

RETALIATION Game Series

Boardgame Rules

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a game by Giuseppe Insana

*developed and produced by
XTeam Software Solution*

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dedicated to Alila, Uriel & Ikiro

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1 **Introduction**

1.1 **Concept**

Retaliation is the name of a series of original wargames designed by Dr **Giuseppe Insana** with the main purpose of allowing complex and ever-changing tactical and strategical situations to emerge from extremely simple game mechanics.

Retaliation games offer challenging reasoning in a fast, easy and greatly enjoyable format, with the mission of making the spirit of wargaming immediately available to everyone, casual gamers and seasoned strategists alike. They adopt an intermediate level of complexity and incorporate both elements of local tactics and of full-board strategy.

This manual will cover the rules of the original board game, but the same rules apply to the computer videogame versions of it. To date, two videogames in the Retaliation series have been developed and published for multiple platforms by **Xteam Software Solutions**. Their names are **Retaliation: Path of War** and **Retaliation: Enemy Mine**.

The easiest way to learn the game rules is to start with simplified mechanics, which remove some aspects of the game (see **Appendix A** on p.43), allowing new players to get introduced to the game elements in portions, practicing the core mechanics before extending with others.

1.2 **The players**

Retaliation is a game for a minimum of two to a maximum of twelve players.

Players can fight each other in different configurations: “all against all”, “team against team” or even with a mix of constant and unpredictable alliances and betrayals.

1.3 **The fighting units (the playing pieces)**



Each player controls one army, represented by **counters** of a chosen colour. The army is divided in **Units**. Each unit occupies one **terrain tile**.



There are three type of units, each represented by different counters: armour (**tanks**), infantry (**soldiers**) and artillery (**cannons**). An additional counter (**flag**) is used to represent the army headquarters (or the General, in the **Decapitation** game mode).



In wargames and war simulations a unit is defined as an abstract representation of a force on the battlefield. It can represent a regiment or battalion, a tank platoon or a sniper squad, depending on the scope and scale of the battle.



For our purposes, a unit can be formed by a number of same-type counters ranging from 1 to 6. For example an armour unit is formed by a minimum of 1 tank to a maximum of 6 tanks. The number of counters forming a unit will be called its “**strength**”.



It is not allowed to have, at any moment in the game, units with strength higher than 6 (i.e. with more than 6 counters).



Furthermore, different unit types cannot be mingled: each terrain tile can be occupied by only one type of counters (no mixing of soldiers and tanks on the same tile).



A unit's strength can decrease due to the detachment of sub-units (a so called **Splitting manoeuvre**, see p. 21) or due to damage incurred during battles. A unit's strength can only increase if the unit is merged with another one or reinforced.



1.4 The battleground

The board map is divided in "hex": hexagon shaped terrain tiles, with each tile belonging to a specific terrain type (see p.41 for a complete list).

The standard gaming board is a hexagon-shaped grid of 6 "hex" per side, comprising a total of 91 tiles (tournament boards are 7 "hex" per side, for a total of 127 tiles). These boards are perfect for multiplayer challenges, even up to 12 players.

For few players or for faster matches, smaller boards can be used. In particular, for two players sometimes a square or rectangular shaped map could be preferred.

It is also possible to play over pre-printed game maps.



1.5 Game objectives

Retaliation matches are won by eliminating all the opponents.

Players decide at the beginning of a match which is the *game objective*.

Alternative game objectives differ by the way in which players are eliminated.

After elimination of all opponents, the last surviving player is declared as winner.

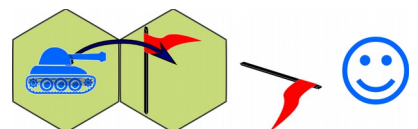
Note: if playing with players allied in teams, victory is awarded to the last surviving team.



Conquer HQ

The basic game objective is called **Conquer HQ**. Players are eliminated if their headquarters, marked by a *flag counter*, are conquered.

In this game mode, once a player manages to move (by normal unit movement or via a takeground manœuvre) one of her units onto the tile where another player's HQ is located, that player is eliminated from the game. Special care has hence to be devoted to protect one's HQ.

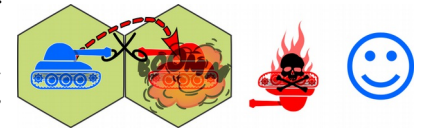


A Conquer HQ game could end in a tie only if all players were to destroy each other to the last unit, with no force left on either side which could reach and capture the enemy's HQ.

There are several **alternative game modes** that can be played:

No survivors

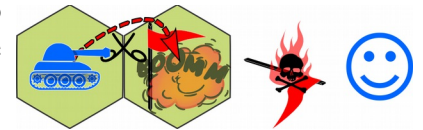
The objective of a *No Survivors* game is to completely annihilate all enemy forces (destroy all enemy units belonging to all players). In this game mode, conquering an enemy HQ would cripple that player's reinforcement capabilities but would not eliminate her from the game.



Only the very rare simultaneous mutual destruction of the last two remaining units would end these type of games in a tie.

Decapitation

When playing a *Decapitation* game, the *flag counters* are used to represent the commanders of each army, the **Generals**. Unlike static headquarters, generals are normal units: they can run away from incoming enemies or even fight back (although with scarce ability).

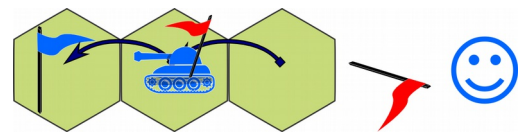


Elimination of a player is achieved by destroying the general of her army. The player with the last surviving general wins the match.

A tie could result only from the simultaneous elimination (in the same turn) of the last two remaining generals.

Capture the flag

In this game mode, elimination of a player is achieved by first capturing that player's flag (and this is accomplished in the same way as conquering an enemy headquarter in the Conquer HQ game mode) and then bringing it back to one's own HQ.



Once a player manages to move one of her units over an enemy's undefended flag, that flag becomes "captured" and gets "carried" by the unit which conquered it. The unit has then to rush back to her own HQ in order to have the player eliminated.

While the flag is being carried away, the flag's owner cannot place any reinforcement.

The flag owner (or her team mates) could try and stop the "thieving" unit by attacking and destroying it: when a unit carrying a flag is destroyed, the flag is dropped.

