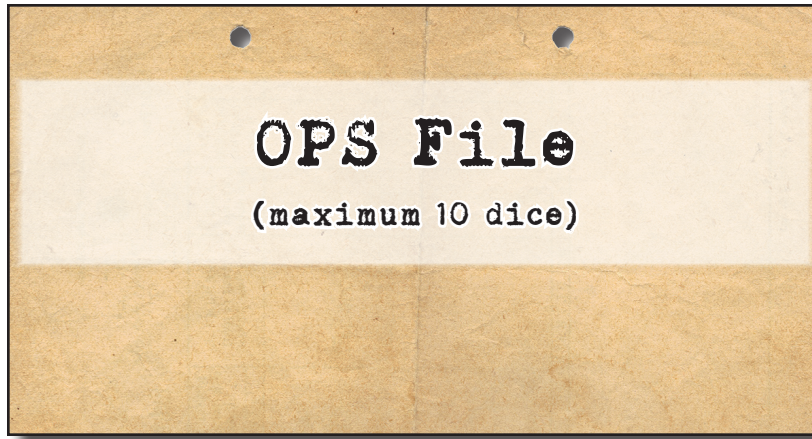




British Early War



### Events

- Gaps in His Lines** (1 die)  
Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners** (2 dice)  
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals** (2 dice)  
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road** (2 dice)  
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor** (2 dice)  
Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry** (2 dice)  
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack** (2 dice)  
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Jock Column** (2 dice)  
All motorized units in 1 square may move up to three squares in any terrain in this phase. They must move together to the same destination, *not* into an enemy square. They are not tipped.
- Dig In** (2 dice)  
Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.

### Defensive Tactics

- Attack Broken Up**  
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**  
Defender gets one shift up.
- Defense in Depth**  
Attacker gets one shift down.
- Fast Reaction**  
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**  
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**  
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- Their Finest Hour**  
One defending infantry may double its combat value in this combat.

### Offensive Tactics

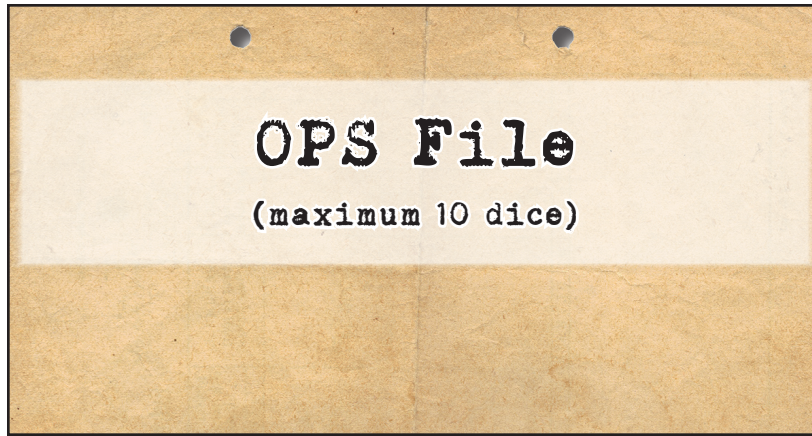
- Flamethrowers**  
Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**  
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bogage.
- Massed Target**  
If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**  
Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**  
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**  
Defender gets one shift down.
- Airstrike**  
Attacker gets one shift up. Clear weather only. Not permitted in Woods.

### General Tactics

**Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.



Allied Mid-War



Turn Record

Markers

### Events

- Gaps in His Lines** (1 die)  
Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners** (2 dice)  
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals** (2 dice)  
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road** (2 dice)  
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor** (2 dice)  
Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry** (2 dice)  
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack** (2 dice)  
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Arsenal of Democracy** (2 dice)  
This event immediately places four Ops in your file. You do not have to roll them first.
- Dig In** (2 dice)  
Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.
- Jabos!** (2 dice)  
Choose one enemy square. All enemy units in that square that used road movement *last* turn, through any terrain, take one loss each. Clear weather only.

