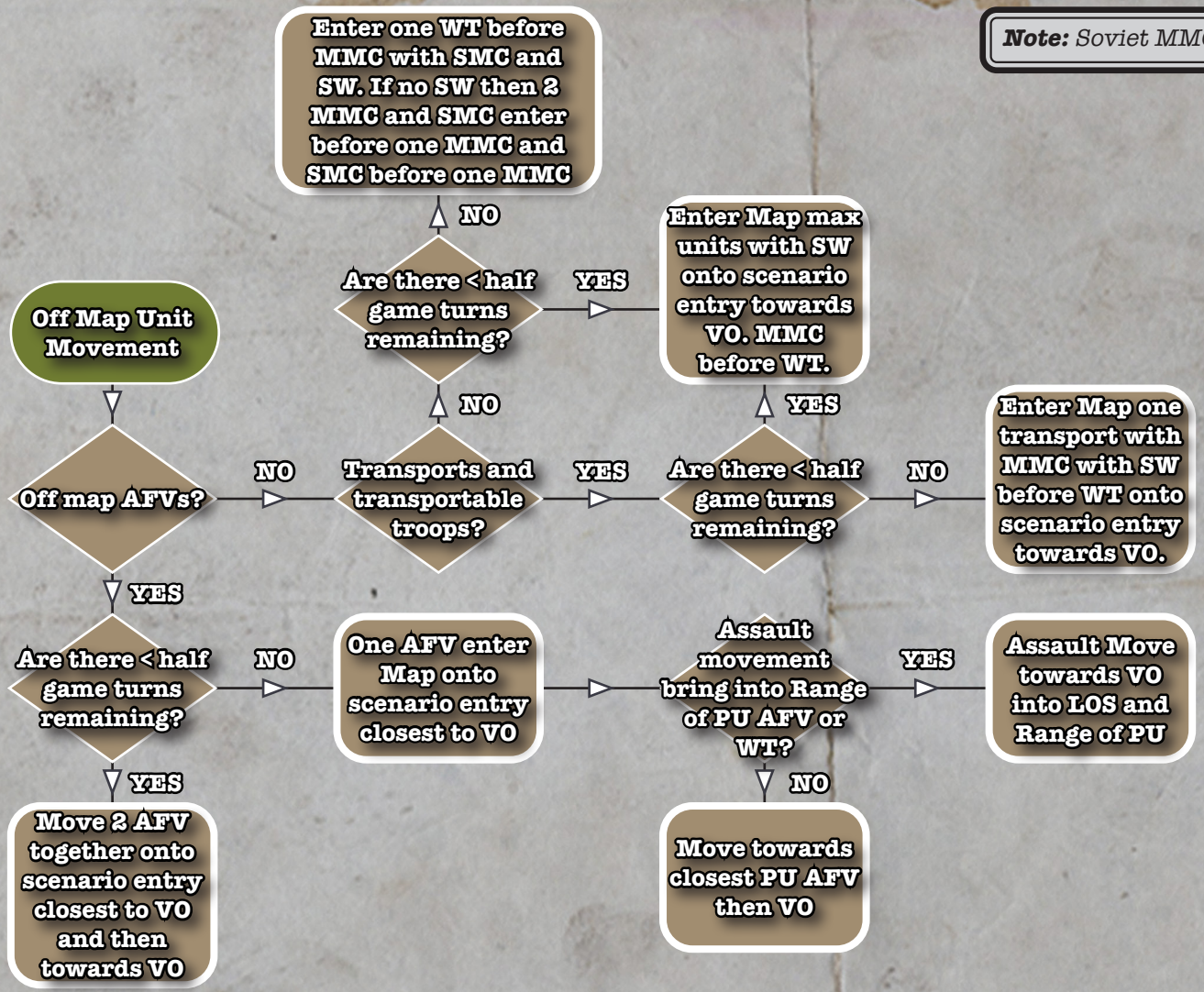
OFFENSIVE / DEFENSIVE OFF MAP UNIT MOVEMENT

CARD 01

Note: *Soviet MMCs will accompany an AFV as a rider.*



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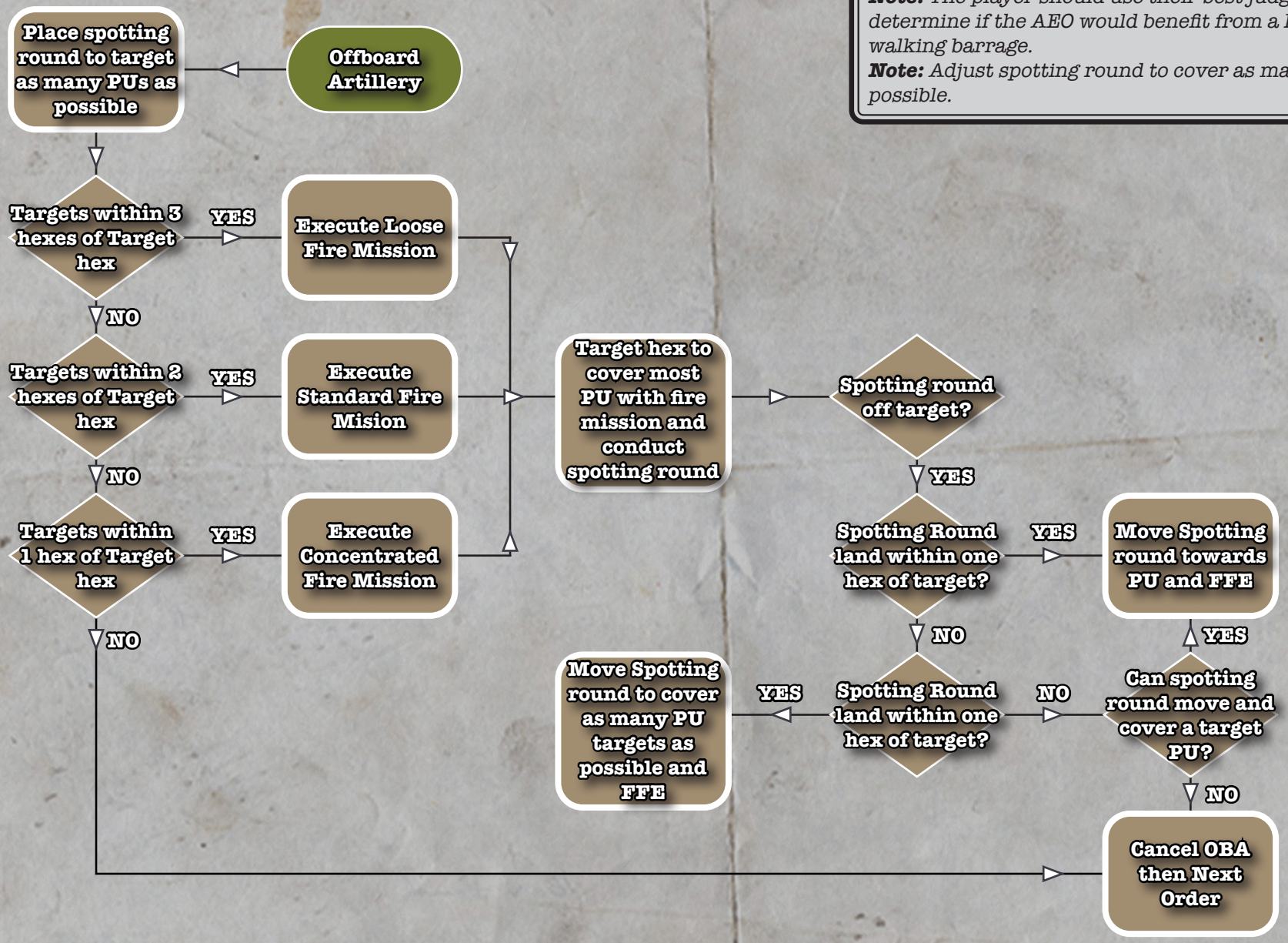
OFFBOARD ARTILLERY
CARD 02