Note that the original owner of the flag cannot "pick up" or "bring back" the flag, and neither can her team mates. Only enemy players can snatch (capture) and carry away their opponents' flags. Nevertheless, a dropped flag can still be used by the original player to place reinforcements.

A dropped flag, if left undefended, could be once more snatched and carried away. Once a unit manages to return to her own HQ carrying an enemy's flag, that enemy is eliminated from the game.

As in Conquer HQ, ties could only happen if no player had any units left that could move and capture the enemies' flags.

2 ***Setting up the game***

Follow this easy procedure to prepare the gameboard and get ready to play:

- 1) set up a new board by either choosing or randomly selecting enough hexagon terrain tiles and arranging them (alternatively: use a pre-printed map)
- 2) if desired, place some transparent overlays (they have printed roads, railroads and rivers) over the game board, aligning them with the terrain hexagonal tiles
- 3) let each player decide the colour of their army
- 4) place one flag for each player on opposing corners of the game board. The flag denotes a player's HQ and starting position. It is probably best to use randomness (simple dice rolls) to assign the starting positions to the players: which corner of the board each player starts from
- 5) allow each player to spend 24 reinforcement points for their initial army buildup (24 points can for example "buy" 6 tanks, or 8 soldiers, or 3 artilleries or different combinations of these: see the example picture below)
- 6) place the counters for the initial army on the HQ tile or on one of the tiles adjacent to it
- 7) place any reference material to the board's side, allowing players easy access to it
- 8) prepare a few six-sided dice
- 9) begin the fight!



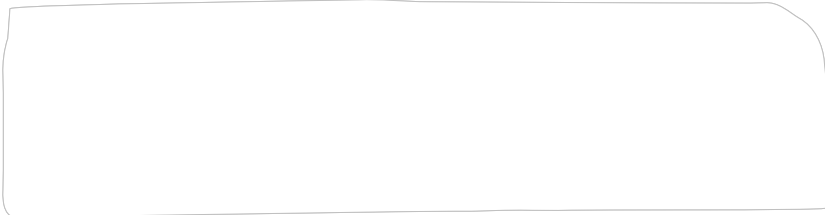
3 Units

Each player controls one army, represented by **counters** of the same colour. The army is divided in units.

Each unit occupies one terrain tile: it is never possible for two units to share the same tile.

There are several **types** of units, each represented by its own *counter*:

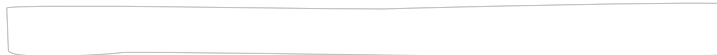
- armour (“tanks”)
- infantry (“soldiers”)
- artillery (“cannons”)



One more type of counter (the “flag”) is used to represent the army headquarters (HQ) or its generals.

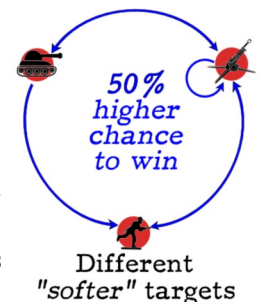
*Only in the **Decapitation** game mode, the flag indicates a **general**: a unit which can move, attack and be attacked. In all other game modes, flags are only used as a placeholders to indicate the terrain tiles where army HQs are located.*

As mentioned above, units have “strengths”. The *three main unit types* - armour, infantry and artillery - have that same range of strength: from 1 to 6.



Generals on the other hand can only have strength 1. In other words, it is not possible to have more than one general counter (“flag”) sharing the same tile.

As in the *rock-paper-scissors* game, the various unit types have strengths and weaknesses when attacking each other: some types are better equipped to attack and destroy certain other types (see **Unit vs Unit specific hit chances**, p.40).



The different types will now be briefly described. For a summary of their characteristics, see the **Units table** on page 40.

3.1 Armour

ARMOUR MOVEMENT	ARMOUR COMBAT
Basic movement: two steps	Attack range 1: only adjacent targets
Mountains and Jungles are impassable	Can take ground if target killed or routed
2M+A Can move and attack in the same turn	Strong vs infantry and artillery

Armour units represent a very strong and fast all-purpose unit. They could be considered similar to the *Queen* piece from the game of Chess.

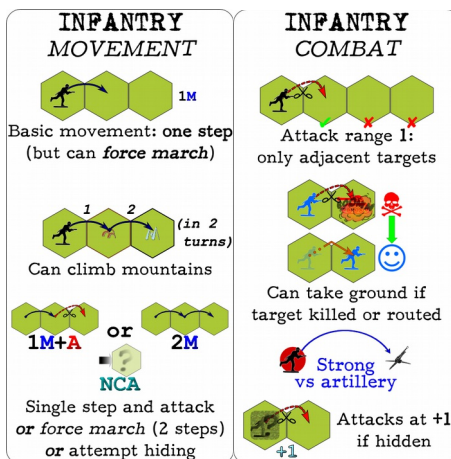


They can normally move two steps (two hexagon terrain tiles) and attack in the same turn as they moved. There are some terrains that they cannot enter: mountains, jungles, seas and lakes.

Armour has very favourable hit chances: it is easy for an armour to successfully damage both infantry and artillery.

Armour units have also the ability to **Entrench** (see p. 36).

3.2 Infantry



The second of the three main unit types, *infantry* is cheaper to produce, much weaker than armour but very versatile. It could be compared to the *Pawn* from the game of Chess.



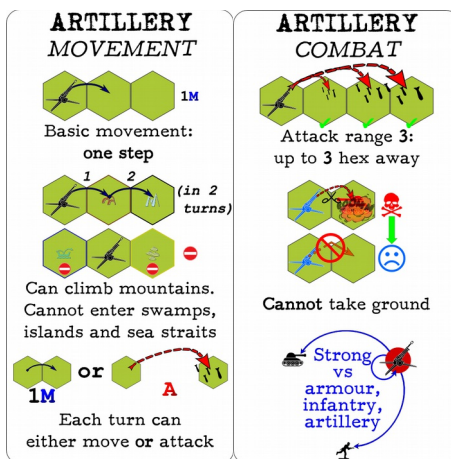
Infantry units can normally move one single step, but they have the possibility to perform a "*forced march*", meaning that they can decide to move one extra step (hence 2 steps, like armour). The drawback is that, by doing so, they sacrifice the possibility of combat for that turn.

