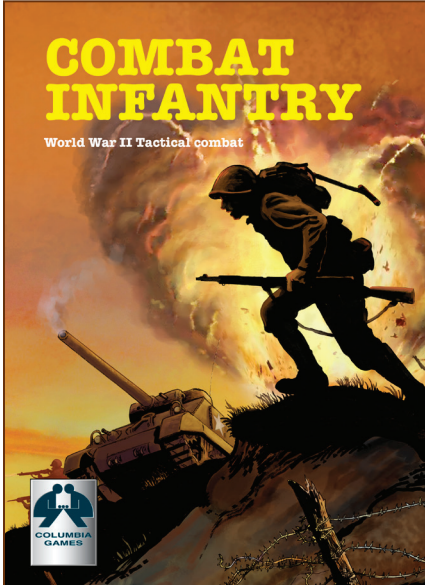


COMBAT INFANTRY



FIRST THINGS FIRST

Combat Infantry is a WWII tactical combat game. This is the *WestFront* edition. In this game you command a GERMAN or AMERICAN infantry *battalion* composed of three rifle companies. Each company has three rifle platoons, each with three rifle squads, plus a heavy weapons platoon. The game also includes engineers, artillery, tanks, and anti-tank guns from battalion level.

Leadership rules require players to maintain platoon integrity – squads belong to specific platoons, and platoons belong to specific companies, each with their own commanders.

Combat Infantry is a fast-paced game with scenarios that run from 2–4 hours. There are no cards or combat tables; just hard-nosed tactical decisions and problems.

GAME EQUIPMENT

- Geomorphic Maps (2 x 16.5" x 22")
- Blocks: 66 green, 66 black
- Markers: 22 Yellow
- Unit Label Sheet (1)
- 6 Scenarios
- Dice: 4 x d10 (0 is 10)
- These rules

1.0 GAME TURNS

Combat Infantry is played in GAME TURNS, each divided into 8 PLAYER TURNS (4 per player). The number of GAME TURNS varies by scenario. Player 1 for the first GAME TURN is specified by the scenario, but first player in each successive GAME TURN is determined by high 1d10 roll.

1.1 COMMANDS

The player taking a PLAYER TURN is called the **Active Player**. This player activates any **one (1) HQ per Company**. When commanding multiple companies, a PLAYER TURN has multiple HQ ACTIVATIONS, each resolved one by one.

Platoon HQs (PHQs) command all rifle squads of their platoon, plus **one** company (2.4) **OR one** battalion (2.5) weapon in **command range** (4.1). For units without command, see 4.3.

Company HQs (CHQs) command any **three (3)** units in their company or **attached** battalion weapons (2.5) **anywhere** on the map. See 4.1.

1.2 ACTIONS

Commanded units (or those that pass a "no-command" roll) may do **ONE (1)** of the actions below, performed in any sequence:

[a] **RALLY** a unit with a 1d10 roll against the **commanding HQ morale**. **PASS** means the unit gains 1-Step, otherwise not. Pass or Fail, the unit is turned **face-down** and may not act again this GAME TURN. See 5.0.

[b] **FIRE** a unit, indicated by turning it **face-up**. Firepower varies by unit type, modified for target and terrain. After a unit has fired, leave it **face-up**. See 6.0.

[c] **SPECIAL ACTION**: a unit digs a foxhole, blows a bridge, lays smoke, etc. See 7.0.

[d] **MOVE** a unit up to its Movement Points (MPS) which vary with unit and terrain. Units must **stop** when they enter an **enemy** or a **disputed** hex. See 8.0.

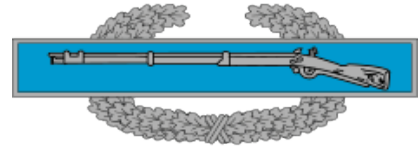
[e] **HQ ACTION**: **after** all commands, the commanding HQ may itself take any possible action above (4.2).

1.3 ASSAULTS

Units that **have** moved into an enemy-occupied hex now trigger up to three (3) rounds of combat **per** assault. This ends one HQ ACTIVATION. See: 9.0

After all HQ ACTIVATIONS are resolved, the enemy player now conducts a PLAYER TURN. PLAYER TURNS alternate until both players complete four PLAYER TURNS, ending a GAME TURN.

Units are now turned **upright** and a new GAME TURN is played. Turning tanks upright is optional. See 2.53.



COMBAT INFANTRY BADGE

A badge given to U.S. infantrymen who participated in ground combat under hostile fire. The badge was promoted by General Omar Bradley and first issued in 1943. Coveted by fighting men above all other awards the badge depicts a 1795 Springfield musket, superimposed on a wreath of oak leaves, all in silver except the blue bar. Germany and other nations had similar badges.

FOG OF WAR

Fog of War is a great feature of *Combat Infantry*. The blocks stand upright, their label facing the owner. Given a compelling need to "keep your head down", fog-of-war is **essential** to simulate WWII tactical combat. Players are never sure of the exact strength or type of enemy units until they fire or an enemy-occupied hex is assaulted.

Tanks are an exception. Veteran infantry could determine the location and identity of tanks just from the sound of their engines. Hence, tanks are revealed when they fire or move.

STEP REDUCTION

The current strength of a unit is the number on the **top edge** when it stands upright. For each hit taken in combat, strength is reduced by rotating the unit 90 degrees counter-clockwise. The diagram below shows the same German mortar at 3-2-1 strength.



NOTE: We maintain the latest rules on our website for **free** download:
www.columbiagames.com

COMBAT INFANTRY

2.0 UNIT TYPES

Combat Infantry includes units for one American and one German *Infantry Battalion*, 1944-45. This was considered the smallest force capable of attacking or defending major objectives.

Combat units are represented by wood blocks that provide simple game mechanics for *fog of war* and *step reduction*. A self-adhesive label must be attached to each block, *German* labels (gray) on the black blocks and *American* labels (olive-green) on the green blocks. Labels with a yellow border go on the yellow markers.

2.1 UNIT DATA

2.11 STRENGTH: the number of dice a unit rolls in combat. Strength declines with hits in combat such as 4-3-2-1 or 3-2-1. Some units have only 1-Step. A unit's current strength is the number on the top edge when the unit is standing upright with the label facing the owning player. When units take hits they are rotated counter-clockwise until their new strength shows on the top edge.

2.12 FIREPOWER: Units have a Fire (F) rating such as F3. The number is the maximum roll that scores a hit in combat. Hence a unit rated F3 scores one hit with each die roll of 1, 2, or 3. Firepower is modified by target and terrain.

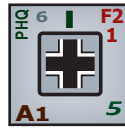
2.13 RANGE: The value given is effective *range* in hexes. Most weapons could fire much further than this, but accuracy declined sharply at longer ranges.

2.14 MOVE: Movement rating is the *maximum* number of Move Points (MP) available to that unit per GAME TURN. Units can always move less.

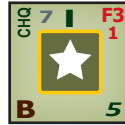
2.15 UNIT ID: Each Battalion has three *Rifle Companies*, identified "A", "B", and "C". Platoons within a company are numbered "1", "2", or "3". Hence, A1 is a unit in Company "A", Platoon "1"; all squads in this platoon have the same "A1" ID.

2.16 MORALE: A number that represents the quality and training of the unit, the higher the better. Morale determines a unit's resolve to fight or retreat in difficult circumstances. A morale check is made by rolling 1d10. A result equal to or less than Morale is a PASS; a roll *exceeding* Morale is FAIL. Units in the *same* hex as their PHQ or CHQ may roll against HQ Morale instead.

2.2 HEADQUARTERS (HQS)



German HQs have a black cross; American HQs have a white star; HQs represent a commanding officer and supporting staff. They are treated like other units for movement and combat, but have a unique command ability (4.0). There are two HQ ranks; Company (CHQ) and Platoon (PHQ). A German PHQ and an American CHQ are shown.