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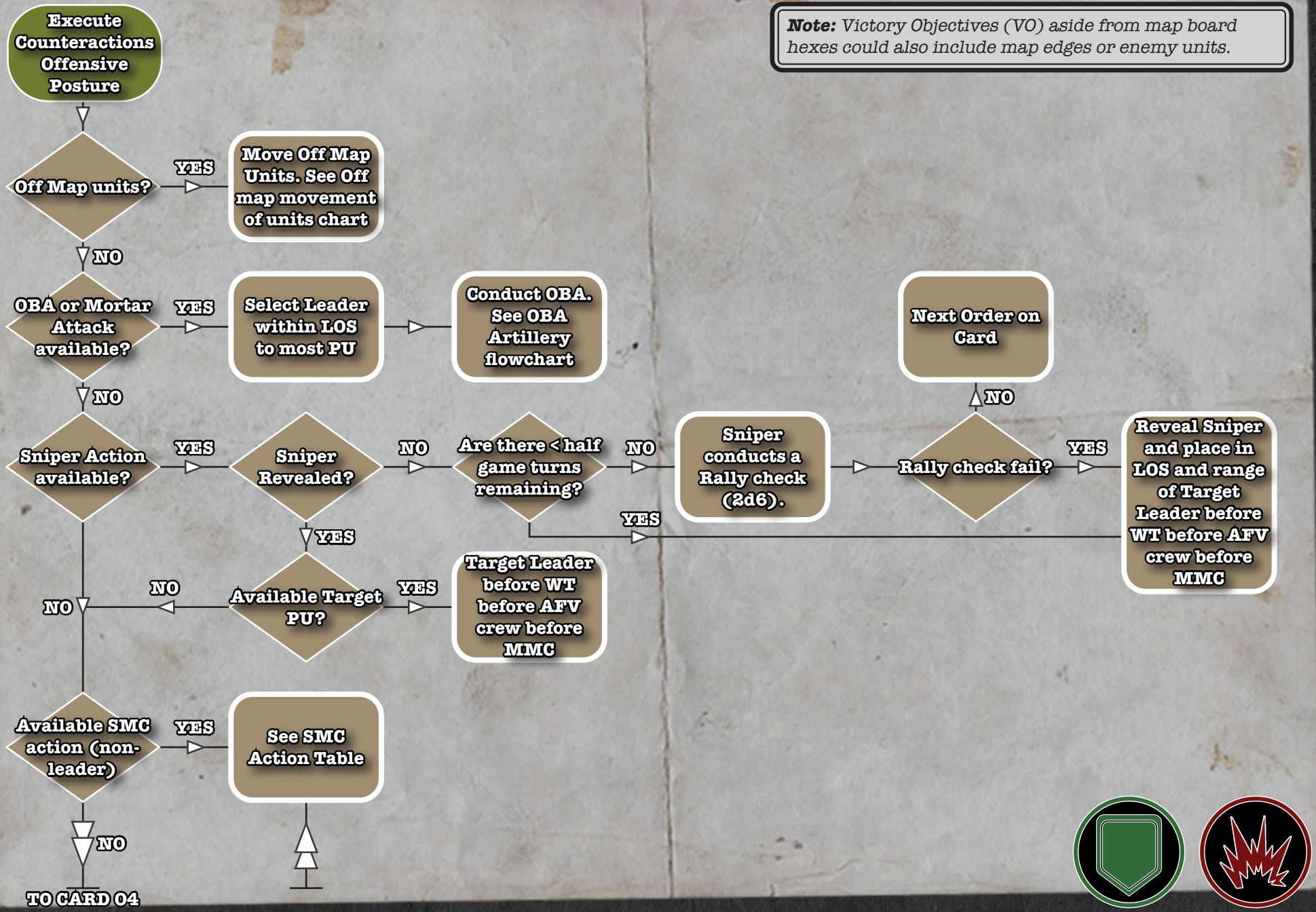
OFFENSIVE / DEFENSIVE COUNTERACTIONS
CARD 03

Note: *Victory Objectives (VO) aside from map board hexes could also include map edges or enemy units.*



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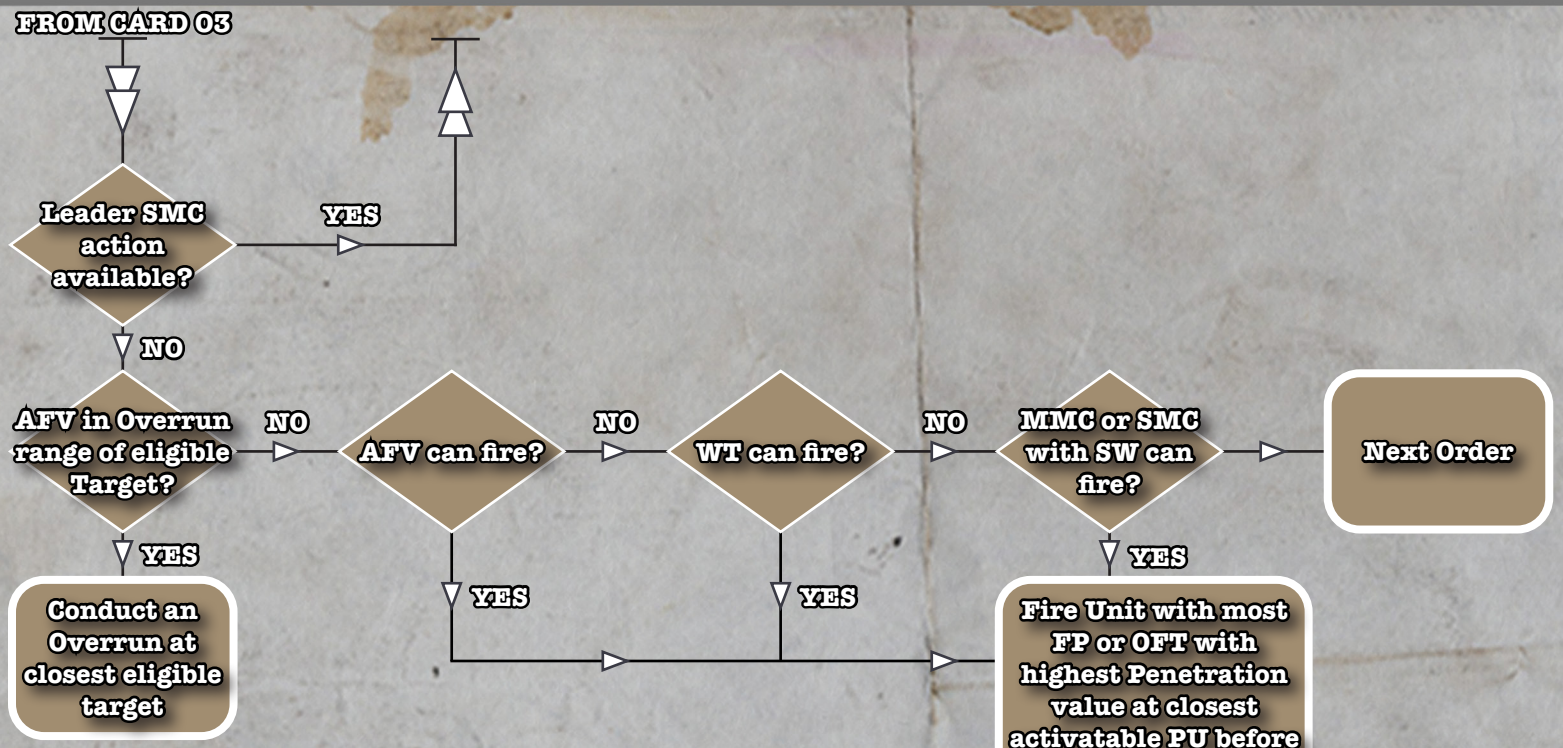
OFFENSIVE / DEFENSIVE COUNTERACTIONS
CARD 04