Compared to armour, infantry units can occupy more types of terrain. In fact infantry can enter almost all kinds of terrain (with the exception of lake and sea tiles,

which are impassable to all unit types). More specifically, compared to armour, they can enter *jungles* (and stage attacks from there) and they can climb on *mountains* (see the explanation on **Climbing mountains** for the procedure).

Infantry units have the possibility to perform a very powerful *non-combat action*: they can *hide*. This is only possible in certain terrains which allow concealment (e.g. forests or villages). Hidden units cannot be targeted and can decide to launch surprise attacks (see the full explanation in the chapter on **Hiding**). They also have the ability of **Entrenching**.

3.3 Artillery



The last of the three main unit types is artillery. Artillery is quite expensive to produce and very slow to deploy, but it represents a powerful resource for both offence and defence.



The closest equivalent in the game of Chess would be the *Rook*.

Artillery units can only move *one single step*. Furthermore, whenever they move they sacrifice the possibility to attack. Think of it as packing up and going on wheels everytime an artillery unit has to move to a different location: it takes time to re-deploy effectively and get ready to fire.

Another limitation of this unit type lies in the fact that artillery units cannot perform any "*taking ground*"

manoeuvre. Furthermore, artillery units can neither hide nor entrench.

The greatest advantage of artillery is that its attacks are "*indirect and ranged*": artillery units do not require their targets to be on adjacent tiles. Instead they can hit enemy units as far as 3 hex away. In other words, they can hit enemy units which are adjacent, two steps away or three steps away from their location.

Furthermore, its chances to hit against all three main unit types are much better: a die roll of 4+ (which means a roll of 4, 5 or 6) is enough to hit enemy armour, infantry and artillery units (see **Unit vs Unit specific hit chances**).



All possible targets of the artillery unit are marked in red: all those inside a range of 3 hexes from the artillery

Artillery attacks are both ranged and indirect

As mentioned, artillery combat is also “indirect”. This means that an artillery unit can even hit through intervening side mountains (although it suffers a negative combat modifier as outlined in the **Terrains table**).

In terms of movement, artillery can “climb” mountains using the same rules as infantry and likewise can enter jungles. On the other hand, artillery units cannot enter swamps, nor cross sea straits or enter islands.

3.4 Generals

GENERALS MOVEMENT	GENERALS COMBAT
Basic movement: one step	Attack range 1: only adjacent targets
Can climb mountains (in 2 turns)	Cannot take ground
Each turn either move or attack or attempt hiding	Has no terrain attack modifiers
	Attacks at +1 if hidden

Present only in the **Decapitation** game mode, Generals are the weakest unit type and need to be always protected, similarly to the *King* in Chess: loss of the last remaining general means loss of a Decapitation match... in the same way as the loss of the last HQ means defeat in a **Conquer HQ** match.

Generals move only one step and, like artillery units, each turn they can either move or attack. Like artillery, they cannot *take ground*.

They are completely unaffected by terrain types during combat. In other words, generals do not apply any terrain combat modifier (neither positive nor negative) when they attack the enemy. Thus it makes no difference, to a general, if its target is located on a hill or in a city, and likewise it makes no difference for a general to attack from a forest or from a village or from any other terrain type.

They can perform a single non combat action: **Hiding**.

The maximum strength of general units is only 1, meaning general units can only be composed of a single general (hence two generals can never *join*). They are the most expensive unit to “produce”, with a new general requiring 24 *production sacks*.

4 ***Game procedure and game phases***

The game is divided in **turns**. On each turn the players alternate moving their units, making attacks and adding reinforcements. The order in which these actions are taken is called the *sequence of play*.

Each turn follows the same sequence of play which is composed of **phases**.

The phases (and their standard colour coding used in videogame versions) are:

- | | |
|-----------------------|---|
| 1) Initiative |  |
| 2) Movement |  |
| 3) Combat |  |
| 4) Casualties removal |  |
| 5) Non combat actions |  |
| 6) Reinforcements |  |

*The **Non combat actions** phase is optional: players need to decide beforehand if they plan on making use of such phase in their match.*

A brief description of each phase will now be provided, while specific rules for each will be covered extensively in separate chapters.

4.1 **Initiative roll**

At the beginning of every turn each player rolls two dice. These rolls are used to decide the order of action (the player with the highest result moves and attacks first; then goes the second, the third...). Re-roll in case of ties until the order of action for all players is decided for the current turn.

In the computer game versions, initiative is automatically rolled and determined at the beginning of each turn, simply displaying the order in which all players will act for that turn.

4.2 **Movement**

Following the order decided by the **Initiative roll**, the players alternate moving any units they wish, one at a time (player one moves all her units, then player two moves and so on).

A player can decide to move any number of units (none, some or all).

Split & Merge actions are considered movements and need to be performed in this phase. Additionally, terrain movement limitations need to be respected. See **Movement rules** (p. 15) for the full explanation.

4.3 **Combat**

Again following the same play order, each player proceeds to use her units to attack the enemies: the first player performs all her attacks, then it's the turn of the second player and so on.

After a player has declared that she doesn't desire to perform any additional attack (or in case she has performed attacks with all of her units), her portion of the Combat phase ends and the next player can proceed to order her units to fight.

A unit can only attack once per turn, against one single enemy unit. For most units, only close combat is allowed: units can only fight against enemies located on a tile adjacent to them. Only artillery units  can fight "long range".

Each fight involves only *two units at a time*, which are referred to as the **attacker** and the **target**. The roles are usually reversed when it's the other player's turn to play: the target becomes the attacker and vice versa. But there is no obligation to respond to fire: the target of one attack can - when it's its turn to move - direct its attack towards a different unit or even refrain from attacking.

*In general it is not advantageous to refrain from attacking, so if the unit is not more interested in picking a different fight, it is usually in its benefit to fight back. An exception to this would be the desire to keep the **Entrenched** status badge, which is lost if the unit attacks.*

As in movement, a player can decide to order for combat any number of units (none, some or all).

Combat resolution will be fully explained in the chapter **Combat resolution** (p.25), but let's here introduce a key element of Retaliation:

Combat is handled sequentially but considered simultaneous

The enemy units destroyed during a fight are not immediately removed from the game board but instead left where they are and simply “rolled on their side” or “placed upside down” (to indicate they have been destroyed).