### Defensive Tactics

- Attack Broken Up**  
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**  
Defender gets one shift up.
- Defense in Depth**  
Attacker gets one shift down.
- Fast Reaction**  
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**  
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**  
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- Their Finest Hour**  
One defending infantry may double its combat value in this combat.
- Pheasants**  
If the combat is in Open terrain and you have at least one infantry unit, and the enemy has at least one armor unit, defender gets one shift up.

### Offensive Tactics

- Armored Assault**  
Attacker gets one shift up if he has at least one armor unit **and** one armored infantry unit.
- Flamethrowers**  
Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**  
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target**  
If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**  
Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**  
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**  
Defender gets one shift down.
- Airstrike**  
Attacker gets one shift up. Clear weather only. Not permitted in Woods.

### General Tactics

**Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.



Allied Late War



### Events

- Gaps in His Lines**

Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**

In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**

Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**

Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**

Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**

Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**

Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Arsenal of Democracy**

This event immediately places four Ops in your file. You do not have to roll them first.
- Bombing / Interdiction**

Force the enemy player to re-roll all the dice currently in his Ops file. Rolls of 1 are discarded.
- Carpet Bombing**

Choose one enemy square, not within 2 squares of any friendly units. All units in the target square take one loss each. Any terrain. Clear weather only.
- Jabos!**

Choose one enemy square. All enemy units in that square that used road movement *last* turn, through any terrain, take one loss each. Clear weather only.

### Defensive Tactics

- Attack Broken Up**

Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**

Defender gets one shift up.
- Defense in Depth**

Attacker gets one shift down.
- Fast Reaction**

One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**

All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**

Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- PIATs and Bazookas**

One infantry unit doubles its combat value if at least one enemy armor unit is attacking.

### Offensive Tactics

- Armored Assault**

Attacker gets one shift up if he has at least one armor unit **and** one armored infantry unit.
- Flamethrowers**

Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**

Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target**

If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**

Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**

Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**

Defender gets one shift down.
- Airstrike**

Attacker gets one shift up. Clear weather only. Not permitted in Woods.
- Airstrike**

Attacker gets one shift up. Clear weather only. Not permitted in Woods.

### General Tactics

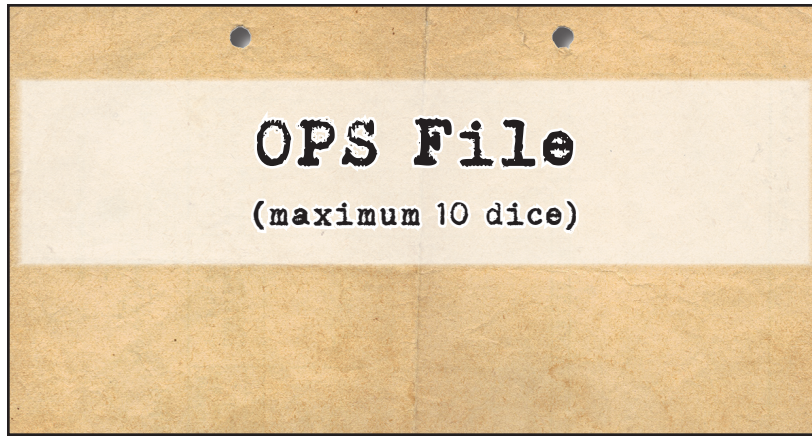
**Recce**

Your side shoots first in this combat. Negated by enemy *Recce*.





French Early War



### Events

- Gaps in His Lines** (1 die)  
Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners** (2 dice)  
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals** (3 dice)  
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road** (2 dice)  
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor** (2 dice)  
Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry** (2 dice)  
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack** (2 dice)  
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Dig In** (3 dice)  
Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.

### Defensive Tactics

- Attack Broken Up**  
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**  
Defender gets one shift up.
- Defense in Depth**  
Attacker gets one shift down.
- Fast Reaction**  
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**  
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**  
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)