2.3 RIFLE SQUAD (Infantry)



Most ground combat in WWII involved rifle squads and their supporting heavy weapons. American 12-man squads have 4 steps; German 9-man squads have 3 steps. Platoon firepower varies to represent troop quality.

2.4 COMPANY WEAPONS

Each *Company* has a heavy weapons mix of Machine Guns (MG), Mortars (MO), and Anti-Tank rockets (ATR). They have no Platoon ID, just a Company ID. Company weapons are commanded by the CHQ or by an *adjacent* PHQ.

2.41 Machine Guns (MG)



All machine guns were deadly, particularly the German MG-34 and MG-42. These had very high rates of fire, reflected in their firepower.

2.42 Mortars (MO)



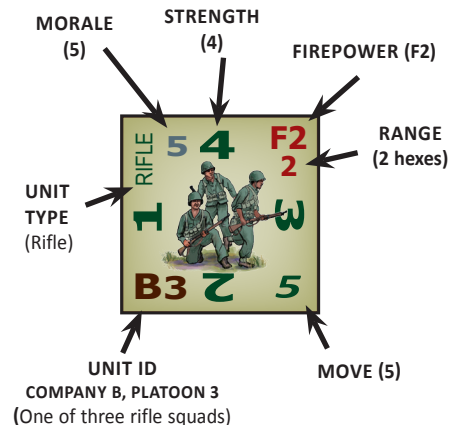
Mortars use indirect fire called bombardment (6.6) indicated by a red triangle. This allows them to attack enemy units hidden from view if their target is *spotted* (6.61). Mortars can bombard *from* any terrain type, including towns and woods. They fire *into* woods ignoring D2 to simulate treebursts (6.62).

2.43 Anti Tank Rockets (ATR)



Personal anti-tank weapons such as the US Bazooka and German Panzerschrek (shown). ATRs can be deadly in assaults (9.63).

UNIT TYPES		
TYPE	GER	USA
Company HQs	3	3
Platoon HQs	9	9
Rifle Squads	27	27
Machine Guns	3	5
Mortars	4	4
AT Rockets	3	3
Snipers	2	1
Engineers	2	3
Tanks	5	6
Armored Cars	1	1
AT Guns	2	1
Bunkers	1	•
Minefields	2	1
Artillery 105mm	1	1
Fighter-Bomber	1	1
TOTAL	66	66



COMBAT INFANTRY

2.5 BATTALION WEAPONS

Additional heavy weapons are carried at **Battalion** level; a yellow triangle indicates 1st Battalion. Battalion weapons are usually drawn randomly. They are commanded by their CHQ or by an **adjacent** PHQ.

NOTE: With 2+ companies, battalion weapons are attached to specific companies. Record attachments.

2.51 Engineer



German engineers are called *Pioneers*. These are combat engineers who can lay smoke, demolish bridges, clear minefields, etc. They also have

double firepower (F2=F4) in **assaults**.

2.52 Sniper



A trained sharpshooter armed with a high-powered rifle and telescopic sight. Their target never has **D2** (6.7). Hits on tanks reflect kills on crew, and

also destruction of gunnery optics and engines.

2.53 Tank



Tanks in this game are from 1943–45. Each unit is **one** tank and its crew. Tanks and armored vehicles have an **Armor Class (AC)** in a red

circle which reduces enemy firepower (6.32).

Hidden tanks (not face-up) have **AC-Zero** and take hits normally (6.3). Tanks **may** be revealed at the start of a scenario if desired and **must** be revealed when they fire **or** move.

COMMENT: AC-Zero for hidden tanks reflects the crew being unprepared.

2.54 Anti Tank Gun (AT)



The Germans have two AT guns, the useful 75 mm and the superb 88 mm. The Americans have the 57 mm, a slightly modified British 6

pounder. AT Guns represent one gun and its crew. Also see Assault Combat (9.61).

2.55 Bunker



Only the German has a Bunker. It has its own gunners and counts for stacking (8.2). The bunker has an AC rating (6.32), which is

halved when targeted by air/artillery and reduced to **AC-Zero** in **assaults**. Bunkers cannot Rally, Move, or take a Special Action; they can only **Fire** and are always **face-up**.

2.6 ARTILLERY SUPPORT



Field Artillery fire comes from **off-map**. Scenarios list a number of artillery bombardments available to each side.

One field artillery block is included per side, both 105 mm guns. These work differently than other blocks. Their steps correspond to the number of artillery strikes available for the scenario being played and are rotated to keep track of remaining artillery strikes.

Artillery firepower is expressed as "3F7" or "3F6" (top right) which means 3 dice at F7 or 3 dice at F6.

Field Artillery can only attack **spotted (6.61) hexes**; targeting is **not** allowed, except when attacking **Bunkers**. Hits are distributed normally (6.3) **armor** included. Armor Class is **zero**, except bunkers are only **halved** (AC6=AC3). Bombardment (6.6) rules apply.

A player may call for one artillery strike on a **spotted** enemy hex each time a CHQ is activated. The call counts for one of the three CHQ commands (4.1).

Friendly units located **adjacent** to artillery target hexes are subject to **friendly fire** (see 6.63).

2.7 AIR SUPPORT



Air Support also comes from off-map like field artillery. Steps and Firepower work the same as Field Artillery (2.6).

One Air Support block is included for each side, an American P-47 Thunderbolt or a German FW-190.



Each scenario lists available airpower. A player may call for **one** air strike on a **spotted** enemy hex each time a CHQ is activated. The call counts for one of a CHQs three commands (4.1).

Air Strikes can only attack **spotted (6.61) hexes**; targeting is **not** allowed, except when attacking **Bunkers**. Hits are distributed normally (6.3) **armor** included. Armor Class is **zero**, except bunkers are only **halved** (AC6=AC3). Bombardment (6.6) rules apply.

Friendly units located **adjacent** to air target hexes risk **double** friendly fire (6.63); each **zero** result counts for two hits.

IMPORTANT: Field artillery and air support strikes cannot **both** be called by the same active CHQ.

Unit Scale

Most units represent **rifle squads** of 9-12 men, roughly 3 men per step. Heavy weapons like machine guns and mortars are teams of 2-3 men per step. Tanks and artillery are individual vehicles and guns.

Ground Scale

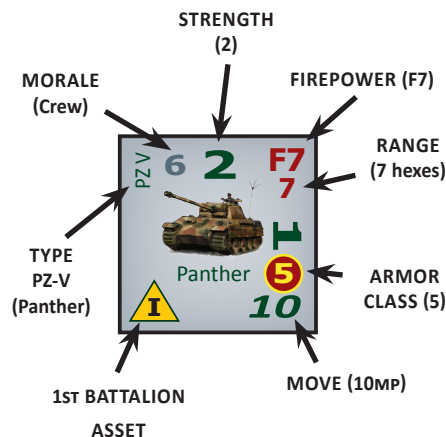
Each hex depicts **100 meters**. One squad in WWII typically defended a front of 40-50 meters. One squad per 100 meters is light defense, and three squads is dense. Two or three squads per 40 or 50 meters, seen in many squad-level games, is really too dense for WW2. Disperse or die was the rule.

Time Scale

Riflemen could run 100 meters in 30 seconds, including some ducking and weaving. But there was usually a lot of time spent doing absolutely nothing, heads down, then a minute or two of frantic action. This action and inaction is blended into one 10-30 minute turn that may contain very little action or involve several assaults with multiple rounds of deadly close combat.

Tank Armor

Tanks generally had thin armor on top. For example a late war German *Panther* had front armor of 120 mm, but only 15 mm on top. Similarly, a late war *Sherman* had 76 mm front armor, but just 25mm on top. Some tanks like the *StuG IIIb* or *Wolverine* were open-topped. Hence, tanks were vulnerable to plunging artillery fire or air attack. German tank losses came mostly from air attack by bombs and rockets.