The reason for this procedure is that ***all the fights are considered simultaneous***, hence when it's the second player's turn to attack, she will attack her enemies considering each of her units at its full strength, ignoring any sustained damage.

Retreats

Normal retreat: if during a fight an attacking unit rolled a *double-six* (exactly *two* dice bearing 6), its target (if it survived the fight of course) is considered a “routed army” and must flee the fight, effectively retreating.

To perform the retreat, the unit has to ***immediately*** move “back” one hex, with “back” meaning away from the direction the attack came from (retreating player's choice).

If it has nowhere to flee to, because the adjacent tiles are all impassable (e.g. occupied by friendly or enemy units, or because of terrain limitations, like mountain/lakes), the unit cannot retreat (it stays in the original place) and loses two additional counters (*Note: if the unit's strength was only one or two, the unit is now effectively destroyed*).

The same but reversed happens if the attacking unit rolls a *double-one* (exactly *two* dice bearing 1): it is now the attacker which is routed and attempts to flee the fight. Other special combat results will be described in **Special dice rolls** (p.31).

Retreat across river: if the fleeing unit was adjacent to a river and has to move *across the river* (not *away from* it or *along* it) because there are no other available retreats, it is considered as if “crossing the river” and has to roll (one die roll with chance 5+) to establish the success of the manoeuvre (see p.19 for the full explanation of river crossing). If the crossing is unsuccessful, the unit cannot retreat and hence suffers the additional losses just detailed.

Only when every player has had the chance to deal all their planned attacks, the combat phase ends. The counters marked as destroyed will be removed in the following Casualties removal phase.

4.4 Casualties removal and taking ground

During this phase, all counters which are rolled on their side (i.e. marked as destroyed because victims of the recent fights or because of self-damage due to a *special* roll - see *snafu-111* under **Special dice rolls**) are now removed from the game board.

After removing all the destroyed pieces, there may be some single tile (one step) movements that can now be performed. These are called **Taking ground**, **Pursuit** and **Snapback** and will be described in the relevant section on p. 34.

4.5 Non combat actions

In the boardgame version, this is an **optional** phase. Players should agree before the match if they'd prefer to use this phase in the gameflow or if they'd rather play without it.

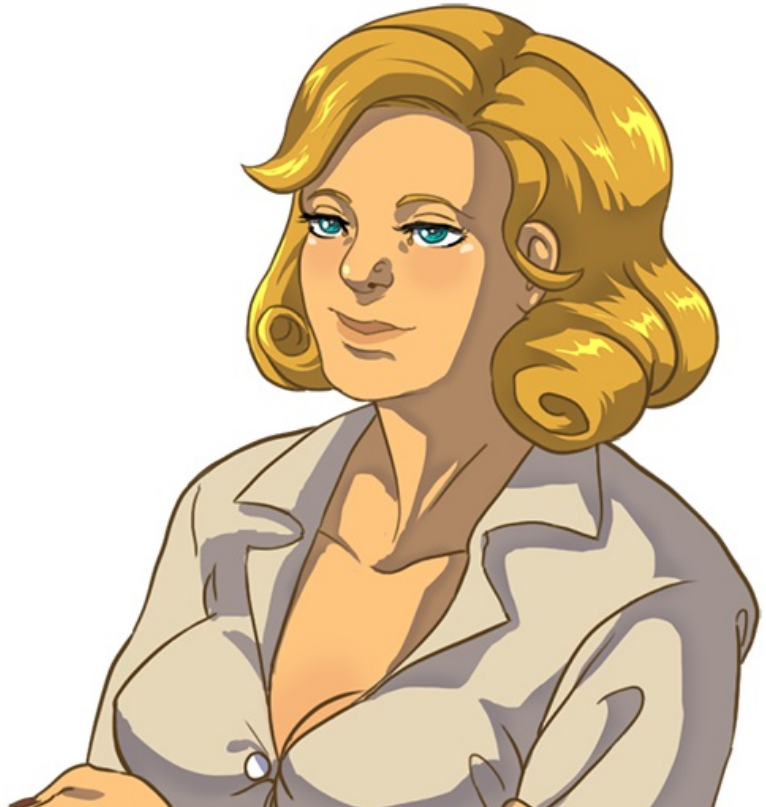
During this phase, some units which satisfy specific requirements can acquire one of two possible "status badges": either a **Hidden** badge, which provides a bonus to attacks (and also creates the possibility of "Falling into an ambush") or an **Entrenched** badge, with provides a bonus to defence (rules on p. 35).

4.6 Reinforcements

The last phase of each turn is the Reinforcements phase: when players acquire reinforcements (new units entering the game) and place them **at** or **next** to their HQ.

The amount of reinforcements awarded is based on the production of the terrains controlled by each player at the end of the turn. A good player should hence always try to maximise the production income for each turn, occupying high-yield tiles during movement or wrestling them away from her enemies during combat.

See **Reinforcements rules** (p. 37) for the explanation on how to count total production and how to spend it to acquire and place new reinforcements.



5 **Movement rules**

Units move one at a time, *hex* by *hex* (tile by tile, step by step), in any direction that the player desires.

The **normal range** of movement of **armour** units is **two hex per turn**.

The normal range of movement of the **other unit types** is instead **one hex per turn**.

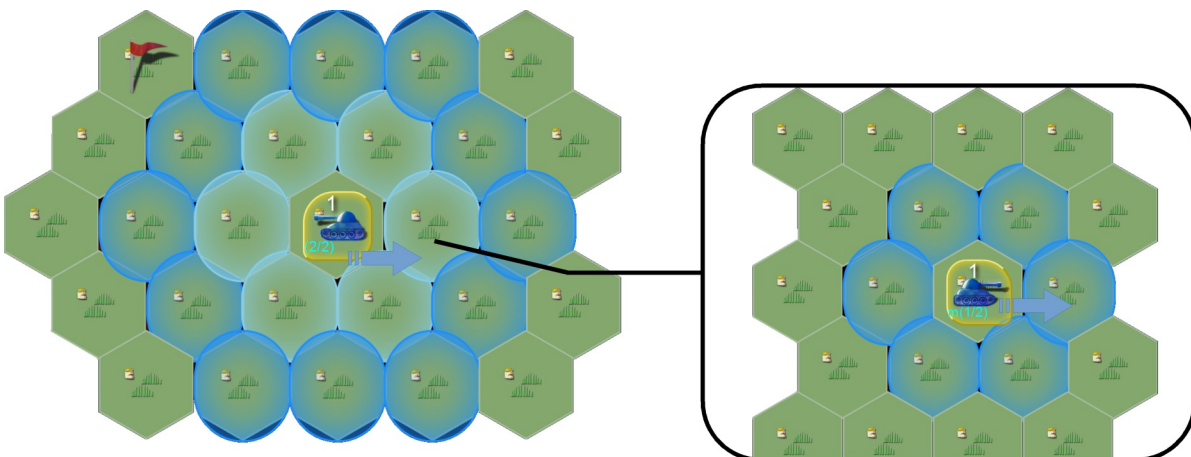
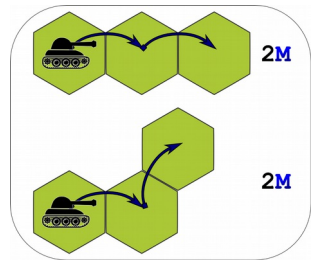
Depending on the terrain traversed, the units can move additional tiles (e.g. over a road) or, conversely, be in any case limited to a single hex of movement (e.g. over hills), as will be explained below.

