EXECUTION MATRIX

	Move (blue)	Attack (blue)	Use Capabilities (blue)	Reinforce (red)	Redeploy (red)	Revive (red)	Reorient (either)		DISCARD PILE
1									
2									
3									
4									
5									
6									

Action Chart *(v2, 25 Feb 2024)* ("in command" = Maneuver Unit within 2 spaces of formation HQ; HQ within 3 spaces of Post)

Action	Discard BLUE cube and...	Discard RED cube and...
Move (6.1)	Move 1 unit 1 space; or move up to all in-command Maneuver Units, Dummies and HQ of one formation 1 space. Bonus move of 1 extra space if Open terrain (2nd space moved into may not have CIV or Rubble). *(optional: Insurgent HQ may move 1 space or may "hop" to any Insurgent Cell space).*	n/a
Attack (6.2)	1 Maneuver Unit plus Enablers may attack 1 adjacent exposed enemy unit. See Attack procedure (6.2).	n/a
Use Capabilities (6.3)	Execute Capabilities of up to all Enablers allocated to 1 selected Maneuver Unit or HQ. See Unit ID Chart. Roll 1 die for each Enabler; it is Exhausted on a "1".	n/a
Reinforce (6.4)	n/a	Choose 1 Enabler from Supply (add to Available); or put 1 cube of any color from unused cubes into Pool; or HQ may place up to 3 Dummies within 2 in-command spaces of its location *(9.3): Insurgent HQ may place up to 3 Insurgent Cells within 2 spaces.*
Redeploy (6.5)	n/a	Redistribute a total of up to 3 Enablers between the in-command Maneuver Units and/or in-command HQs of up to 2 formations and/or Available.
Revive (6.6)	n/a	Either: reduce Fatigue Level of 1 in-command *(in-supply)* Maneuver Unit by 1 level; or move up to 2 Enablers from Exhausted to Available. *Optional: Fast Enablers may be directly allocated from Exhausted to in-command units (9.5).*
Reorient (6.7)	May use either color cube. Do one of the following: rearrange the cubes on up to all lower rows of the Execution Matrix, observing the same restrictions as in the Prepare Phase (1 cube per row, in a column permitted by that cube's color); if you do not have the Initiative Marker, take it and put it in front of you (and you will go first in the next round); if you do have the Initiative Marker, discard the cube to do any action permitted by that color cube and then give the Marker to the other player.	

ATTACK PROCEDURE
- HQ units may not attack (allocated Enablers may join an Attack). An HQ unit may not be attacked if a Maneuver Unit is also in its space.
- Attacker Combat Power (CP) = CP of Unit + CP of Enablers +1 if attacking from High Point – Fatigue of Unit – 1 each CIV marker
- Defender CP = CP of Unit + CP of Enablers + 1 each if Close/ High Point/ Rubble/ Strongpoint *+2 if across water boundary* – Fatigue of unit - 1 each CIV marker
- Roll # dice = total CP, 1 Loss on each "5" or "6"; defender rolls and inflicts Losses first, suffering player may adjudicate Losses
- 1 Loss = exhausting 1 Enabler or adding 1 Fatigue (exhaust all Enablers before going to F-4) or retreating 1 space (defender only) or removing Strongpoint (defender only)
- Maneuver Unit forced beyond F-4 is removed from the game. Place Rubble; place CIV marker; *damage Infrastructure;* remove 1 blue cube from game (take from Pool, Discard Pile if Pool is empty). Adjust Popular Support Chart if required (9.7)

HQ units have no Fatigue: if they must take a Loss, remove and replace in next Plan Phase. Remove 1 random cube from the game if Post is removed. While formation HQ is absent its Maneuver Units are not in-command; while Post is absent may not Reinforce, Redeploy, or Revive.

