

# IRON SQUAD

## Rulebook

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The game consists of the following components:

- 1 Mounted Game Board
- 36 Game Board Tiles
- 50 Sheets of Minimap
- 1 Counters Sheet
- 1 Victory Points Tracker
- 24 Explore Cards
- 14 Unit Cards
- 10 Mission Cards
- 1 Combat Result Table
- 1 Weather Card
- 1 Solo Bot Card
- 1 Rulebook
- 1 Die D8
- 1 Die D12
- 2 Dice D20

## **1. How to win the game**

Iron Squad is a game for 1 or 2 players. If played by 2 players, one player controls the German forces, while the other player controls the USA forces.

Each player draws a Mission Card and the player who completes the mission first is the winner. If both players fail to complete their mission by the end of round 12, the winner is the player with most Victory Points.

### **1.1. Game duration**

The game lasts for 12 rounds. In each round, the German and the USA player have their own turn. The USA Player goes first.

During a player's turn, the player can activate all of his units one unit at a time. After a unit's turn is finished, the player activates the next unit, and so forth.

A unit can move, fire and move again, as long as it has MP to spend. Firing does not prevent the unit to continue it's movement, but the unit can fire ONLY ONCE during it's turn.

Each round is regarded as 2 hrs (24hrs total) where you have 8 rounds by day and 4 rounds by night. Whether the starting round will be at day or at night is decided by D12 die roll. In that way rounds can be set as 2N-8D-2N, 8D-4N, 4D-4N-4D, etc.

Round tracker and Day/Night tracker are placed on the right side of the Game Board.

## 1.2. Victory Points

Players collect Victory Points during the game. If both players fail to complete their mission by the end of round 12, the winner is the player with most Victory Points.

- Open a Terrain Tile – 1 VP
- Explore a Building – 1 VP
- Enter ANY Mission Objectives buildings (red hexes) – 1VP
- 1 Health Point Down for the Enemy – 1 VP
- Kill Enemy Unit – 3 VP

If both Players have the same number of VPs at the end of the game, the following criteria will determine the winner:

1. Number of remaining units. If same, then
2. Total sum of Unit's Health. If same, then
3. Number of revealed Terrain Tiles. If same, then
4. Number of explored Buildings

Players use Victory Points Tracker. The USA player will use blue cube, while the German player will use red cube to mark their victory points.

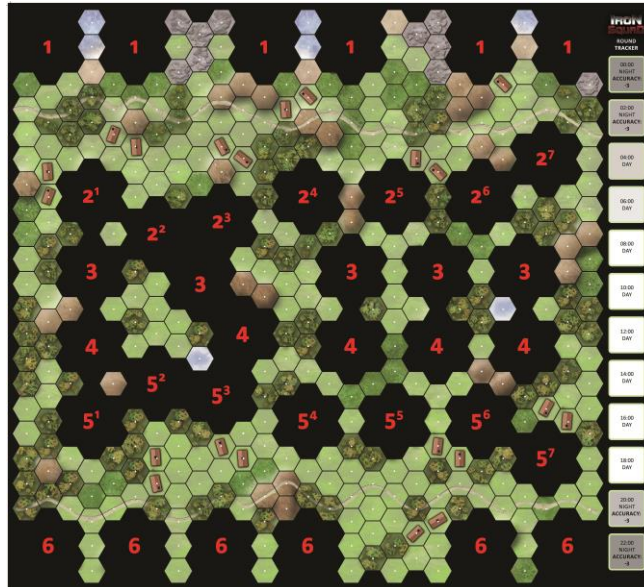
## 2. Game Board

The Game Board shows an unidentified terrain in Northern France. The board is divided into hexes, of which there are several types, depending on the terrain. Each type of terrain differently affects the movement of units, their offensive and defensive capabilities. The influence of the terrain on the movement of units will be explained in more detail later, in a separate section.

**More than 1 unit (Friendly or Enemy) CAN stand on the same hex.  
All units act individually.**

### 2.1. Terrain Tiles

There are 36 empty (blacked) locations on the Game Board and 36 Terrain Tiles that should be put on those locations. The tiles are placed in a particular order or randomly (some at the beginning of the game and some during the game). In this way the Game Board has a different layout every time you play which increases the replayability of the game.



There are 6 groups of Terrain Tiles. They are placed on the Game Board at the beginning and during the game in the following way:

### **Group 1 & 6**

These Terrain Tiles contain 3 Mission Objectives. At the beginning of the game players will shuffle Group 1 tiles and separately place them one by one, face up on the designated locations on the board. Each tile from the group has a small letter 'N' which indicates the North side of the tile and ALL the tiles from the group are placed in that way face up.

Players will then do the same with the Group 6 tiles.

### **Group 2 & 5**

These Terrain Tiles contain 2 Mission Objectives.

Players take the tiles with Mission Objectives. Player rolls a D8 die. Numbers 1 to 7 determines at which position on the board the tile is placed. If the player rolls 3 they put the tile on the empty spot on the board with 2<sup>3</sup> on it. Number 5 on the die means the position is 2<sup>5</sup>, etc. Number 8 leads to a new die roll.

The German Player places the Group 2 tiles and the USA Player places Group 5 tiles. Players rotate the tiles in the way they choose and place them on the board face up.

The rest of the tiles are shuffled and placed in 2 stacks (each for one group) face down on the table.

### **Group 3 & 4**

These are just terrain tiles. They are shuffled and placed in 2 stacks (each for one group) face down on the table.

## 2.2. Revealing Terrain Tiles

As stated, Group 1&6 tiles and Mission Tiles from Group 2&5 are placed at the beginning of the game. The rest of the tiles are placed in stacks face down on the table. They are revealed when a unit enters the shadowed area on the board.