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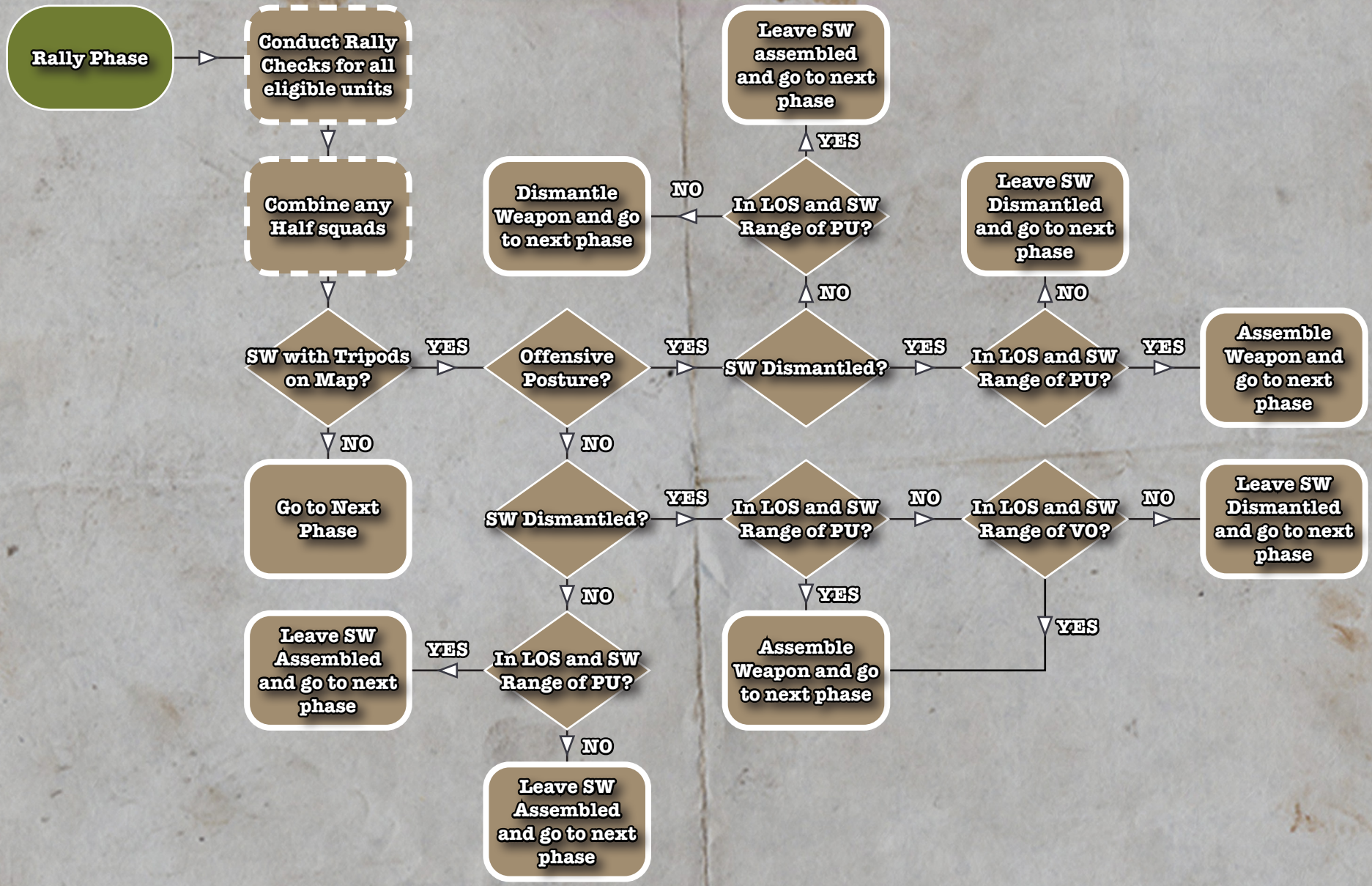

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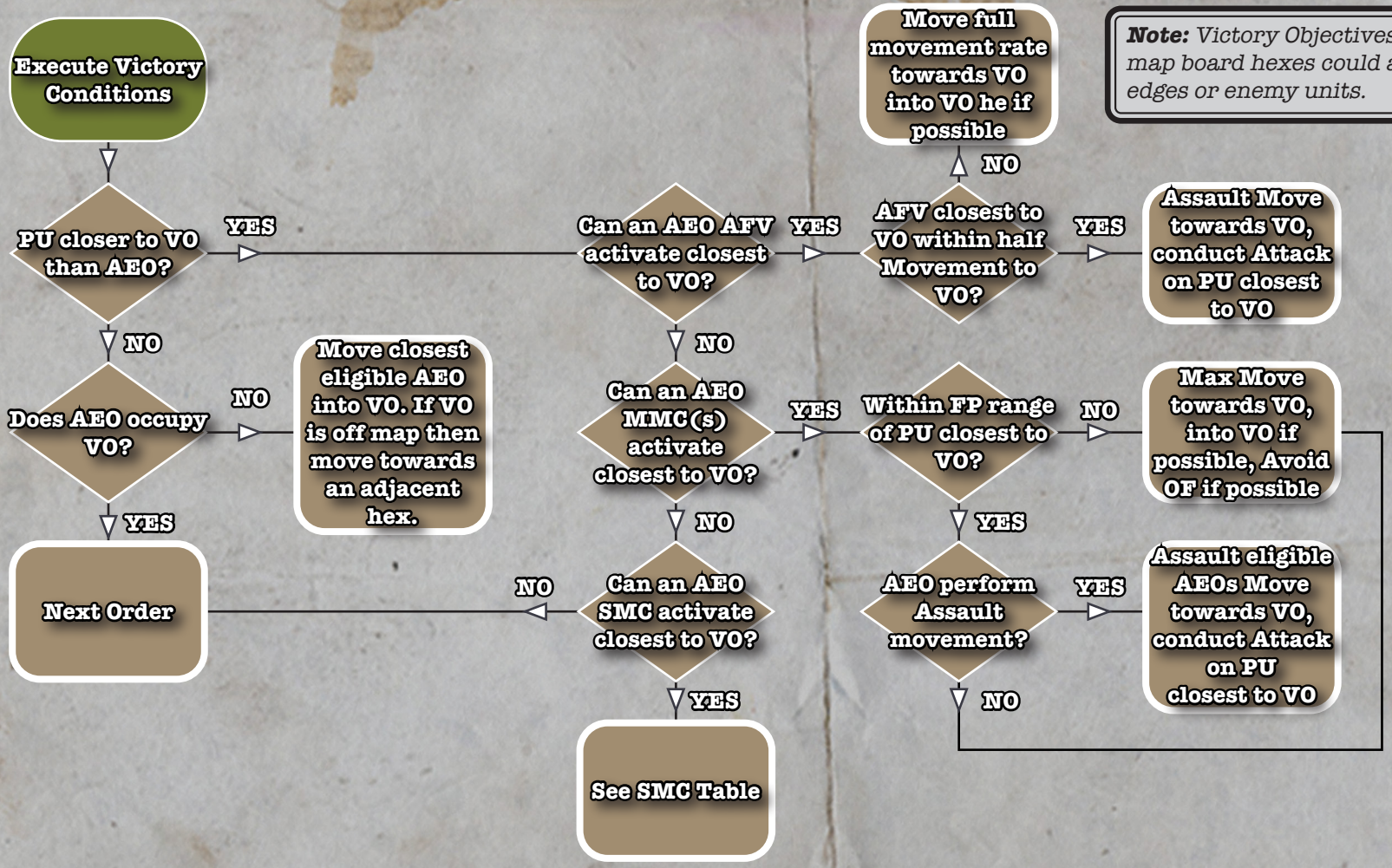
EXECUTE VICTORY CONDITIONS
CARD 06



Note: *Victory Objectives (VO) aside from map board hexes could also include map edges or enemy units.*