COMBAT INFANTRY

3.0 MAPS

The game has two 16.5 x 22" maps. They are geomorphic, meaning they can be joined together in different layouts. Additional maps are available for separate purchase.

3.1 HEXES

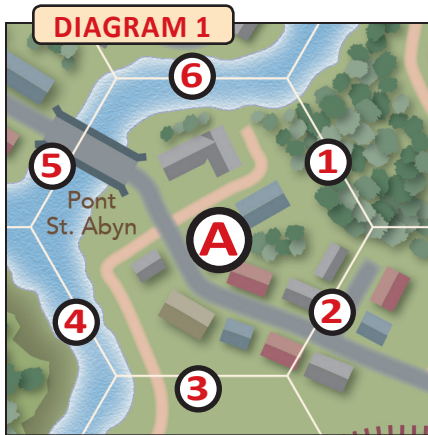
Each map is divided into hexes which govern the location and movement of units. Hexes are divided by **hexsides**. Half hexes are fully playable.

3.2 TERRAIN EFFECTS

Movement, Combat, Stacking, and LOS (6.4) are affected by terrain. Two or three types of terrain may appear in the same hex or hexside, but one will usually dominate; if ambiguous, always assume the most restrictive terrain.

Movement Points (MPs) are spent moving across **hexsides**, not hexes. Some terrain, like hedges or slopes, only exist as hexside terrain.

IMPORTANT: *Hexside terrain often differs from Hex terrain. Hex terrain determines Stacking and Defense. Hexside terrain affects Movement and Fire/Assault Limits.*



HEXSIDE TERRAIN

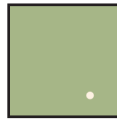
A. TOWN HEX

1. Woods Hexside
2. Town Hexside (with road)
3. Clear Hexside (with road)
4. River Hexside
5. Bridge Hexside
6. River Hexside

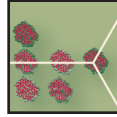
3.3 MAP LOCATIONS

Hexes are identified by the towns or farms they contain, or by other prominent terrain features.

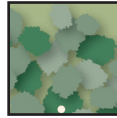
3.4 TERRAIN TYPES



CLEAR: Cropland and pasture fields enclosed with stone walls or thick hedges.



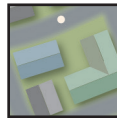
ORCHARD: Fruit orchards or vineyards. They block LOS and reduce fire and assault limits.



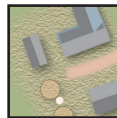
WOODS: Impassable to guns, tanks, and vehicles (except via road). Woods block LOS except by **adjacent** units. Defender has D2 against Fire, but only D1 against Bombardment or in Assaults.



MARSH: Boggy terrain, impassable to guns, tanks, and vehicles (except via road). Defender has D2 against Fire or Bombardment, but only D1 in Assaults.

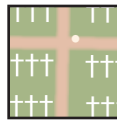


TOWN: blocks LOS, except town hexsides have Fire and Assault Limits 1 into **adjacent** hexes. Defender has D2 against Fire or Bombardment, but only D1 in Assaults.

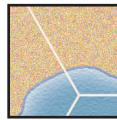


FARM: A named group of 3-5 buildings within a hex. They **block** LOS. Defender has D2 against Fire or Bombardment, but only D1 in Assaults.

NOTE: *Most buildings in WWII Europe had walls of stone and farms were easily fortified.*



CEMETERY: Terrain with minimal effect as long as you know how to whistle!

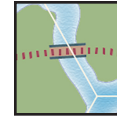


BEACH: Tidal area between high and low water. Normandy beaches are relatively flat and open. Beach is treated the same as **Clear** terrain.



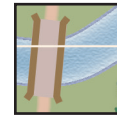
ROAD: There are two classes of road, **Paved** (gray) and **Unpaved** (buff). Movement is -1MP hence a Woods road hexside is $3 - 1 = 2$ MP.

Unpaved roads are the same as paved roads except in mud or snow weather (8.4). Road hexes and hexsides are always **other terrain** for combat purposes.



RAILWAY: Guns, tanks, and vehicles cannot use railways. Other units are -1MP, except at bridges and tunnels.

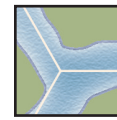
Stacking in **tunnels** is one (1), but units also stack normally on the surface above; they are **not** considered to be in the same hex or adjacent. Tunnel hexsides, including both exits, are Fire/Assault 1.



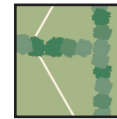
BRIDGES are subject to demolition (7.3) and were crossed with caution (ignore -1MP road). Most are hexside terrain, but longer bridges may span hexes. Shown is a wood bridge; stone bridges are gray. When a hexside has two bridges, Fire/Assault 1 applies **per** bridge.



FORD: Hexside terrain. All units may cross, except guns and other vehicles. Fords cannot be blown, but may be subject to seasonal flooding, making them impassable in some scenarios. **Canals** are shallow and are treated as Fords.



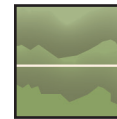
RIVER: Hexside terrain. Rivers are impassable to guns, tanks, and vehicles. Engineers assault normally, but other units are -1F ($F3=F2$) on round 1.



HEDGE: Hexside terrain. Hedges shown are Normandy style *bocage* which were high and thick. Bombardment over a hedge is allowed. Fire is blocked and Assault is restricted to tanks, except where a **gap** is shown. A gap created by a tank remains open for the scenario.



SLOPE: Hexside terrain. Moving **uphill** is +1MP, hence a wooded slope is $3+1 = 4$ MP. Slope **assault** limit is always 1. **Slope effects do not apply downhill.** Slopes may create hills that block LOS. See 6.4. Height interval is 100 feet.



CLIFF: Hexside terrain depicting two or more slopes. Cliffs are Impassable to guns, tanks, and vehicles. Engineers assault normally, but other units are -1F ($F3=F2$) on round 1.



SEA/LAKE: Impassable hexside to movement and command. Partial water hexes are played according to the dominant land terrain.

COMBAT INFANTRY

4.0 COMMAND



Combat Infantry uses Platoon (PHQ) and Company (CHQ) HQs to command units. HQs only command their own units within a specified command range. HQs only have one step.

4.1 HQ RANKS

PHQs command their **own** rifle squads, plus **one (1)** company or battalion weapon in command range. Command Range is traced into **adjacent** hexes, except through **impassable** hexsides.

CHQs command any **three (3)** units in their company (except a PHQ) or **attached** battalion weapons (2.5). The three units can be located anywhere, even surrounded. Field Artillery (2.6) and Air Support (2.7) are also regulated by the CHQ.

4.2 HQ ACTIVATION

HQs are activated for command by **deploying** one (1) hex (optional) and then turning **face-up**. HQs can only deploy to **friendly** hexes via **road** or **clear** hexsides, but may **temporarily** overstack (8.2). After all commands an active HQ has a normal action (before resolving any Assaults). HQs end their activation **face-up**.

4.3 NO COMMAND

A PHQ may command any **rifle squad** of its **own** platoon outside command range by checking that unit's morale (2.16).

PASS: unit can take any action.

FAIL: unit cannot take any action and is turned **face-down**.

Battalion and Company weapons may **never** act without command.

4.4 HQ ELIMINATION

HQs are 1-Step units and are eliminated if they take one hit. However, unlike other units, they return to play **immediately** representing a battlefield promotion.

An eliminated **PHQ** returns to a hex in or adjacent to one of its own squads subject to stacking. That squad is now reduced by 1-Step.

An eliminated **CHQ** returns to a friendly hex in or adjacent to one of its own PHQs, subject to stacking. Any one squad of that platoon is then reduced by 1-Step.

The new HQ functions normally; it may activate this GAME TURN if the eliminated HQ has not already activated.

EXCEPTION: an HQ is **not** replaced if all its **rifle squads** have been eliminated. The HQ then counts as one Victory Point (1VP) for the enemy player.

