your unit's properties change. For example, setting up a machine gun or a mortar.

6.2 - FIRING SPECIAL ABILITIES

ANTI-AIRCRAFT
This special ability is not used with Heroes of Normandie core box. Aviation units and detailed rules may be found in expansions. Rules only may be found on Devil Pig Games website.

ARTILLERY SPOTTER
If you have at least one artillery spotter with a clear **LoS** 🔺 to the Interspace targeted by an **Indirect Fire Template** 🔥, reduce the **scattering distance** by **1** Interspace.

DESTRUCTION
Units that have this special ability can destroy **Structures**. 🏠. If a Structure, or a unit inside a Structure, is targeted by gear or a unit with this special ability during a **Firing Action** or an **Assault**, the structure may suffer **destruction** points. If the **Firing Action** is directed against a unit and not specifically the building, first resolve the attack against the unit, then determine whether the building receives any **destruction points** 💥 (here 3). Roll as many dice as indicated on the symbol. **Each dice result of 4 or higher allows you to**:

place a new **destruction marker** on its **1** point side on the structure,

or turn an already placed marker to its **2** points side instead.

If the total Destruction points on the markers reach the value of the Structure 🏠 (here 3), the Structure is **Destroyed**. If the Structure is a vehicle **Wreck**, remove it, otherwise turn the **Terrain Element** over.

When a building (or section of a multi-part building) is **Destroyed**, turn it over onto its rubble side. **Every Infantry Unit inside receives 1 Suppressed Marker** 🔥 .First, the player with the Initiative redeploys all of his units in the rubble. Once the first player is done, the opposing player does the same. **Every vehicle on the Structure is Destroyed** and its **Wreck** placed in the rubble.

DUAL WEAPON
During a **Firing Action**, roll **two** dice and keep the best result.

FLAMETHROWER - *Alternate Firing Action*
This unit has a flamethrower which uses a special Template. When using the **Flamethrower** the unit has the **Fire on the Move** (-1) 🔼 special ability and uses the **Combat Values** on the **Template**.

When using the flamethrower, put the smallest end of the **Template** at the center of the counter's square, or on the red dot present on the firing unit's counter, and orient it in whatever direction you choose, taking into account any limited firing arcs.

Any unit that is even partially covered by the **Template** is affected by the flames. The **Template** is affected by **Obstacles**. It is also blocked as soon as it goes through the center of a square occupied by a vehicle.

All units, whether infantry or vehicle, receive a **Suppressed Marker** 🔥 in addition to any **Damage**. Resolve every attack individually.

WARNING: An **Infantry Unit** with the Flamethrower ability is removed from the game if it loses an **Assault**, but is turned over if **Destroyed** by a **Firing Action**.

- **FLAMETHROWERS & DEFENSIVE POSITIONS**
If the firing unit is on a square adjacent to a **defensive position**, or inside one, it may use its Flamethrower special ability to specifically target the units inside this **Terrain Element**.

Units under the **Template** do not benefit from the **Defensive Bonus** provided by the **Terrain Element**. The **Template** is contained within the **Terrain Element** and does not affect the squares outside it.

- **FLAMETHROWERS & BUILDINGS**
In order to fire into a one-room building, the flamethrower unit needs to be in one of the squares adjacent to an **opening**. All the units inside the building are **Hit** by the flames and do not benefit from the **Defensive Bonus** provided by the building.

FIRE ON THE MOVE
The unit may take a **Firing Action** during its **Movement Action**. **Fire on the Move** is resolved before leaving, or after entering a square. The penalty indicated on the symbol is taken from the unit's **Combat Value** (and not from the final result of the roll).

FRIGHTENING SHOT
If your **Firing Action** has failed (no **Hit**, no **Suppressed Marker** 🔥 , no **Damage** marker), you may put a **Suppressed Marker** 🔥 on your target.

WARNING: This special ability may not be used along with the **Machine Gunner** special ability.
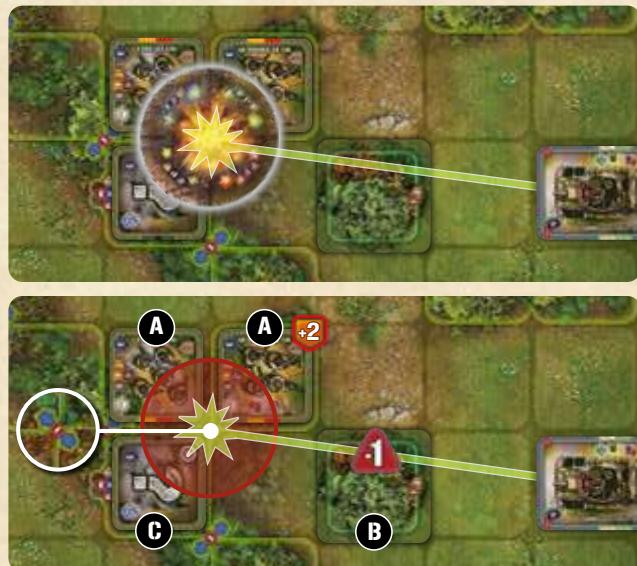
HOWITZER - *Alternate Firing Action*

When using this special ability, you must target an **Interspace**. There is neither range limit nor associated penalty. You need to have a clear 🔺 or obscured 🔺 **LoS** to the target Interspace.

Take the explosion **Template** and put it on the Interspace. Use the **Combat Values** corresponding to the **color** of the special ability icon.

- You may not place a Template inside a building.

- **A** Units and Structures under the **Template**, even partially, are affected.

- **B** 🔺-1 🔺-2 Penalties from **Obstacles** obscuring the **LoS** to the target Interspace are taken into account.

- Units inside a building are not affected by explosion **Templates** outside the building.

- **C** Concealed units ignore explosion **Templates**.

- When a **Template** hits a **Heavy Vehicle**, use the vehicle's side **Defense Value**.

IMPORTANT: Resolve each attack individually, using the **Combat Values** that **match** the attacker's Howitzer icon.

