

BAND OF HEROES

Turn Sequence and Operations Reference Card

Rally Phase (3.0)

- Determine initiative**
 - Both players roll **1-D6**, higher roll wins.
 - Each player alternates rallying selected hexes.
- Leaders attempt to rally first**
 - Roll \leq Leader's morale on **2-D6** to rally.
 - 2** from die roll if leader in terrain with positive Target Modifier.
- Units in same hex as good order leader or hero may attempt to rally.**
 - Roll \leq unit's morale on **2-D6** to rally
 - 2** from die roll if leader in terrain with positive Target Modifier.
 - Subtract Leadership value from die roll.
- Some units are able to **self-rally (SR)**, and do not need a good order leader to do so.
- Medics (11.3)** may attempt to **remove a wound** from a SMC, or flip a Shaken unit to **its good order side**.

Operations Phase (4.0)

Each player alternates activating a single hex. The player with initiative goes first. **Good order leaders can activate own and all adjacent hexes.**

MOVEMENT (6.0)

- All units activated within same hex at same time, must move together.
- Assault Movement (6.1)**: unit or stack moves $\frac{1}{2}$ MPs and attacks with **-2** modifier.
- Double-time (6.2)**: Units moving with leader get **+2** MPs.
- Low Crawl (6.3)**: unit moves only one space, place *Low Crawl* marker.
- Stealth Movement (6.4)**: Same as *Assault Movement*. Units with Stealth Movement capability are not automatically sighted after move even if adjacent to enemy; must be spotted.

SPOTTING (10.0)

- All units with **Fired** or **Moved** marker, in **clear terrain**, or **adjacent**, are **automatically spotted**.
- To spot enemy unit in:
 - degrading terrain**, ≤ 3 on **1-D6**
 - blocking terrain**, ≤ 2 on **1-D6**
 - # Leadership modifier** if leader in spotter's hex.
 - +1** to die roll for every hex of *degrading terrain* LOS must pass through (max of two).
- Place *Ops Complete* marker on spotting unit.
- If successful, **spotting unit may immediately fire** at target.

FIRE COMBAT (5.0)

- Attacker rolls **1-D6**:
 - add unit's firepower plus support weapon(s)** (1.6)
 - add leadership rating** of leader in hex (5.01, 11.11)
 - +1** if target moved, or under *Moved Counter*
 - minus** degrading terrain modifiers
 - Flamethrowers and Satchel Charges** (1-hex range) use full FP. (1.6.2)
 - Ordinance (14.0)** and **Support Weapons** fire separately.
- Defender rolls **1-D6** and **adds terrain modifier** of target hex.
- If attacker's roll is higher, each defending unit must take **Damage Check**.
- Defender rolls **1-D6** for each defending unit;
 - add difference** of attacker's and defender's dice rolls.
 - If good order leader in hex, **subtract leadership value** from die result (5.01, 11.11). (Any leader under *Move*, *Low Crawl*, *Fire*, or *Ops Complete* marker may not add his leadership modifier to the attack.).
 - Consult **Damage Table**. If **1** is rolled, roll again. If even, a Hero is generated (5.1).

SPECIAL TYPES OF COMBAT & ACTIONS

- Multiple units attacks (5.2)**:
 - one unit leads attack with **full FP**.
 - Each additional MMC **adds $\frac{1}{2}$ FP** (round up).
 - Units with a **"0"** FP **add nothing**.
- Opportunity Fire (OF) (5.3)**: Units not under *Move*, *Low Crawl*, or *Fire* marker, and have clear LOS to enemy unit that expends at least one movement point by any method other than *Low Crawl*, may conduct **OF**. Low crawling units can only be attacked with **OF** if are spotted in hex they enter. Apply *Fire Combat* modifiers.
 - Units under *Ops Complete Counter* fire at $\frac{1}{2}$ FP.
- Smoke (7.0)**: If MMC rolls \leq its ability to make smoke, place *Smoke 1* marker. Place *Ops Complete* marker on unit, pass or fail.
- Melee (8.0)**: Each side adds attack factors of all units in hex. **Flamethrowers, Machineguns, Satchel Charges, use full firepower**. Compare ratio. Each side attacks other rolling **2-D6** on *Melee Table*.
- Snipers (11.4)**: roll **2-D6**, attack **one unit** in target hex.
- Scouts (11.7)**: Use Stealth Movement (6.4); **subtract 2** from spotting rolls.
- On-board Mortars (18.1)**: roll **2-D6**, pick higher value and attack **each unit** in target hex. No leadership modifier, but defender receives terrain modifier.

Administrative Phase (9.0)

Operations markers (Fired, Moved, Low Crawl, Assault Move, and Operations Complete) are removed.

BAND OF HEROES

Terrain Effects and Modifiers Reference Card

TERRAIN	TYPE	MOVEMENT COST				TARGET MODIFIER	NOTES	HEIGHT
		T	O	R	Leg			
Stone Building	Blocking	P	P	P	2	+4	3+ hexes is multi-story; cost 2 MPs to change levels; stacking limits apply to each level.	Level 1 or 2
Wooden Building	Blocking	4	12	P	2	+2	T and O class vehicles with armor >3 may enter building hex. See Player's Reference Card.	Level 1
Bocage	Blocking	*+9	P	P	*+4	+2	*See Player's Reference Card	Level 1
Hedges	Blocking	+0	*+3	*+4	*+1	0	*See Player's Reference Card	Height of hex
Walls	Blocking	*+1	P	P	*+1	+1	*See Player's Reference Card	Height of hex
Wheat Fields	Blocking	2	2	6	2	0	Negates +1 Moving or Move Marker Penalty for target unit.	Height of hex
Forest	Blocking	P	P	P	2	+2	none	Level 2
Smoke	Blocking	As per other terrain				+1	Blocks LOS through, or along edge of hex.	Level 2
Cemetery	Degrading	P	P	P	1	+2	none	Height of hex
Low Crops	Degrading	1	1	3	1	0	Negates +1 Moving or Move Marker Penalty for target unit.	Height of hex
Light Woods	Degrading	4	4	8	2	+1	none	Level 1
Brush/Flowers	Degrading	1	1	2	1	0	Negates +1 Moving or Move Marker Penalty for target unit.	Height of hex
Marsh	Degrading	P	P	P	2	+1	Weapon Teams may not enter.	Ground Level
Rubble	Degrading	4	P	P	3	+3	Degrades LOS through any portion of rubble hex, but NOT if traced along hexside.	Level 1
Vehicle/Wreck	Degrading	As per other terrain				+2	Degrades LOS through any portion of Vehicle/Wreck hex, but NOT if traced along hexside. Modifier does not apply to units ON vehicle.	Height of hex
Clear	Open	1	1	2	1	0	none	Height of hex
Road	Open	1	1	.5	1	0	Ignore terrain in hex when moving from one contiguous road hex to the next.	Height of hex
Wire	Open	2	4	6	4	0	none	Height of hex
Hill	Open	*+1 lower to higher	*+1 lower to higher	*+1 lower to higher	*+2 lower to higher	*+1 when fired at from lower level	none	Height of terrain
Bunker/Foxhole	Open	As per other terrain				+2 / +1	Spotting of units in bunkers and foxholes is as per other terrain in hex.	Height of hex
Bridge	See Notes	1	1	5	1	See Notes	When LOS is traced across the bridge wall, treat as "Walls." If LOS is traced down center of Bridge, treat as "Clear."	Ground Level