

A4.7 ADVANCE PHASE: Infantry units which are neither broken, pinned, TI, nor marked with a CC counter may use the APh to move one hex horizontally or vertically (to a different ADJACENT building level Location of the same hex) but not both.

C13.8 BACKBLAST: Due to the attendant backblast of these weapons, a PF/PFk, BAZ, PSK, or RCL may not be fired from inside a vehicle, rubble, pillbox, cave, sewer, or building.

A3.8 CLOSE COMBAT PHASE (CCPh): Units of both sides occupying the same Location resolve their CC attacks; any survivors which have not withdrawn are considered in Melee.

A4.5 DOUBLE TIME: Any Infantry (including bicyclists/skiers) capable of movement and neither broken, wounded, nor CX, may Double Time by its owner announcing the option at the start of its MPh and placing a CX (4.51) counter on the unit.

A19.1 EXPERIENCE LEVEL RATING (ELR): All OB forces in each scenario will specify a given number of Elite, 1st Line, 2nd Line, or Green/Conscript squads/HS with which each Player starts the game.

A1.21 FIREPOWER (FP): The leftmost number of the Strength Factor represents the FP it can attack with in combat prior to any modification.

E11.21 GAPS: A Gap appearing in a Convoy line (due to elimination/Immobilization/bog/leaving the Convoy [11.25-.254]) causes the original Convoy to become two separate Convoys.

C8.3 HEAT (H): HEAT is available to the Germans starting in May 1942, and to the U.S., Britain, and Russia starting in 1943. SCW also fire HEAT, but without use of a Depletion Number (availability of rounds has been factored into their X#). SCW HEAT has the same effects as other HEAT rounds.

D1.4 IDENTITY & GROUND PRESSURE: Each vehicle is identified by name (sometimes in shortened form) beside its overhead depiction, and individually by letter in the upper left-hand corner of the counter.