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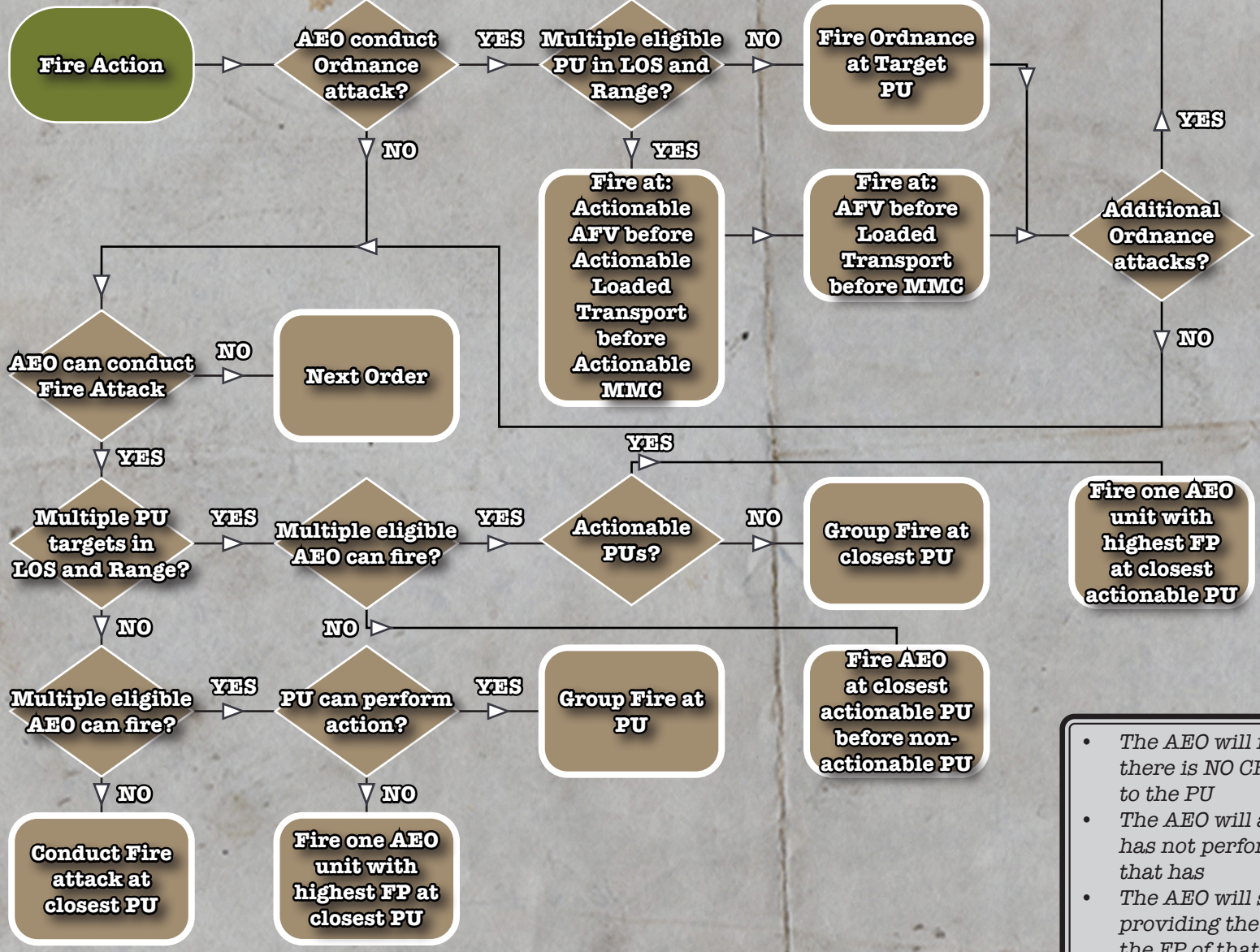

- *The AEO will not conduct a fire attack if there is NO CHANCE of causing damage to the PU*
- *The AEO will always fire at a PU that has not performed an action over a PU that has*
- *The AEO will select an AFV as a target providing the crew is unbuttoned unless the FP of that AFV is 1 or less*

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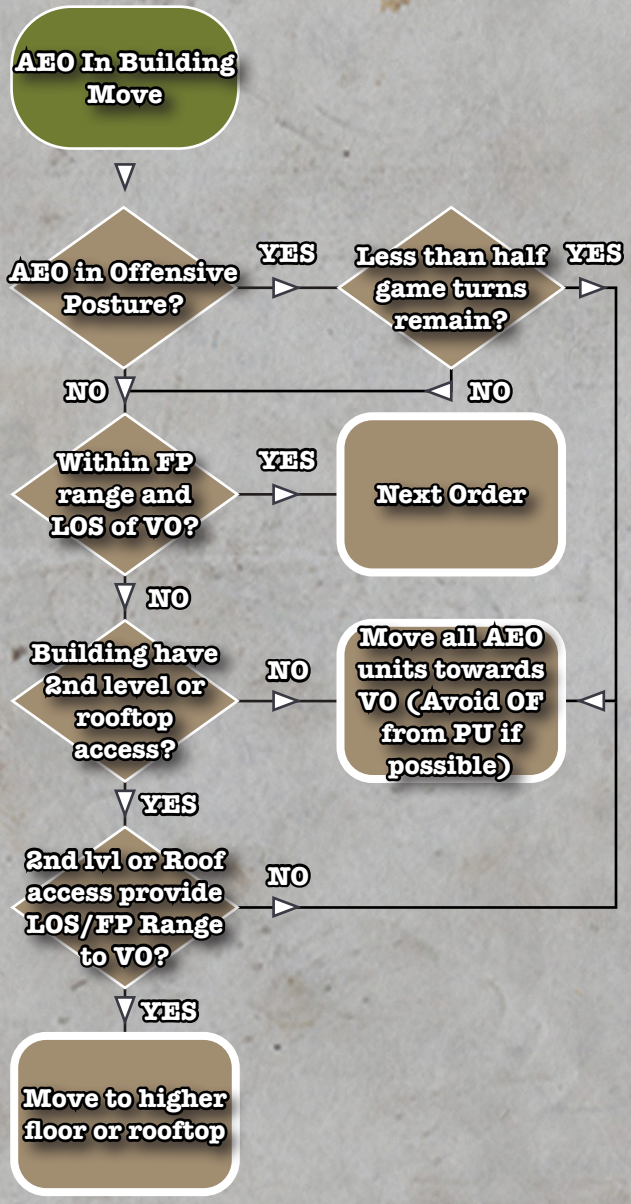
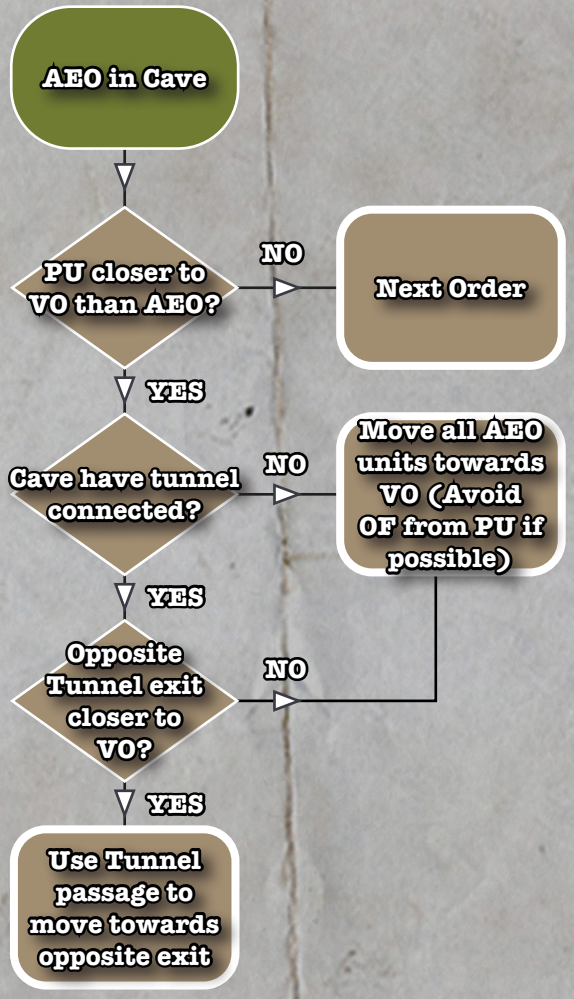
OFFENSIVE / DEFENSIVE POSTURE BUILDING OR CAVE MOVE

CARD 08





- *The AEO will not conduct a fire attack if there is NO CHANCE of causing damage to the PU*
- *The AEO will always fire at a PU that has not performed an action over a PU that has*
- *The AEO will select an AFV as a target providing the crew is unbuttoned unless the FP of that AFV is 1 or less*