During movement, a unit may *never enter or pass through* a hex containing an enemy unit. It can also never *pass through* a hex containing a friendly unit.

A unit can move into a hex occupied by a friendly unit only following a **Merging manoeuvre**. Such an action must obey certain rules (explained below).

In no case a unit can enter or pass through a hex representing impassable terrain (e.g. sea or lakes are impassable to all units, mountains and jungles are impassable to armour units).

When a player announces that she has moved all the units she planned to move, her portion of the Movement phase ends and the next player can proceed to move the units of her army.



Armour units can move 1 or 2 steps in any direction.

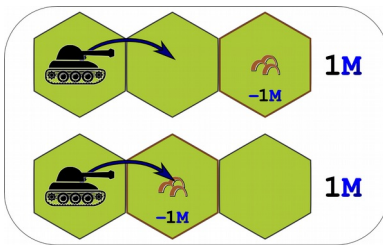
Left: all possible moves are shown; in light blue the moves of range one, in dark blue the moves of range two (requiring two steps)

Right: After moving eastward one step, the blue armour can still choose one of the six adjacent tiles to complete the movement or simply decide to stop where she is. She could hence theoretically even return to her starting place (although it would make little sense to do so).

In the following sections the armour units will often be used to exemplify the rules. Keep in mind that anyway the same rules apply to all other unit types.

5.1 Terrain effects on movement

Hindering terrains (-1M)



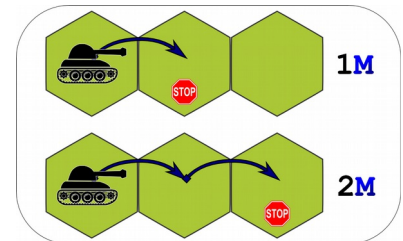
The **Terrains table** (on p. 41) lists some terrain types (those carrying the symbol **-1M**: hills, ice, desert) which *hinder* movement: over those tiles all units are restricted in any case to a single step of movement.

There are two kind of overlays, roads and railroads (described below) which instead facilitate movement, allowing an extended movement range.

Stopper terrains (STOP)

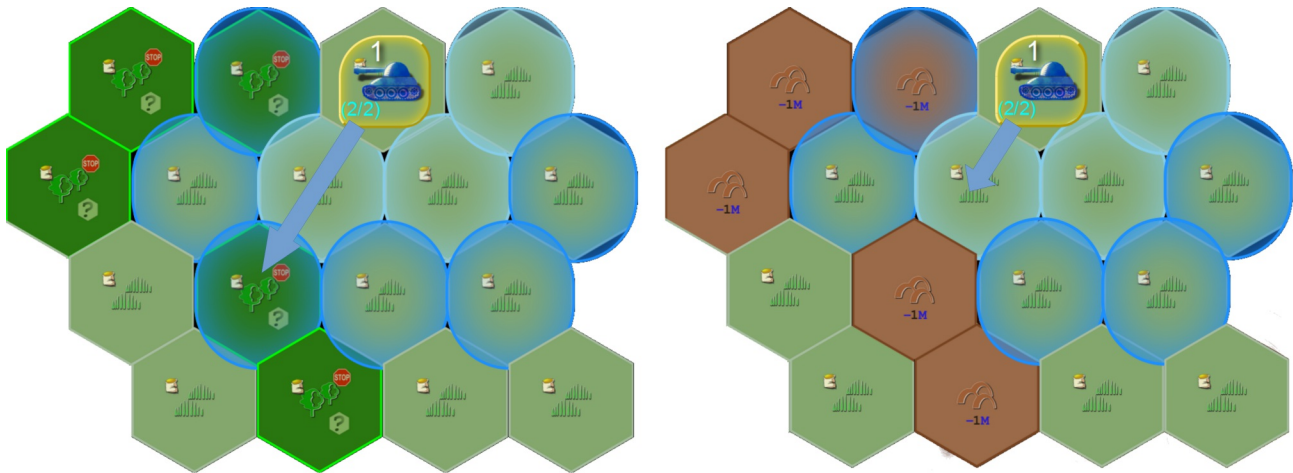
The **Terrains table** also lists several terrain types which *terminate* movement (they will be referred to as “**stoppers**”).

Units which enter these terrain tiles are forced to pause and assess the situation, without the possibility to continue moving forward. For example, a unit entering a village must stop and cannot proceed moving to an adjacent tile, even if the unit still had another step of movement left.



This reflects both the complexity of manoeuvring to enter or cross that kind of terrain (like in the case of forests) and the caution that would be required by a unit approaching an area which could conceal enemy forces (like a village).

In game terms, these terrain tiles prohibit units from simply “passing them across”.



Left: forests are “**stopper tiles**”: movement immediately terminates on them.

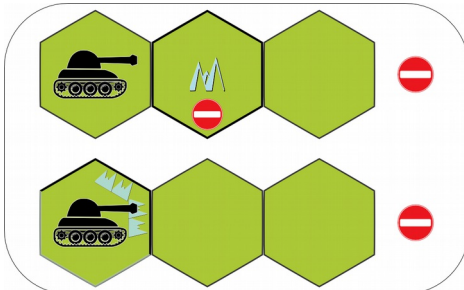
Right: hills are “**-1M tiles**”: they reduce movement range by one. The biggest difference is that armour can move to hill terrain only if it's adjacent to her (at range one of movement), while she can arrive to a forest on the second step of her movement.