**Unit spends 1MP to reveal a Terrain Tile**  
**Player gains 1VP for revealing a Terrain Tile**

The player can reveal the tile if their unit is standing on one of the adjacent hexes. Player spends 1 MP, takes a Terrain Tile from the appropriate stack and places it on the Game Board face up, *rotating it as they wish*. At this time the unit is still not on the terrain tile. Unit then must spend additional MP, depending on the terrain on the hex they want to move to.

## 2.3. Mission Objectives

Mission Objectives, such as Lighthouse, Airport, Dock etc., are marked with the red border hex on the map.



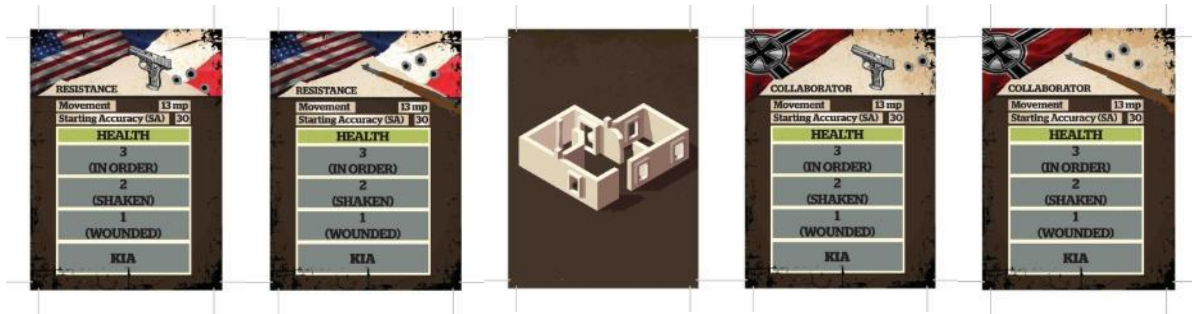
When a unit enters the hex with Mission Objective, the player gains 1 VP.

All Mission Objectives are regarded as Buildings. When a unit enters this hex it spends as many MP as it is entering a Buildings hex.

## 2.4. Buildings

There are 24 Building Hexes on the Game Board. Players can decide to explore the building by entering the hex and they spend an additional 1MP to explore. If a player chooses to enter the hex, they **MUST** explore the building.










If they enter the hex player draws an Explore Card from the Explore Cards deck. Explore Cards deck contains 24 cards, 20 of which are 'empty' meaning they bring no change. The remaining 4 cards bring new units into the game, 2 German units and 2 USA units.



If an Explore Card shows that a unit should be added to the game, players take the appropriate Counter and place it on the Building hex. If the new unit is friendly, the Player can play with that unit right away. If the unit is hostile, it immediately attacks the exploring unit and the other Player can play the unit on their next turn. If this is the case, exploring unit loses the rest of their move.

## 2.5. Terrain

Each hex on the map represents a type of terrain, and for crossing it the unit spends a certain number of Movement Points (MP):

TERRAIN MOVEMENT MODIFIERS				
Clear	Forest	Hills	Water	
				
3MP	4MP	5MP	Impassable	
Building	Rock	High grass	Road*	Sand
				
3MP	Impassable	4MP	2MP	4MP

When moving a unit, always look at the terrain value of the hex the unit wants to move to. For example, if a unit is standing on a hex with a Clear terrain and wants to move to a hex with a Forest, that move will cost 4MP. If it wants to move to a hex with a Hill, it will cost 5MP, etc. This will be explained in more detail in the section related to the movement of units.

**\* ROAD – Some hexes have a road drawn on them. If the unit is moving along the road, each field counts as 2MP.**

### 2.5.1. Terrain Line of Sight (LOS)

Whether the unit will be able to fire at the hex, apart from the range it also depends on the terrain since some terrain, such as hills and forest, block the unit's LOS. You can see the effects of the terrain on LOS in the table below.

Terrain can determine whether the unit will be able to shoot at the target hex or not. In order to determine the LOS the players will draw a line from the center of the starting hex to the center of the target hex (connect the white dots between two hexes). If the LOS is unbroken, the shot can be made.

Type of terrain	Block the view?
Clear	No
High Grass	No
Sand	No
Rocks	Yes
Water	No
Buildings	Yes
Forest	Yes
Hills	Yes
Mission Buildings (red bordered hexes)	Yes

**EXCEPTION: The Grenade Thrower is not affected by the LOS since they can throw the grenade over the terrain!**

### Example #1

Here we have an Engineer unit which is standing on a clear terrain heading north. The unit has a Range of two hexes. Since the first hex is also a clear ground which is not blocking the view, the unit can fire at the second hex, too.



The unit then moved another hex to the north. Since the adjacent hex is a clear ground and it doesn't block the view, the unit is able to fire at the Forest hex, too.



The unit then moved another hex to the north. Since the adjacent hex is a forest and the forest is blocking the view, the unit can't fire at the second hex.



### Example #2

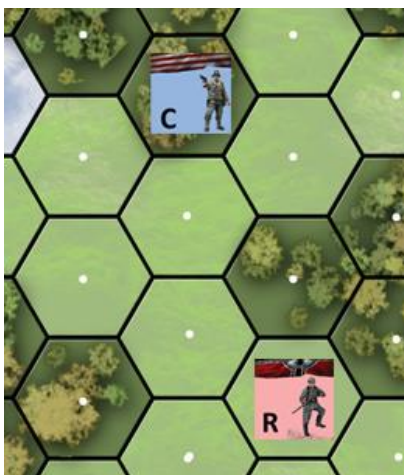
We have a German Rifleman trying to shoot at the American Captain. The range of a Rifleman is 3 hexes. The Captain is 2 hexes away. The players connect the dots between the hexes to see if the shot can be made.



