

INFANTRY RULES AND EFFECTS

Standard Infantry	Move	No Battle	Figures	Battle	Ret	IA	Special Rules
Infantry	1	2	4	3,2,1	1	2	May take ground after CA*
Elite Infantry	2		4	3,2,1	1	2	May take ground after CA*
Engineers	1	2	4	3,2,1	1	2	May ignore terrain effects
Resistance/Partisans	1	2	3	3,2,1	3	2	May battle on terrain entry
Ski Troops	3		3	3,2	3	3	May battle on terrain entry
Snipers	2		1	1,1,1,1,1	3	2	May not target armor, Ignore Terrain
Cavalry	3		4	2,1	1	3	May overrun on successful CA*
Marines	1	2	4	3,2,1	1	2	1 more activation than SC* can take grnd
Imperial Japanese	1 (2on CA)	2	4	3(4),2,1	1	2	Move 2 btl on CA Attk 4 CA if full strength
Anti-Tank	0	2	4	3,2,1	1	2	Star hits on armor, 5 th figure is AT mini
Anti-Tank 42+	1	2	4	3,2,1	1	2	Star hits on armor only when not moved
Mortar Infantry	0	2	4	3,2,1	1	2	Ignore LOS and terrain modifiers
Mortar Infantry 42+	1	2	4	3,2,1	1	2	as above when no move 3,2,1,1
Heavy Machine Gun	0	2	4	3,2,1	1	2	stars hit on infantry, move or battle
Hvy MG 42+	1	2	4	3,2,1	1	2	If no mvmt, stars hit on infantry
Patrol Cars	4		1-3	3,2,1	1	4	All hits are re-rolled, grenade destroys fig
Jungle Fighters	1	2	4	3,2,1	1	2	Ignore Jungle move, CA ignore jungle T
Polish Dragoons	3		4	3,2	2	2	Ignore 1st flag, Overrun on CA, 1-2 Ret
Kubelwagen		3	1			0	SC w/KW order extra unit, reroll all hits
Supply Trucks		3	1-3		1	0	Not capable of battle, may resupply
Supported Infantry	1	2	4+armor	3,3,2	1	2	Add Battle Star, on 3rd hit, std infantry
Notes							Notes:
							*SC means Section Card
							T is Terrain battle effects or modifiers
							Number on map in yellow is # of figures
							IA means Infantry Assault Move & Battle
	Move	Move				IA	mvmt=movement
Version 9.2	and Btl	no Btl		Btl Dice		Card	KW may take card from discard on recon1