WHAT'S NOT IN THIS GAME!

Some common tactical game rules are not in *Combat Infantry*. Here's why.

Opportunity Fire

Opportunity Fire, always a difficult game routine, was not that common in reality. WW2 Infantry and vehicles simply did not move through open terrain without clinging to every tiny bit of cover available, nor without fire support to keep enemy heads down. The standard "Fire & Move" tactic, where one or two platoons gave fire support, allowing the third platoon to move, was specifically intended to eliminate enemy opportunity fire.

Suppression

Suppression fire is handled by the step reduction system. Units that take hits have less firepower and are partially suppressed until they Rally.

Facing

Guns and tanks would have no difficulty turning to fire in any direction given a 10-30 minute interval. Tanks did have thinner armor in the belly, flanks, top, and rear; this is allowed for by making them more vulnerable to air and artillery strikes, and in assaults.

Hard & Soft Targets

The armor class system reduces firepower against armored targets. This eliminates the need for separate hard and soft firepowers.

Status Markers

Status markers should not be missed. Cluttering maps and units with markers such as "Used", "Suppressed", or "Final Fire" is not necessary. Units are upright, face-up, or face-down depending on their action.

DIAGRAM 2



COMMAND RANGE

German

PHQ A1 in Ballan activates. Only the adjacent IN 3 is under command and it fires (yellow arrow) but misses. The German IN 2 unit, although adjacent, is separated by an impassable lake hexside; the IN 1 defending the bridge is not adjacent. These two units can still act normally if they each pass a morale check. PHQ fires at IN 2 but misses.

American

- PHQ B3 deploys into CARON farm and activates.
- MG 2 fires at adjacent German IN 2, scoring one hit.
- IN 2 is out of command and must pass a morale check to activate; it fails and is turned face-down.
- IN 3 at the bridge is also out of command and must make a morale check to activate; it passes and assaults the adjacent Infantry 1.
- IN 4 assaults (red arrow) German IN 2 (now IN 1). PHQ joins this assault having deployed here (red arrow). There are two assaults; each resolved separately.

Round 1, the German IN 1 passes its morale check and fires but misses. USA IN 4 scores one hit, ending the assault and REGROUPS this unit forward to join the IN 2.

Round 1, the German IN 1 (at bridge) fails its morale check and is **disrupted** (cannot fire or retreat). USA IN 3 scores 1 hit, eliminating the German unit.

COMBAT INFANTRY

5.0 RALLY

A commanded unit can gain 1-Step with a **Rally** action by passing a morale check (2.16) against its **commanding HQ's** morale:

- **PHQs** can rally any unit in command See 4.1.
- **CHQs** may rally **any** unit in command (4.1). Each rally attempt consumes one of a CHQ's three (3) commands.

PASS: unit gains 1-Step.

FAIL: unit fails to Rally.

In either case, the unit can do nothing else and is turned **face-down**.

NOTE: A rifle squad with "no command" (4.3) may activate itself using its own morale, and then roll again to Rally.

6.0 FIRE COMBAT

6.1 FIREPOWER

Units that fire are revealed by tipping them forward **face-up**. Units fire one at a time, in any desired sequence, indicating their target hex (or target unit if face-up). Units cannot fire into assaults.

One (1) hit is scored for **each** die roll that **equals or is less than** the firing unit's (modified) **Firepower**.

EXAMPLE: 4F2 unit rolls 4 dice and scores 1, 2, 6, 8. The first two numbers are hits; the last two are misses.

6.2 RANGE

Units can only fire at targets in range, given in hexes **below** the Firepower rating.

COMMENT: Ranges given are "effective" ranges which are considerably less than maximum ranges. Because of target size and cover, most infantry fired at 200 meters or less. Similarly, a Sherman tank's 75 mm gun had a range of 2000+ meters but Shermans fired mostly at ranges under 700 meters in combat.

6.3 CASUALTIES

Firing is generally done on a declared **target hex**. Hits are distributed among all enemy units in the target hex with strongest units taking hits first. When two or more units share the highest strength, the owner chooses which to reduce.

IMPORTANT: exclude tanks from hit distribution unless AC is reduced to zero (0). See: 2.53, 2.6, 2.7, 6.63, and 9.65.

6.31 Targeting

Face-up units **may** be targeted **individually**. All hits on targeted units apply **only** to that unit; surplus hits are wasted.

6.32 Armor Class (AC)

Armored units have a rated armor class noted in a red circle. AC only applies when units are **face-up and targeted**. Subtract AC from firepower to determine net firepower. If the result is zero (0) or less, no fire is possible.

EXAMPLE 1: F6 tank firing at Sherman tank (Armor 4) has F6-4 = F2 fire.

EXAMPLE 2: Infantry F3 firing on a PZ-IV (Armor 3), has F3-3 = F0. No fire, except in Assaults (9.65).

6.33 Eliminated Units

Units reduced below Strength 1 are eliminated. Each eliminated unit is 1VP for the enemy player. See also 4.4 for HQs.

6.34 Wrecks

Destroyed **tanks** are replaced with a "wreck marker". A wreck **hex** is +1MP to **enter** via any hexside. They do **not** block LOS.

6.4 LINE OF SIGHT (LOS)

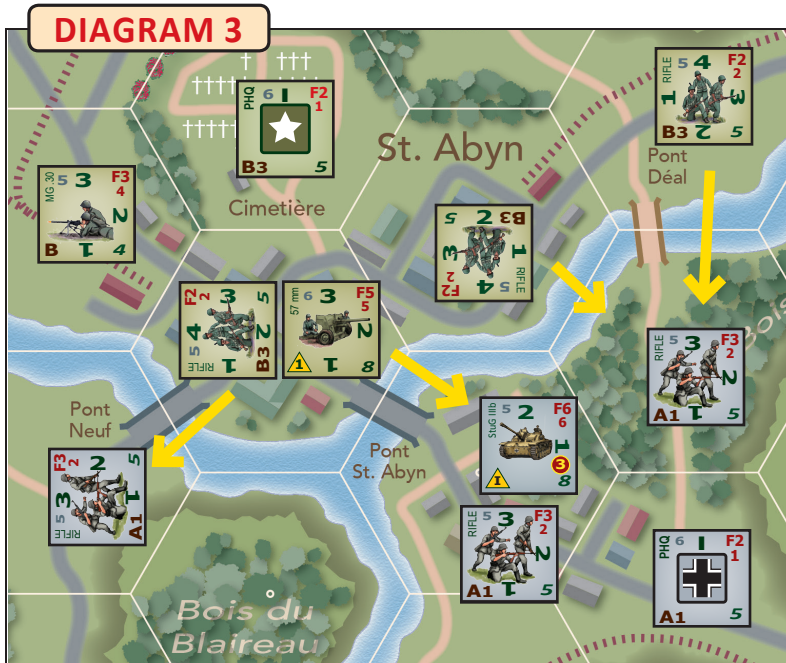
Units can **see** up to their Range (6.2) but not through blocking terrain. Units can **always** see into **adjacent** hexes, except through Hedges (3.4).

To determine if a firing unit has LOS to a target hex, use a ruler from the center of the firing hex to the center of the target hex. If the ruler passes through **ANY** blocking terrain (p. 12) there is no LOS. Any obstacle blocks LOS, even one building or tree.

IMPORTANT: ignore terrain **within** the firing and target **hexes**, but **hexside** terrain always blocks LOS.

LOS is always blocked by higher ground **between** the firing unit and the target, but see Bombardment 6.6.

Units can see (but **not** fire) through friendly units, including a hexside **between** friendly units. They can see **and** fire through (or between) **enemy** units.