INDIRECT FIRE

Alternate Firing Action

This special ability works like Howitzer but you can use Indirect Fire instead if you have no clear 🔺 **LoS** to the target Interspace. Otherwise, you can use Direct Fire (**see Howitzer**).

Indirect Fire does not necessarily Hit the target Interspace and may scatter.

Use the scattering chart on the back of the explosion **Template** and roll a die.

- **On 1 to 4**, the shot scatters in the direction of the number indicated on the scattering **Template** to a distance equal to the number printed in the symbol.

- **On 5 or 6**, the shot is on target and hits the target Interspace.

Suppressed Markers 🟧 do not affect scattering rolls.

🔺-1 🔺-2 Do not take into account penalties due to **Obstacles** that obscure **LoS**.

You may not use the Indirect Fire special ability from inside a building.

IMPORTANT: Resolve each attack individually, using the Combat Values that **match** the attacker's Howitzer icon.

SCATTERING & OFFSET GRID SQUARES

- If the scatter changes the **Template** from offset intercases to the general grid, the player who makes, the **Firing Action** chooses where the **Template** goes ↓.
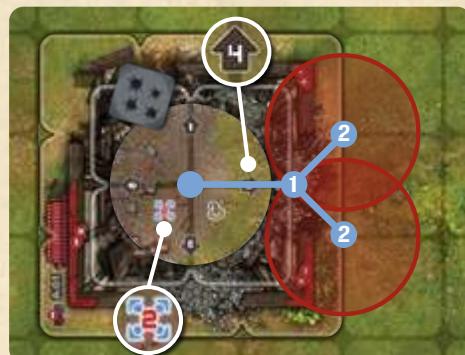
LIMITED RANGE

The unit may not fire at a target that is further than the number of indicated squares/ Interspaces.

- This symbol affects **Firing Actions** with special abilities that target squares.

- This symbol affects **Firing Actions** with special abilities that target Interspaces (such as explosion Templates).

- A red triangle behind the icon means that you ignore **Obstacles** that block or reduce **LoS**.

UNITS
RECRUITMENT
GAME TURN
TOKENS & ACTION CARDS
BATTLEFIELD
SPECIAL ABILITIES
RECRUITMENT OPTIONS
REFERENCE

23

RULES

SPECIAL ABILITIES

MACHINE GUNNER

During a **Firing Action**, a unit with this ability can shoot at several enemies. All of these must be of the same type (**Infantry**, **Light Vehicles** or **Heavy Vehicles**) and positioned within 2 squares of at least one of the other targeted units. The firing unit naturally needs to have a clear ⬤ or obscured ⬤ **LoS** to every one of the targets. Split the firing unit's **Combat Value** (modified by any bonuses or penalties) so that any o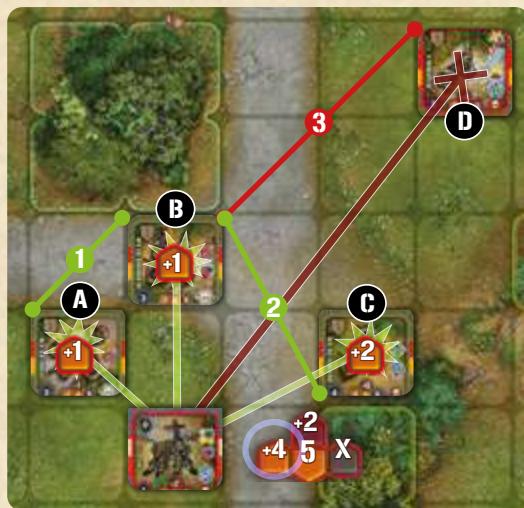ne of the shots taken receives a bonus of at least **+1**. You must announce this split and allocate the **Combat Value** points to the tageted units before throwing any dice, then make separate rolls for every shot.

Each shot is separately affected by the **Obstacles** it crosses.

↑ *Here, the MG42 performs a* **Firing Action** *using the* **Machine Gunner** *special ability. It starts with unit* Ⓐ. *Unit* Ⓑ *is 1 square from unit* Ⓐ. *Unit* Ⓒ *is 2 squares from unit* Ⓑ. *The MG42 cannot target unit* Ⓓ *because it's more than* **2** *squares from the other targeted units. Since the attacker must split up his total combat bonus (+4) between all targets, each shot is thus modified :* Ⓐ*(+1),* Ⓑ*(+1) and* Ⓒ*(+2).*

TIP : you may combine Machine Gunner 🔫 and Suppressive Fire 🔻 special abilities.

OPPORTUNITY FIRE

During (and only during) the **Activation Phase**, a non- activated unit can take a **Firing Action** against an enemy unit after that enemy unit's Firing Action.

It can also take this **Firing Action** at any time during the **Movement Action** of an enemy unit.

If the unit fires, it loses any **Order Token** it had and receives an **Activated Marker** ▨.

The target unit does not interrupt its **Movement Action** even if it takes a **Hit** and it keeps the **Movement Value** of its unharmed/intact side until the end of its **activation**.

PIERCING

Add +1 to the die roll when you localise **Damage** dealt to a **Heavy Vehicle**.

SNIPER - *Alternate Firing Action*
A sniper can only target **Infantry Units**.

The sniper rolls a die, modified by **Suppressed Markers** 🔫 and **Obstacles**, and reads the following table :

- **1**: No effect
- **2-3**: Put a **Suppressed Marker** 🔫 on the target.
- **4-5**: Deal one **Hit** to the target.
- **6+**: Deal one **Hit** to the target and give it a **Suppressed Marker** 🔫 if it isn't **Destroyed**.

If a firing table is on the **Character's Recruitment Tile**, use that instead of this one. **If the sniper symbol is printed on a unit's concealed side 🔵, do not turn the counter over onto its Inactive Side after a Firing action**.

SUPPRESSIVE FIRE

This special ability is one of the game's **most important ones**. It enables you to temporarily **neutralize** well protected units or prepare an **Assault** by inflicting a penalty on them. Normal **Firing Action** rules apply, but **double** the unit's **Combat Value** as well as any and all bonuses it may have.