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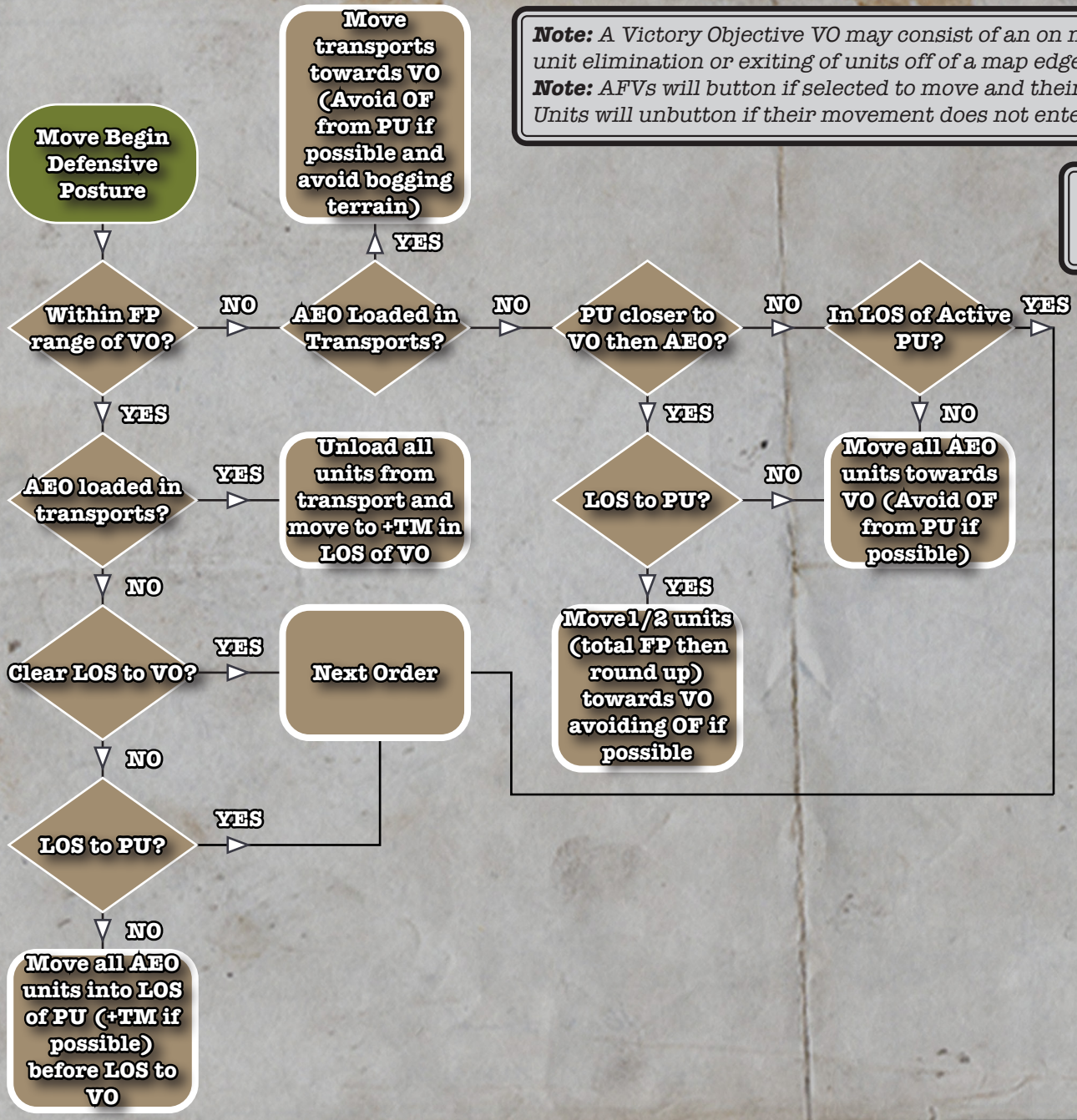
DEFENSIVE POSTURE MOVE
CARD 09

Note: *A Victory Objective VO may consist of an on map objective, a victory condition such as unit elimination or exiting of units off of a map edge*
Note: *AFVs will button if selected to move and their path will cause an FP OF against them. Units will unbutton if their movement does not enter an LOS path to PU*

Note: *An Active PU is equivalent to Units that have already performed an action that turn and are not eligible to move or fire.*



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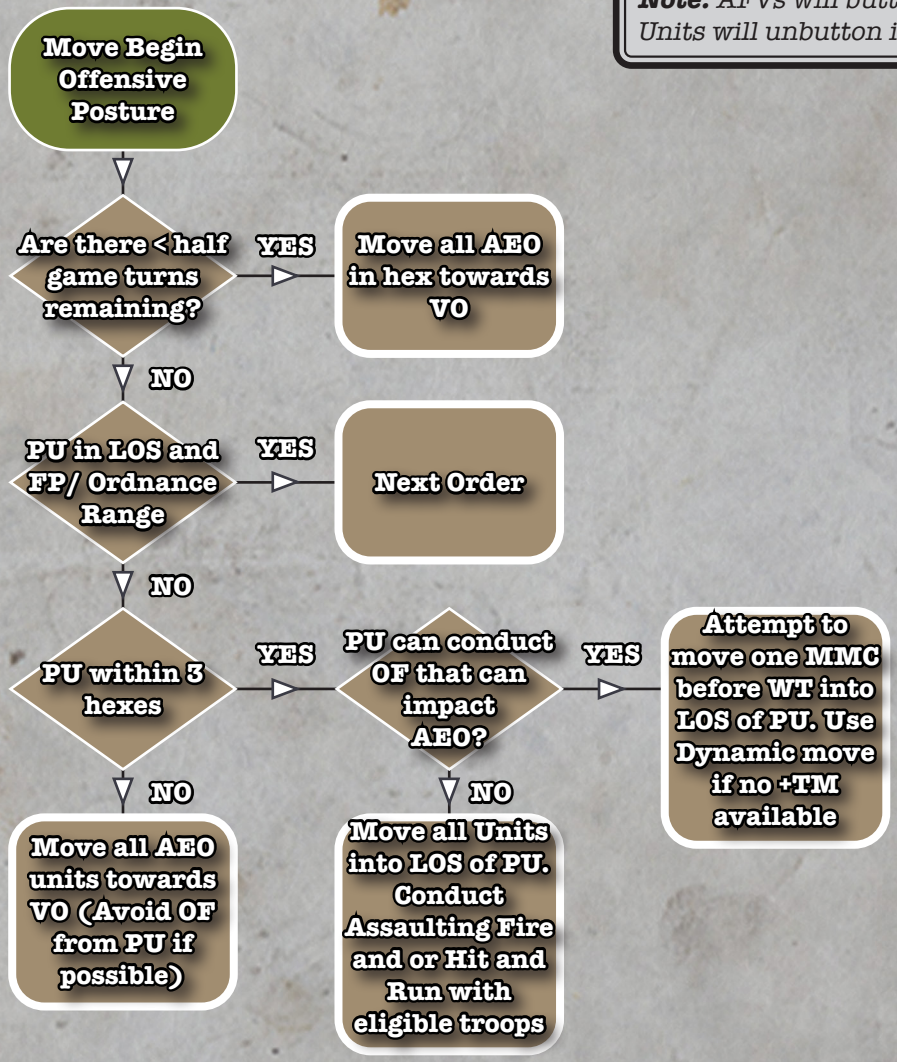
OFFENSIVE POSTURE MOVE
CARD 10



Note: *A Victory Objective VO may consist of an on map objective, a victory condition such as unit elimination or exiting of units off of a map edge.*
Note: *AFVs will button if selected to move and their path will cause an FP OF against them. Units will unbutton if their movement does not enter an LOS path to PU.*

Note: *If there are no available AEO units to perform an action then Units off map may perform a move action.*
Note: *An Active PU is equivalent to Units that have already performed an action that turn and are not eligible to move or fire.*

