

Players activate one Staff officer per turn, this officer then becomes exhausted and cannot be used next turn.

CARRY ON TINTIN

Only one card may be played in a player turn, opponent can also only play one reaction or interrupt card .

UNIT	FIGS	MOVEMENT	COMBAT						SPECIAL RULES
RIFLES	4	0-1 SQ + COMBAT / 2 SQ NO COMBAT	3	2	1	-	-	-	Small arms, Take ground.
LMG	4	0-1 SQ + COMBAT / 2 SQ NO COMBAT	3	3	1	-	-	-	Small arms, Take ground.
SMG	4	0-2 SQ + COMBAT	4	-	-	-	-	-	Small arms, Overrun, Take ground.
SHARPSHOOTER	4	0-1 SQ + COMBAT / 2 SQ NO COMBAT	2	2	2	-	-	-	Small arms, Take ground.
CAVALRY	3	0-3 SQ + COMBAT / AS RIFLES DISMTD	2*	1	1	-	-	-	Small arms, Mounted, Overrun, Recon, Take ground, *+1 Mtd.
HMG	2	1-2 SQ OR COMBAT	3	3	2	2	-	-	Anti-tank, Deployed, Team, Vulnerable.
MORTAR	2	1-2 SQ OR COMBAT	-	2	2	1	1	-	Anti-tank, Blast, Deployed, Indirect, Team, Vulnerable.
ARTILLERY	4	1 SQ OR COMBAT	3	3	2	2	1	1	Anti-tank, Blast, Deployed, Indirect.
GUN TANK	3	0-3 SQ + COMBAT	3	3	3	-	-	-	Anti-tank, Armoured, Blast, Overrun.
MG TANK	3	0-3 SQ + COMBAT	3	3	2	1	-	-	Anti-tank, Armoured, Overrun.
A/C	2	0-3 SQ + COMBAT	3	3	2	1	-	-	Anti-tank, Armoured, Fast, Freebooter, Recon, Wheeled.
LORRY	2	0-3 SQ NEVER COMBAT	-	-	-	-	-	-	Fast, Vulnerable, Wheeled.

SPECIAL RULES

Anti-tank: May damage armour outside close assault.

Armoured: May ignore flags from small arms.

Blast: Damages armour on the blast result.

Bold: Ignore 1st flag rolled against unit.

Deployed: This weapon cannot be moved and fired, it fires or moves.

Dismount/Mount: Unit may do either instead of combat.

Elite: May move 2 squares and combat

Fast: May move one extra square per turn.

Flamethrower: Allows the unit to ignore cover during close assault.

Freebooter: All orders cost 1 point, regardless of range.

Indirect: May target a unit without LOS.

Mounted: No cover till dismounted, gains +1 dice in close assault.

Overrun: If after taking ground unit is still contact with enemy fight a 2nd combat.

Recon: May combat then move.

Slow: Reduce maximum move by one square, no road bonus.

Small arms: Most infantry weapons, can only damage armour with close assault.

Stubborn: If destroyed in close assault, will combat back with 1 dice.

Take ground: May occupy enemy vacant SQ after successful close assault.

Tank rifle: Gives the infantry unit the Anti-tank ability.

Team: Treat as infantry for movement restrictions.

Vulnerable: Treat as Infantry if close assaulted.

Wavering: Retreat 2 SQ for each flag.

Wheeled: Reduce movement off road by one square.

STAFF OFFICERS:

Pick un-exhausted Staff Officer and throw a Dav, this gives the number of orders that can be issued to units within 4 SQ of the officer, 5-8 SQ is 2 orders etc.

DICE SYMBOLS:

SOLDIER: Lose an Infantry figure for each one rolled.
FLAG: Target retreats 1 SQ for each one rolled.
SKULL: Causes a casualty on any unit.
BLAST: Only hits armour if firer has Blast Special.

OFFICERS:

Officers may cancel flags rolled against their units, roll 1 combat dice for each, a soldier symbol kills the Officer and the flag still counts.