If the result is equal to or higher than the target's **Defense Value** modified by any **Defensive Bonuses**, the target receives no **Damage** but you give it a **Suppressed Marker** 🔫 instead. If the result is equal to or higher than double the target's **Defense Value** modified by any **Defensive Bonuses**, give the target two **Suppressed Markers** 🔫 🔫 (and so on). There is no maximum to the number of **Suppressed Markers** a unit can get.

PENALTIES RELATED TO SUPPRESSED MARKERS:

Each marker inflicts a **-2** penalty to **ALL** of the unit's die rolls, except scattering, **Heavy Vehicle Damage** localisation and **destruction**. This penalty is **not** subtracted from the unit's **Combat Value** but from the **final result** of the die roll.

🎲 + 🛡 + 🃏 = **7** 🟫 = **3**

Each **Suppressed Marker** 🔫 also inflicts a **-2** penalty to **Movement value**. If this value drops to zero or less, the unit is **immobilised**. A unit that is given a **Suppressed Marker** 🔫 during its **Movement Action** completes its **Movement Action** without taking the marker's penalty into account.

Furthermore, enemy **Infantry Units** ignore a suppressed unit's **Zone of Control**.

UNITS

RECRUITMENT

GAME TURN

TOEKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE

6.3 - ASSAULT SPECIAL ABILITIES

ASSAULT

Only units that have the **Assault** special ability may engage an enemy Infantry Unit or vehicle in close combat. In most cases, a vehicle does not have this ability. Any number next to the icon is added as an **Assault combat bonus**. Units that do not have this special ability can defend but will roll only **one** die. An **X** in Combat Value indicates you cannot assault a target that has that type of defense unless you have special gear or a special ability.

ASSAULT RULES

During its Movement Action, a unit with the Assault special ability (called the **attacker**) may try to enter a square occupied by an enemy unit (called the **defender**). However, the attacking unit must have a Combat Value against the defender's defense type of **0** or more (so not **X**). **Whether the assault is successful or not, it ends the unit's Movement Action**.

- An assault can only be launched from an unoccupied square or square occupied by an allied vehicle that has the Transport special ability (see p.27). The square must be adjacent to the defender..

- The attacker must have enough Movement Value to move **INTO** its target's square. An **Assault** is a special Movement Action; it triggers all move-related rules, including **Opportunity Fire** or **Fire on the Move** (See Move sequence, p. 33). The actual assault happens in the moment just before the movement into the target's square.

- Enemy ZoCs do not prevent a unit from moving into a square occupied by the target unit when it launches the actual **assault**.

 In order to symbolise an on-going assault, put the attacking counter partly on the defending counter. This will also enable you to recall which square the attacking unit is assaulting from. Until the assault is resolved, the attacking unit is considered as being in the square from which it launched the assault.

← *The American unit moves into the Zone of Control of units Ⓐ and Ⓑ with movement 1. It can launch an assault on unit Ⓑ by moving within unit A's Zone of Control because this Movement Action is an assault.*

- RESOLVING THE ASSAULT

- The attacker rolls 2 dice 🎲 🎲, keeps the **best** result and adds the Combat Value appropriate to the enemy unit's type (vs either Infantry Unit, Light Vehicles or Heavy Vehicles). The attacker also adds any other available bonus (special ability, Action card, recruitment option, etc.) and subtracts any penalty.

- The defender rolls 1 die 🎲 (2 if the unit has the Assault special ability) and keeps the **best** result. The defender adds the appropriate Combat Value, the Defensive Bonus provided by the Terrain Element in which it resides (unless both attacker and defender are in the same room in a building, or in the same defensive position) as well as any other available bonus (special ability, action card, recruitment option, etc.), and subtracts any penalty.

If the **defender** is a Heavy Vehicle with two weapons, you must use the Combat Value of the Secondary Weapon (yellow outline).
If there is no Secondary Weapon, the **defender** loses the assault and automatically takes one Damage (localise the Damage).

- **ATTENTION:** A unit that has an **X** in Combat Value against its **attacker**'s defense, and no useful gear or special ability, is immediately **Destroyed** or, if the unit is a Heavy Vehicle, takes **one automatic Damage** (localise the Damage).

The player that obtains the highest result wins the assault.

↑ *The attacker rolls 2 dice, he gets a 6 and a 1. He chooses the 6, adds the unit Combat Value against Infantry Units (+2) and another +1 bonus thanks to the assault card, for a total of 9.*

The defender rolls two dice, he gets a 3 and a 2. He chooses the 3 and adds the unit Combat Value against Infantry Units (+2) and another +2 bonus thanks to the Terrain Element defense bonus, for a total of 7.

The attacker thus wins the assault.

- THE ATTACKER IS VICTORIOUS

THE DEFENDER IS AN INFANTRY UNIT

The unit must immediately fall back to **one of the three** squares opposite the **attacker**. If **none** of these three squares can be entered, the defending Infantry Unit is immediately Destroyed. This retreat is a Forced Move and is therefore not considered a Movement Action.

The retreating unit may enter an enemy Zone of Control this way, but is Destroyed if the retreat forces it to move within an enemy Zone of Control.

← *The retreating unit cannot move to Ⓐ, because the* **Recon Group** *blocks passage. Ⓑ is not allowed because passage of the* Terrain Element *is prohibited. The last option Ⓒ requires it to move within an enemy's* ZoC, *in this case the American unit Ⓓ.*

Since there is no valid retreat, then unit is destroyed.

If the **defender** has this symbol, it is Destroyed and its counter is removed from the game.

If the **defender** has this symbol facing up, it takes a Hit and its counter is turned over.

After the **defender** has been eliminated or has retreated (Forced Move), the **attacker** must take its place if the square can still be entered, if not the attacking unit must stay in the square from which it launched the assault.

THE DEFENDER IS A LIGHT VEHICLE

If the defending Light Vehicle has this symbol, it is Destroyed and its counter is removed from the game.