Note: *See AFV Movement when an AFV is selected to move.*

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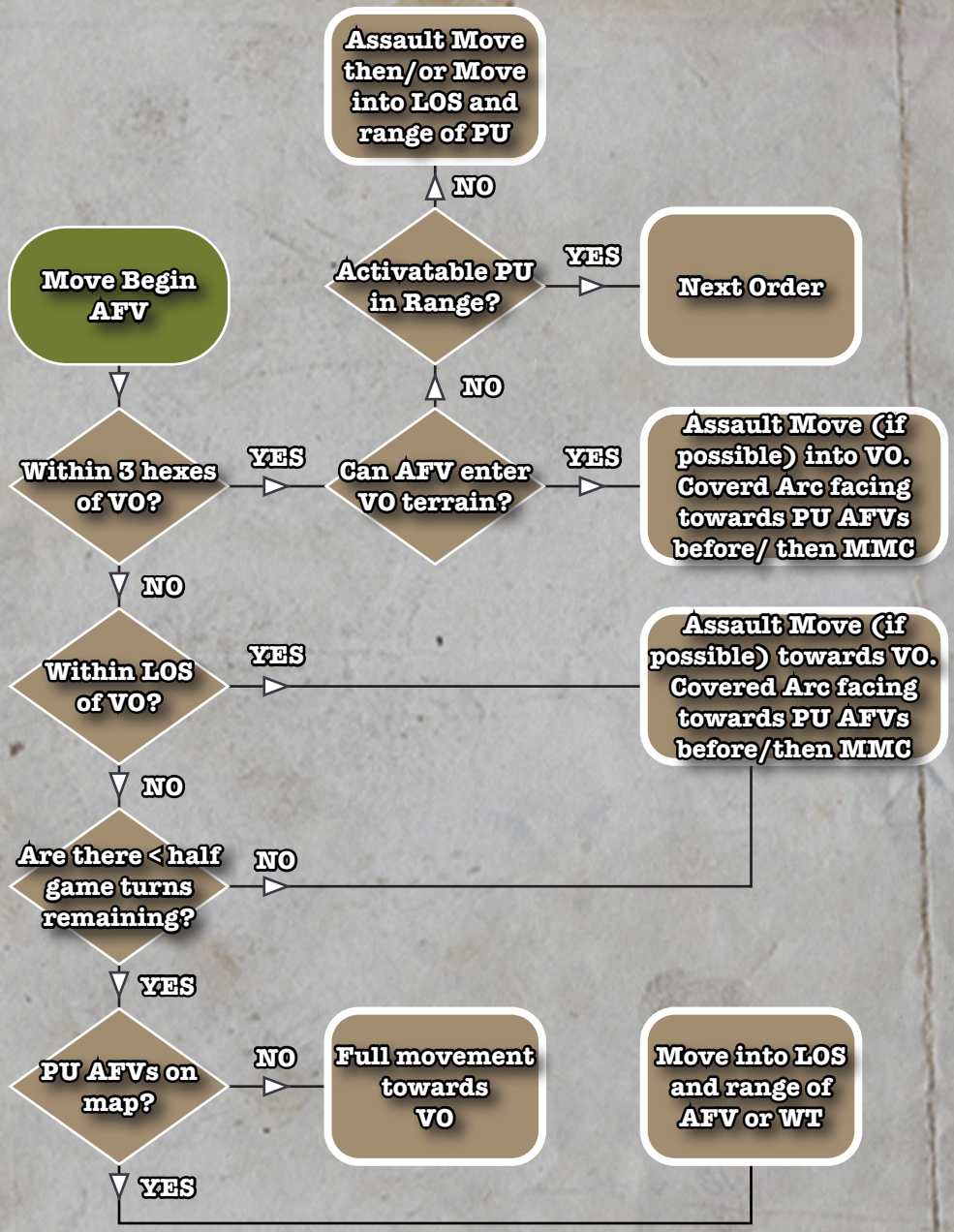
OFFENSIVE / DEFENSIVE POSTURE AFV MOVEMENT

CARD 11



Note: *No Activatable AEO units on map then Activate off map units.*
Note: *An Active PU is equivalent to Units that have already performed an action that turn and are not eligible to move or fire.*
Note: *A Victory Objective VO may consist of an on map objective, a victory condition such as unit elimination or exiting of units off of a map edge.*
Note: *AFVs will button is selected to move and their path will cause an FP OF against them. Units will unbutton if their movement leaves them in a hex not in LOS of PU.*

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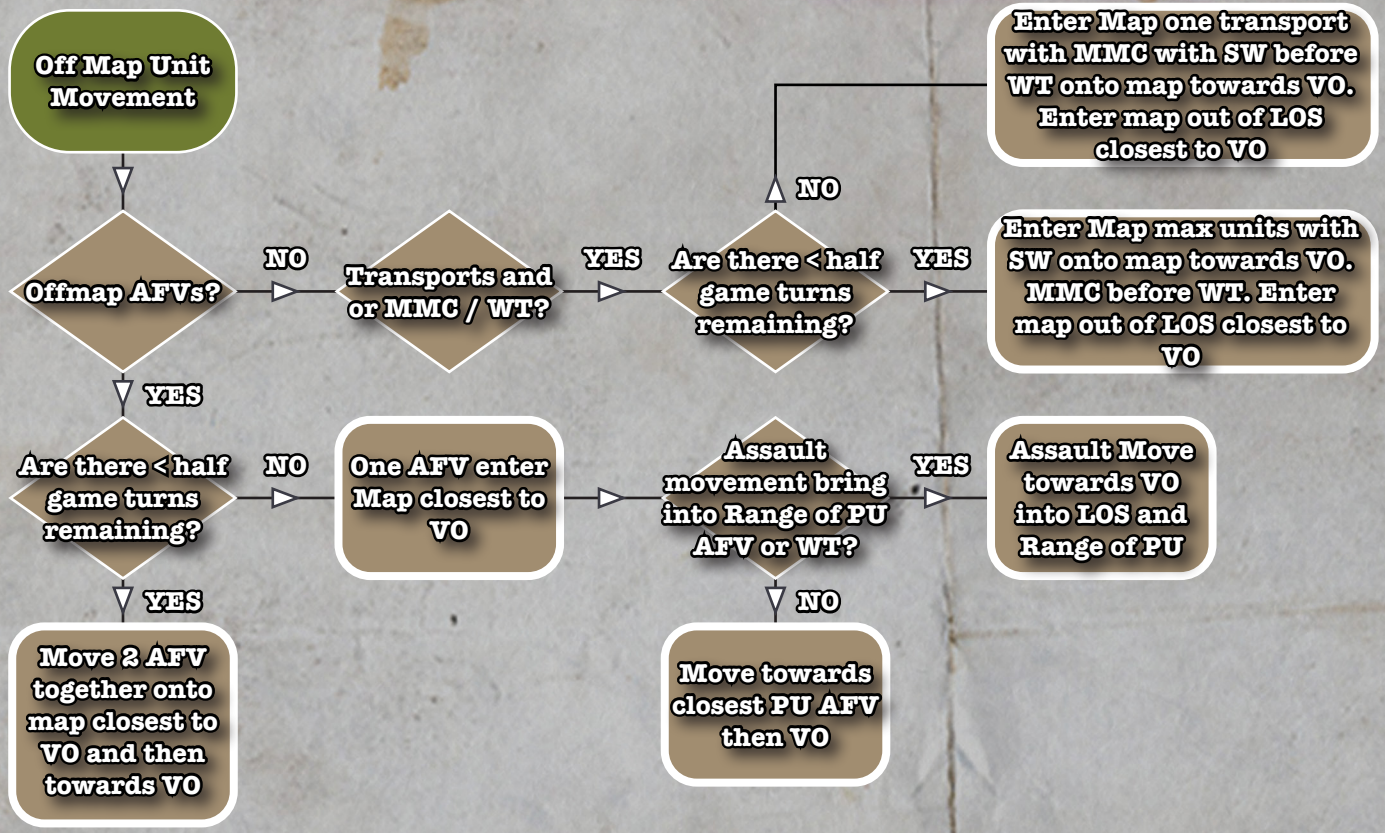
OFFENSIVE / DEFENSIVE OFF MAP MOVEMENT