### Offensive Tactics

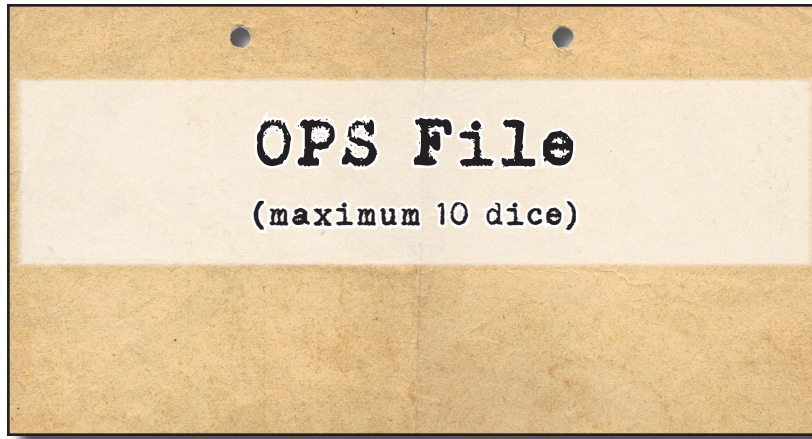
- Flamethrowers**  
Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**  
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target**  
If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**  
Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**  
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**  
Defender gets one shift down.

### General Tactics

**Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.



Italian Early & Mid-War



### Events

- Gaps in His Lines**  Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**  In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**  Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**  Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**  Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**  Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**  Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Dig In**  Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.

### Defensive Tactics

- Attack Broken Up** Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions** Defender gets one shift up.
- Defense in Depth** Attacker gets one shift down.
- Fast Reaction** One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line** All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw** Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)

### Offensive Tactics

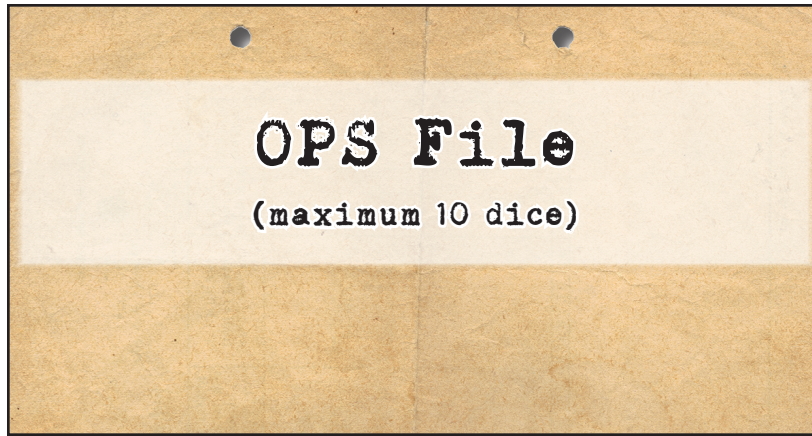
- Flamethrowers** Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration** Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target** If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery** Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack** Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke** Defender gets one shift down.

### General Tactics

**Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.



German Early War



### Events

- Gaps in His Lines**

Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**

In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**

Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**

Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**

Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**

Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**

Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Bewegungskrieg**

All of your motorized units will have a movement allowance of 2 in the first tactical phase of this turn.
- Blitzkrieg**

The enemy may not invoke more than one tactical phase in his next turn.

### Defensive Tactics

- Attack Broken Up**

Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**

Defender gets one shift up.
- Defense in Depth**

Attacker gets one shift down.
- Fast Reaction**

One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**

All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**

Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- FlaK**

Negates an enemy *Airstrike*.
- Haut ab!**

All infantry units in this combat may evade.
- Eighty-Eights**

If the combat is in Open terrain and you have at least one infantry unit, and the enemy has at least one armor unit, defender gets one shift up.

### Offensive Tactics

- Armored Assault**

Attacker gets one shift up if he has at least one armor unit **and** one armored infantry unit.
- Flamethrowers**

Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**

Double the combat value of one infantry unit if attacking Mountain, Woods, or Bogage.
- Massed Target**

If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**

Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**

Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**

Defender gets one shift down.
- Airstrike**

Attacker gets one shift up. Clear weather only. Not permitted in Woods.
- Airstrike**

Attacker gets one shift up. Clear weather only. Not permitted in Woods.