DEFENDING ST. ABYEN

American

- PHQ B3 in cemetery activates; all units are under command except IN 4 defending **Pont Déal**. This unit rolls against Morale 5 to see if it can fire, and passes with a roll of 2. It then fires at F2 across the bridge into a woods hex; 1 hit scored on IN 2, recorded as "half-hit" because German has D2 (6.7).
- IN 2 fires across river at F2, scoring 1 hit, converting the previous "half-hit" to a full hit.
- IN 3 cannot target tank (F2 is negative with Armor 3). It fires across the **Pont Neuf** bridge at the IN 2 but misses. AT Gun 3 targets German tank at F2 (after subtracting armor 3). It scores 1 hit, wasted because of town D2.
- Machine Gun cannot activate because the AT Gun already fired and the PHQ may only command one company or battalion weapon.

German

- PHQ A1 activates. Concluding the town is too well defended, German declines to fire or rally, and moves away. The IN 2 at Pont Neuf is out of command but passes a morale check.

NOTE: A fire and hold tactic might have suited a more aggressive German who liked his strong defensive position. Neither side controls the three bridges; withdrawing will concede them to American control.

COMBAT INFANTRY

6.41 Elevations

Relative elevation can be critical for Line of Sight. Most map terrain is at level \emptyset , but higher levels exist, separated by slopes.

Slopes may create blind hexes in the "shadow" of a hill. Measured in **hexes**, lower targets must be **further** (or equidistant) from intervening blocking terrain; higher targets must be **closer** (or equidistant).

Higher units may always fire over **adjacent** units that are **lower**.

6.5 HEXSIDE FIRE LIMITS

Fire Limit is the number of units that can fire through a hexside per HQ ACTIVATION. Fire limits are 2, 1, or zero (\emptyset) units depending on terrain. They apply only when firing on **adjacent** enemy units.

6.51 Long Range Fire

Only **one (1)** unit can fire long-range (two or more hexes) from a firing hex to a target hex. Other units in the firing hex can fire on different target hexes, but only one per target hex.

IMPORTANT: Long Range fire does not reduce fire limits for **adjacent** units.

6.6 BOMBARDMENT

Units bearing a **red triangle** have bombardment (indirect fire). These units may bombard **unseen** hexes or face-up targets with **spotting** (6.61). Bombarding is **not** subject to Fire Limits (6.5) and does **not** reduce the Fire Limits of other units into a hex.

EXAMPLE: Two infantry and one mortar are in a clear hex with a town hexside. The mortar bombards into the adjacent town hex. One infantry then fires through the town hexside. Finally, the second infantry Assaults via the same town hexside.

6.61 Spotting

Spotting by one **face-up** HQ is required for bombardments that do not have their own LOS. The spotting HQ must be of the same company, active now, or face-up from earlier activation. Enemy units are spotted when a spotting HQ is three (3) hexes (or less) from the target hex and has LOS. Spotting Range increases to four (4) hexes if the spotter is higher than the target.

IMPORTANT: An HQ may spot for only **one (1)** bombarding unit per **GAME TURN**.

An HQ **adjacent** to a target always has LOS (except for Hedges) and gives +1

firepower (F4=F5) to the bombarding unit. There is, of course, risk of friendly fire to an adjacent HQ.

6.62 Treebursts

Bombardment is more deadly into woods due to large wood splinters and forest fires. Bombardment into woods **ignores** double defense (6.7).

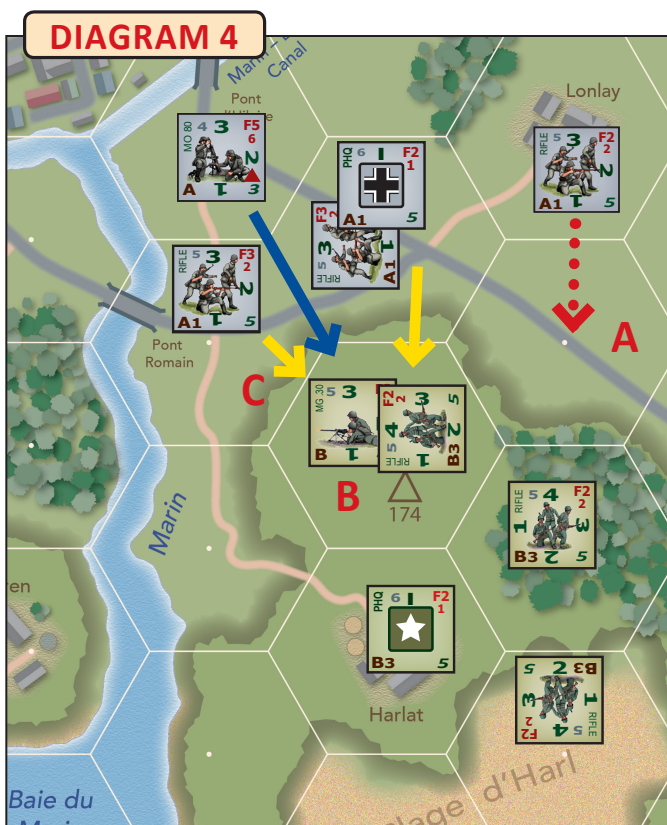
6.63 Friendly Fire

With bombardment, friendly units **adjacent** to the target hex (chosen by the active player) take one hit for **each** zero on the bombardment roll. **ALL** friendly hits are applied if possible; Armor Class is ignored, including bunkers.

NOTE: double hits apply to friendly fire from air-support (2.7).

6.7 DOUBLE DEFENSE (D2)

Units have D2 while defending some terrain. Two hits are required to reduce a D2 unit one step. A unit taking one "half-hit", must take the next hit. A D2 unit with only one "half-hit" recovers it at the end of the current HQ ACTIVATION, but before any Assaults are fought.



LINE OF SIGHT

German Player Turn

- PHQ A1 activates; all German units are under command.
- IN 3 in LONLAY farm cannot fire on USA 4 because LOS is blocked by the woods hexside. It could fire on the two units in hex "B", but instead moves to hex "A". It can fire (or assault) into the woods next GAME TURN.
- IN 2 could fire on hex "B", but instead attempts a Rally. It rallies (+1 step) with a successful Morale check against PHQ morale 6.
- Mortar 3 has LOS to the two USA units on the hill and can fire over (blue arrow) the friendly units. Neither American unit is face-up, so they cannot be targeted individually. The mortar scores one hit which can be taken on either unit (both equal strength) but is taken on the IN 3.
- IN 3 at PONT ROMAIN can only fire on hex "B". LOS is blocked to USA PHQ at the slope marked "C". It fires on Hex "B" scoring one hit, taken on the stronger MG 3.
- German PHQ fires up the hill on the two American units but misses. This unit could instead have moved or dug a foxhole.

American Player Turn

- PHQ in Harlat farm activates; all USA units are under command.
- IN 2 and MG 2 atop Hill 174 can fire on any German units. MG 3 fires long-range to score two hits on MO 3. IN 3 cannot also fire on the mortar because of long range fire limit of 1; it fires on adjacent IN 3 (former IN 2 before rally) but misses.
- IN 4 in woods can fire through woods hexside into the adjacent hex where the German IN 3 is now located; it inflicts one hit.
- IN 2 on beach has no target due to blocking woods and hill. PHQ in Harlat farm rallies it one step by passing a check on its morale 6.
- PHQ does not move or fire (no Germans are in range).

COMBAT INFANTRY

7.0 SPECIAL ACTIONS

Some units can perform one special action instead of the normal Rally, Fire, or Move. Units end a Special Action **face-up**.

7.1 FOXHOLES



Foxholes are markers. They may start a scenario, or can be dug during play, but only in **CLEAR** terrain. They cannot be moved.

Any commanded unit (even a tank or gun) can dig a foxhole. Foxhole **stacking** is two (2) units for both players. **ALL** units defending a foxhole hex have D2 against Fire or Bombardment, but only D1 in Assaults.

COMMENT: tanks or guns "digging" foxholes represents a "hull-down" position or a gun emplacement.

