

TABLE I  
SEQUENCE OF PLAY

Phase	Reference Section
1. Activity Plotting	(5.0)
2. Combat Resolution	(6.0)
a. Defensive Strength	(6.1)
b. Attack Strength	(6.2)
c. Combat Results	(6.3)
d. Casualty States and Effects	(6.4)
3. Movement	(7.0)
4. Maintenance	(8.0)
a. Rearm Weapon	(8.1)
b. Weapon Exchange	(8.2)
c. Barrier Work	(8.3)
d. Game-Turn Record	(8.4)

TABLE IX:  
BARRIER WORK POINTS

No. of Actual Workers	1	2	3	4	5	6
Points Acquired per Turn	10	25	35	40	45	50

TABLE II  
ACTIVITIES AND ACTIVITY POINTS

Allowed 10 point total per turn

Activity	Code	Activity Points	Description
<b>Combat Tasks</b>			
Direct Fire	DF	5	Direct Fire by one man against a specific target.
<b>Movement Tasks</b>			
Movement People	MP	1 (reg.-clear) 2 (reg.-trees) 3 (stopped-trees)	Each hex entered from an adjacent hex requires the expenditure of a specific number of activity points, depending on the hexside crossed and type of hex entered.
Movement Vehicles	MV	1/6 (6 hexes/AP)	Vehicles can move only on roads. A healthy driver is required.
Crewmen Exchange Positions	EP	5	The act of a crewman exchanging places with a wounded or killed driver
Enter or Exit a Vehicle	EV	1	The act of entering or exiting a vehicle (the vehicle must be stopped).
Stop Vehicle	SV	2	The act of stopping a moving vehicle.
Turn Vehicle Around	TV	5	The act of turning a stopped vehicle around.
Accelerate Vehicle	AV	2	The act of accelerating a stopped vehicle to speed.
<b>Maintenance Tasks</b>			
Barrier Work	BW	10	The act of working on barrier penetration.
Rearm Weapon	RA	2	The act of picking up a rifle which has been laid down to work on barriers.
Weapon Exchange	WE	2	The act of exchanging weapons (rifles and shotguns).

TABLE III

LINE OF SIGHT (LOS)

Terrain Encountered      LOS Effect

Open      Clear  
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Trees      Blocked  
Slope hexside\*      Blocked  
Hex with vehicle in it      Blocked

\*Blocked if LOS passes through the dark hexside.