Since the line goes along the edge of a Forest hex and not through it, this is considered as a clear LOS and the shot can be made.

### Example #3

Here we have the situation where the German Rifleman wants to shoot at the American Captain who is at 3 hexes away. The players connect the dots between the hexes to see if the shot can be made.



Since the line goes THROUGH the Forest hex, the LOS is broken and the shot can't be made.

## 2.5.2. Terrain Accuracy Modifiers

Certain types of terrain give advantages to the attacking unit or make it difficult for it to attack. The type of terrain is determined by the hex on which the defending unit is located.

Terrain Accuracy Modifiers affect the unit's attacking performance through affecting the unit's precision by Increasing or reducing it. For example, Hills are elevated terrain and elevation affects the Accuracy of the attacking unit. The effect on the attacker's accuracy is not the same for all units and it is stated in the Accuracy Modifiers chart.

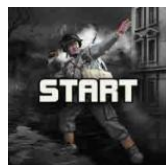
The resolution of the battle will be discussed in more detail later, in a separate section.

## 2.6. Round & Day/Night Tracker

On the right side of the Game Board there is a Round & Day/Night Tracker. The game lasts for 12 rounds and each round is regarded as 2 hours. Players roll a D12 die to determine at which time of the day the game begins.

Roll 1 is a position 1 (00:00), Roll 2 is a position 2 (02:00), etc.

Players put Start Counter and Round Tracker Counter on the starting position.



Start Counter always remains on the starting position, so the player would know when the game ends and Round Tracker Counter is adjusted at the beginning of every round.

Night time of the day (20:00-03:59) has impact on the Accuracy, while daytime has no effect.

## 3. Units

Each player has 7 types of units:

1. Captain
2. Rifleman
3. Machine Gunner
4. Grenade Thrower
5. Engineer
6. Sniper
7. Medic

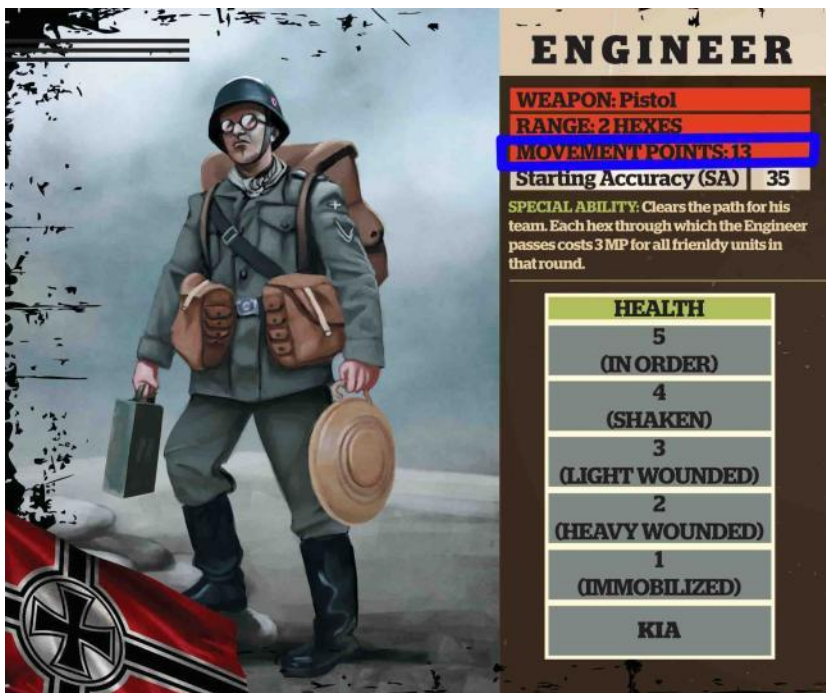
Each unit has Movement, Weapon (Range), Accuracy, Health, and Special Ability which are all stated on the **Unit Card**.

A unit is represented on the Game Board with the square or triangle shaped counter.



#### 4.1. Movement

Movement is expressed by the number of Movement Points (MP) the unit has. MPs are spent when a unit moves from one hex to another, depending on the terrain.



During a player's turn, the player can activate all of his units one unit at a time. After a unit's turn is finished, the player activates the next unit, and so forth.

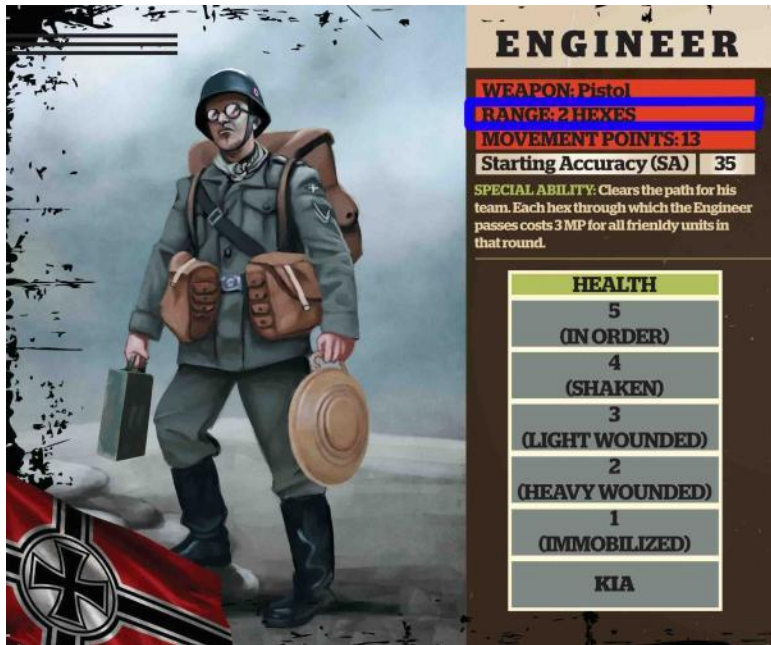
A unit can move, fire and move again, as long as it has MP to spend. Firing does not prevent the unit to continue it's movement, but the unit can fire **ONLY ONCE** during it's turn.

