

INFANTRY RULES WITH HOUSE RULES AND EFFECTS

Standard Infantry	Move	No Battle	Figures	Battle	Ret	Special Rules
Infantry	1	2	4	3,2,1	1	May take ground after CA*
Elite Infantry	2		4	3,2,1	1	May take ground after CA*
Engineers	1	2	4	3,2,1	1	May ignore terrain effects
Resistance/Partisans	1	2	3	3,2,1	3	May battle on terrain entry
Ski Troops	3		3	3,2	3	May battle on terrain entry
Snipers	2		1	1,1,1,1,1	3	May not target armor, Ignore Terrain
Cavalry	3		4	2,1	1	May overrun on successful CA*
Marines	1	2	4	3,2,1	1	1 more activation than SC* can take grnd
Imperial Japanese	1 (2on CA)	2	4	3(4),2,1	1	Move 2 btl on CA Attk 4 CA if full strength
British C.F.	1	2	4	3,2,1	1	May battle back (see stiff upper lip rule)
Anti-Tank	0	2	4	3,2,1	1	Star counted as hit, 5 th fig is AT gun mini
House Rules Inf	Move	No Battle	Figures	Battle	Ret	Special Rules
Heavy Machine Gun	0	1	2	4,3,2	1	Battle against Infantry only
Flame Thrower	0	1	2	3	1	Treat star as flag, Ignore Terrain
Mortar Infantry	0	1	2	3,2,1	1	Battle Inf only, no modifiers, grenade=flag
Motorized Infantry	0	2	2	See Rule	1	Any above unit may be motorized
Standard Infantry	Rd battle	No Battle	IA Battle	IA No		Ret means Retreat Spaces 3=1 to 3
Infantry	2	3	2	3		IA Battle and IA No means
Elite Infantry	2	3	2	3		Infantry Assault and battle or no battle
Engineers	2	3	2	3		And roads is not included in this move
Resistance/Partisans	2	3	2	3		Add one if unit starts move on road
Ski Troops	3	4	3			And stays on road throughout the turn.
Snipers	2	3	2	3		All Standard Infantry move 3 and battle
Cavalry	3	4	3			And 4 not battle when on roads with IA
Imperial Japanese	2	3	2	3		*SC means Section Card
British C.F.	2	3	2	3		* CA means Close Assault
Anti-Tank	0	3	0	3		T is Terrain effects or modifiers
House Rules Inf	Rd battle	No Battle	IA Battle	IA No		
Heavy Machine Gun	0	2	0	2		
Flame Thrower	0	2	0	2		
Mortar Infantry	0	2	0	2		Rd battle is movement on road,
Motorized Infantry	0	3	0	3		And battling, IA is Infantry Assault