

Type of unit	Number of hexes	Weapon type	Range
Infantry unit	1 hex	Infantry small arms	2 hexes
Cavalry unit	2 hexes	SMGs	1 hex
Light artillery unit	1 hex	Light machine guns	2 hexes
Medium and heavy artillery unit	May only move if towed.	Heavy machine guns	4 hexes
Light AFV unit	2 hexes if activated by a red playing card (♥, ♦); 3 hexes if activated by a black playing card (♣, ♠)	Infantry weapons engaging AFVs	1 hex
Medium AFV unit	1 hex if activated by a red playing card (♥, ♦); 2 hexes if activated by a black playing card (♣, ♠)	Medium mortars	4 hexes
Heavy AFV unit	1 hex	Light AFV guns and light anti-tank guns	4 hexes
Horse-drawn transport unit	1 hex	Medium AFV guns and medium anti-tank guns	6 hexes
Motorised transport unit	2 hexes	Heavy AFV guns and heavy anti-tank guns	8 hexes
Commander moving on their own	2 hexes	Heavy mortars and infantry guns	6 hexes
Commander moving with a unit	+ 1 hex	Mountain guns	8 hexes
Movement on roads by non-AFV units <sup>12</sup>	+1 hex	Field guns	12 hexes
		Medium guns	16 hexes
		Heavy guns	20 hexes

- Notes:
- AFV units may not move more than one hex on hills or in woods.
  - Transport units may not move on hills or in woods unless they have been activated by a black playing card.
  - It takes one turn to limber or unlimber artillery.

Card suit	Unit grading			
	Good	Average	Poor	Very poor
Heart (♥)	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Diamond (♦)	The unit regains cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Club (♣)	The unit regains cohesion.	The unit regains cohesion.	The unit fails to regain cohesion.	The unit fails to regain cohesion.
Spade (♠)	The unit regains cohesion.	The unit regains cohesion.	The unit regains cohesion.	The unit fails to regain cohesion.

- Notes:
- If a Commander is in the same hex as a disrupted unit that is trying to regain its cohesion, the units grading is improved by one step (e.g. a very poor unit becomes a poor unit).

- ### Turn Sequence
1. Shuffle the pack of playing cards.
  2. Deal a playing card—face up—to each unit and Commander. The undealt playing cards are place—face down—where all the players can see them.
  3. The unit or Commander with the lowest playing card is activated and may move and engage in combat. The playing card is then added to the pile of discarded playing cards.
  4. The unit or Commander with the next lowest playing card is activated and may move and engage in combat. The playing card is then added to the pile of discarded playing cards. This continues until every unit and Commander has been activated.
  5. Any disrupted units or Commanders can attempt to regain cohesion.
  6. All the playing cards—those that have been discarded and any undealt playing cards—are collected together for the next turn.

- ### General Rules
1. An infantry unit, a cavalry unit, or a towed artillery unit can occupy more than one hex. In the case of an infantry unit or a cavalry unit each part of the unit is treated as a separate unit for the purposes of dealing playing card, activation, and cohesion testing. In the case of towed artillery units both parts of the unit are treated as a single unit for the purposes of dealing playing cards, activation, and cohesion testing.
  2. More than one unit may occupy a hex if there is sufficient space within the hex for this to happen. In this case each unit is treated as a separate unit for the purposes of dealing playing cards, activation, and cohesion testing. However any **artillery** hits on the hex will take effect on all the units in the hex (i.e. a hit on one unit will count as a hit on all the units in the hex).
  3. **Disrupted units may not move** but may fire with reduced effect or attempt to fight off a close assault<sup>7</sup>.
  4. Units must always move (if they are not disrupted) and then engage in combat. They **may not** engage in combat and then move.
  5. A unit may not close assault an enemy unit

Weapon type	Unit has not moved this turn	Unit has moved this turn <b>or</b> is disrupted
Infantry small arms	1 D6 per figure	1D6 per 2 figures
SMGs	2D6 per figure	1D6 per figure
Light machine guns	2D6 per crew figure	1D6 per crew figure
Heavy machine guns	4D6 per crew figure	2D6 per crew figure
Infantry weapons engaging AFVs	1D6 per figure	1D6 per 2 figures
AFV guns	4D6 per AFV	2D6 per AFV
Anti-tank guns	2D6 per crew figure	1D6 per crew figure
Mortars and artillery	2D6 per crew figure	1D6 per crew figure
Commander	+ 2D6 per Commander figure	+ 1D6 per Commander figure

- Notes:
- Halves are rounded down (e.g. If an infantry unit only has 3 figures and it is disrupted it may only throw 1D6).

Card type	Effects of cover
Red card (♥, ♦)	Cover is ineffective and the hit takes effect.
Black card (♣, ♠)	Cover is effective and the hit has no effect.
Card type	Effects of the hit on a disrupted Light AFV unit or Transport unit
Red card (♥, ♦)	Unit is destroyed.
Black card (♣, ♠)	Unit remains disrupted
Card type	Effects of the hit on a disrupted Light AFV unit or Transport unit
Red card (♥, ♦)	Unit is destroyed.
Black card (♣, ♠)	Unit remains disrupted
Card type	Effects of the hit on a disrupted Medium AFV unit
Red card (♥, ♦)	Turn over the top playing card on the pile of undealt playing cards.
2nd Red card (♥, ♦)	Unit is destroyed.
Black card (♣, ♠)	Unit remains disrupted
Card type	Effects of the hit on a disrupted Heavy AFV unit
Red card (♥, ♦)	Turn over the top playing card on the pile of undealt playing cards.
2nd Red card (♥, ♦)	Turn over the top playing card on the pile of undealt playing cards.
3rd Red card (♥, ♦)	Unit is destroyed.
Black card (♣, ♠)	Unit remains disrupted
Card type	Effect of the hit on a disrupted Commander
King, Queen, or Jack of Hearts (♥)	The Commander is killed.
Any other red card (♥, ♦)	The Commander is wounded and remains disrupted.
Black card (♣, ♠)	The Commander is unwounded and may carry on fighting.

- unless it is in the hex next to or has moved into a hex next to that occupied by the enemy unit.
6. With the exception of artillery units that are capable of indirect fire, units may only fire at targets they can see.
  7. Only artillery units that are capable of indirect fire may fire at targets they cannot see and only then if the target is in view of an artillery observer or if they are firing a pre-planned barrage from positions they occupy at the start of the battle.