If unit's Health drops down to 1 (Immobilized) that unit can't move until it's Health is recovered by the Medic. Immobilized unit can still fire on the enemy units, it just can't move.

If during a combat a unit suffers damage in movement points (-4 MP) the appropriate marker is placed on that unit's card and it's move in the next turn is reduced by 4MP. After the unit finishes that turn, the player will remove the marker from the unit's card.

#### 4.2. Weapon Range

Each unit has its Weapon and Range stated on its Card.



Every Weapon has it's Range. Range is a distance in hexes, from the hex the unit is standing on to the hex where the enemy unit is standing on. The unit can't fire on the hex which is beyond it's range.

#### 4.3. Accuracy

Every unit has it's Starting Accuracy and it is the same for all units.



Starting Accuracy is modified by several types of modifiers (see section 5).

#### 4.4. Health

Each unit has a maximum Health of 5 at the start of the game.



When a unit gets hit by the enemy, the Health is reduced by the number stated on the Combat Result Table. The Player will move the Health marker to the appropriate number. If the unit's Health reaches 0, it is Killed in Action and removed from the board. The level of Health the unit has affects its capability for attacking (shooting) at the enemy and that is why the accuracy of the unit is affected.



If unit's Health drops down to 1 (Immobilized) that unit can't move until it's Health is recovered by the Medic. Immobilized unit can still fire on the enemy units, it just can't move.

#### 4.5. Special Ability



Each type of unit, depending on their type and the weapon they are using have special abilities written on their Cards. These special abilities are:

**4.5.1. Captain** - Recovers the health condition from 4 (Shaken) to 5 (In Order) to all units on the same and adjacent hexes once per round.

This action can be performed ONLY at the beginning of the player's turn. If the unit is not on the same or adjacent hex to the Captain's, their Health can't be recovered. The player should be careful and perform this action at the beginning of their turn before they move their Captain. Once the Captain moves to another hex, this action can't be performed.

**4.5.2. Engineer** - Clears the path for their team. Each hex through which the Engineer passes costs a maximum of 3 MP for all friendly units in that round.

For example, if the Engineer passes through a Forest hex, they will spend 4MP, but all other members of their team, will spend 3MP but ONLY IF they follow the pathway of the Engineer. If passing through a hex costs less than 3MP (like road hexes which costs 2MP), all units will spend only 2MP.

**4.5.3. Grenade Thrower** - Causes damage to ALL units which are on the same hex (Final Accuracy minus 13) or adjacent hexes (Final Accuracy minus 20).

Since grenade affects a certain area, ALL units can suffer some damage (enemy units and friendly units).

Let's take a look at the example:

German Grenade Thrower is in the southern hex. Two American units, an Engineer and a Rifleman are at 2 hexes to the North and between them in a Forest hex there is a German Rifleman.

German Grenade Thrower aims at the American Rifleman. Since the Grenade Thrower can throw over the terrain, the Forest hex is not blocking the action. Grenade Thrower throws the grenade and the result for the American Rifleman is calculated as stated in Section 6. Attack on the Enemy Unit.



Then, since the American Engineer is standing on the same hex as American Rifleman, he also suffers some damage and that is the Final Accuracy minus 13.

German Rifleman is on the adjacent hex and he also suffers some damage and that is Final Accuracy minus 20.

**4.5.4. Machine Gunner** - Prevents the enemy units to advance through 2 frontal hexes.

Machine Gunner has the ability to stop the enemy units to enter 2 frontal adjacent hexes. This is why Machine Gunner is a triangle shaped counter. At the end of the move of the Machine Gunner the player places the counter in a way that the point of a triangle is pointed at one of the angles of the hex.

The direction of where the triangle is pointed determines which 2 hexes will be unpassable for the enemy units.

In this example, 2 frontal adjacent hexes are these gray hexes. Enemy unit can't stand, nor pass through these 2 hexes.



**4.5.5. Medic** - Recovers Health condition by 2 HP to one unit per round.

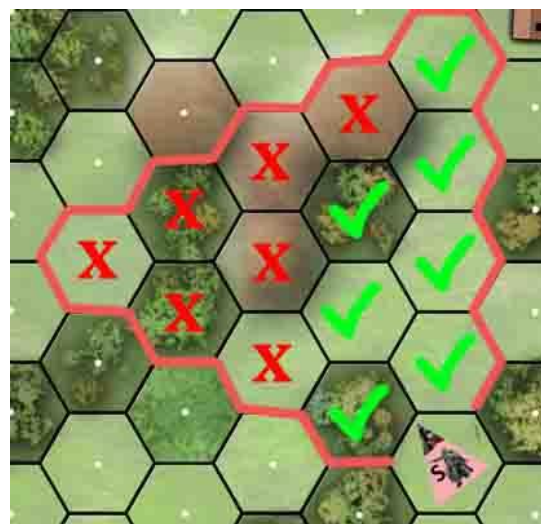
Unlike the Captain, Medic can perform this action anytime during the round. It can be at the start or at the end of the round regardless of whether Medic has moved from starting hex or not. The only prerequisite is that the unit whose health the Medic wants to recover is on the same or an adjacent hex.

