

# PLAY AID CARD



MOVEMENT COSTS				
MP Cost	FRIENDLY Interdiction Marker	FRESH Enemy Units	SPENT Enemy Units	ADJACENT to area containing fresh enemy
1	-	-	-	-
1	✓	-	✓	-
1	✓	-	-	✓
2	-	-	-	✓
2	-	-	✓	-
2	✓	✓	-	-
4	-	✓	-	-

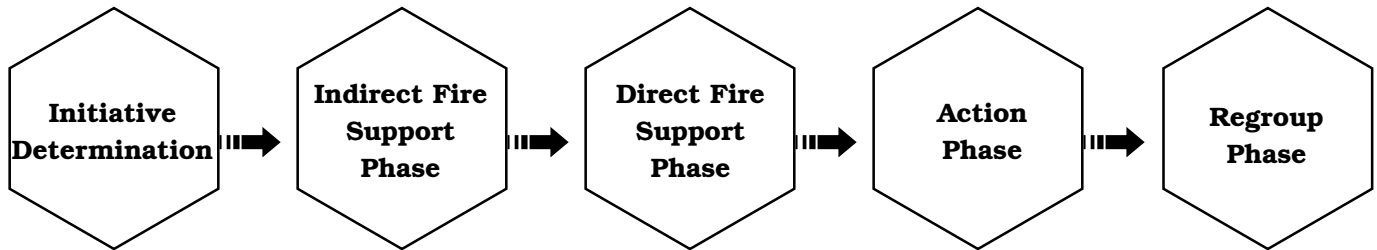
Enemy Interdiction marker = choice of 1/2 value in MP OR attacked by Indirect Fire Support

WEAPON ELIMINATION	
2d6 Roll	Result
2-7	ELIM
8-12	Remain in area

**Notes:**

▶ **ONE** Figure units **ALL** receive **5** Movement Points.

▶ Areas with one or more numbered 'donuts' (e.g., Area #8) and the "OP" bunker (Area #6) contain **BUNKERS**.



RALLYING
ALL units in same area as friendly NCO/BAR/FO
die roll = SPENT value
American receives free rally per controlled Victory area

STACKING LIMIT
12 Stacking Points per SIDE

MORTAR RANGES	
* Color	Range
Yellow	2
Red	4

APPLYING CASUALTY POINTS	
CP Absorbed	Flip FRESH or Eliminate SPENT
3	3 Figures
2	2 Figures
1	1 Figure
2	Retreat Spent

Retreat priority = No units → only friendly → friendly + enemy

FRIENDLY FIRE	
Die Roll	Result
1-5	No Effect
6	Friendly Fire Incident

If ALL friendly eliminated apply remaining CP to enemy units

OFFENSIVE TOTAL (OT) and DEFENSIVE TOTAL (DT) DETERMINATION										
Type of Attack	Terrain Effects Modifier	Printed AF of FIRING unit	Printed DF of ONE unit	Printed AF of ALL firing units	AF of Lead	Any ONE NCO/BAR	Plus 1 per Supporting unit	AF of available MGs	AF of available shoulder fired	+ a die roll
Indirect Fire Support OT	-	✓	-	-	-	-	-	-	-	✓
IFS DT	2x ✓	-	-	-	-	-	-	-	-	✓
Direct Fire Support OT	-	-	-	✓	-	✓	-	-	-	✓
DFS DT	✓	-	-	-	-	-	-	-	-	✓
Assault OT	-	-	-	-	✓	✓	✓	✓	✓	✓
Assault DT	✓	-	✓	-	-	✓	✓	-	-	✓

Only FRESH units may Assault or fire Weapons using Indirect or Direct Fire Support