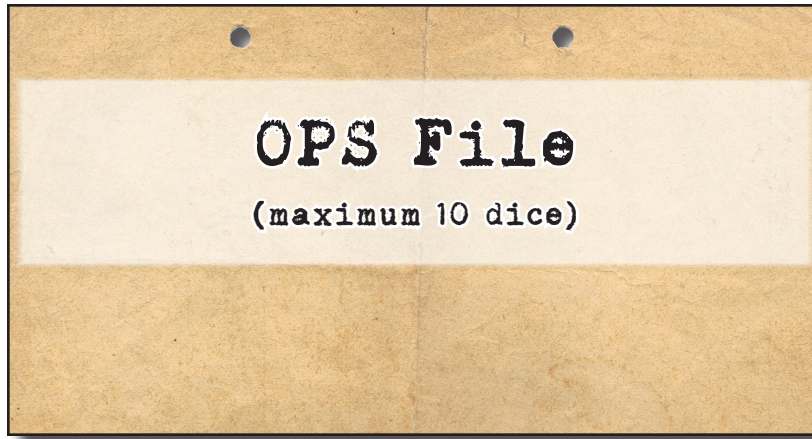


DIY Command Post



Turn Record

Markers

Events

- Gaps in His Lines**

Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**

In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**

Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**

Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**

Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**

Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**

Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
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Defensive Tactics

- Attack Broken Up**
 Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**
 Defender gets one shift up.
- Defense in Depth**
 Attacker gets one shift down.
- Fast Reaction**
 One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**
 All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**
 Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
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Offensive Tactics

- Flamethrowers**
 Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**
 Double the combat value of one infantry unit if attacking Mountain, Woods, or Bodge.
- Massed Target**
 If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**
 Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**
 Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**
 Defender gets one shift down.
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General Tactics

- Recce**
 Your side shoots first in this combat. Negated by enemy *Recce*.
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