Unit Identification Chart *(v2, 25 feb 2024)*

Symbol		Type	Capability, Attributes
⬜	◇	Headquarters/ Command Post	Attribute: may not attack; CP = 1 (defense only)
⊠	◈ ◈	Infantry/ trucked infantry	Attribute: Maneuver Unit; CP = 3 in any terrain, attacking or defending
⊠	◈	Wheeled mech infantry/ Stryker	Attribute: Maneuver Unit; CP = 4 if in or attacking into Open terrain, 3 in Urban or Close
⊠	◈	Light infantry-armor task force	Attribute: Maneuver Unit; CP = 4 in any terrain, attacking or defending
?	?	Dummy	Attribute: fake unit; may only Move
▱ ▱	◈ ◇	Cavalry/ reconnaissance	Capability: If allocated to a formation HQ: Spot (6.31) a total of up to 2 spaces, each within 2 spaces of any in-command unit or units of that formation. If allocated to Maneuver Unit: Spot (6.31) a total of up to 2 spaces adjacent to Unit. Attribute: CP = 1. *Slow Enabler (9.5)*
▽	◇	UAV	Capabilities: If allocated to Post: Spot 1 space anywhere on the map. If allocated to a formation HQ: Spot a total of up to 2 spaces, each within 2 spaces of any in-command unit or units of that formation. Attribute: CP = 1. *Fast Enabler (9.5)*
EW	◈ EW	Electronic Warfare	Capabilities: If allocated to Post: Spot 1 space, or Fix/Disintegrate (6.32) 1 exposed enemy unit, anywhere on the map. If allocated to a formation HQ: Spot 1 space, or Fix/Disintegrate 1 exposed enemy unit, within 2 spaces of any in-command unit of that formation. Attributes: CP = 0. Enabler's space may not be Spotted by enemy UAV or Electronic Warfare Enablers. If allocated to formation HQ, may be added to any in-command Maneuver Unit's attack or defense to place enemy Maneuver Unit out of command. *Fast Enabler (9.5)*
⊡ ⬆ ▪ ⬟	◈ ◈ ◇ ◈	Artillery/ Attack Aviation	Capabilities: If allocated to Post: Fix/Disintegrate 1 exposed enemy unit, or Barrage (6.33) 1 space, anywhere on the map. If allocated to formation HQ: Fix/Disintegrate 1 exposed enemy unit, or Barrage 1 space, adjacent to any in-command unit of that formation. Attributes: CP = 2; if allocated to formation HQ, CP may be added to any in-command unit's attack or defense (may be required to be Exhausted due to Losses). *Fast Enabler (9.5)*
⊓	◈	Engineer	Capabilities: If allocated to formation HQ: place or remove Strongpoint, Rubble marker; *or damage or repair Infrastructure marker; or demolish bridge* in space occupied by in-command unit of that formation. Attribute: CP = 1; CP = 2 if defending in or attacking into Close terrain. *Slow Enabler (9.5)*
MP	◇ MP	Military Police	Capabilities: *If allocated to Post: gain 1 Pop Spt point or enemy loses 1 Pop Spt point, once per round.* If allocated to formation HQ or Maneuver Unit: remove all CIV, *CRIM or Insurgent Cell* markers in or adjacent to unit space; *or permit in-command units of that formation to cross intact bridges as part of formation move or bonus move.* Attribute: CP = 1. *Slow Enabler (9.5)*
◁	◇	Supply	Capability: If allocated to formation HQ: reduce Fatigue of 1 in-command *(in-supply)* Maneuver Unit of that formation by up to 2 levels; *or place MSR marker within 3 spaces of HQ.* Attribute: CP = 1 (defense only). *Slow Enabler (9.5)*
			NOTE: Roll 1 die for each Enabler when taking the Use Capabilities action. The Enabler is Exhausted on a roll of "1" (but it still succeeds in whatever it was trying to do).