If the defending unit was a Light Vehicle and has a Wrecked Side, it is turned over where it is, and becomes a Terrain Element.

When a Light Vehicle loses an assault, it never retreats. If the **attacker** was an Infantry or Light Vehicle unit, it

must return to the square from which it launched the assault (Forced Move). If the **attacker** was a Heavy Vehicle, it occupies the target square and deals **one destruction point** to the defender's Wreck.

THE DEFENDER IS A HEAVY VEHICLE

When a Heavy Vehicle **loses an assault, it never retreats**. If the **defender** is a Hteavy Vehicle, Damage needs to be **localised** (page 9). The **attacker** must return to the square from which it launched the assault (Forced Move).

- THE DEFENDER IS VICTORIOUS

The **attacker** takes a Hit or one Damage (localise the Damage) as explained when the attacker is victorious.

THE ATTACKER IS AN INFANTRY UNIT

The attacking unit returns to the square it launched the assault from, this is a Forced Move. The **defender** does not move.

THE ATTACKER IS A VEHICLE

If the **attacker** is a **vehicle**, whether it turned into a Wreck or not, it takes the place of the **defender** if the **defender** is an Infantry Unit. The defending Infantry Unit is pushed back in an adjacent square chosen by its owner. This is a Forced Move. If the **defender** is a **vehicle**, the **attacker** returns to the square it launched the assault from (Forced Move).

IN CASE OF A TIE

If the **attacker** is an Infantry Unit or the **defender** is a **vehicle**, the **defender** stays in the square. The attacking unit is pushed back into the square it launched the assault from, this is a Forced Move. No Hit is applied.

If the **attacker** is a **vehicle** and the **defender** an Infantry Unit, the **attacker** takes the **defender**'s place and the **defender** is pushed into an adjacent unoccupied square chosen by its owner. This is a Forced Move.

ASSAULT AND UNITS WITH A LIMITED FIRING ARC (see "Limited Fire Arc", p.14)

When a unit with a **firing arc** is assaulted from a square out of its firing arc, you must give it a Suppressed Marker before resolving the assault.

PENALTIES RELATED TO SUPPRESSED MARKERS:

Each marker inflicts a **-2** penalty to **ALL** of the unit's die rolls.

6.4 - DEFENSE SPECIAL ABILITIES

POSITIVE WAVES

When your Heavy Vehicle is Hit, your opponent rolls 2 dice for Damage localisation and you choose the result.

6.5 - COMMAND SPECIAL ABILITIES

AUTONOMOUS

This unit does not need a Numbered Order Token to act. You may decide to activate it at any time during the Activation Phase (even before Special Order Tokens). However, you may not interrupt an on-going activation. Put an Activated Marker on the unit to mark its activation.

ORDER(S)

This special ability provides one or more additional Numbered Order Tokens. The number of tokens depends on the number of stars in the symbol. If the unit is Destroyed, adjust your amount of Numbered Order Tokens accordingly at the start of the next Order Phase.

PERSONAL ORDER

The unit provides one additional Numbered Order Token. On the other hand, you must give this unit an order token (Numbered, Special or Bluff) every turn.

SCOUT

After deploying your army in your deployment area or off the battlefield, units that have this special ability may take a Movement Action equal to the number printed in the symbol. This Movement Action disregards difficult passages.

- If the unit has the Ambush special ability, this move may be done without revealing the Inactive Side to your opponent.

- However, it must not end its movement in a square adjacent to an objective (primary, secondary or bonus) or in the area of the objective (for example a building).

- It may not take a Firing Action or make an assault during this Movement Action.

- A vehicle that has the Transport (here Transport 2) special ability and wishes to use its Scout (here Scout 3) special ability can only embark troops that have the Scout special ability. Embarked units cannot use their own Scout special ability.

6.6 - OTHER SPECIAL ABILITIES

TRANSPORT

This vehicle can transport Infantry Units. Use the following chart to determine how many units it can embark.

Units that have the symbol on their visible side as well as Characters count as 1.

All other units count as 2.

Vehicles that have the Transport special ability cannot transport more than one larger-than-one- square infantry counter (←such as cannons).

During the Activation or Supply Phase, an Infantry Unit can move into or out of a vehicle at the beginning or the end of its Movement Action, from or into an adjacent square.

- A unit inside a vehicle cannot be targeted by a Firing Action or affected by an explosion Template or be targeted by an Assault.

- A unit that is on board a vehicle can receive an Order Token. It can therefore fire from the vehicle or move off it. Draw the LoS for the embarked unit from one of the squares the vehicle occupies.

- Infantry Units do not block LoS for embarked units.

- Heavy Weapon units (red outline) cannot fire from a vehicle unless they have the Fire on the Move special ability in which case the corresponding penalty does not apply.

- It is possible to launch an assault from a vehicle that has the Transport special ability, it is also possible to retreat into a transport after being defeated in assault, whether as attacker or defender.

- An Infantry Unit on board a vehicle exerts no Zone of Control while it is inside the vehicle.

When a vehicle is Destroyed, troops inside suffer no Hit but must be redeployed in unoccupied squares adjacent to the wreck. This is a Forced Move.

They must be deployed on their Inactive Side when the vehicle is Destroyed.They may not be redeployed in a square within an enemy ZoC. The player who owns these units chooses where to redeploy them.

Put a Suppressed Marker on each of them.

If there is no free square, outside any enemy ZoC, the unit is destroyed in the explosion.

UNITS

RECRUITMENT

GAME TURN

TOEKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE

27

7 - RECRUITMENT OPTIONS

7.1 - SUPPORT OPTIONS

These are **Infantry Units**, **cannons**, or **vehicles** added to the combat group on the **Recruitment Tile**. As is the case for **Recruitment Tiles**, the illustrations on support options indicate which counters and markers you can deploy when this tile is included in your army. If the support tile provides markers (character trait, gear…), they can **only** be used by units on the support tile.

RECRUITMENT OPTION (SUPPORT) :

.30 CAL SQUAD

OPTION STRIPES
Each option is framed with colour stripes that identify which slots on the Recruitment Tile can receive it.