Foxholes survive for the duration of a scenario. Enemy units may occupy them.

7.2 MINES



Mines are battalion units drawn according to scenario instructions. They are set-up like any other units but cannot move. Mines **count**

for stacking; more than one may be deployed in the same hex. They can be defended by friendly units, subject to stacking. Deployed mines are **minefields**.

Hidden mines are revealed when the minefield hex is fired on or bombarded, even if no hit is scored. Hits on the minefield hex are distributed normally among other defending units. A revealed minefield is **permanently** face-up and only controls its own hex (not adjacent hexes).

A mine is eliminated if it takes one hit in assault combat. Mines do **not** make morale checks. They never fire, but defending units fire/retreat normally. Attacker hits are distributed normally (6.3) on defending units (including the mine), but rolls of 9, 0 are **friendly** hits on the **firing unit**.

Assaulting engineers may **target** a mine at double FP (F2=F4) and suffer friendly hits only with 0 rolls.

EXAMPLE: USA Engineer 2 assaults German minefield. Engineer fires at F4 (F2 doubled) scoring 3, 0. The minefield is eliminated by the 3, but the engineer takes one hit for the 0.

7.3 DEMOLISH BRIDGES



An Engineer **adjacent** to a bridge may demolish it by "firing" and rolling at least **one** hit. For a **wooden** bridge, Engineer firepower is +1 (F2=F3). If successful, place a "destroyed" marker on the bridge.

Bridges can also be bombarded by mortars, field artillery, or air attack, **at half firepower**, round up. (F5=F3). Ignore wood bridge bonus. Normal spotting rules apply. One hit destroys a bridge; place marker.

Assault limit for a destroyed bridge is zero (Ø). Fire Limit 1 does not change. Typically only the center span of a bridge would be destroyed, or a twisted jumble of steel and concrete would remain.

7.4 SMOKE



Smoke is a marker that blocks LOS. **Engineers** can lay smoke in one adjacent hex by "firing" and rolling at least one hit.

Mortars can lay smoke by designating a **spotted** target hex and rolling at least one 1 hit.

Smoke lasts throughout the current GAME TURN and then dissipates. LOS is blocked in, out, or through a smoke hex for duration. All units (both sides) entering a smoke hex must stop. Units may move out of a smoke hex normally.

Assault combat is allowed in smoke hexes, but firepowers are -1F for both sides in all rounds. Units retreat normally.

7.5 BARBED WIRE



Barbed wire is a marker located in any playable hex at the start of a scenario; it cannot be laid during a scenario.

The marker fully stacks the hex, meaning no other markers or friendly units.

One enemy unit can enter a wire hex but must **stop**. Next GAME TURN the unit may roll to clear the wire or withdraw.

Clear Wire: The unit "fires" and rolls at least one hit. Remove marker.

Withdraw: the unit leaves the wire hex via the same hexside used to enter.

NOTE: A unit located in a barbed wire hex can be fired on, but not assaulted. Engineers clear wire at F4.

The American Company, 1944

American companies, commanded by a captain, had three rifle platoons and one heavy weapons platoon. Rifle platoons had an HQ of 6 men commanded by a lieutenant, and three squads of 12 men, each commanded by a sergeant. Most infantry were armed with a semi-automatic **Garand**, a superior rifle capable of firing 8 shots rapidly or singly. One member of each squad carried a Browning Automatic Rifle (BAR), a poor light machine gun. HQ staff were armed with short range pistols, carbines, and sub-machine guns.

Companies had one Heavy Weapon Platoon armed with 0.30 MGs and 60 mm mortars. Additional heavy weapons from battalion level included 81 mm mortars, 0.50 machine guns, AT guns, and tanks.

Mortars were an important part of the company's offense and defense, ideal for engaging targets in ravines and reverse slope positions. Both mortars were considered too heavy for squad use, and were normally assigned to platoons by the CHQ as needed. Accurate fire let mortars compare favorably to field artillery.

A company would typically defend a front of 400-500 meters, roughly two squads per hex. Attacks were made on a narrower 300-400 meter front depending on terrain and enemy defenses. Two platoons would attack, advancing and providing mutual fire support. The third platoon would be held in reserve near the Company HQ.

The German Company, 1944

German and USA companies were similar because the USA copied the German triangular format.

By 1944, attrition from the Russian front reduced German squads to 9 men, composed of 1 NCO, 6 riflemen, and a machine gun team to bolster firepower. The machine gun was usually the deadly MG-42, sometimes the earlier MG-34. Riflemen in German squads functioned mainly to defend their MG.

The Germans did not have a light 60 mm mortar. They had a 50 mm mortar early in the war but this was discontinued by 1943. They had 80 mm mortars at Company level, and (rarely) 120 mm mortars at Battalion level.

COMBAT INFANTRY

8.0 MOVEMENT

Commanded units can only move **once** per GAME TURN, except to Retreat (9.4) or Regroup (9.5). Units that have moved may be turned face-down. Units moving into an enemy-controlled or disputed hex must **STOP**. Entering an **enemy-occupied** hex results in Assault Combat (9.0).

8.1 MOVEMENT POINTS (MP)

Each unit has a Move Rating (2.14), which is the **maximum** number of MPs it can expend in one Move. Units may expend less MPs, but cannot save or transfer them.

Units expend MPs according to the **hexside** (not hex) crossed. Hence, a unit expends 2MP to cross a CLEAR hexside, and 3MP for a WOODS hexside. Some terrain, like rivers or cliffs, may be **impassable** to some units because of low MPs.

8.2 STACKING LIMITS

Stacking applies to hexes and varies from 0 to 3 units depending on terrain; it is not reduced for partial or coastal hexes. For details, see **Terrain Effects Chart**, p. 12.

IMPORTANT: Units may overstack while moving. Stacking applies at the end of an HQ ACTIVATION when overstacked units are eliminated.

8.3 HEX CONTROL

Hex control is important for movement, retreats, regroups, and victory. Hex control is determined by the position of units when needed; changes to hex control are effective **immediately**. Hexes can have one of four control types.

Friendly: Hexes occupied by friendly unit(s). Units also extend control into **adjacent** hexes, except those that are enemy, disputed, or blocked by **impassable** hexside terrain.

Enemy: Hexes friendly to the enemy.

Disputed: Vacant hexes adjacent to both players or Assault (9.0) hexes.

Neutral: Vacant hexes not friendly to either player, nor disputed.

IMPORTANT: the effects of hex control changes must be carefully understood. For example, a unit can move adjacent to an enemy unit and it must stop. But the hex just occupied is now friendly. Hence, another unit can now move through that new friendly hex without stopping. This tactic can be used to move adjacent to the enemy and then move other units **through** the (now friendly) hex into an assault.

8.4 ROAD MOVEMENT

There are two classes of road, PAVED (gray) and UNPAVED (buff). Both types expend -1MP per hexside. Hence, moving along a road in Clear terrain expends 2-1 = 1MP, and moving along a road in Woods expends 3-1 = 2MP. Road & Railway MP bonus **cannot** be combined.

WEATHER: Bad or Poor weather is noted in some scenarios. Bad weather eliminates the -1mp road bonus for unpaved roads.

