





# LINE OF SIGHT EXAMPLES


To establish if line of sight (LOS) exists between 2 squares, draw a line from the centre of one square to the centre of the other square using the edge of the LOS tool as a ruler. If the line cuts through a square containing something that blocks LOS (eg. a rock square, forest square, building wall, non-alert Axis unit or a vehicle), then the LOS is blocked. If the line cuts through a square containing low cover (a low wall, hedge, window crate or fuel barrel), one square is partially visible to the other, as LOS to a corpse or crouched operator is blocked.

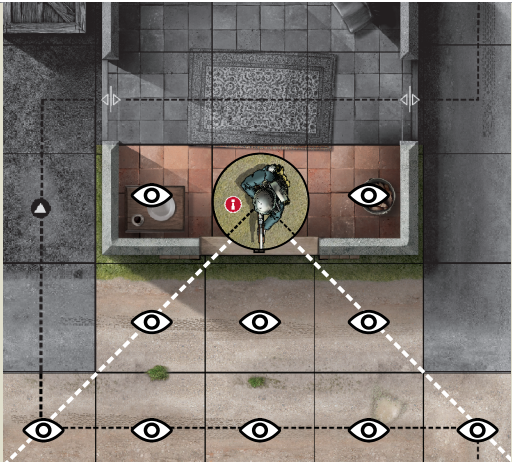
 **Fully visible** (nothing blocks LOS).


 **Partially visible** (LOS to a corpse or crouched operator would be blocked by the **hedge**).


 **Partially visible** (LOS to a corpse or crouched operator would be blocked by the **hedge & window**).


 **Not visible** (blocked by **building wall**).


 If the Axis Rifleman made an attack on an Operator **standing** in one of these squares, a **-2 hard cover modifier** would be applied.

