

Appendix III: Glossary of Unit Traits



Leg

May not **evade** (p.55).

Road move is only 3 squares (p.32).

Any unit that *doesn't* have this trait is **motorized**.



Armored
Infantry

Along with armor, counts as an **armored** unit (p.15).

Tactical move of 2 squares (p.33)



Rare

May not be reorganized (p.56).



Self-Propelled
Artillery

May use tactical movement without being tipped (p.38).

May barrage from a beach square (p.75).



Infantry
Support

Not vulnerable in non-open terrain (p.47).

Negates attacker's penalty vs. urban, mountain, bocage.



Armor Value

In a tank battle (p.48) the armor value of each leading unit is compared to determine who has the armor advantage.



Rocket

May not barrage when passive (p.44).



Recon Unit

May **withdraw** or **scout** in a combat (p.74).



Cavalry

(p.73) An infantry unit that may move 2 squares in a tactical phase, 6 by road movement, and may evade.



Pioneer

May use pioneer effects (p.73) while attacking.



Unreliable

Roll (p.67) at the end of any phase in which it moved more than 1 square. On a "6" it takes one loss.