**4.5.6. Rifleman** - If terrain costs more than 4MP, Rifleman will spend a maximum of 4MP.

**4.5.7. Sniper** - Opportunity attack when the enemy unit enters their defensive area.

Sniper is a triangle shaped counter. At the end of the move of the Sniper the player places the counter in a way that the point of a triangle is pointed at one of the angles of the hex.

Sniper has a Range of 4 hexes so his Defensive Area covers 4 lines of frontal hexes like shown in the picture. If an enemy unit ENTERS inside this area, Sniper has an Opportunity Attack on that unit. Of course, this can be done only if the Sniper has a clear LOS to the enemy. Here you can see that 2 Forest hexes are blocking the view for half



of the Defensive Area, which means that enemy unit can enter and move to red 'X' hexes without the danger of being shot at by the Sniper.

If Sniper has a clear LOS, the player will roll D8 and if the result is <5, Sniper can fire at the unit. This special ability can be used only when enemy unit ENTERS Sniper's Defensive Area and only ONCE meaning if the enemy unit is moving through the Defensive Area, Sniper can't use this ability for every hex the enemy unit crosses. The sniper can choose when to use this ability. It doesn't have to be at the first hex. The sniper can wait for the unit to move further inside the area (to be closer and in more favourable terrain for the attacker) and then decide to go ahead with the Opportunity Attack.

If at the beginning of the Sniper's turn an enemy unit is already inside Sniper's Defensive Area, Sniper can't perform an Opportunity Attack.

### 5. Accuracy Modifiers

There are several Accuracy Modifiers:

#### 5.1. Terrain Accuracy Modifier (TAM)

Different types of terrain affect the accuracy of a weapon in a different way and the same type of terrain affects the accuracy of different weapons in a different way.

WEAPON	TERRAIN					ELEVATION		DISTANCE (in hexes)					HEALTH			
	Clear, Sand & Road	Building	High Grass	Forest	in favour	Against	Base	1	2	3	4	4	3	2	1	
Gun	0	-12	-10	-13	6	-8	0	-4	-8	0	0	0	0	-4	-8	
Rifle	0	-10	-8	-10	8	-4	0	-4	-6	-8	0	-3	-5	-7	-10	
Sniper	0	-8	-6	-8	10	0	0	0	-2	-4	-8	-3	-5	-7	-10	
Machine Gun	5	0	-4	-9	5	-12	6	4	0	-10	0	-5	-9	-13	-15	
Grenade	5	-14	0	-9	5	-8	4	4	-10	0	0	0	-4	-6	-10	

When looking at the TAM, players look at the type of terrain in the hex of the unit which is under the attack. The terrain of the attacker's hex has no impact on their accuracy.

## 5.2. Elevation Accuracy Modifier (EAM)

ACCURACY MODIFIERS															
WEAPON	TERRAIN				ELEVATION		DISTANCE (in hexes)					HEALTH			
	Clear, Sand & Road	Building	High Grass	Forest	In favour	Against	Base	1	2	3	4	4	3	2	1
Gun	0	-12	-10	-13	6	-8	0	-4	-8	0	0	0	0	-4	-8
Rifle	0	-10	-8	-10	8	-4	0	-4	-6	-8	0	-3	-5	-7	-10
Sniper	0	-8	-6	-8	10	0	0	0	-2	-4	-8	-3	-5	-7	-10
Machine Gun	5	0	-4	-9	5	-12	6	4	0	-10	0	-5	-9	-13	-15
Grenade	5	-14	0	-9	5	-8	4	4	-10	0	0	0	-4	-6	-10

Hills are considered as elevated terrain. All other types of the terrain are in the same level.

Elevation can be 'In favour' or 'Against' the attacking unit, or it can be neutral in which case no EAM is applied.

If the attacking and defending unit are on the same elevation level, no EAM is applied.

If the attacker is on the higher ground 'In favour' EAM is applied.

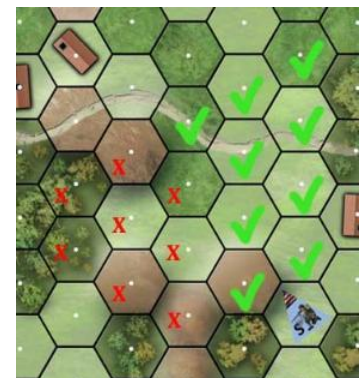
If the attacker is on the lower ground 'Against' EAM is applied.

### 5.2.1. Elevation & LOS

Elevation also affects Unit's LOS. Let's take a look at a few examples:

#### Example #1

If the attacking unit is on the lower ground and the adjacent hex is higher ground, higher ground blocks the unit's LOS. Here we can see that the Hill next to the Sniper is blocking the LOS for all hexes marked with red 'X', while hexes with the green 'checkmark' have clear LOS.



If the Sniper decides to attack the unit on the adjacent Hill hex, they will have clear LOS but since the Hill hex is a higher ground 'Against' EAM will be applied.

#### Example #2

If the attacking unit is on a higher ground and the adjacent hexes are all type of the terrain which is not blocking the LOS, a shot can be made.

If the enemy unit is on the same hex (#0) there is no elevation advantage/disadvantage so no EAM will be applied.

If the enemy unit is on hexes #1 to #4 the attacking unit is on a higher ground and 'In Favour' EAM will be applied.



### Example #3

If the attacking unit is on a higher ground and one of the hexes between them and the unit they want to attack is a terrain which blocks the LOS, whether the unit will be able to shoot or not depends on the type and position of the terrain which blocks the LOS.

Here we have a Sniper unit on the hills hex and the adjacent hex is a forest hex.

If the enemy unit is standing on hex #0, the attack is allowed and EAM is applied.

If the enemy unit is standing on hex #1, the attack is allowed and 'In Favour' EAM will be applied.