### General Tactics

- Recce**

Your side shoots first in this combat. Negated by enemy *Recce*.
- Kampfgruppen**

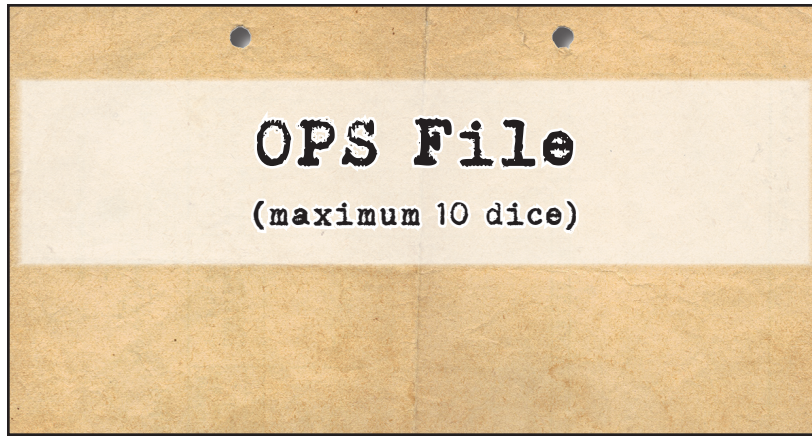
German units in this combat suffer no penalty for belonging to multiple elements.
- Three-Man Turrets**

If this is a tank battle, the Germans receive one shift up.





German Mid-War



### Events

- Gaps in His Lines** (1 die)  
Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners** (2 dice)  
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals** (2 dice)  
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road** (2 dice)  
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor** (2 dice)  
Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry** (2 dice)  
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack** (2 dice)  
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Bewegungskrieg** (2 dice)  
All of your motorized units will have a movement allowance of 2 in the first tactical phase of this turn.
- Replacement Battalion** (2 dice)  
Reorganize all the infantry units in one square, even if they are low on supply or isolated.

### Defensive Tactics

- Attack Broken Up**  
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**  
Defender gets one shift up.
- Defense in Depth**  
Attacker gets one shift down.
- Fast Reaction**  
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**  
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**  
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- FlaK**  
Negates an enemy *Airstrike*.
- Haut ab!**  
All infantry units in this combat may evade.
- Eighty-Eights**  
If the combat is in Open terrain and you have at least one infantry unit, and the enemy has at least one armor unit, defender gets one shift up.

### Offensive Tactics

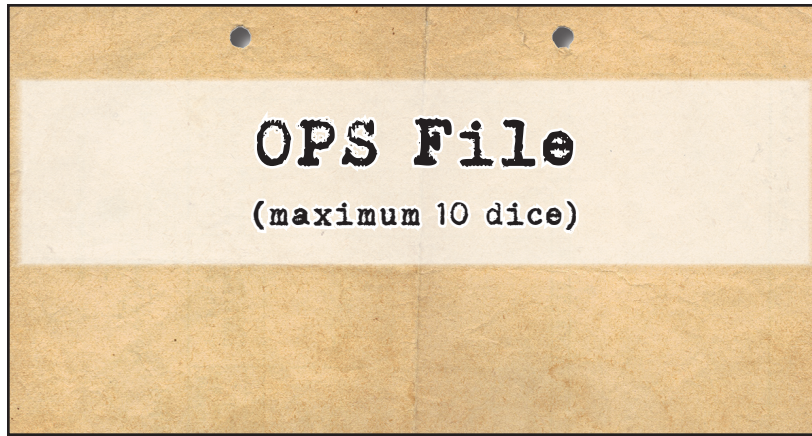
- Armored Assault**  
Attacker gets one shift up if he has at least one armor unit **and** one armored infantry unit.
- Flamethrowers**  
Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**  
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bogage.
- Massed Target**  
If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**  
Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**  
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**  
Defender gets one shift down.
- Airstrike**  
Attacker gets one shift up. Clear weather only. Not permitted in Woods.

### General Tactics

- Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.
- Kampfgruppen**  
German units in this combat suffer no penalty for belonging to multiple elements.
- Kampfgruppen**  
German units in this combat suffer no penalty for belonging to multiple elements.