NAME
(printed in white) Here, a squad with a .30 Cal.

COMPOSITION OF THE COMBAT GROUP
The number and type of units included in this combat group. A **Fire Team**, a **Support Team** and one **.30 Cal machine gun** are included in this squad.

COST
Expressed in **army points**.

BREAKING POINT
When this many units have been destroyed (present case **2**), your opponent scores victory points. Flip over the option, (the number of victory points is printed in red on the back of the tile).

7.2 - GEAR OPTIONS

Gear options represent the specific gear of your combat groups.

WARNING: Only units displaying the colour stripes specific to the **Recruitment Tile** to which the gear option is added can benefit from it. Units displaying stripes of other colours **cannot** benefit from this option or use it.

EXCEPTION: If the gear option is on a **Command** or **High Command Tile**, **every** unit in your army benefits from it.
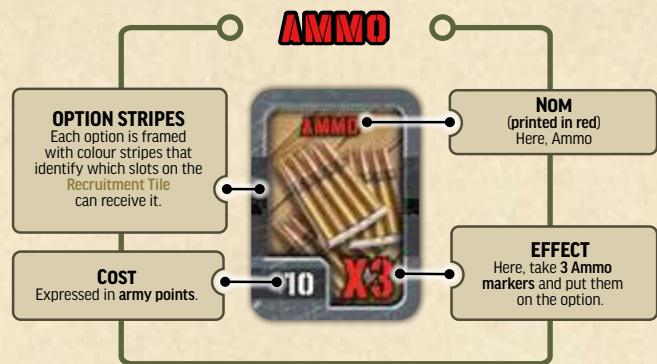
If your army includes a **Gear Option**, take the number of markers indicated and put them on the Gear Option. Each marker can be used **once** during the game to receive the benefit of that Gear Option.
Once the markers run out, you can no longer use the Gear Option.

IMPORTANT: You must declare that you are using the marker **before** your action or **before** any die roll (yours or your opponent's).

Unless the Gear Option specifies that it is an **Alternate Firing Action**, you may use up to **3 identical markers** on the same action.

RECRUITMENT OPTION (GEAR) :

AMMO

OPTION STRIPES
Each option is framed with colour stripes that identify which slots on the Recruitment Tile can receive it.

NOM
(printed in red) Here, Ammo

COST
Expressed in **army points**.

EFFECT
Here, take **3 Ammo markers** and put them on the option.

AMMO
Restricted to Infantry

This option gives you **3 Ammo markers**. Each Ammo Marker grants a **+1** bonus to your **Combat Value** during a **Firing Action** (regular or **Alternate**) against **Infantry Units**.

CULIN HEDGEROW CUTTER
Restricted to Heavy Vehicles

This option gives you **2 Passage markers**. During a **Heavy Vehicle's Movement Action**, you may move it **through** a hedgerow and put a Passage marker on the square the vehicle moves through.

When you have no more Passage markers, the Culin Hedgerow Cutter is considered **Destroyed**.

You may also use a Passage marker to discard all the **barbed wire tokens** your vehicle moves through during a **Movement Action**.

PANZERFAUST
Restricted to Infantry / Alternate Firing Action

This option gives you **3 Panzerfaust markers**. A Panzerfaust's max range is **4** squares.

The **Combat Values** are printed on the backside of their respective markers. Panzerfausts have the **Destruction 2** special ability.

RIFLE GRENADE
Restricted to Infantry / Alternate Firing Action

This option gives you **3 Rifle Grenade markers**. A Rifle Grenade's max range is **7** Interspaces.

The **Combat Values** are printed on the backside of their respective markers. Rifle Grenades have the **Indirect Fire** special ability.

STICKY BOMB / MAGNETIC MINE

Restricted to Infantry / Alternate Firing Action

This option gives you **3 Magnetic Mine** or **3 Sticky Bomb markers**. A Sticky Bomb or Magnetic Mine's max range is 1 square. 🏹.

The **Combat Values** are printed on the backside of their respective markers. The explosion happens at the end of the **Supply Phase** and has **no** area of effect.

GRENADES

Restricted to Infantry / Alternate Firing Action

This option gives you **3 Grenade markers**. A grenade's max range is 2 Interspaces 🏹.
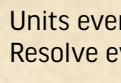
You can throw a grenade over **Terrain Elements** as long as you do not exceed the range. The **Combat Values** are printed on the backside of their respective markers.

Place the explosion Template on the target interspace. Use the **Combat Values** of the Grenade marker to resolve this **Alternate Firing Action**. **There is never any scattering**.

Units even partially under the **Template** are affected. Resolve every attack individually.

↑ *Unit* **A** *benefits from the* **Defensive Bonus** *granted by the* **Terrain Element** *for a total defense of* **6**.
Thanks to the Action card **alternate bonus**, *the attacks result is* **7**.
Since the total is higher to the defense, **the attack hits!**

Unit **B** *is not in a* **Terrain Element** *but the total of the attack (3) is less than the* **Defense Value** *(4)*.

GRENADES & DEFENSIVE POSITIONS

↓ Units that are inside a **defensive position** element and under an outside explosion **Template** are affected by the blast but receive the **Defensive Bonus** from the element **A**. If a unit is on a square adjacent to a **defensive position**, it can throw a grenade inside the element and directly onto a square (not an interspace) **B**. The explosion is contained inside the **Terrain Element** and does not affect squares outside of it. Units inside the element do not receive the **Defensive Bonus** ✗.

GRENADES & BUILDINGS

Units inside a building are not affected by an explosion **Template** if the Template is on an Interspace outside the building.
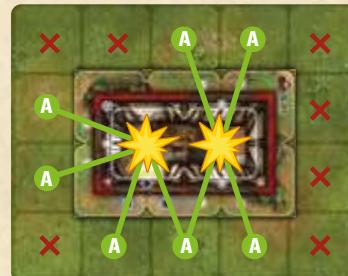
← To throw a grenade into a building, position the unit on a square adjacent to an opening **A**. The building does not provide a **Defensive Bonus** against such a grenade so all units inside are affected.