If the enemy unit is on hex #2, 3# or #4, a shot can still be made, even though there is a Forest hex between the attacker and the enemy unit. The reason why this action is allowed is because the attacking unit is on a higher ground, Forest hex IS ADJACENT HEX and it's a lower ground so the attacker can see the next hexes (attacker can see over the Forest hex if standing on higher ground). 'In Favour' EAM will be applied.



### Example #4

If the Forest hex IS NOT the adjacent hex, it will block the LOS for the next hexes. Here Sniper can shoot at hexes #0 (no EAM), #1 and #2 ('In Favour' EAM) but can't fire on hexes #3 and #4 because these hexes are **at lower level** and the attacker can't see over the Forest hex.



### Example #5

If the attacking unit is on a higher ground and adjacent hex is a Hills hex, unit can't fire on the next hexes which are **at the lower level** because the attacker can't see over the Hills.

Also, if the Hills hex is one of the hexes between the attacker and the enemy unit, the shot can't be made at the next hexes, because the the attacker can't see over the Hills.

**EXCEPTION: If the enemy unit is on a Hills hex, a shot can be made no matter how many Hills or Forest hexes are between the attacker and the enemy unit (providing the enemy unit is in range).**

This is because the attacker and the enemy unit are both on the same (higher) ground level.

Attacking unit is on a Hills hex. The shot can be made on hexes #0, #1, #3 and #4:

- #0 because a shot can always be made on the base hex.
- #1 because the shot can always be made on the adjacent hex.
- #3 & #4 because they are all on the same (higher) ground level as #0.



The shot can't be made on hex #2 because it is at a lower ground level and the attacker can't see over the Hills hex (#1).

### 5.3. Distance Accuracy Modifier (DAM)

Distance of the enemy unit affects the accuracy of the attacking unit and it's not the same for all units and weapons. Distance is defined as a number of hexes between the attacker and the enemy unit. These modifiers are stated in the chart:

ACCURACY MODIFIERS															
WEAPON	TERRAIN				ELEVATION		DISTANCE (in hexes)					HEALTH			
	Clear, Sand & Road	Building	High Grass	Forest	In favour	Against	Base	1	2	3	4	4	3	2	1
Gun	0	-12	-10	-13	6	-8	0	-4	-8	0	0	0	0	-4	-8
Rifle	0	-10	-8	-10	8	-4	0	-4	-6	-8	0	-3	-5	-7	-10
Sniper	0	-8	-6	-8	10	0	0	0	-2	-4	-8	-3	-5	-7	-10
Machine Gun	5	0	-4	-9	5	-12	6	4	0	-10	0	-5	-9	-13	-15
Grenade	5	-14	0	-9	5	-8	4	4	-10	0	0	0	-4	-6	-10

Distance can be Base (when both units are on the same hex), 1, 2, 3 or a maximum 4. Distance is limited by the range of the weapon and that is why it can be a maximum of 4 hexes.

### 5.4. Health Accuracy Modifier (HAM)

Health also affects the accuracy, since the unit which is not 'In order' is less efficient in combat, therefore it's accuracy is affected.

ACCURACY MODIFIERS															
WEAPON	TERRAIN				ELEVATION		DISTANCE (in hexes)					HEALTH			
	Clear, Sand & Road	Building	High Grass	Forest	In favour	Against	Base	1	2	3	4	4	3	2	1
Gun	0	-12	-10	-13	6	-8	0	-4	-8	0	0	0	0	-4	-8
Rifle	0	-10	-8	-10	8	-4	0	-4	-6	-8	0	-3	-5	-7	-10
Sniper	0	-8	-6	-8	10	0	0	0	-2	-4	-8	-3	-5	-7	-10
Machine Gun	5	0	-4	-9	5	-12	6	4	0	-10	0	-5	-9	-13	-15
Grenade	5	-14	0	-9	5	-8	4	4	-10	0	0	0	-4	-6	-10

When unit is 'In order' HAM is not applied. When the Health of the unit goes down to 'Shaken' or lower, appropriate HAM is applied.

- 'In Order' – no HAM
- 'Shaken' – Column '4' HAM
- 'Light Wounded' – Column '3' HAM
- 'Heavy Wounded' – Column '2' HAM
- 'Immobilized' – Column '1' HAM

For the units gained through exploring the Buildings, HAM is applied in the following way:

- 'In Order' – no HAM
- 'Shaken' – Column '3' HAM
- 'Wounded' – Column '1' HAM

### **5.5. Night Accuracy Modifier (NAM)**

When the round tracker shows that it's night time of the day, accuracy of ALL weapons is reduced by 3.

## **6. Attack on the Enemy Unit**

In order to attack the enemy unit, two conditions must be met:

- 1) Enemy unit has to be in range
- 2) The attacking unit must have unbroken LOS to the enemy unit

If those two prerequisites are met, the attacking unit can perform the attack.

**Only ONE unit can be attacked!**  
**If there are more than one unit in the hex, the attacking player CHOOSES which unit is subject of the attack!**

Whether the attacking unit will hit the enemy unit and what damage it will cause depends on their Accuracy.

Starting Accuracy is modified by Accuracy Modifiers. After all applicable modifiers are applied, the player will have their Final Accuracy.

Final Accuracy is calculated in the following way:

**Starting Accuracy + Terrain Type Modifier + Elevation Modifier + Distance Modifier + Health Modifier + + Night Time Modifier (if applicable) + Die Roll Modifier**

Once the Final Accuracy is calculated, we will cross reference the result with the chart to see how much damage, if any, the enemy unit suffered.



Let's take a look at the example to make things more clear.

