Action cards for *BattleGrid*

Each side has 12 action cards, identical except for the owning player's identification. [U.F.P = United Federation of Provinces; I.S. = Imperial Sibolia.] Each side uses its own action cards, never those of the opponent.

> (Cards are on the last three pages, formatted for *Avery Label 5395, Laser Name Badges*. Print onto name badges; affix to surplus standard CCG cards, available for free from any ***MtG*** junkie. Most game stores have a shoebox of "commons" from which you can beg 24 cards for a quarter, if need be.)

At the start of the game, each player chooses one action card in secret for his starting hand, then may choose any number of cards to discard. **Discarded cards will not appear in the game** – do not use this option unless you really don't want a certain card "clogging up" your hand! Shuffle the remaining 11 (or fewer) action cards. Deal out three more cards onto the one card you've chosen to start the game with, so you now have an opening hand of four action cards. The remaining cards form your action-card draw pile.

Begin the game as usual with terrain layout and a five-card unit hand, etc.

During the game, you may play an action card from your hand, but no more than one per turn. (Note: you may play one on your turn and another on your opponent's turn.) It does not cost an action to use most action cards – the exception is clearly noted on the card. In order to draw another action card, you must spend **both** your actions for a given turn – no attacks that turn, no other actions. Action cards are used once then removed from the game – they are not reshuffled.

Since it takes both actions to draw an action card, you may wish to add a couple of boxes to the time-record sheet – one at the end of the first two rows is easy to do and should be sufficient. Add more if you want, of course.

You must follow the battle steps carefully and in order when using these action cards – the timing of playing certain cards is very precise. Allow time for your opponent to play a card during the opening phases of a battle.

You may not use a card to negate another card – *Order Confusion* may not be played on a unit that moved with *Great Road* for example, and *Bad Coordinates* cannot be played on *Long-range Artillery*. Both players may play action cards in the same battle so long as they don't negate the other's card: the attacker may play *Surprise Attack* in the same battle the defender plays *Dug In*, for example.

Player Aid Sheets for *BattleGrid*

The following page contains two player-aid sheets. Simply cut vertically down the middle.

BattleGrid: Each turn you get **TWO** Actions <u>or</u> **ONE** Attack.

Forces: 5 Inf, 5 Jeep, 4 Tank, 4 Heli, 3 Arty, 2 AA

An **ACTION** is one of:

- **DRAW** one card. Maximum hand size = 7 cards.
- **DEPLOY** one unit. Place one card from your hand face down into your base row – the sector must not contain an enemy unit. No more than 4 ground troops per sector.
- **MOVE** one unit. Units move one sector (except Jeeps, which may move two sectors in one action). A unit may not move twice in one turn, but a newly deployed unit may move. Diagonal movement is only allowed from a center sector to another center sector (no diagonal move over a terrain card).

An **ATTACK** consists of moving as many ground units as you wish **from** one sector **to** one sector.

A. **DISCARD** one card from your hand to supply the attack.
B. **MOVE** as many ground units as you wish from one sector into one enemy-held sector. Regular movement rules apply.
C. **REVEAL** all units in the battle for both sides.
D. Attacker declares any **SUPPORT ARTILLERY**, then defender does the same. Support Artillery may fire one sector, even diagonally over terrain.
E. Attacker may play one **HELICOPTER** from his hand into the battle sector, or pass. This is in addition to the 4-unit per player stacking limit. The defender may then do the same. Then the attacker may play another Helicopter, and so on. Once you pass, you may not play another Helicopter in this battle.
F. Each player adds his **EXTRA SHOT** card to the battle.
G. **ANTI-AIRCRAFT** fire: 1d6 per Anti-Air unit. Odd # hits. Destroyed Helicopters are removed from the game.
H. **OTHER UNITS** fire, attacker rolls first. 2d6 + terrain mod **vs** 2d6 + terrain mod. (Or use printed number for 2d6. Use 3d6 if Supporting Artillery for that unit.) Low roller takes a hit on any unit (rotate 180°). Each unit (+ *Extra Shot*) fires once.
I. **AFTERMATH:** Defender may retreat (not forward). Attacker may press the attack, but only with the same units and another discard. If defender has units left and does not retreat, and attacker does not press the attack, attacker must retreat. Discard (not destroy) any surviving Helicopters.

VICTORY: for each sector **occupied at game end:**
    In your base line = 1 pt. Next row = 2 pts.
    Next row = 5 pts. Opponent's base line = 8 pts.

Attacker or Defender:

Play after helicopters have been allocated to a battle, but before any rolls are made:

Bad Coordinates

One supporting enemy artillery does not participate in this battle.

I.S.

Attacker or Defender:

Play when allocating supporting artillery to a battle:

Long-range Artillery

One artillery unit two spaces away may support this battle.

I.S.

Attacker or Defender:

Play in combat after supporting artillery is announced, but before any helicopters are committed:

Bad weather

No helicopters may participate in this battle.

I.S.

Attacker or Defender:

Play when you've lost a combat roll:

Your Lucky Day

Negates one hit in combat.

I.S.

Defender Only:

Play on one defending infantry unit after helicopters have been allocated to a battle, but before any rolls are made:

Dug in

This unit is at +2 for this battle. May not be used in Marsh. Discard at the end of the battle.

I.S.

Attacker Only:

Play when beginning an attack:

Coordinated Attack

You may attack one sector with units from two different sectors.

I.S.

Attacker Only:

Play when beginning an attack:

Surprise Attack

The first attacking unit gets +2 this combat.

I.S.

Attacker Only:

Play when beginning an attack:

Extra Supply

Discard this card instead of a unit card from your hand to fuel an attack. May be used even if you have no unit cards in your hand.

I.S.

Attacker or Defender:

Play after helicopters have been allocated to a battle, but before any rolls are made:

Bad Coordinates

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U.F.P.

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U.F.P.

Play out of turn on one enemy unit right after it **moves** (may not be used against an attacking unit):

Order Confusion

This unit may not make the move as planned – return it to its starting sector. The acting player may still use the action this unit's move would have used up (but may not move or attack with that unit).

U.F.P.

Play before taking your turn:

Recon

Reveal any one enemy unit.

U.F.P.

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I.S.

Play before taking your turn:

Recon

Reveal any one enemy unit.

I.S.

Play in your turn, **counts as two actions**:

Partial Minefield

One infantry unit in any sector you occupy may build a minefield – place this card in that sector. All units attacking a minefield sector are at –1 to the dice roll. When this space is captured, permanently discard this card. Otherwise, it remains.

U.F.P.

Play when moving:

Great road

Move two units from the same starting sector to the same ending sector for only one action.

U.F.P.

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Partial Minefield

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