Another difference is how these terrains behave with respect to roads and railroads: stopper tiles also stop road movement, while -1M tiles (hills, desert, ice) do not hinder it.

Impassable terrains (🚫)

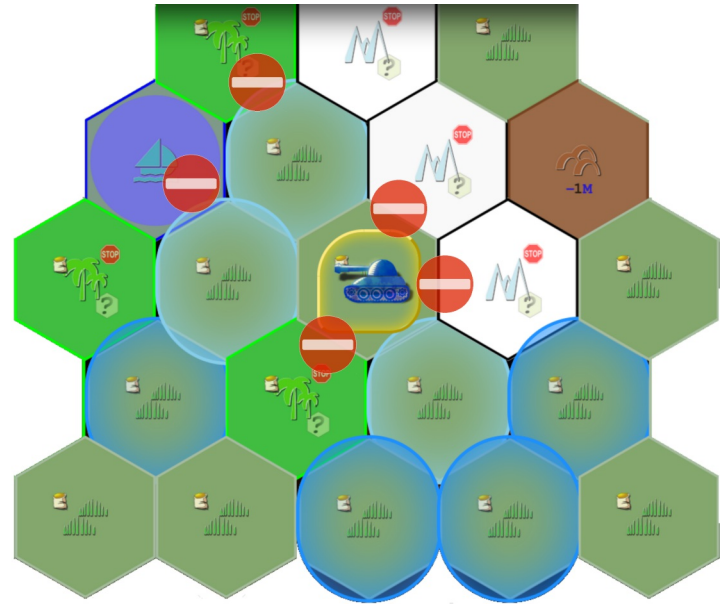
Some terrain types are impassable:

1) Under no circumstance armour units can climb over mountains nor cross a jungle.



2) Artillery units cannot enter swamps, reach islands or cross sea-straits.

3) Generals and Infantry can reach all terrains, with the exception of sea and lake tiles.



Impassable terrain: in no case an armour can penetrate jungles, climb mountains or wade through lakes...

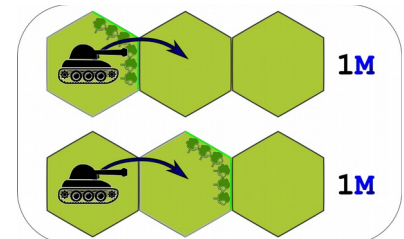
No unit can enter sea or lake tiles.

Side terrain features

There are special “side terrain” features (so called because they appear between two tiles, on their shared edge) which stop movement when they are crossed: **Rivers** and **Side forests**.

Because of this, a unit traversing a sideforest or crossing a river cannot proceed further than the first tile adjacent to it: she can only move one hex and has to immediately stop after crossing.

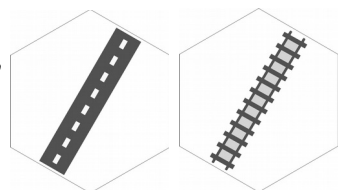
Furthermore, crossing can only be performed if the unit is adjacent to the side terrain feature.



Roads and railroads

If there is a road on the tile, the unit can move **one extra hex (+1M)**, hence tanks move 3 hex on road and the other units can move 2 hex on it.

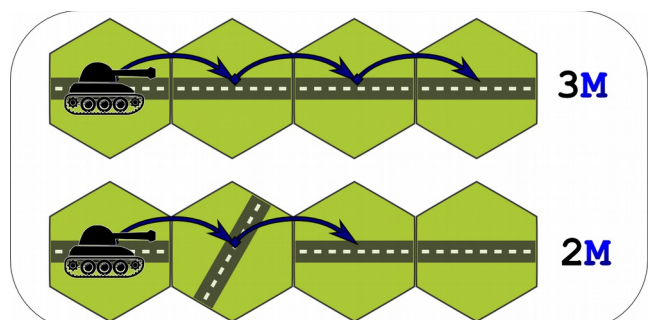
If there is a railroad, units can move 4 hex (4M): they are considered to be travelling on trains. As always, movement steps are optional: units travelling on railroad can choose to move any number of steps over it, from 1 to 4.



All unit types can move up to 4 hex on railroad.

The additional movement a unit can perform over road is granted **only** if all tiles (including origin and destination) traversed by the unit are connected road tiles: i.e. only if the unit actually follows a completely connected road.

In other words: the starting tile, the first tile of the movement, the last one (destination) and all those in the middle (the extra one in case of



roads, the two extra ones in case of railroads) have to form a connected road (or railroad) path. If that is not the case, then the unit moves as normal.

The same applies to **railroads**: from beginning to end (the origin plus all the 4 steps), movement has to be performed on the same connected railroad.

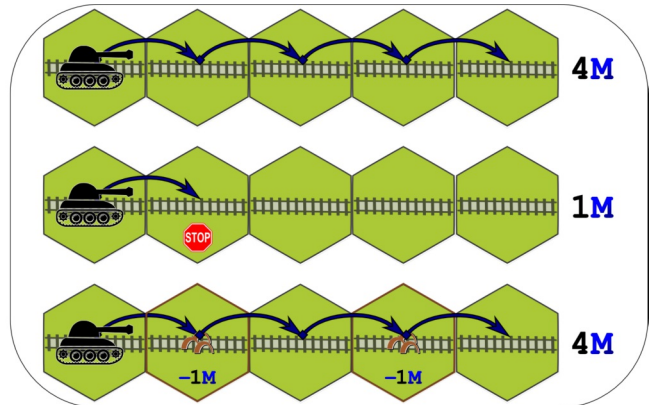
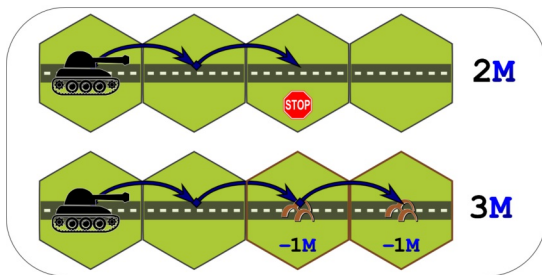
Implicit road system tiles

There are five terrain tiles that include an **implicit road system**: city, factory, oil refinery, power station and nuclear power plant. They behave as if they had well connected roads (or railroads) on them, which automatically connect them to neighbouring roads or railroads, even if no road/railroad is clearly marked over them. They are indicated by the symbol 🏙️.

