

**TABLE OF ACTIONS**

Action	Cost in medals for battalions	Cost in medals for tanks	Action authorised for a disorganised battalion ?
<b>Movement</b>	2 MPs/medal	4 MPs/ medal	Yes
<b>Combat</b>	1 fire/ medal	1 fire/ medal	No
<b>Assault</b>	3 medals	1 medal	No
<b>Rallying</b>	2 medals ** / §		Yes
<b>Infiltration</b>	3 medals *	2 medals	Yes
<b>Withdrawal</b>	2 medals**	1 medal	Yes

\* : 2 medals if the unit carries out the action from a friendly trench

\*\* : 1 medal if the unit carries out the action from a friendly trench

§ : 3 medals if the unit carries out this action in an enemy ZoC which is outside a friendly trench

**TEST FOR ELIMINATED BATTALIONS.**

- Battalion eliminated as the attacker, following an assault against an enemy battalion : +3
- Battalion eliminated as the defender, following an assault by an enemy battalion : +2
- Battalion eliminated by an attack from an enemy battalion or as a result of a barrage : +1
- Battalion eliminated following an attack or an assault involving a tank : no modifier

**ZOC**

Type of unit entering ZoC	Extra MPs required
Infantry battalion with less than 4 medals	+ 2 MPs
Infantry battalion with 4 medals	+1 MP
Tank	0 MP

**TANKS IN COMBAT**

Attacker ↓	Defender			
	A7V	Mark IV-M	Mark IV - F	Whippet
A7V		-2	-2	0
Mark IV - M	-1			
Mark IV - F	Prohibited			
Whippet	Prohibited			
German Bn		Prohibited	Prohibited	0
Allied Bn	Prohibited			

**MECHANICAL BREAKDOWN**

Tanks	Breakdown due to terrain	Breakdown after an assault
German tanks in Turn 1	If d6 = 1	
German tanks in all subsequent turns	If d6 = 1 or 2	If d6 = 1 or 2
Allied tanks	If d6 = 1	

Terrain	Effect on movement	Effect on combat	Effect on an assault	Example
<b>Clear</b>	1 PM	No effect	No effect	E04 or E08
<b>Road</b>	Cancels other terrain effects, except for enemy trenches.	No effect	No effect	E09
<b>Trenches</b>	Friendly : No effect Enemy : +1 PM	<ul style="list-style-type: none"> <li>• -1 DRM to attack an enemy battalion in a friendly trench.</li> <li>• -2 DRM to attack an enemy battalion in an enemy trench.</li> <li>• A unit attacking from a friendly trench gains an extra medal if the attack is the only action of its activation. (Despite this, the number of medals may not exceed 4.)</li> </ul>	- 1 DRM to assault an enemy battalion in an enemy trench.	E07
<b>Urban</b> (Dotted hexes)	1 PM	-1 DRM	No effect	F08
<b>Forest</b>	2 PM	-1 DRM	No effect	E10
<b>River</b>	+1 PM	-1 DRM	No assault across rivers.	