



Range System:

The range cards are layed out in a column along the side of the battle area. The current range of a section is placed in front of that section's soldier cards. As a section moves forward or backward, replace its range card with the new range card.

To determine range, subtract the difference between the attacking section and its target.

Examples:

Attacker at Range 8
 Target at Range 3
 Range = 5

Attacker at Range 2
 Target at Range 6
 Range = 4

There is a table of ranges at the bottom of each soldier card. Under each range, there are two numbers.

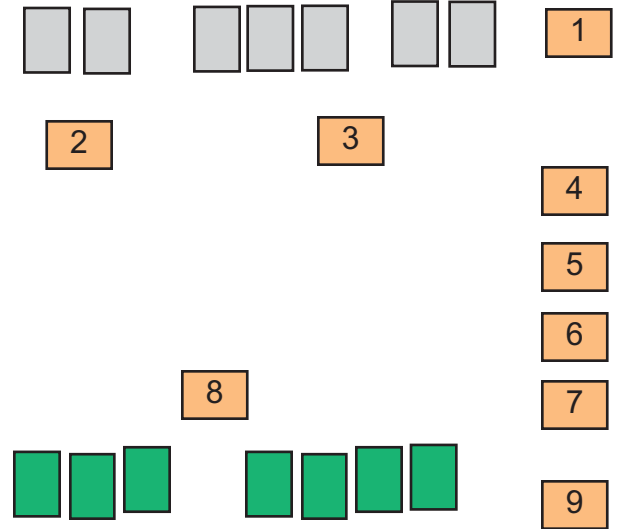
A black number represents aimed fire from the soldier. There is no need to reload after this type of attack.

A red number represents rapid fire. The attack produces more Firepower, but the weapon cannot be used again until it is reloaded. The soldier can use a Preparation during a Prepare Order to reload.



Player 1

Axis Soldier Cards



Allied Soldier Cards

Player 2