Terrain effects on road movement

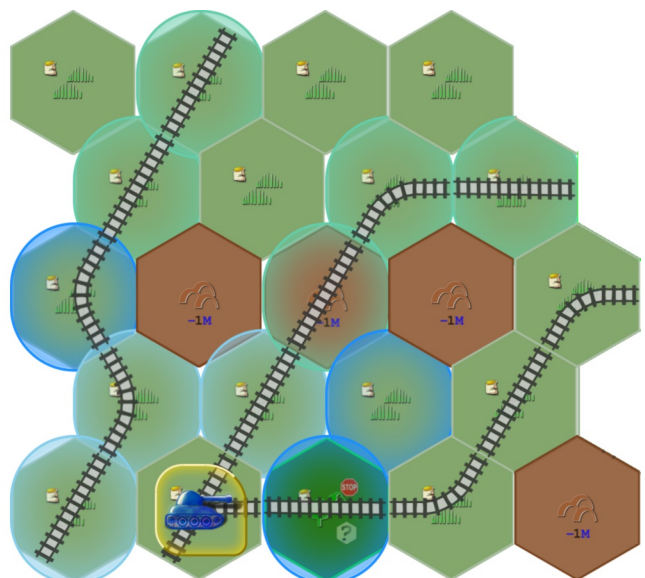
If the road or railroad passes through a **stopper** terrain (like a village, city, forest...), the travelling unit must immediately terminate its movement there.

On the other hand, those terrain tiles marked by **-1M**, which normally **hinder** movement (i.e. hills, desert and ice) do not have any effect on movement over road or railroad.



It is hence possible to move quickly over hilly, desert or icy terrain by employing roads/railroads.

Passing from a road to a railroad tile (or vice versa) is considered leaving the path and hence does not grant any additional movement.



Left: the extra steps granted by travelling on road are shown in light green. Armour can travel 3 steps on roads.

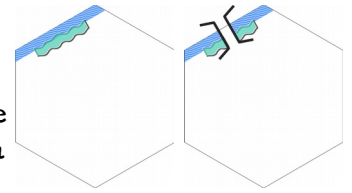
Right: railroads (4M) grant a movement range of 4 steps to every type of unit.

Hills do not affect road or railroad movement, while forests (as any other stopper) **terminate** units' movement.

5.2 Side terrain features

Rivers

Rivers are one kind of “*side terrain*” feature: the river appears on one or more edges of the terrain tiles. Those hexes which are separated by a river edge are considered hexes “*across the river*”.



With regards to movement, units follow the general rules, as long as they are not moving to tiles “*across the river*”, i.e. as long as their movement does not bring them to the other side.

If instead the player wants to move her unit *across the river* (i.e. to reach an adjacent tile which is situated on the other side of the river, beyond the river edge), then we must distinguish two cases, depending on the presence or absence of a bridge:

- 1) **a bridge**  **is present** on the river edge (the edge shared by the origin and destination tiles).

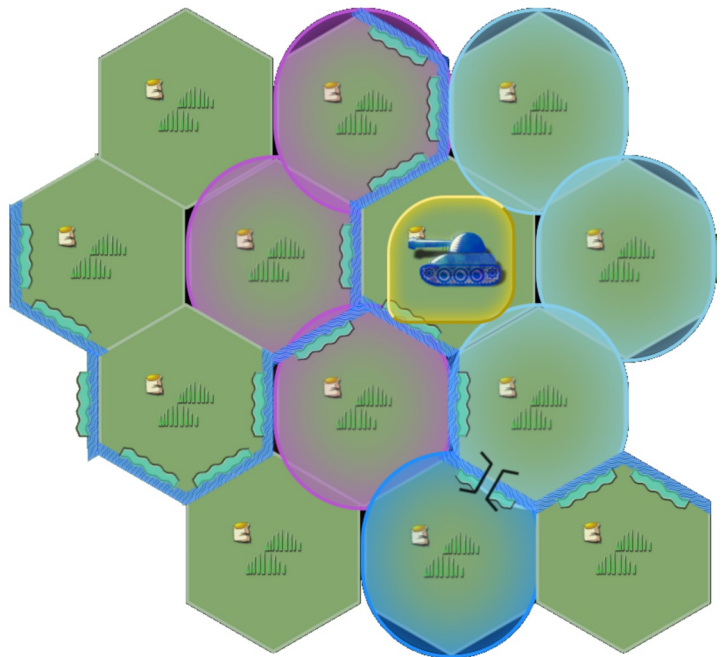
With a bridge, the unit can cross the river without any problems. The movement of the unit across the river is not impaired in any way by the presence of a bridge.

- 2) **no bridge is present.**

If there is no bridge, the player wishing to move her unit “*across the river*” has to declare her intentions and then perform a river crossing manoeuvre.

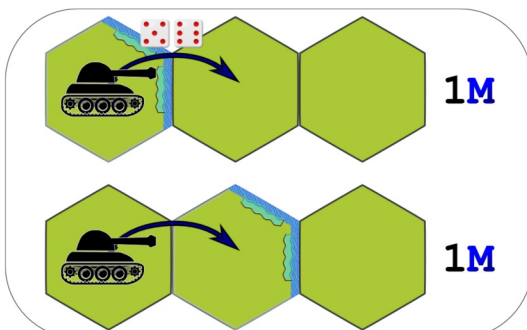
The crossing manoeuvre is accomplished by rolling a single dice.

A result of 5+ (rolling a 5 or 6) indicates a success: the river has been successfully forded and the unit can move to the adjacent tile. In case of failure to cross, the unit has to remain where it is and cannot perform any alternative movement during the current turn.



Rivercross movements are shown in purple. A roll of 5+ is needed for a successful cross. The chance improves with repeated attempts.

Note that the armour can avoid the river crossing manoeuvre and instead use the bridge to the south of her position.



*Rivercross action is performed **in alternative** to normal movement, and only if the unit is adjacent to the river at the beginning of the movement phase.*

Cross river attempts are considered movement and hence remove any *Status badge* (p.29) the unit had, or deny for that turn the possibility to acquire one.