A German Rifleman is standing on 'Hills' and has a clear' LOS to the American Captain who is standing in 'Forest' 2 hexes away. German Rifleman has a clear LOS so the shot can be made. Attacker is 'Shaken' and has 4 Health. The time of the day is 'Night' and the Weather is 'Fog'.

Let's take a look at the Accuracy Modifiers.

Weather is 'Fog' so the modifier is '-1 hex Range'. Since the Rifleman has 3 Range, and the enemy is at 2 hexes distance, they can still shoot at the enemy unit.

Starting Accuracy is 35.

The Captain is standing on the Forest hex, so the Terrain modifier is '-10'

The Rifleman is on the higher ground and Elevation modifier is in his favour, so it is '+8'.

The Rifleman is at 2 hexes away so the Distance modifier is '-6'.

The Rifleman has 4 Health so the Health modifier is '-3'.

Time of the day is 'Night' so the modifier is '-3'.

### ACCURACY MODIFIERS

WEAPON	TERRAIN				ELEVATION		DISTANCE (in hexes)				HEALTH				
	Clear, Sand & Road	Building	High Grass	Forest	In favour	Against	Base	1	2	3	4	4	3	2	1
Gun	0	-12	-10	-13	6	-8	0	-4	-8	0	0	0	0	-4	-8
Rifle	0	-10	-8	-10	8	-4	0	-4	-6	-8	0	-3	-5	-7	-10
Sniper	0	-8	-6	-8	10	0	0	0	-2	-4	-8	-3	-5	-7	-10
Machine Gun	5	0	-4	-9	5	-12	6	4	0	-10	0	-5	-9	-13	-15
Grenade	5	-14	0	-9	5	-8	4	4	-10	0	0	0	-4	-6	-10

Let's do the calculation:

$$35 - 10 + 8 - 6 - 3 - 3 = 21$$

The attacking player now rolls a D20 die and applies the Die Roll Modifier from the chart below:

DIE ROLL MODIFIER	
1	-26
2	-13
3	0
4	13
5	26
6	39
7	52
8	65

The die shows 4 which means the player will apply '+13' Die Roll Modifier.

$$21+13 = 34$$

We can see that 34 is the Final Accuracy of the attacking German Rifleman. The player will now cross reference the Final Accuracy with the 'Result Table' below:

RESULT TABLE	
<12.5	A -1H
13-25.5	-
26-38.5	D -1H
39-51.5	D -1H; -4MP
52-64.5	D -2H
65-77.5	D -2H; -4MP
78-90.5	D -3H
>90	D -3H; -4MP

The Final Accuracy of '34' brings the result of 'D -1H', which means that the D - defender unit loses 1 Health. American Captain will adjust it's Health marker and the attack is finished. German Rifleman has finished their move and the next unit can play.

## 7. Weather Conditions

Weather Conditions have certain effects on the movement and range of units.

At the beginning of each round, one of the players (by agreement) rolls a D12 dice, which determines what the Weather will be in that round. Players place the Weather marker on the appropriate spot on the Weather Contitions Card, the effects are applied immediately and last until the start of the next round.

WEATHER		
<b>CLEAR</b> (always possible)	<b>RAIN</b> (always possible)	<b>FOG</b> (possible from 22:00 to 06:00)
No effect	-2MP	-1hex Range

<b>D12 is rolled:</b> 1-7 – Clear 8-10 – Rain 11-12 – Fog (If 06:00-14:00 – Clear; If 14:00-22:00 – Rain)
--

A D12 is rolled for weather conditions:

Weather conditions marker

- 1-7 – Clear
- 8-10 – Rain
- 11-12 – Fog



Fog is possible only between 22:00 and 06:00. If the round tracker shows that it is time of the day between 06:00 and 14:00 and the dice roll shows 'Fog', the weather will be regarded as 'Clear'. If the round tracker shows that it is time of the day between 14:00 and 22:00 and the dice roll shows 'Fog', the weather will be regarded as 'Rain'.

## 9. Adjusting luck

In order to adjust the impact of luck on the game, the Players can chose to use 3 types of Dice:

1. Use of standard D8 die where the players have 12.5% chance to get any number from 1 to 8.
2. Use of custom D20 with numbers 1 to 8. Here you will have 10% chance to get a 1, 2, 7 or 8, but 15% chance to get 3, 4, 5 or 6.
3. Use of custom D20 with numbers 1 to 8, but in a way that you have 5% chance to get a 1 or 8, 10% to get 2 or 7, 15% to get 3 or 6, and 20% to get 4 or 5.

In this way the ratio of the position and condition of the units will have more impact on the result of the attack since the players will have less chance to completely fail (roll 1) or perform brilliantly (roll 8).

The players choose one of the dice at the start of the game and after that the die can't be changed.

## **10. Player Missions**

Player who completes their mission first wins the game. There are 5 missions for each player and they are stated on the Mission Cards.

At the beginning of the game each player draws 1 Mission Card from their deck and returns the rest of the Mission Cards in the box.

The mission is kept secret from other player.

The mission objective is always capturing a certain building on the map and eliminating enemy units.

## **11. Initial game set-up**

There are several steps players take at the beginning of the game. The players should do the following actions in the following order.

1. Choose side (US or German)
2. Draw Mission Card
3. Select Units for your Mission
4. Place the Terrain Tiles
5. Mark the starting position of the units on Minimap
6. Place appropriate Unit Cards on the table
7. Place 'Health' markers on 'In Order' field on the Unit Cards
8. Place Victory Points Tracker with blue and red cube on the table
9. Roll D12 die for Starting Time of the Day and set 'Start' and 'Round Tracker' marker
10. Roll D12 die for Weather Conditions and set 'Weather' marker

### **11.1. Choose Side (USA or German)**

Players choose sides. The USA Players deploys their units in the North and plays first, while the German player deploys their units in the South and plays second.