CARD 12



Note: *Soviet MMCs will accompany an AFV as a rider.*

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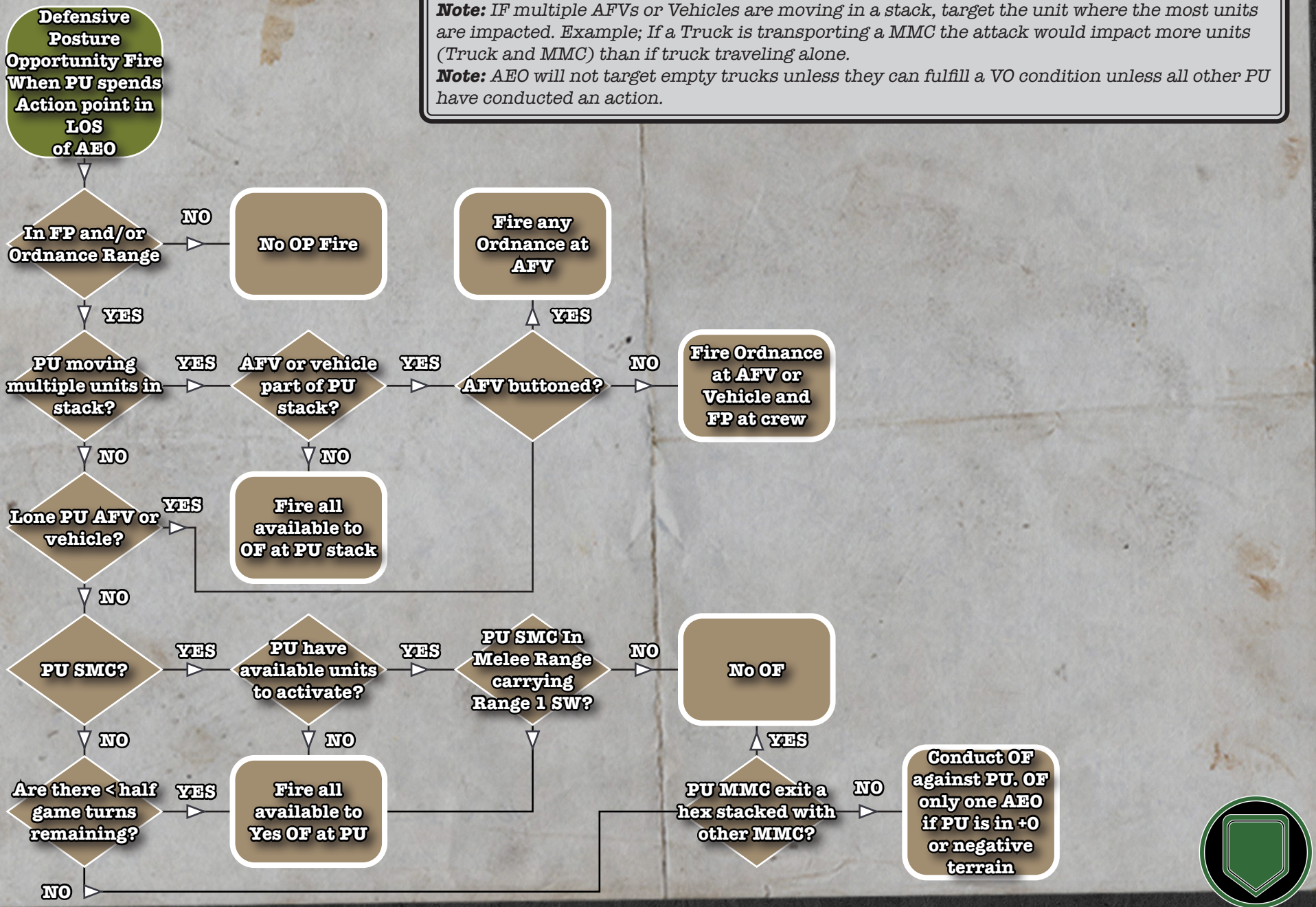
DEFENSIVE OPPORTUNITY FIRE
CARD 13

Note: *IF multiple AFVs or Vehicles are moving in a stack, target the unit where the most units are impacted. Example; If a Truck is transporting a MMC the attack would impact more units (Truck and MMC) than if truck traveling alone.*
Note: *AEO will not target empty trucks unless they can fulfill a VO condition unless all other PU have conducted an action.*



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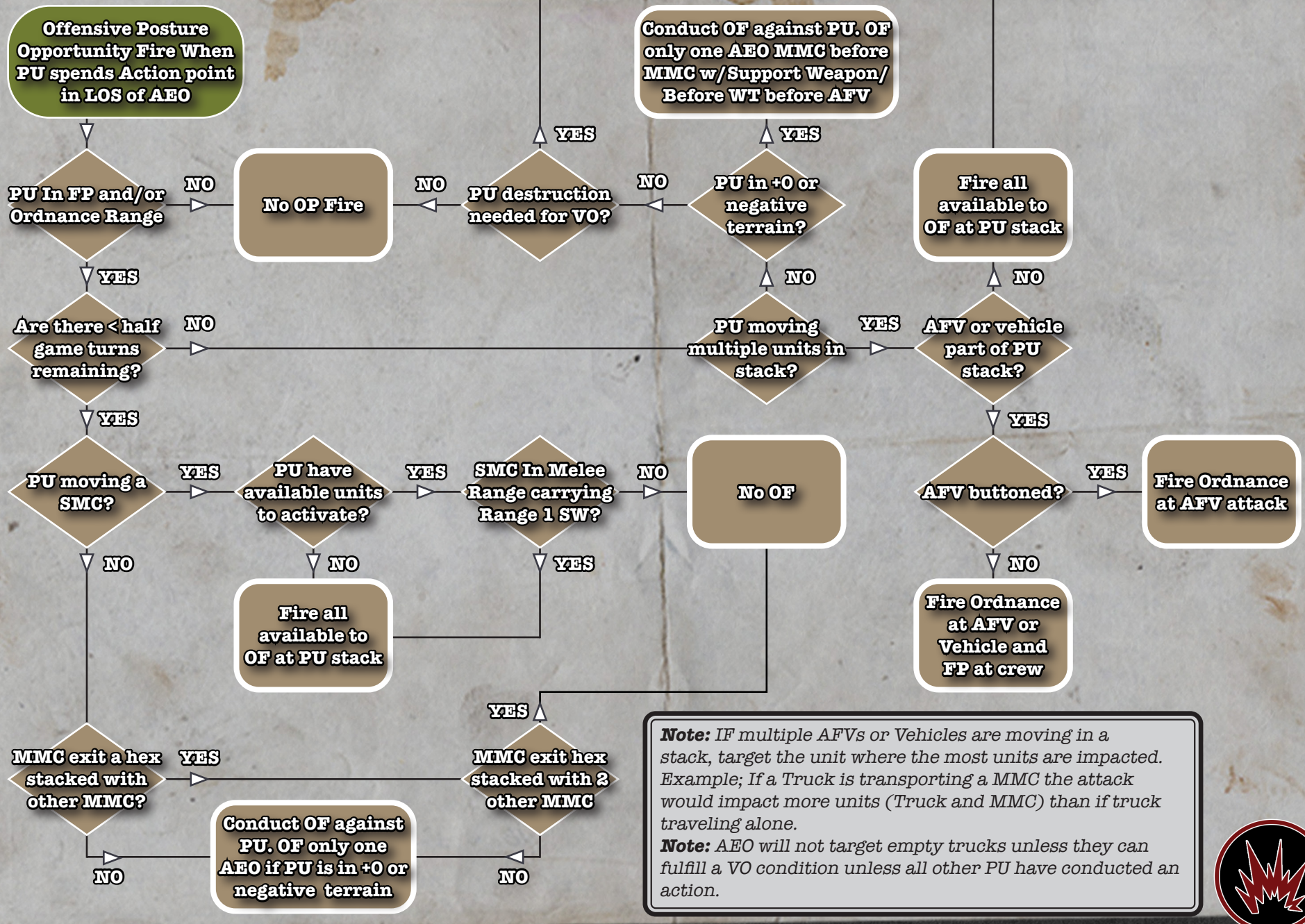
OFFENSIVE OPPORTUNITY FIRE
CARD 14



Note: *IF multiple AFVs or Vehicles are moving in a stack, target the unit where the most units are impacted. Example; If a Truck is transporting a MMC the attack would impact more units (Truck and MMC) than if truck traveling alone.*

Note: *AEO will not target empty trucks unless they can fulfill a VO condition unless all other PU have conducted an action.*