German Late War



Turn Record

Markers

### Events

- Gaps in His Lines** (1 die)  
Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners** (2 dice)  
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals** (2 dice)  
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road** (2 dice)  
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor** (2 dice)  
Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry** (2 dice)  
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack** (1 die)  
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Bewegungskrieg** (1 die)  
All of your motorized units will have a movement allowance of 2 in the first tactical phase of this turn.
- Replacement Battalion** (2 dice)  
Reorganize all the infantry units in one square, even if they are low on supply or isolated.
- Igelstellungen** (2 dice)  
Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.
- Totaler Krieg** (1 die)  
This event immediately places five Ops in your file. You do not have to roll them first.

### Defensive Tactics

- Attack Broken Up**  
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**  
Defender gets one shift up.
- Defense in Depth**  
Attacker gets one shift down.
- Fast Reaction**  
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**  
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**  
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- FlaK**  
Negates an enemy *Airstrike*.
- Haut ab!**  
All infantry units in this combat may evade.
- Panzerfäuste**  
One infantry unit doubles its combat value if at least one enemy armor unit is attacking.

### Offensive Tactics

- Armored Assault**  
Attacker gets one shift up if he has at least one armor unit **and** one armored infantry unit.
- Flamethrowers**  
Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**  
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bodge.
- Massed Target**  
If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**  
Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**  
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**  
Defender gets one shift down.

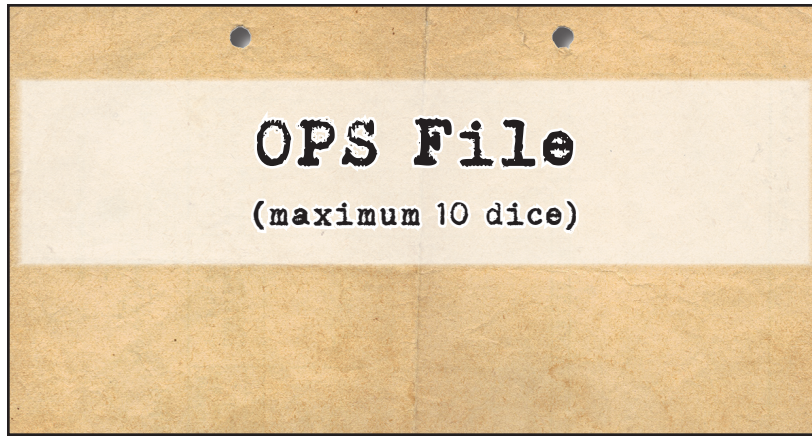
### General Tactics

- Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.
- Kampfgruppen**  
German units in this combat suffer no penalty for belonging to multiple elements.












Soviet Early War



### Events

- Gaps in His Lines**  Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**  In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**  Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**  Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**  Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**  Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**  Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- All Workers to the Front**  Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.
- Motherland Calls**  This event immediately places five Ops in your file. You do not have to roll them first.

### Defensive Tactics

- Attack Broken Up** Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions** Defender gets one shift up.
- Defense in Depth** Attacker gets one shift down.
- Fast Reaction** One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line** All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw** Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- Not One Step Back** Ignore the first hit inflicted by the enemy in this combat. No Soviet units may evade from this combat.
- Political Officer** One defending Soviet infantry unit may double its combat value. No Soviet units may evade from this combat.

### Offensive Tactics

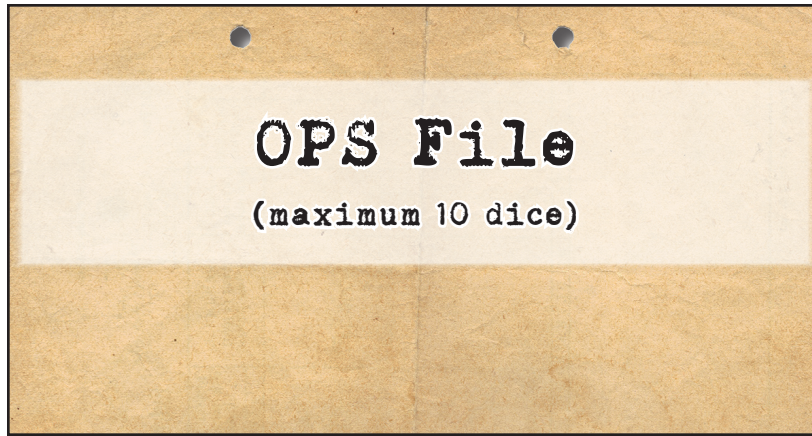
- Flamethrowers** Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration** Double the combat value of one infantry unit if attacking Mountain, Woods, or Bogage.
- Massed Target** If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery** Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack** Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke** Defender gets one shift down.
- Molotov Cocktails** Soviet infantry attacking enemy armor in the Open do not suffer any penalty for lacking friendly armor support.