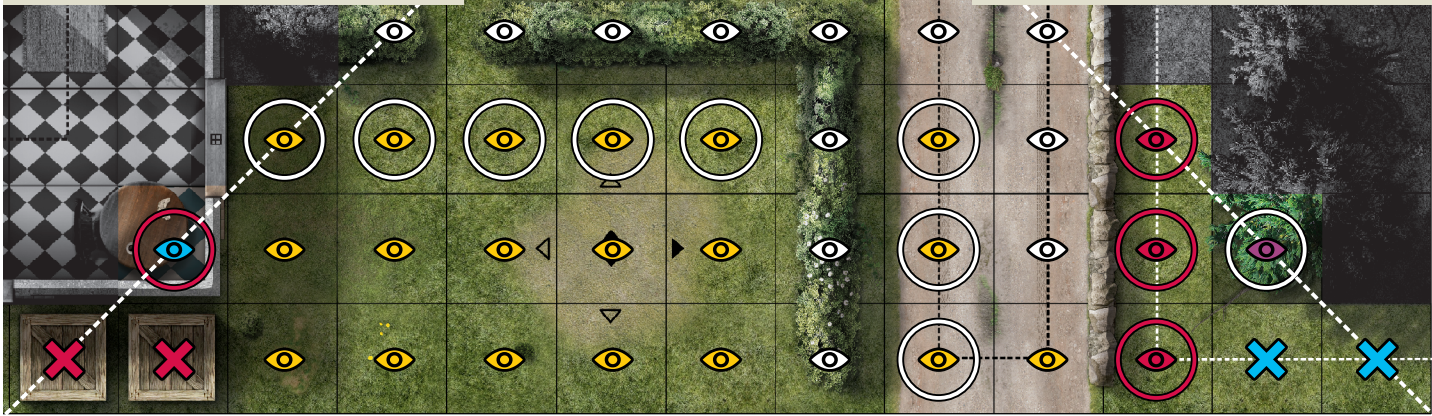


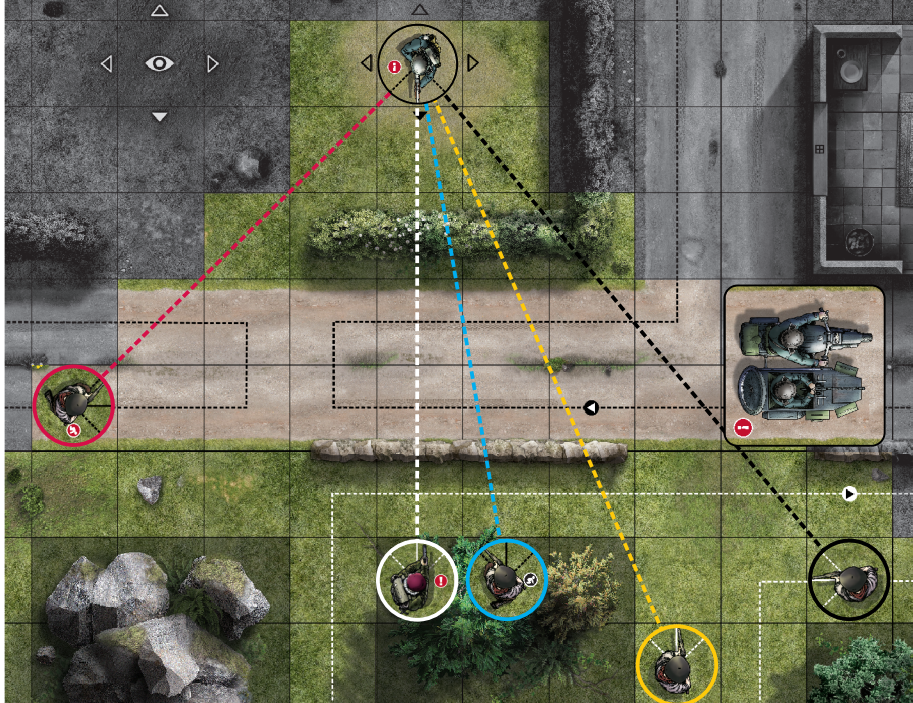
 **Partially visible** (LOS to a corpse or crouched operator would be blocked by the **low wall**).


 **Partially visible** (LOS to a corpse or crouched Operator would be blocked by the **low wall & forest square**).


 **Not visible** (blocked by **forest squares**).


 If the Axis Rifleman made an attack on an Operator **standing** in one of these squares, a **-1 soft cover modifier** would be applied.







 The crouching red Resistance unit is **visible** to the Rifleman as nothing blocks LOS.

 Jock is **visible** to the Rifleman as he is standing in the forest square.



 LOS to the blue Resistance unit from the Rifleman is **blocked** by the hedge, low wall & the forest square as he is crouching.



 LOS to the yellow Resistance unit from the Rifleman is **blocked** as the line cuts through the forest square.

 LOS to the black resistance unit is **blocked** as it cuts through a square containing a vehicle.




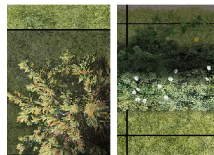
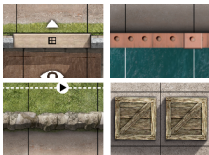
# QUICK REFERENCE GUIDE

 STEALTH SECTION 
1. Operator Phase
2. Axis Advance Phase (1)
3. Event Phase
4. Axis Patrol Phase
5. Axis Attack Phase
6. End Phase

 BATTLE SECTION 
1. Operator Phase
2. Axis Advance Phase (1)
3. Event Phase
4. Axis Attack Phase
5. End Phase

AXIS ATTACK MODIFIERS
Short Range +1
Soft Cover -1
Moving out of LOS -2
Hard Cover -2
In Building (HMG/Mortar) -3

STANDING ACTIONS
Move (1 Square) 1
Sprint (3 Squares)  2
Climb (1 Square) 2
Attack 1
Move & Attack (1 Square) 1
Take Aim 1
Mark Target 2
Blind Fire 1
Crouch 1
Pick Up 0
Place 1
Move & Place (1 Square) 1
Recover 3
Break Cover 0

SOFT COVER	HARD COVER
	

CROUCHED ACTIONS
Move (1 Square) 1
Blind Fire 1
Pop Up 0
Pop Up & Attack 1
Pick Up 0
Place 1
Move & Place (1 Square) 1
Recover 3
Break Cover 0

CARRYING OBJECT ACTIONS
Move (1 Square) 1
Place 1
Move & Place (1 Square) 1

OPERATOR ATTACK MODIFIERS
Short Range +1
Aimed Attack +2
Marked Attack +2
Blind Fire -2

AXIS UNIT	HEALTH	MOVE	ARMOUR	SPECIAL	SHORT/LONG RANGE	ATTACK ROLL
 Rifle Infantry	1	4	-	-	4 / 8	
 SMG Infantry	1	4	-	-	4 / 8	
 Officer	1	4	-	-	4 / 8	
 Mortar Team	2	4	-	Mortar (Large Scatter)	-	
 Motorbike	3	10	-	-	4 / 8	
 Half Track	5	8	Yes	Forward & Rear LOS	4 / 8	
 Kubelwagon	5	8	-	-	-	-
 Truck	6	8	-	-	-	-