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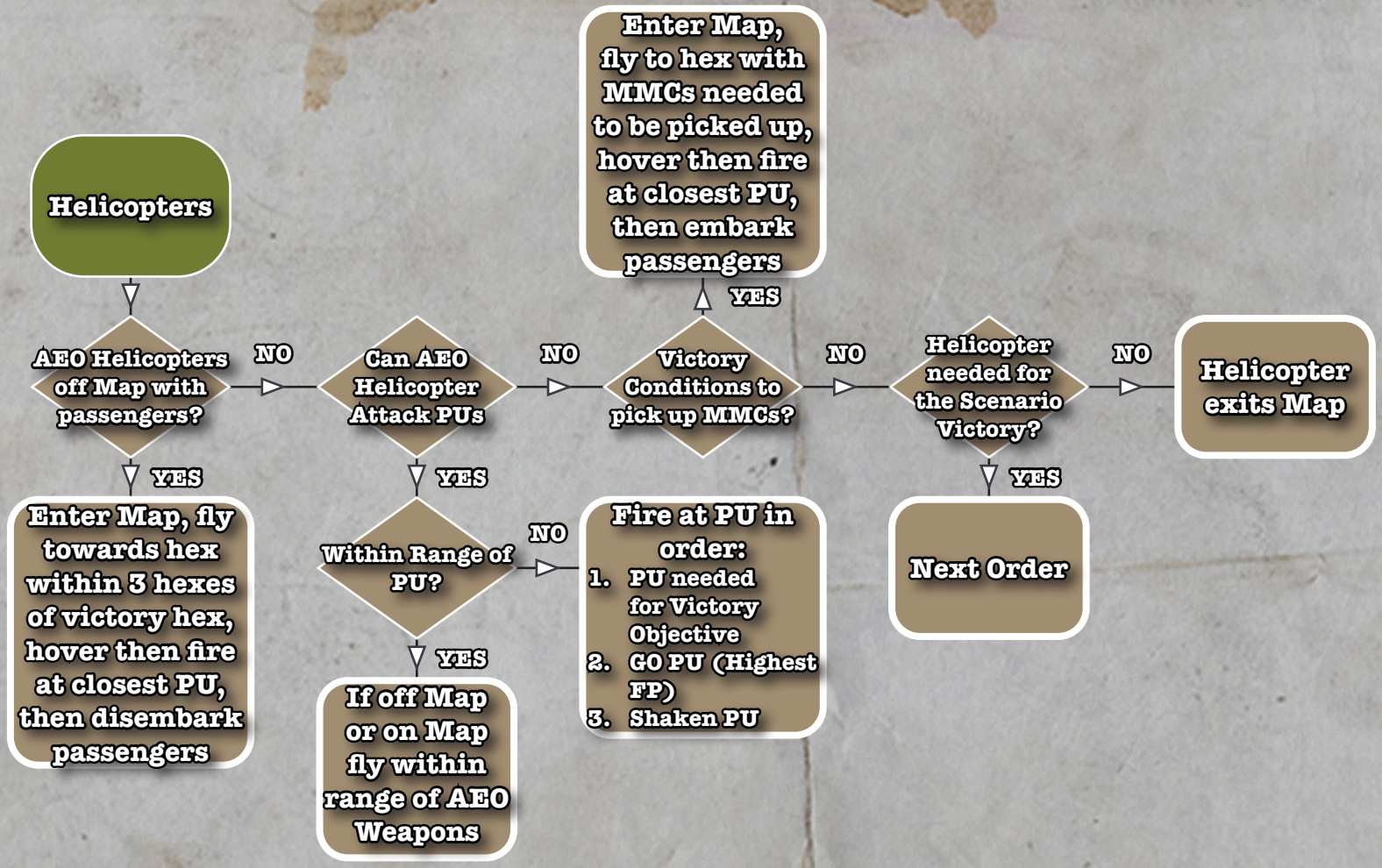

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OFFENSIVE / DEFENSIVE MOVEMENT STANCES

CARD 16

Vehicle Stances				
Off-board Vehicles	**Vehicle Scenario Start**	**Vehicles in Battle**	**Vehicles and Being Adjacent**	**PU LOS**
Vehicles that start off-board arrive un-buttoned	Vehicles start unbuttoned at setup unless they are within range and LOS of a PU.	If ordered to move Vehicles button if within LOS of a PU	Multiple AEO Vehicles will not end their movement adjacent to another AEO Vehicle if they are in LOS of a PU and the PU has off-board artillery available.	If a Vehicle is not in LOS of a PU, Vehicles unbutton before a Move action.

Dynamic Movement SMC/MMC		
Low Crawl Movement	**Stealth Movement**	**Assault Movement**
An AEO with no Assault and no Stealth Movement will use Low Crawl towards a PU entering a + Terrain Modifier. It can move into Clear terrain only if it's the only choice to move towards the PU	An AEO in LOS of a PU will use Stealth Movement	An AEO in LOS of a PU will use Assault Movement to then attack a PU between it and the Victory Objective

Fixed Wing Aricraft

When the AEO receives a fixed-wing airstrike [Core 19.1], roll 1d6 as per normal to determine the Map edge from which it enters; however, if the result is a 5 or 6, reroll until the result is 1-4. The aircraft's flight path is that which attacks the greatest number of PUs. This calls for the PL to be objective despite any impending destruction. If needed, randomly determine which hex of an adjacent pair targeted by the aircraft's cannons are also attacked by its bombs.

AEO Movement

The AEO will always attempt to move from hex to hex avoiding Opportunity fire whenever possible. If an AEO is ordered to move towards a hex where it will be fired on it will attempt to use terrain for cover wherever possible. If the movement seems senseless refer to rule 3.2

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OFFENSIVE / DEFENSIVE MOVEMENT STANCES

CARD 17

SMC Actions Table					
SMC Type	**Action 1**	**Action 2**	**Action 3**	**Action 4**	**Special ***
Armor Leader	Activate Adjacent AFV to conduct a Fire Attack at AFV before WT before MMC. If no attack then a move order towards VO	Conduct a Fire Attack at AFV before WT before MMC.	Conduct a Move towards VO		
Leader	If Night and no starshell is active on the map, Fire a starshell	Activate adjacent leader to conduct OBA/Mortar attack before Conduct a Spot and Fire attack an in range and LOS closest PU	If more MMCs on map are Shaken than non Shaken MMCs move to closest shaken unit unless already in hex with a shaken unit	If alone in a hex move to closest hex containing a shaken MMC. If stacked with MMC Move AEO stack towards VO	If no action applies - Next Order
Hero	If alone in a hex and possesses a SW that is in range and LOS conduct Fire at closest PU	If alone in a hex with a Range 1 SW then move towards PU and enter into melee if possible	If not in a hex with MMC move towards then into hex with MMC	N/A	
Scout	Spot Closest PU then call in OBA or Mortar	Spot Closest PU then fire if possess SW before move stealth move and Fire with SW	Spot Closest PU hex	N/A	
Chaplain	Move towards a hex containing shaken units (where no leader is accompanying them) . If it is in a hex with shaken units it will not move	N/A	N/A	N/A	
Nurse	If in a hex with shaken or wounded AEO units stay in hex and attempt heal before rally	Move towards closest wounded AEO before closest shaken MMC where no leader exists	N/A	N/A	

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OFFENSIVE / DEFENSIVE MOVEMENT STANCES

CARD 18

SMC Actions Table

SMC Type	Action 1	Action 2	Action 3	Action 4	Special *
Medic/ Corpsman	If in a hex with shaken or wounded AEO units stay in hex and attempt heal before rally	Move towards closest wounded AEO before closest shaken MMC where no leader exists	N/A	N/A	
Commissars/ Political Officer	Fire Starshell if Night	Move towards a hex containing shaken units (where no leader is accompanying them) . If it is in a hex with shaken units it will not move	N/A	N/A	A Commissar will always use its Fight or Die ability in the Rally phase if MMC fails a rally
Advisors	Fire at closest PU if in possession of a SW	Conduct an OBA attack	Spot closest PU	N/A	
Pipers	The piper will move to a hex containing shaken units (where no leader is accompanying them) or a hex adjacent to a shaken unit provided it can reach that hex within one impulse. If it is in a hex with shaken units it will not move	N/A	N/A	N/A	
Marksman	Attack a hex containing the most PU in ranged and LOS	Move to closest +TM hex with a LOS to a PU	N/A		

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