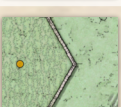








# OFF THE LINE - PLAYER AID CARD

# TERRAIN EFFECTS CHART (TEC)

Type	Entry	Attenuation	Protection	Morale	KIA	Level	Notes
 Bridge	1	2 (1)	7	+0	4 (5)	0	Use the parenthetical attenuation value if LOS crosses through the hexsides at the ends of the bridge art.
 Building	3	3	6	+2	3	2	Building terrain does not block LOS drawn along its hexsides.
 Clear	1	0.5	8	+0	6	0	Clear terrain does not have a LOS dot color.
 Crest	+1 (see notes)	Terrain Type (see notes)	Terrain Type	+0	Terrain Type	+1 (per level)	Crests create lower level LOS blind spots equal to the number of hexes between the crest hexside and the unit occupying a hex on the same level as the crest (e.g. on the elevated terrain). Movement penalty is only applied when moving to a higher elevation. Crests do not block LOS drawn along their hexsides.
 Crops	2	1.5	7	+1  (see notes)	5	2	Crops are assumed to be tall enough to affect attenuation, protection, and morale. Special scenario rules may modify these values based upon the time of the year.
 Marsh	3	0.5	8 (6)	+0	6	0	Use the parenthetical protection value for area-effect weapons.
 Path	1	0.5  (see notes)	Terrain Type	+0	Terrain Type	0	The protection value of a path hex is based on its hex type. Attenuation is also based on hex type unless LOS is drawn down the length of the path, in which case treat the hex as "clear." Units may move one more hex along a path if all movement follows contiguous path hexes.
 Scrub	2	1	7	+1	5	1	
 Wall	+1	+2  (see notes)	6  (see notes)	+2  (see notes)	4  (see notes)	0	LOS is blocked to hexes beyond the one formed by the wall hexsides. The attenuation, protection, KIA, and morale bonus to the hex terrain's normal values are only used for direct fire weapons whose LOS crosses the wall hexside. All other attacks use the terrain type of the hex.
 Water	4  (see notes)	0.5	8 (5)	+0	6 (4)	0	Water terrain is generally fordable and may be entered by soldiers at the cost indicated. However, if the scenario stipulates that the water obstacles are not fordable, they may only be crossed at bridge hexes. Use the parenthetical protection value for area-effect weapons.
 Woods	2	2 (1.5)	7 (8)	+1	4 (5)	3	Use the parenthetical attenuation value if playing during winter conditions. Use the parenthetical protection value for area-effect weapons.
 Soldiers	+1	n/a	n/a	+1  (if leader)	n/a	0	Entering a hex that includes friendly soldiers costs an additional movement point. Entering a hex occupied by enemy units does not cost additional points, but immediately initiates melee. Friendly soldiers block LOS unless under a Pinned 2 marker.

# OFF THE LINE - PLAYER AID CARD

# TERRAIN EFFECTS CHART (TEC)

Type	Entry	Attenuation	Protection	Morale	KIA	Level	Notes	
 <b>BUNKER</b> 4	Bunker	+2	Terrain Type	As Noted	+2 (see notes)	1	0	May only be placed in clear, crops scrub, or woods terrain. Protection value as noted on the counter. Units outside of the bunker use the morale value of the terrain type in the hex.
 <b>FOXHOLES</b>	Foxholes	+0	Terrain Type	-0	+1	-1	0	May only be placed in clear, crops, scrub, or woods terrain.
 <b>IMPROVED POSITION</b>	Improved Position	+0	Terrain Type	-1	+2	-2	0	May not be placed in water terrain.
 <b>SMOKE</b> 1	Smoke	+1	+2 (see notes)	-1	+0	+0	3	Costs one movement point to place up to two hexes from moving soldier. A red élan draw negates ability to play smoke for the duration of the scenario. Attenuation effect is applied when tracing out, tracing through, or tracing into a smoke hex.