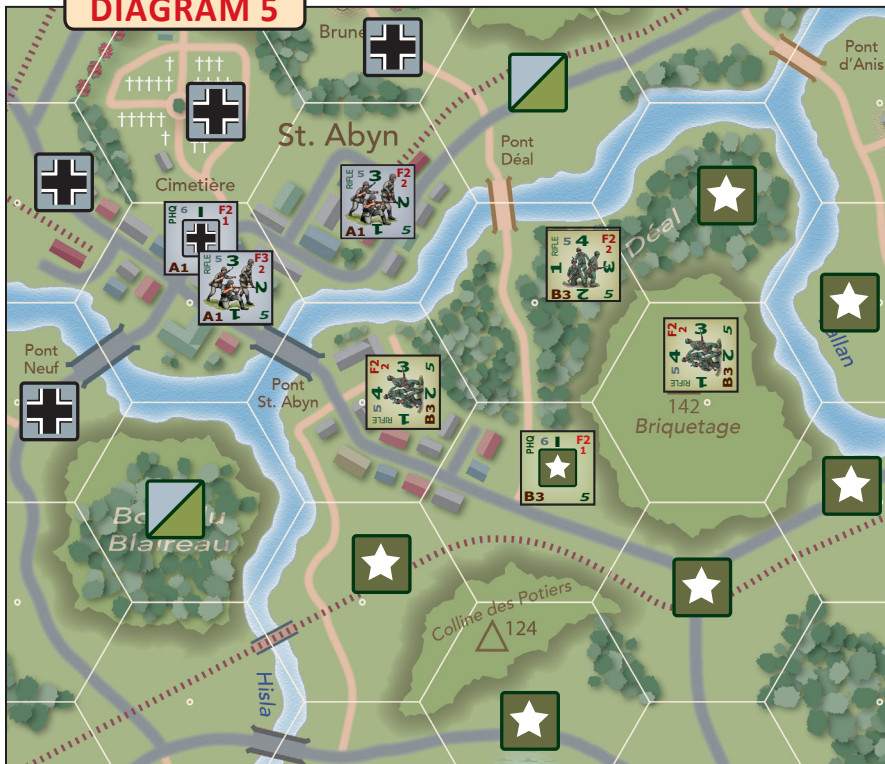
Units gain a road bonus only for **continuous** road hexsides they cross. Road movement can never be used to enter an assault hex. Use **other terrain** to determine assault limits and MPs.

8.5 RIVER CROSSINGS

Rivers are impassable to guns, tanks, and vehicles. Engineers assault normally, but other units assault at -1F (F3=F2) on round 1. Tanks may move/assault across fords. Canals are fordable.

NOTE: Although some units cannot cross rivers, they still exercise hex control **over** a river because they can fire across it.

DIAGRAM 5



HEX CONTROL

GERMANS: occupy two St. Abyn hexes, and control four adjacent hexes marked with black cross. Hex Control never extends into **enemy** or **disputed** hexes, but does extend across a river into a **vacant** hex such as the Bois du Blaireau.

AMERICANS: occupy four hexes and control six adjacent hexes marked with a white star.

DISPUTED: Two hexes containing a Gray/Green symbol; both sides exert control into these hexes.

NEUTRAL: all unmarked, vacant hexes.

COMBAT INFANTRY

9.0 ASSAULTS

9.1 ASSAULT COMBAT

Active units that moved into an enemy-occupied hex fight an assault. Assault Limits apply to hexsides, noted on the **Terrain Effects Chart** (p. 12). Assault limits are in **addition** to Fire Limits (6.5). Terrain rated Fire 2, Assault 1 means two units can fire and/or one unit can Assault.

The stacking limit of Assault **hexes** is allowed to both players; each may have three (3) units in a Clear hex, or two (2) units in a Town or Foxhole hex.

Two or more assaults may be created in one HQ ACTIVATION. These are resolved, one by one, in any sequence desired by the Active player, but only **after** all other action is completed. Reveal all units in each assault.

Assault combat **negates** D2 from terrain and foxholes and armor class is **zero**. Units assaulting via a **river** or **cliff** hexside have a penalty of -1F (F3=F2) in round 1.

IMPORTANT: An Assault hex is a **Disputed** hex, controlled by neither player. Units in an assault hex do **not** control adjacent hexes. This may **immediately** change hex control of adjacent hexes, impacting movement, retreats, and regrouping.

9.2 ASSAULT ROUNDS

Each assault is resolved over **three (3)** combat rounds, as follows each round. All hits apply immediately.

(a) **Defender:** Fire or Retreat each unit, except no retreat in Round 1.

(b) **Attacker:** Fire or Retreat each unit, except **must** retreat in Round 3 (no attacker morale checks in round 3).

NOTE: Only AT Rockets (9.63) may target units in Assault rounds. Hits from other units are applied to the highest step enemy unit normally.

COMMENT: Assault combat is deadly because both sides can fire multiple times. The Defender has up to three fires, but Attacking units only have two fires because they must retreat in round 3 (or earlier). This system effectively handles "pursuit fire".

IMPORTANT: Units can always **defend** in assaults even if they have already acted earlier in the GAME TURN.

Attacking units are **face-up** after an assault. **Defending** units that **win** an assault stand upright if they have not activated this GAME TURN.

9.3 ASSAULT MORALE

All units at **strength 1** in an Assault must make a Morale Check *at the start of their* assault round. HQs ignore this unless they are the only unit in the assault.

PASS: Unit can fire or retreat normally.

FAIL: Unit is **disrupted** and cannot fire or retreat this assault round.

NOTE: use the morale of a commanding HQ located in the Assault hex.

9.4 ASSAULT RETREATS

Units retreat to **adjacent** hexes subject to stacking (8.2). Hexside limits for retreats are the same as Assault limits, but apply **per round**.

Attacking units must retreat via any hexsides used to **enter** the assault hex, or to **any adjacent, friendly-occupied** hexes.

Defending units may retreat via any hexsides **unavailable** to the Attacker.

Neither player may retreat to **enemy** or **disputed** hexes (8.3). If no valid retreat hex exists, units are eliminated (6.33).

CAUTION: guard your flanks and rear.

Units may move or retreat off-map. Such units are removed from play, but do **NOT** count as VPs for the enemy player.

9.5 REGROUPING

Attacking or defending units that **win** an assault can **REGROUP**, meaning they may immediately move to **adjacent friendly** hexes. Stacking and Assault limits apply. Regrouping must be done **before** the next assault (if any) is fought.

9.6 ASSAULT MODIFIERS

9.61 AT Guns and Mortars cannot move into Assaults. They defend normally in Round 1, but have **F1** in later rounds. They take hits normally.

9.62 Machine Guns cannot move **into** assaults. They defend normally.

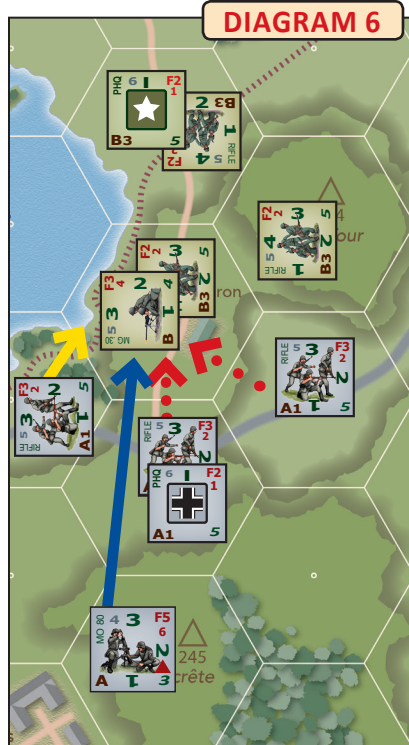
9.63 Anti-Tank Rockets (ATR): Bazookas and Panzerschrecks **may** target in an assault. Remember that armored targets have zero (0) AC in assaults.

9.64 Engineers have **double** firepower (F2=F4) in assaults and may target a minefield (7.2).

9.65 Armor Class (AC) is always **zero** in assaults. This includes **bunkers** (2.55).

9.66 Headquarters attack and defend in assaults normally. They ignore Morale Checks except when they are alone.

DIAGRAM 6



ASSAULT ON CARON FARM

USA defends a FARM hex with IN 3 and MG 2.

German activates PHQ. Mortar 3 bombards (blue arrow) into CARON Farm. Mortar 3 has its own LOS to the target hex (bombarding over friendly units). Two hits (2-4-7) are scored, but only one step is lost on the IN 3 due to farm D2. German IN 2 fires (yellow arrow), scoring only one hit which is ignored because of farm D2. German now assaults farm with two IN 3 (red arrows).