← When throwing a grenade out of a building, the first Interspace to count is the one on the half square in front of the opening.

GRENADES & OFFSET GRID SQUARES
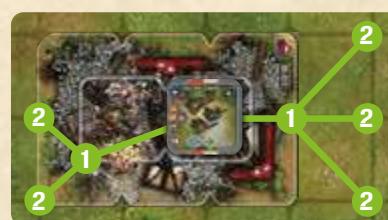
← Disregard the difference in distance between **general grid Interspaces** and **Offset Grid squares Interspaces**.

To determine range, simply count any Interspaces you encounter between the grenade thrower and the target. Include the target Interspace in the range.

UNITS

RECRUITMENT

GAME TURN

TOKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE

7.3 - CHARACTER TRAITS

Character traits represent the specialties of some soldiers or elite troops.

WARNING: Only units displaying the colour stripes specific to the **Recruitment Tile** to which the character trait option is added can benefit from it.
Units displaying stripes of other colours **cannot** benefit from this option or use it.

If markers are shown on the option tile, take as many of them as indicated and put them on the **recruitment option**.

EXCEPTION: If the character trait option is on a **Command** or **High Command Tile**, **every** unit in your army benefits from it.

RECRUITMENT OPTION (CHARACTER TRAIT) :

VETERAN

OPTION STRIPES
Each option is framed with colour stripes that identify which slots on the **Recruitment Tile** can receive it.

NAME
(printed in red)
Here, Veteran

COST
Expressed in **army points**.

EFFECT
Here, take **3 Ammo markers** and put them on the option.

VETERAN
This character trait gives you **3 Veteran markers**. Each marker enables you to reroll **any** roll, yours or your opponent's, if you don't like the result. **You must keep the new result.** You may use a Veteran marker on a die roll you've just rerolled.

WHAT'S ON THE BACK?

GEAR	CHARACTER TRAIT	ORDER	CUSTOMIZATION
Germans	*Germans*	*Germans*	*Common*
Americans	*Americans*	*Americans*	

7.4 - ORDERS OPTIONS

Orders represent headquarters' planning and strategy in form of bonuses granted for your whole army.

Most Orders have "**command stripes**" that limit them to **Command** or **High Command Tiles** (those with laurels). **Orders benefit the entire army.**

RECRUITMENT OPTION (ORDER) :

BLUFF

COMMAND STRIPES
Each option is framed with colour stripes that identify which slots on the **Recruitment Tile** can receive it.

NAME
(printed in yellow)
Here, Planning.

COST
Expressed in **army points**.

EFFECT
You get an additional Numbered Order Token every turn.

BLUFF
This Order gives you 1 **additional Bluff Order Token**. You cannot have more than **2** Bluff Order Tokens.

CONCEALED
Restricted to Infantry
This Order gives you **2 Concealed markers**. These markers work like the **Ambush** special ability 🔵.

- During **deployment**, then at the beginning of any **Supply Phase** (before you move your units), you can assign a **Concealed marker** to an **Infantry Unit**.

- Replace the unit with the **Concealed marker** and put the unit next to its **Recruitment Tile** along with the small marker bearing the same letter than the Concealed marker.

- The Concealed marker will now behave as an **Infantry Unit** with the **Ambush** special ability 🔵.

- If the Ambush unit is spotted (and is flipped to its **Inactive Side**), replace the Concealed marker with the corresponding unit counter and take back the Concealed marker. You can use it again in the next **Supply Phase**.

IMPROVISATION

Draw 1 more card than your maximum but then discard 1. The Improvisation option can be used at the beginning of the game.

PLANNING

This Order gives you **1 additional Numbered Order Token**.
WARNING: You may not have **more than 10 Numbered Order Tokens**.

7.5 - CUSTOMIZATIONS

A Customization is a special recruitment option that can only be used by **Characters**.

A **Character** is the main counter of a **Recruitment Tile** (and not one given by an option), and may be a 'leading role' or the **Recruitment Tile**'s officer (indicated by a yellow outline).

If the customization gives makers (such as grenades), their use is limited to the number of markers.

Customizations that give one or more markers can benefit any unit in your army if the option is on a **Command Tile**.

A vehicle never benefits from a Character's customization.

RECRUITMENT OPTION (CUSTOMIZATION):

KNIFE

OPTION STRIPES
Each option is framed with colour stripes that identify which slots on the Recruitment Tile can receive it.

COST
Expressed in **army points**.

NAME
(printed in white)
Here, Bazooka.

EFFECT
Here, take **3 Bazooka markers** and put them on the option.

BAZOOKA

Restricted to Characters / Alternate Firing Action
This customization gives you **2 Bazooka markers**. The Bazooka works like the units with the same name.

FLAMER

Restricted to Characters / Alternate Firing Action
This customization gives you the **Flamer** 🟡 special ability.

KNIFE

Restricted to Characters
This customization gives you **1 Knife marker**. Discard the Knife marker to add a **+2** bonus to the result of your die roll during an assault. 💥.

MP40

Restricted to Characters / Alternate Firing Action
This customization gives you the **Limited Range 4** 🏃 and **Suppressive Fire** 👇 special abilities. When using this Ranged Weapon use the Combat Values on the option.

OVERWATCH

Réservé aux personnages / action de tir alternative
This customization gives you the **Opportunity Fire** special ability. ◎.

THOMPSON

Restricted to Characters / Alternate Firing Action
This customization gives you the **Limited Range 4** 🏃 and **Suppressive Fire** 👇 special abilities. When using this Ranged Weapon use the Combat Values on the option.

PANZERFAUST

Réservé aux personnages / action de tir alternative
This customization gives you **1 Panzerfaust marker**. The Panzerfaust works like the units with the same name.

UNITS
RECRUITMENT
GAME TURN
TOKENS & ACTION CARDS
BATTLEFIELD
SPECIAL ABILITIES
RECRUITMENT OPTIONS
REFERENCE

8 - REFERENCE

8.1 - GAME TURN

1 - ORDER PHASE

STEP 1 **Resolve all the following effects in the indicated order:**

- Special Abilities (see p.21).
- Action Cards (see p.17).
- Recruitment Options (see p.28).
- Scenario Specific Effects.