Map and Marker Key *(v2 25 Feb 2024)*

Symbol	Name	Effects
OBJ	Objective	Must Control all Objectives to win, depending on scenario. Denote with a Control marker.
triangle	Close+	High Point: +1 CP to CP total when attacking from or defending in Close+ space.
(yellow) open	Open terrain	Bonus move (6.1). May affect CP of some Maneuver Units or Enablers attacking into or defending in.
(purple) Close	Close terrain	+1 CP to defending CP total. May also affect CP of some Maneuver Units or Enablers attacking into or defending in. Exposed units in Close terrain are hidden again in the Cleanup Phase.
(blue)	Water boundary	Units may not move or attack across unbridged water boundaries. Maneuver Unit may not move or attack across water boundary with demolished bridge unless Engineer Enabler allocated to it. See 9.10 for other effects.
☐ ☐ ☐ ☐ ☐ ☐	Infrastructure node (9.10)	6 types of Node: effects may vary depending on scenario.
ruins	Rubble (8.1)	+1 CP to defending CP total. May be created by Maneuver Unit elimination, or random event, or placed/ removed by Engineer. May not place MSR marker in space or trace supply line through space. Maneuver unit may not make bonus move into area with Rubble.
spiky	Strongpoint (6.34)	+1 CP to defending CP total. May be removed as 1 Loss when defending; automatically removed if enemy unit enters its space. Placed by Engineer using its Capability.
truck	MSR (9.41)	*Needed to trace supply lines from HQ units to Support Area; MSR markers may not be more than 3 spaces apart. Automatically removed if enemy unit enters its space. May be disabled by Barrage.*
tent	Support Area (9.42)	*Space to which HQ units draw supply, via chain of HQ units with allocated Supply Enablers and/ or MSR markers. Does not move. Disastrous if overrun by enemy.*
eye	Spotted (6.91)	Expose 1 hidden unit in the space; any unit moving into or out of a space with this marker during this round is exposed.
☐ ☐	Fix/ Disintegrate (6.92)	Dagger: Fix, unit may not move or retreat. Lightning: Disintegrate, unit may not attack or use allocated Enablers.
CIV	Civilian (8.2)	Placed per random event or when Rubble marker is placed. Wanders in Prepare Phase and reveals hidden units. Maneuver unit may not make bonus move into area with CIV. If attacking into area with CIV marker, both sides -1 CP for each CIV marker in the space.
CRIM	Criminal gang (9.2)	*Placed per random event or Infrastructure breaking down. Cannot place MSR or trace supply line through occupied space. Negatively affects both sides' Popular Support.*
Cell	Insurgent Cell (9.3)	*Only 1 permitted per space. Not an Enabler or unit. Cannot control an Objective. Automatically removed if attacked. Cannot move into, place MSR or trace supply line through occupied space.*

INFRASTRUCTURE TABLE

Name	Effect when damaged (place INFRA OUT marker)	Effect when repaired: +1 Popular Support and…
Comm (Commerce)	Place CIV marker; place 1 CRIM marker in random space, -2 Popular Support to player who caused damage (or rolled the dice on Fate Table)	Remove nearest CIV marker and CRIM marker
Culture	Place CIV marker; -3 Popular Support to player who caused damage (or rolled the dice on Fate Table)	Remove 2 nearest CIV markers
Energy	Flip nearest CIV marker to CRIM side (if not possible or not using, all CIV markers immediately wander 1 space); -3 Popular Support to player who caused damage (or rolled the dice on Fate Table)	Remove nearest CIV marker
Govt (Government)	Place CIV marker; place 1 CRIM marker in random space; -1 Popular Support to player who caused damage (or rolled the dice on Fate Table)	Remove nearest CIV marker and CRIM marker
Telcom (Telecommunications)	Place CIV marker; all CIV markers immediately wander 1 space; -2 Popular Support to player who caused damage (or rolled the dice on Fate Table)	Remove nearest CIV marker
Transpt (Transport)	Place 2 CIV markers in space; -2 Popular Support to player who caused damage (or rolled the dice on Fate Table)	Remove 3 nearest CIV markers