Round 1: USA fires both units (MG 2 and IN 2) scoring 1 hit, taken on IN 3 assaulting uphill. German returns fire with IN 3 and IN 2, scoring one hit, taken on the IN 2.

Round 2: USA IN 1 must check morale and fails. This unit is **disrupted** and may not fire or retreat. MG 2 scores 1 hit, reducing Germans to IN 2 and IN 2. Both Germans fire normally this round scoring 1 hit, reducing the USA MG to 1.

Round 3: USA MG 1 and IN 1 both **pass** mandatory Morale checks. They fire and score one hit. Attacking German units, must retreat this round. The unit that assaulted uphill cannot return to the hex it came from because that hex is now disputed, but it can retreat to one of two adjacent friendly-occupied hexes.

COMBAT INFANTRY

10.0 SCENARIOS

This game contains six scenarios (W1 through W6) for American and German firefights in the Normandy campaign. These scenarios are inspired by history, but do not pretend to cover a specific firefight. Scenarios have variable force assignments for higher replay value. Additional scenarios will be available within expansion packs. Players are encouraged to develop and submit scenarios for publication online. Contributors will be rewarded with "Game Dollars".

10.1 SET-UP

Each scenario gives set-up locations, generally a named farm, village, or town. Players must locate at **least** one (1) unit in named hexes, and other units in **adjacent** hexes, subject to stacking. Units are generally set-up at full strength except when noted in a scenario.

10.2 WEATHER

Bad weather (if any) modifies movement and firepower as described in a scenario.

10.3 NIGHT SCENARIOS

Scenarios that depict night actions have 50% normal movement (round-up), and **maximum** ranges of two hexes for all units. Scenarios may alter these values for moonlight, cloud cover, and flares.

10.4 VICTORY

All scenarios have a specific number of GAME TURNS. Victory is determined at the end of the final GAME TURN, or a player can surrender earlier if the situation seems hopeless. Most scenarios award Victory Points (VPs) for **friendly** terrain objectives, and award one (1) bonus point for each enemy unit **eliminated**. Units that voluntarily leave a map are out of the game, but they do not count as VPs for the enemy player.

10.5 SOLITAIRE

All scenarios can be played solitaire and the fog-of-war aspects of *Combat Infantry* makes this interesting. Play one side with enemy blocks upright and hidden, then turn the map around (or go to the other side of the table) and play the other side. You will know roughly what the opposing blocks are, but it's hard to remember them exactly, and the devil is always in the details.

To provide more chaos, use a chit-pull system where enemy HQs are randomly drawn from a face down pool – use a separate draw pool for **each** company. As each HQ is drawn, place it on the map within command range of one of its units. Units commanded by this HQ now activate normally as desired. After all HQs have been drawn, one GAME TURN has been completed. Remove the enemy HQs and redraw them randomly for the next GAME TURN.

Activation Priorities (optional)

Players may use priority activations for **enemy** units.

- RALLY all 1 step units when possible.
- Fire and/or ASSAULT **adjacent** enemy hexes with less units.
- FIRE at nearest **face-up** enemy unit; otherwise at any target hex.
- SPECIAL ACTION (Foxholes, Destroy Bridge, Smoke, etc.)
- PASS if located in D2 terrain (or Foxhole).
- MOVE towards nearest VP location.

UNIT VALUES

AMERICAN	STEP	GERMAN	STEP
Artillery 105mm	12	Artillery 105mm	10
Aircraft (P-47)	10	Aircraft (FW-190)	10
Infantry (F3)	3	Infantry (F3)	3
Infantry (F2)	2	Infantry (F2)	2
Engineer	4	Pioneer	4
Sniper	5	Sniper	5
Mortar 60	6	Mortar 80	7
Mortar 81	8	MG 34	6
MG .30	5	MG 42	7
MG .50	6	Panzerschrek	8
Bazooka	7	75mm AT	8
57mm AT	7	88mm AT	9
M8 Greyhound	10	StuG IIIb	8
Stuart	6	Panzer IV	9
M10 Wolverine	9	PZ V Panther	12
M4-1 Sherman	10	PZ VI Tiger 1	13
M4-3 Sherman	11	PZ VI Tiger II	15
Minefield	6	Bunker	12
		Minefield	6

Players may use these valuations to build forces from a total number of points for their own scenarios. Note that the valuations are per STEP, not per unit. They may also be used to give a more accurate value to eliminated unit VPs to resolve ties, etc.

HIT LIMITS (Optional)

The mathematically expected results from a unit's die-roll is generally 1 or 2 hits, but extreme results are possible. Players who wish to play with less of a range of results may adopt a maximum of 2 hits when any unit rolls.

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Tom Dalgliesh (maps)

COMBAT INFANTRY

HQ ACTIVATION

COMMAND: Activate **one** HQ per Company. HQs may deploy (move) one hex and then activate. See 4.0.

ACTIONS: Units under command may take **ONE** of the actions below. Units without command may activate with a Morale Check.

- **5.0 RALLY:** Pass Morale Check to increase 1-Step. PASS or FAIL, turn units **face-down**.
- **6.0 FIRE** units at visible targets in range. Turn units **face-up**.
- **7.0 SPECIAL:** Dig a foxhole, blow a bridge, etc. Turn units **face-up**.
- **8.0 MOVE** units within their MPs. Units must stop when they move into an enemy or disputed hex. Moved units can be turned **face-down** for clarity. Units that move into enemy-occupied hexes create **Assaults**.

ASSAULTS: Resolve up to 3 rounds of combat for each Assault. See 9.0.

TERRAIN EFFECTS CHART

TERRAIN	HEX			HEXSIDE		
	STACK	DEFENSE	BLOCK	MOVE	FIRE	ASSAULT
CLEAR	3	D1		2MP	2	2
BEACH	3	D1		2MP	2	2
ORCHARD	2	D1	YES	3MP	1 ³	1
CEMETERY	2	D1		3MP	1	1
MARSH	1	D2		4MP ¹	1	1
WOODS	2	D2 ²	YES	3MP ¹	1 ³	1
TOWN	2	D2 ²	YES	3MP ¹	1 ³	1
FARM	2	D2 ²	YES	OT		
FOXHOLE	2	D2 ²		OT		
RAILWAY	OT			-1MP	OT	
ROAD	OT			-1MP	OT	
TUNNEL	1	D1		3MP	1	1
BRIDGE	● ⁴	●		2MP ⁴	1	1
FORD/CANAL	●	●		4MP	2	1 ⁵
RIVER	●	●		5MP ⁶	2	1 ⁶
HEDGE	●	●	YES	X ⁷	0	0 ⁷
HEDGE GAP	●	●		3MP	1	1
SLOPE	●	●	YES ⁸	+1MP ⁹	OT ⁹	1 ⁹
CLIFF	●	●		5MP ⁶	1	1 ⁶
SEA/LAKE	●	●		X	2	X

¹ Guns, tanks, or vehicles may not cross hexside or enter hex, except via a road.

² Defender D2 against Fire, but D1 for ASSAULTS. Woods D1 for Bombardment.

³ Fire permitted from adjacent only; otherwise LOS is blocked. Bombardment OK.

⁴ Ignore Road -1MP. Stacking 2 for long bridges or causeways that cross a full hex.

⁵ Only infantry, engineers, and tanks may assault. Canals are fordable.

⁶ Impassable to guns, tanks, and vehicles. Engineers assault normally; other units assault at -1F (F3=F2) on **first** combat round.

⁷ One tank may move/assault per hexside from an **adjacent** hex.

⁸ Only higher ground between the firing unit and the target blocks LOS (see 6.41).

⁹ Slope effects are OT for downhill.

● Not Applicable X Impassable OT Other Terrain

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