STEP 2 **Count the number of Order Tokens you are entitled to.**

Sudden Death: If a player has no Order Token to assign to his units (except for Bluff), that player immediately loses the game.

STEP 3 **Place your Order Tokens so you can read the numbers and your opponent cannot.**

No more than a single Order Token per unit! The player who has the Initiative places all his Order Tokens on any units in his army, then his opponent does the same. Players may decide to place their Order Tokens simultaneously. .

STEP 4 **Resolve every End of Order Phase effects in the following order:**

- Special Abilities (see p.21).
- Action Cards (see p.17).
- Recruitment Options (see p.28).
- Scenario Specific Effects.

2 - ACTIVATION PHASE

Units with a Numbered or Special Order Token may take a Movement or Firing Action.

3 - SUPPLY PHASE

STEP 1 **Resolve all related effects at the beginning of the Supply Phase in the following order:**

- Special Abilities (see p.21).
- Action Cards (see p.17).
- Recruitment Options (see p.28).
- Scenario Specific Effects.

STEP 2 **Discard all Bluff Order Tokens from all the players' units.**

STEP 3 **The player who has the Initiative plays first and must take the following actions in the indicated order:**

- Move all or part of the units in his army that have no Order Token (other than Bluff) or Activated marker.
- Discard one (and only one) Suppressed Marker per unit.

STEP 4 **Once the player with the Initiative is done, the opposing player must also complete Step 3.**

STEP 5 **Resolve all related actions at the end of the Supply Phase in the following order:**

- Special Abilities (see p.21).
- Action Cards (see p.17).
- Recruitment Options (see p.28).
- Scenario Specific Effects.

STEP 6 **Discard every Special and Numbered Order tokens.**

STEP 7 **Discard as many Action Cards as you wish, then draw until you reach your maximum hand size as indicated by the scenario.**

STEP 8 **Move the initiative marker one notch on the turn chart, and turn it over to determine the new Initiative.**

You may start a new turn!

8.2 - REMINDERS...

MOVEMENT SEQUENCE

STEP 1 Declare Movement Action

- Possibility of **Fire on the Move** 🔼.
- (if Fire on the Move) Possibility of **Opportunity Fire** 🎯.

STEP 2 Move 1 square or Change of State on the spot (zero move)

- Check whether a concealed 🔲 moving unit should be turned over and revealed.
- Possibility of **Fire on the Move** 🔼.
- Possibility of **Opportunity Fire** 🎯.
- Repeat this movement sequence until the end of the Movement Action.

STEP 3 End of the Movement Action

- Resolve any **assaults** 💥.
- Check whether enemy concealed 🔲 units should be turned over and revealed.

FIRING RESOLUTION

STEP 1 Declare type of fire (normal or Suppression 🔻) and name target.

STEP 2 Calculate the modified Combat Value

- **Combat Value** of the unit
- **Fire on the Move** penalty (if the unit uses the Fire on the Move 🔼 special ability)
- Miscellaneous bonuses (gear, Action cards...)
- Double the **Combat Value** (if the unit uses the Suppressive Fire 🔻 special ability)
- Split the **Combat Value** (if the unit uses the **Machine Gunner** 🔫 special ability)

STEP 3 Roll 1 die (2 if the unit has the Dual Weapon 🔧 special ability)

STEP 4 Choose the best result if 2 dice have been rolled

STEP 5 Subtract penalties from final result of die roll (Suppressed Markers 🟫, range, Obstacles, Action Cards...)

STEP 6 Apply Damage/Hit or give markers.

PENALTIES RELATED TO SUPPRESSED MARKERS:

🎲-2 Each **Suppressed Marker** inflicts a **-2 penalty** to all of the unit's die rolls.

🔼-2 Each **Suppressed Marker** inflicts a **-2 penalty** to the unit's **Movement Value**. If a unit's **Movement Value** drops to **0** or less, the unit is **Immobilised**.

- Enemy units ignore the Zone of Control of any unit with a Suppressed Marker.

- A unit that receives a Suppressed Marker during its Movement Action completes the Movement Action without taking into account the Suppressed Marker's penalty.

A unit receives a Suppressed Marker when:
- a vehicle ends his **Movement Action** in the square it occupied.
- the vehicle in which it embarked is **Destroyed**,
- is **Hit** by a **Suppressive Fire** 🔻
- the **building** where it is located is **Destroyed**.
- is overlapped by a Flame-thrower **Template** 🟡.
- it suffered from an **action card** effect 🟫.

LONG RANGE SHOT

Shots over 7 squares are considered long range and suffer a -2 penalty to the final result of the die roll.

LINES OF SIGHT

- 🔺 A clear **LoS** is one that does not cross any **Obstacles** (see p.18).

- 🔺 An obscured **LoS** is one that passes through one or more **Obstacles** that do not block **LoS** but which do provide concealment, such as low walls (see p.18).

- 🔺 A blocked **LoS** is one that passes through one Obstacle that does block **LoS** (see p.18).

UNITS

RECRUITMENT

GAME TURN

TOKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE

8.2 - KEYWORDS

> Activated Marker
Marker used to indicate that a unit has been activated without previously receiving an **Order Token**.

> Activated Unit
A unit that has already acted. It is It is indicated by a revealed Numbered Order or Special counter, or by the presence of an **Activated marker**.

> Activation Phase
Phase of the game during which the players activate the units to whichthey gave **Order Tokens**.

> Active Side
When a unit can **change states**, the **Active Side** represents the unit ina particular state.

> Alternate Firing Action
Firing Action provided by a special ability or a **recruitment option** thatcannot benefit from the unit's special abilities.

> Bluff Order Token
Blank **Order Token** that does not provide an **activation** and whose purpose is to **trick** the opponent.