## SEQUENCE OF PLAY

- Draw Cards** – One card if any orders issued on the previous turn. Full hand if no cards are held.
- Determine Initiative** – Compare élan results. “First player” adds initiative value. Lower value becomes new “first player.” Previous first player wins ties. If first player played a card, advance their initiative marker.
- Activation Cycle** – Secretly select and reveal up to six action points. Discard all cards if no actions played. First player determines who goes first. Play actions.
- Random Event Check** – First player draws card to determine if event (or reshuffle) occurs.
- Marker Adjustment** – Remove Complete markers, flip Pinned and Smoke markers. Optionally remove Hold markers.
- Advance Turn Marker** – If last turn completed, check victory conditions to determine winner.
- Automatic Victory Check** – If break level reached, squad breaks and opponent wins immediately. If both squads break, game ends in a draw.

## MORALE MODIFIERS

- +# Terrain Morale Modifier (not target status)
- +1 In command range of good order leader
- +1 Hero in hex
- +1 Prone (for fire effectiveness only)
- 1 Using Assault Fire

## FIRE COMBAT PROCESS

- Determine Weapon.
- Determine Line of Sight.
- Determine Attenuation.
- Compare Attenuation to Weapon on Weapon Attribute Table to determine result column and targets affected.
- Make morale test on result column.
- If more targets in hex than targets affected by weapon, determine affected targets.
- For each affected target:
  - Target makes morale check based upon terrain protection value. If failed, place Pinned 1 marker. If a Jam result the attack ends immediately (check if the weapon is jammed or misfires). If result is red, make KIA test. Pinned soldiers only check for KIA.
  - If necessary, make a KIA test on 10 column, based upon terrain KIA value.

## JAM PROCESS

- Draw Result** – The firing soldier makes a modified morale check using the weapon’s jam column.
- Misfire** – If the morale check succeeds, the weapon has misfired and may be fired normally during a later attack. Otherwise place a Jammed marker.
- Resolve Final Fire** – The target resolves status with -2 applied to Protection and KIA values.
- Repair** – A jammed weapon may be repaired during a Rally order by completing a successful jam check by a good order soldier. A soldier may not rally and repair at the same time.

## MELEE PROCESS

- Enter Enemy Hex** – Move one or more units into an enemy occupied hex.
- Panic Morale** – Any pinned enemy units may make unmodified morale checks against élan (failure = rout). Pinned units automatically eliminated if owning side loses melee.
- Determine Ratio** – Sum melee values of attackers and good order defenders into two values and compare higher value to lower as a ratio.
- Resolve Assault** – Both sides draw a card, initiative player first. A kill is caused by a draw less than or equal to a side’s ratio value on the column equal to the higher ratio value plus two (example, if 2:1, use the 4 column).
- Hex Entry Modification** – The attacker shifts the resolution one to the right during the first round if entering a hex with a protection value of six or less.
- Determine Target** – If necessary, randomly determine eliminated soldier from a successful assault.
- Repeat** – Repeat steps until one side is left. Recalculate the ratio after any losses are determined.

## TERRAIN PROTECTION MODIFIERS

- 1 Soldier under Pinned 2 marker
- 1 Soldier prone
- 1 Attacking LMG firing without Crew
- 2 Attacking HMG firing without Crew
- 2 Attacking Crewman operating LMG
- 3 Attacking Crewman operating HMG

## SOLITAIRE ACTIVATION REFERENCE

Below is a reminder of solitaire mechanics.

**Hesitation** – Soldiers must make a morale check when moving into a clear terrain hex while within an enemy unit’s LOS.

**Hold Fire** – A unit that cannot take any actions is marked with a Hold marker.

**Reaction Fire** – One unactivated enemy hex fires upon a unit moving within three hexes and within the enemy unit’s LOS.

**Leader Activations** – Leaders issue command orders using the schedule below:

- Activate an ASL within range to use his command orders as noted in 2-4, below.
- Spend command orders to automatically rally pinned units within the leader’s command radius (no morale check required). If there are more pinned units than available orders, randomly determine the rallied soldiers. If orders remain ...
- Spend command orders to fire at enemy soldiers within LOS. If orders remain ...
- Spend command orders to move soldiers per the following hierarchy:
  - Into a victory point hex, if it can be reached.
  - Into a hex that provides LOS to an enemy unit.
  - Into a hex offering better protection.
  - If none of the above are possible, the command order is wasted.

**Final Rally** – If all player hexes have been activated and only pinned AEP units remain, automatically rally a randomly selected hex. The activation cycle then ends immediately.