TYPE	LOS	MOVEMENT	COMBAT INTO	COMBAT OUT
WOODS	BLOCKS	STOP ON ENTERING SQ. NO COMBAT THIS TURN	-1 INF, -2 ARMOUR	-2 ARMOUR
HILLS	BLOCKS*	NO EFFECT	-1 INF, -1 ARMOUR	-
BUILDINGS	BLOCKS	STOP ON ENTERING SQ. NO COMBAT THIS TURN	-1 INF, -2 ARMOUR	-2 ARMOUR
RIVERS	-	IMPASSABLE TO ALL, EXCEPT INF WHO STOP ON ENTERING AND LEAVING	-	-1 INF
MARSH	-	STOP ON ENTERING SQ, ARTILLERY AND WHEELED VEHICLES CANNOT ENTER	-	NOT ARMOUR
ROUGH GROUND	-	STOP ON ENTERING SQ, EXCEPT INF NO EFFECT	-1 INF, -1 ARMOUR	-1 ARMOUR
MOUNTAINS	BLOCKS*	IMPASSABLE TO ALL, EXCEPT INF WHO STOP ON ENTERING	-1 INF, -2 ARMOUR	-
ROADS	-	+1 SQUARE IF ENTIRE MOVE ON ROADS	-	-
RAILWAYS	-	ALL STOP, EXCEPT INF NO EFFECT	-	-

FIXED OBSTACLE	LOS	MOVEMENT	COMBAT INTO	SPECIAL
BUNKERS	BLOCKS	IMPASSABLE TO ALL EXCEPT INF AND TO ART THAT START DEPLOYED WITHIN	-1 INF, -2 ARMOUR	-1 FLAG*
SANDBAGS	-	NO EFFECT, REMOVE SANDBAGS WHEN UNIT LEAVES	COVER*	-1 FLAG*
WIRE	-	ALL STOP ON ENTERING. ARMOUR REMOVES WIRE AND CAN STILL COMBAT	-	REMOVE*

ARTILLERY AND MORTARS NEVER REDUCE DICE FOR COVER.

BLOCKS* -1DICE IF AT LOWER LEVEL.

COVER* COUNTS AS -1 COVER IF SQ HAS NO COVER MODIFIER

FLAG* UNIT IGNORES FIRST FLAG ROLLED AGAINST IT

REMOVE* INFANTRY CAN COMBAT OUT OF WIRE AT -1 OR REMOVE IT

HQ BOARD:

Move General to any unoccupied space on HQ board and activate that Option, reduce Option score by one each time it's used.

OFF TABLE HQ OPTIONS

1: Failure
2-5: Success
6: Great Success

BIG GUNS: Place marker to show target SQ
Failure: Nothing, remove marker.
Success: Rounds arrive at the beginning of their next turn.
Great Success: Rounds arrive now.

NURSE:
Failure: Nothing.
Success: 4 Combat dice.
Great Success: 6 Combat dice.

SPY:
Failure: Opponent takes one of your cards, blind.
Success: Take one of your opponents cards, blind.
Great Success: Look at and take one opponents cards.

AIRCRAFT: Pick and declare Fighter or Bomber. Flies home after mission.
Failure: Nothing.
Success: Aircraft arrives next turn.
Great Success: Aircraft arrives immediately.

BIG GUNS : Throw D10 1-8 deviate D3, 9-10 direct hit. Throw 3 dice for hit SQ and 1 dice for all adjacent SQ. **Anti-tank, Blast.**
BOMBER: Pick target SQ, throw D10 1-8 deviates 1 SQ, 9-10 direct hit. Throw 2 dice for hit SQ and 1 for all adjacent SQ. **Anti-tank, Blast.**
FIGHTER: Strafe up to 3 contiguous enemy units, throw 2 dice on each. **Anti-tank.**
NURSE: Throw Combat dice, all Infantry symbols restore a figure to unit not in contact with enemy. 2 Infantry can traded in for a **Team** figure.
DEVIATION: 1 is always the SQ face directly away from active player. 2-8 clockwise from there.
DOG FIGHT: FIGHTERS Throw 8 dice, BOMBERS 5 dice, Only skulls count as hits. See Aircraft damage for result
Pilot bails out of shot down plane. Place in centre of board and deviate 2d6, 9-10 can choose direction.

AIRCRAFT DAMAGE

0: Carry on mission
1: Driven off, fly home
2: Shot down/Bail out
3: Explodes

Anti Aircraft fire is conducted against any plane that bombs or strafes a target after it's combat with 3 dice regardless of target type.