> Change of State
Various special abilities that enable a unit to turn over once per **Movement Action**, at the start or at the end, in order to **change states** (such as from **inactive** to **active**).

> Combat Value
Bonus to the unit's die roll in a **Firing Action** or an **assault**.

> Command/High Command Tile
Special **Recruitment Tile** that represents a **superior office**r. It is indicated by the **laurels** framing the title of the tile.

> Damage
Damage is suffered by a **Heavy Vehicle**. A die roll is required to locate the **Damage** and determine its effect.

> Defense Value
Score that must be **equaled** or **exceeded** with a **Firing Action** in order to inflict a **Hit** or **Damage** on the target unit.

> Defensive Bonus
Bonus to increase a unit's **Defense Value**.

> Destroyed
A **Destroyed** unit is removed from the game.

> Firing Action
Action taken by a unit in order to fire on another unit only during the **Activation Phase**.

> Forced Move
A **Movement Action** provoked by a specific situation. If this movement is impossible, the unit is **Destroyed**. **This movement cannot trigger Opportunity Fire**.

> Heavy Weapon
Infantry Unit equipped with a weapon such as an **MG42** or a **mortar**. It is identified by a red outline.

> Hit
Damage suffered by units (except for **Heavy Vehicles**). When a unit suffers a **Hit**, it is either turned over onto its **Reduced Side** or to its **Wrecked** Side, or **Destroyed**.

> Inactive Side
When a unit can change states, the **Inactive Side** represents the unit in its normal state.

> Initiative
The player who has the **Initiative** plays first. Also used to settle the order in which issues may need resolving.

> Interspace
The point where the corners of squares **intersect**, and is targeted or counted for movement by some special abilities.

> Line of Sight (LoS)
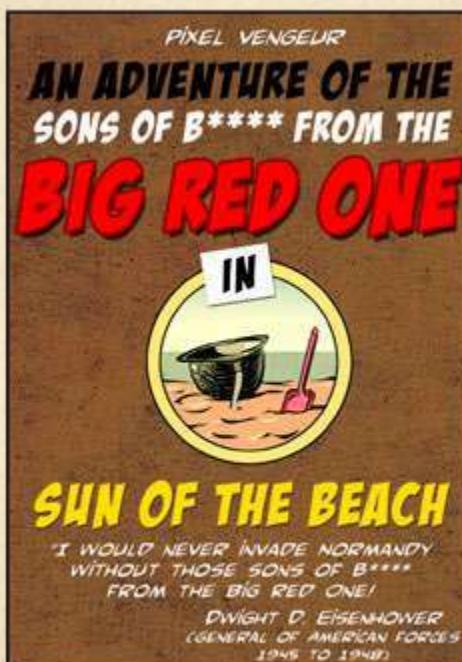Lets you know if a unit can see another one. **LoS** can be :

- ♻ **Clear** : The target is visible.

- 🔺 **Obscured** : The target is visible but the Firing Action receives a penalty.

- ◒ **Blocked** : The target is not visible.

> Movement Action
Action taken by a unit in order to move during the **Activation Phase** or the **Supply Phase**.

> Movement Value
Value printed in the blue arrow that indicates the number of squares a unit can move during a **Movement Action**.

PIXEL VENGEUR — AN ADVENTURE OF THE SONS OF B**** FROM THE BIG RED ONE IN SUN OF THE BEACH

"I WOULD NEVER INVADE NORMANDY WITHOUT THOSE SONS OF B**** FROM THE BIG RED ONE!"
DWIGHT D. EISENHOWER (GENERAL OF AMERICAN FORCES 1945 TO 1948)

> **Numbered Order Token**

Order Tokens that have a number and enable you to activate units in ascending order.

> **Obstacle**

Terrain Effect that blocks or reduces LoS.

> **Officer**

Unit identified by a yellow outline.

> **Order Phase**

Phase of the game during which players assign Order Tokens to their units.

> **Primary Weapon**

Main weapon of a Heavy Vehicle. It is identified by a red outline.

> **Recruitment Tile**

Tile that represents a character and/or a section composed of several units. Its cost is expressed in army points.

> **Reduced Side**

The side of a unit that shows it has previously suffered a Hit.

> **Secondary Weapon**

Auxiliary weapon of a Heavy Vehicle. It is identified by a yellow outline.

> **Slot**

In reference to a Recruitment Tile, it enables you to add an option to that Recruitment Tile.

> **Special Order Token**

Order Token with a medal symbol (instead of a number) that enables you to activate a unit outside the normal sequence of Numbered Order Tokens activations.

> **Supply Phase**

Phase of the game during which the players have units that were not activated in the Activation Phase take Movement Actions or carry out other specific actions.

> **Suppressed Marker**

Marker that indicates a state of stress or a difficult situation in which a unit finds itself. Each marker inflicts a **-2 penalty** to all the unit's die rolls and to its Movement Value. These markers are **cumulative**.

> **Template**

Cardboard element that represents a specific firing resolution (such as a flamethrower) or an explosion. Every unit that is covered by a Template, even partially, is affected by it.

> **Terrain Effect**

Special effects that represent the nature of a Terrain Element as well as its specific rules.

> **Terrain Element**

Area printed on a terrain board or a terrain tile, identified by a specifically drawn border or contained in a terrain tile, and defined by one or more Terrain Effects.

> **Unharmed Side**

The side of a unit that shows it has **not** suffered a Hit.

> **Wrecked Side**

The side of a light or Heavy Vehicle that represents it as a wreck.

> **Zone of Control (ZoC)**

Squares that are **adjacent** and **passable** to a unit and on which it has a **clear** or **obscured** Line of Sight. Vehicles ignore other units' ZoC and their own ZoC is ignored by other units during their Movement Action.

> **Unactivated Unit**

A unit that has not already acted. It is indicated by an unrevealed Numbered Order or Special counter, or by the by the absence of an Activated Marker.

UNITS

RECRUITMENT

GAME TURN

TOKENS & ACTION CARDS

BATTLEFIELD

SPECIAL ABILITIES

RECRUITMENT OPTIONS

REFERENCE