

This guide has been put together for user reference and understanding so that they can use the system or find specific things.

- Main Window Commands



Fairly self explanatory -activating this button will inform the opponent a player has completed their turn

Ex: [German player declares end of turn](#)



This button provides a submenu selection to inform an opponent when a player is performing a basic attack, which group is attacking and who they are attacking.

Ex: [German A attacks Grp B](#)



This button allows declaration via sub menus of the final Fire Strength of any attack that might be performed by a player during their turn

Ex: [German Attack: Fire Strength 3](#)



This button provides a selection of choices where it is possible to play a concealment card and the player declines to do so.

Ex: [German declares no concealment for Fire attack](#)

Ex: [German declares no concealment for Infiltration resolution](#)

Ex: [German declares no concealment for Close combat](#)

Ex: [German declares no concealment for Ordnance To Hit attempt](#)

Ex: [German declares no concealment for Artillery support check](#)



Using this Icon allows a player to declare which group is going to perform a Sniper check on a Sniper card recently discarded as its action for that turn

Ex: [German performs a Sniper check with Group A](#)

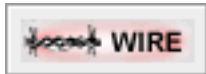


This Icon allows a player to declare if a group is going to perform a Ford action if they do not have a playable ford card, and the success or failure of that action

Ex: [German attempts to ford: Group B](#)

Ex: [German attempts to ford: Failed](#)

Ex: German attempts to ford: Achieved



Selecting the appropriate group below this selection declares that a Movement card is being played to remove Wire

Ex: German plays a Movement card on Group C to remove Wire



This Icon allows a player to declare if a group is going to perform an Entrenching action on the selected group, and the success or failure of that action

Ex: German attempts to entrench: Group B

Ex: German attempts to entrench: Failed

Ex: German attempts to entrench: Achieved



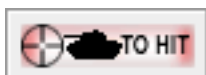
This button allows a player to declare which group is flanking an opponent's group if a Flanking card has been played or as a result of Natural Flanking Fire

Ex: German B flanks Grp C



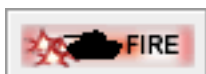
For use in night scenarios, this button allows a player to declare if a group is trying to spot an enemy group

Ex: German C observes Grp B



This button provides a submenu selection to inform an opponent when a player is performing an ordnance to hit attempt, which group is attempting and who they are attempting to hit.

Ex: German attempts To Hit with Ordnance from Grp A against Grp B



If a player has successfully scored a Hit with Ordnance, selecting this Icon will announce a player's intent to Fire the Ordnance from a selected group at a selected target

Ex: German fires Ordnance from Grp A against Grp B



This button will declare the success or failure of a To Hit attempt with Ordnance

Ex: German Ordnance misses!

Ex: German Ordnance hits!



Selecting this button allows a player to declare if an eligible AFV intends to place smoke as an action and where

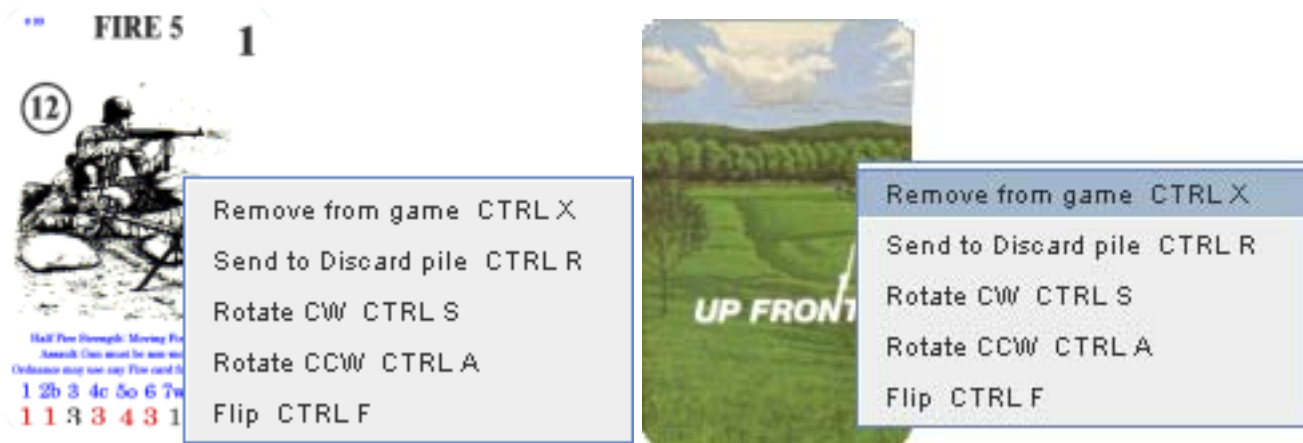
Ex: German places smoke from Grp B onto Grp A



This Icon announces if a player intends to reject a Terrain card discarded on one of their groups

Ex: German rejects terrain placed on Group C

- Action card commands and actions



Regardless of face side showing or location within the game (except in decks), right clicking an action card will pop up a selectable menu of actions. All are fairly self explanatory. Only one requires special explanation here.

Send to discard pile: if a card should ever be sent to a discard pile, using this command is the preferred method if a player does not wish to reveal their discards from their private hand. Other methods such as dragging the card to the discard pile will result in your opponent receiving a report notifying them what the card was.

- Personality Cards

There are several sub-menus on the personality cards accessed via the right click. Below each picture a summary of each of its commands are provided

Actions sub-menu



Infiltrate: reports card name, location and function
Pvt. Beck in Group A attempts to infiltrate

Close combat: reports card name, location and function
Pvt. Beck in Group A attempts to enter Close combat

Repair weapon: reports card name, location and function
Pvt. Beck in Group A attempts to repair weapon

Acquire weapon: reports card name, location and function
Pvt. Beck in Group A attempts to acquire weapon

Radio Artillery: reports card name, location and function
Pvt. Beck in Group A attempts to radio artillery

Clear Minefield: reports card name, location and function
Pvt. Beck in Group A attempts to clear minefield

Demo Charge: reports card name, location and function
Pvt. Beck in Group A uses a demo charge

Berserk: Places a berserk counter on the personality card automatically and reports
[Pvt. Beck goes berserk](#)

Unarmed: Places a unarmed counter on the personality card automatically and reports
[Pvt. Beck is unarmed](#)

Infiltrator: Places a infiltrator counter on the personality card automatically and reports
[Pvt. Beck gains infiltrator status](#)

Guard: Places a guard counter on the personality card automatically and reports
[Pvt. Beck assigned guard duty](#)

Transfer: Places an individual transfer counter on the personality card automatically and reports
[Pvt. Beck begins individual transfer](#)

Crew: Places a crew counter on the personality card automatically and reports
[Pvt. Beck is part of a crew](#)

Weapon status sub-menu



By selecting the appropriate function in this sub menu a layer will be turned on or off showing the status of the personality cards' default printed weapon. All relevant information regarding repairs / broken, morale and panic values are also displayed both front and back side, in addition to sending a report to the chat window when activated

[Pvt. Beck's weapon malfunctions](#)

[Pvt. Beck's weapon is fixed](#)

[Pvt. Beck's weapon has broken](#)

- AFV personality cards



In general the AFV personality cards generates reports and place markers when necessary, similar to the Individual personality cards outlined above except the AFV card menu is tailored for their specific purposes instead.

- Miscellaneous

Some of the counters also will generate reports upon their removal to and from the main board. Also when playing the Japanese players will notice a button within the Japanese players' hand for declaring Banzai attacks