### **11.2. Draw Mission Card**

Both players have a deck of 5 Mission Cards. They are shuffled and both Players Draw 1 Mission Cards from their deck. Mission Card is kept secret from other player and the rest of the cards are put back in the box.

### **11.3. Select Units for your Mission**

Depending on their Mission, both players choose 5 out of 7 Units they will play with during the game. At this point, players choice is kept secret from other player and 5 appropriate

Unit Cards are put on the table face down. The remaining 2 units can't play until the end of the game and their cards are put back in the box. The captain is a mandatory unit.

#### **11.4. Place the Terrain Tiles**

Players place Terrain Tiles in a way described in Section 2.1.

#### **11.5. Mark the starting position of the units on Minimap**

Each side arranges its units with the help of the Minimap, in such a way that the other player does not know the layout of the opponent's units. After each player marks the starting positions of their units on the minimap, they are revealed and the units Counters are placed on the Game Board in the manner marked on them.

**The US Player places their units on hexes north of the northern road while the German Player places their units on hexes south of the southern road.**

Since Terrain Tiles bring a new terrain layout in every game, players should disregard the terrain on the Minimap and look for a position of the hexes. For example, a Player can place their unit on a hex that is in the second row and the fifth column with a 'Clear' terrain on Minimap but after placing the Terrain Tiles on the Game Board that hex can have some other type of the terrain. If this is the case, Players should disregard the type of the terrain and look only at the position of the hex when placing their units on the Game Board.

#### **11.6. Place appropriate Unit Cards on the table**

After the layout of the units is revealed to the other player, players take 5 selected Unit Cards and place them all face up on the table one next to the other so the opponent can see them.

#### **11.7. Place 'Health' markers on 'In Order' field on the Unit Cards**

Every unit has a maximum starting Health of 5, so players place 1 'Health' marker on each Unit Card on the field - 'In Order'.

#### **11.8. Place Victory Points Tracker on the table**

Players use Victory Points Tracker. The USA player will use blue cube, while the German player will use red cube to mark their victory points.

#### **11.9. Roll D12 die for Starting Time of the Day and set 'Start' and 'Round Tracker' marker**

Players roll D12 die and adjust the 'Start' and 'Round Tracker' marker as described in Section 2.6.

### **11.10. Roll D12 die for Weather Conditions and set 'Weather' marker**

Players roll D12 and adjust the 'Weather' marker on the appropriate field on the Weather Card as described in section 7.

## **12. Bot solo rules**

Select the side you want to play (USA or Germany).

Setup only your units as described in chapter 11. and draw your mission card which you need to accomplish.

You will use Explore Cards that normally spawn a unit, as explained in 2.4 buildings. For the purposes of solo play, we will call this unit a 'Local Unit'.

Both the USA and the German cards will spawn Local Units for you to defeat. You need to find 3 Explore cards which spawn a unit and defeat the spawned units to win the game.

The Local Units from 2.4 will also bring out the bots hidden enemy units of the faction that is not being played by you. We will call this unit a 'Regular Unit'.

Roll a D8 to see which type of Regular Unit will spawn, it will spawn one hex behind the Local Unit (2 hexes away from the unit that went to the building). If that hex is occupied with an enemy unit or it is one of the two frontal hexes of enemy Machine Gunner, REGULAR UNIT will spawn the next hex clockwise. If all adjacent hexes clockwise are occupied or are frontal hexes of an enemy MG, player will look for the same hexes in the same order, only 2 hexes away until they found a suitable hex.

To clarify, the Local Unit will spawn on the building hex, and the regular unit will run outside of the building behind the spawn location.

D1-2 Captain

D3 Sniper

D4 Engineer

D5 Medic

D6 Machine gunner

D7 Rifleman

D8 Grenade thrower

If the unit is already in use add +1 to the D8 roll until you can spawn an unused regular unit.

The Local Unit will immediately attack, but the Regular Unit (from the D8 roll) isn't ready immediately and it flees the building one hex behind the building on the opposite side.

All enemy units will prioritize your unit with the lowest HP that they can reach to inflict maximum damage on you. They will move and attack from their best position possible. So they will seek shelter in advantageous terrain if possible.

1. Explore Card will spawn a Local Unit.
2. If that happens you roll the D8 and spawn a Regular Unit and then perform a move and an attack (just the Local Unit, the Regular Unit isn't ready yet).

After your turn what remains of the bot forces will play. Use the list below starting from point 3 until there are no more bot units left.

1. The bot will move to the closest location in range to deal maximum damage to your nearest unit with the lowest HP.
2. Bot priority targeting when there are more targets available at the same HP:
  - 1) Captain
  - 2) Medic
  - 3) Machinegunner
  - 4) Sniper
  - 5) Grenadier
  - 6) Rifleman
  - 7) Engineer

## **HOW TO WIN THE GAME**

The goal of the solo is to find and kill 3 Local Units.

If your mission has a specific unit you need to destroy then killing 3 Regular Units from the D8 roll will fulfill that objective as well. Story wise your target was already killed in another skirmish somewhere out of sight.

If your mission has a specific location you need to control, you will need to fulfill that objective as well.

This comes down to 3-6 units in total which you need to locate and kill. How far do you spread you units out to cover more ground?

Be mindful that all regular units have their skills available. Use the character sheets for reference and to track their HP. The enemy units will always try to inflict as much damage as possible.

The game lasts for 12 rounds, with all the modules from the 2 player game. Everything is the same.

Aim for the highest score as a solo player, reach as many VP as you can and try to improve your highscore.

At the end of the game, do the following calculations on your VP:

1. + 1VP for every HP you have left.
2. -3VP for every unit you lost