### General Tactics

- Recce** Your side shoots first in this combat. Negated by enemy *Recce*.
- Behemoths** One Soviet armor unit may double its combat value.



Soviet Mid-War



### Events

- Gaps in His Lines**  
Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**  
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**  
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**  
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**  
Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**  
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**  
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Partisans**  
Choose one enemy square. One enemy unit in that square that used road movement *last* turn, through any terrain, take one loss.
- Maskirovka**  
In his coming turn, the enemy discards new Ops dice on rolls of 1s, 2s, or 3s.
- All Workers to the Front**  
Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.
- Motherland Calls**  
This event immediately places five Ops in your file. You do not have to roll them first.

### Defensive Tactics

- Attack Broken Up**  
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**  
Defender gets one shift up.
- Defense in Depth**  
Attacker gets one shift down.
- Fast Reaction**  
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**  
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**  
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- Not One Step Back**  
Ignore the first hit inflicted by the enemy in this combat. No Soviet units may evade from this combat.
- Political Officer**  
One defending Soviet infantry unit may double its combat value. No Soviet units may evade from this combat.

### Offensive Tactics

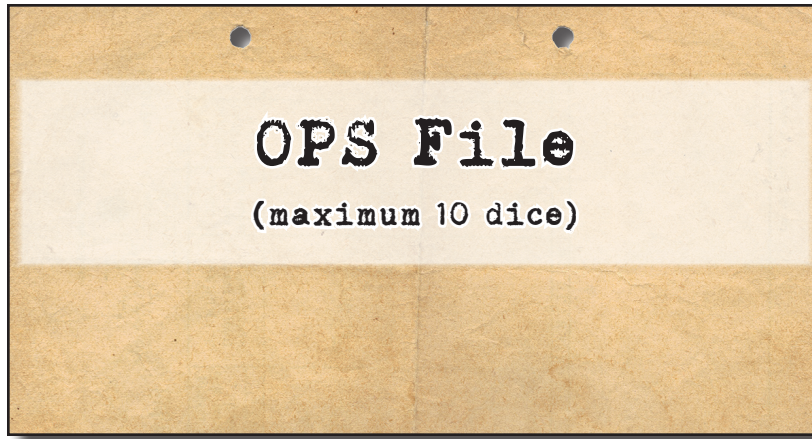
- Flamethrowers**  
Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**  
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bogage.
- Massed Target**  
If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**  
Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**  
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**  
Defender gets one shift down.
- Molotov Cocktails**  
Soviet infantry attacking enemy armor in the Open do not suffer any penalty for lacking friendly armor support.

### General Tactics

**Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.



Soviet Late War



### Events

- Gaps in His Lines** (1 die)  
Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners** (2 dice)  
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals** (3 dice)  
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road** (2 dice)  
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor** (2 dice)  
Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry** (2 dice)  
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack** (1 die)  
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Partisans** (1 die)  
Choose one enemy square. One enemy unit in that square (your choice) that used road movement *last* turn, through any terrain, take one loss.
- Maskirovka** (1 die)  
In his coming turn, the enemy discards new Ops dice on rolls of 1s, 2s, or 3s.

### Defensive Tactics

- Attack Broken Up**  
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**  
Defender gets one shift up.
- Defense in Depth**  
Attacker gets one shift down.
- Fast Reaction**  
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**  
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**  
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)

### Offensive Tactics

- Flamethrowers**  
Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**  
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target**  
If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**  
Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**  
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**  
Defender gets one shift down.
- Airstrike**  
Attacker gets one shift up. Clear weather only. Not permitted in Woods.
- Stalin's Organs**  
If at least one Katyusha barrages, the attackers ignore any shift down for urban, mountain, or bocage terrain.

### General Tactics

- Recce**  
Your side shoots first in this combat. Negated by enemy *Recce*.