

SHAMELESS TRANSLATION: ACTION AT CARENTAN

SPECIAL RULES:

Walls When a direct fire crosses a wall that is neither in the firer nor target hex, consider a -1 FP modifier for infantry and -1 Prof. Check for vehicles. The FP modifier for a unit directly behind a wall is -2 for both infantry fire and vehicles. In both cases, the movement in the open modifier is negated. Mortar and OBA ignore all wall FP reduction and apply the movement in the open modifier when appropriate. The movement cost of crossing a wall hexside is 1, for both infantry and vehicles.

Movement Bonus A Command Point can be used to increase an unmounted infantry unit's MPs by +1 for that turn only.