River crossing can be re-attempted on any subsequent turn. With each attempt, the probability of success improves by one: **4+** on the second attempt, **3+** on the third attempt and **2+ on any following attempt.**

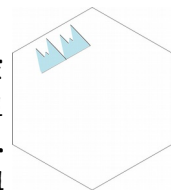
A roll of 1 on a river cross attempt always indicates a failure.

Note that this increase in success probability is only valid for this specific unit and for this river crossing location and cannot be “transferred to” or “re-used by” other units or subsequent river crossings (e.g. to cross back or to cross again later in the game or to cross in a different part of the river etc.).

In case of a successful crossing without a bridge, the unit *must immediately stop* once reaching the adjacent tile. In other words, it can only move one hex, as in the case of entering a forest tile or crossing a side forest (see below). Crossing a river is hence equivalent to reaching a stopper tile (STOP).

Mountain ridges, escarpments

Another type of side terrain is represented by a tile which has mountains on some of its edges. This is not a mountain tile (which would be totally impassable) but instead it blocks movement only towards those tiles which share the mountainous edge. They behave similarly to impassable terrain tiles (⊖), but limited to the marked edges.

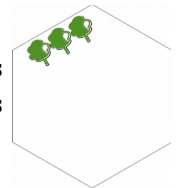


Thus movement from and to this kind of tiles can only happen through those edges which are *not* blocked by mountain.

Combat across mountain ridges is also an impossibility.

Side forests

The last kind of side terrain is that of a tile which has forests on one or more of its edges. Again, this kind of tile is not a forest tile but it acts as forest if a unit moves (or attacks) towards an adjacent tile sharing the forest edge.



Whatever the origin tile or the destination tile, “*crossing a forest edge*” causes the unit to immediately terminate movement, without possibility to proceed with further moves. In other words, it behaves similarly to crossing a river or entering a stopper tile (STOP).

Furthermore, crossing a side forest is only possible at the beginning of the movement action, i.e. instead of a normal movement, as in the case of crossing a river. Hence to cross a *sideforest* a unit needs to first be adjacent to it.

The described types of side terrain tiles also affect combat (p.28).

5.3 Split & Merge

Instead of normal movement, a unit can decide to perform a **splitting or merging manoeuvre**:

Split is the action by which a unit gets divided in units of lower strength across two or more tiles. Such a division can be performed while keeping some tanks on the original tile ("detaching" part(s) of the original unit to one or more adjacent tile(s)) or, conversely, leaving no tanks on the original tile ("spreading over two or more adjacent tiles").

Merge (joining, regrouping) is the opposite action, by which a unit merges into an adjacent one, effectively joining forces and becoming one with it. Obviously the rule of maximum strength has to be respected, hence the resulting merged unit cannot be composed of more than six tanks.



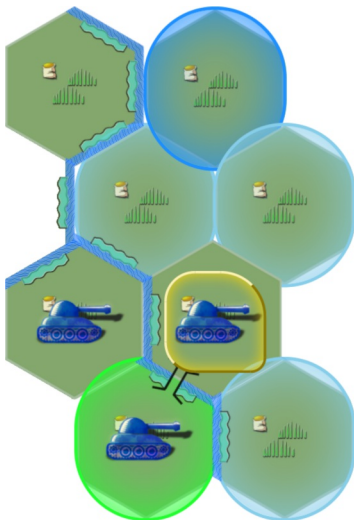
Split and Merge can be combined. The selected unit can split (detach) a sub-unit towards the two empty adjacent tiles, or split&merge a sub-unit to join forces with the other unit (highlighted in green)

Split and merge can be combined, as in the example of a unit detaching part of its strength which end up merging into an adjacent unit (see picture).

Alternative to normal movement

Any splitting or merging action can only be performed *instead* of normal movement (and hence is limited to the adjacent tiles).

Furthermore, such an action immediately ends the phase for all the units involved (even those involved passively, as the ones receiving the reinforcements following a merging action). In other words, all units involved in a split or merge cannot move anymore (but they could have already moved before) in that turn.



Note: No merging across river, (it would combine two actions: rivercross and merging).

No merge or split across a river

A unit cannot merge with another unit located on tiles which are across the river, as this would combine a merging manoeuvre with a river crossing one. If instead a bridge is present, merging is allowed (see picture). For the same reason, units cannot split across rivers.

Example

A unit is composed of 5 tanks.

On the movement phase, the player could decide to split this unit in the following way: 2 tanks advance to the northwest tile, 2 tanks advance to the southwest tile, 1 tank is left on the original tile.

There are now three units instead of the original one. For all of them, the moving phase is effectively finished: they can no more move. If the original unit had previously moved, this splitting manoeuvre would not be permitted.

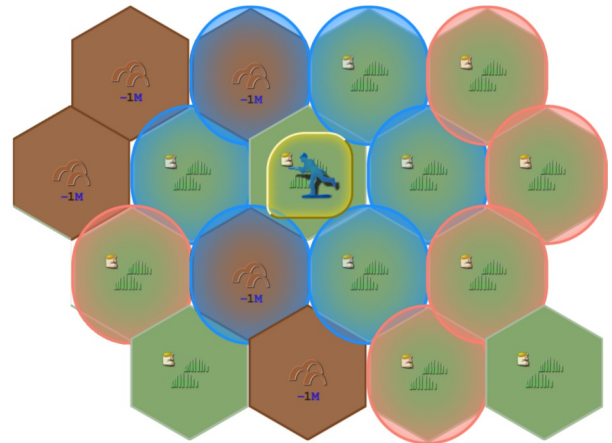
Continuing with our example, if in the northwest tile there was already a friendly unit (let's call it X), composed by two tanks, it would now be reinforced by the 2 detached units and become a unit of strength 4, effectively combining a split with a merge.

This unit (X) after receiving the two extra tanks will not be able to move anymore (as a merge ends movement for all units involved). Note however that “X” could have already moved (to arrive to its current position) before the splitting/merging action occurred.

Players have hence to plan carefully the sequence of movement of their units, in order to avoid “blocking” them due to split/merge actions performed in the wrong moment.

5.4 Forced march

Infantry units can “**force march**”. This means that they can perform one additional step of movement, but they achieve such feat at the cost of sacrificing combat, for the turn in which they force march.



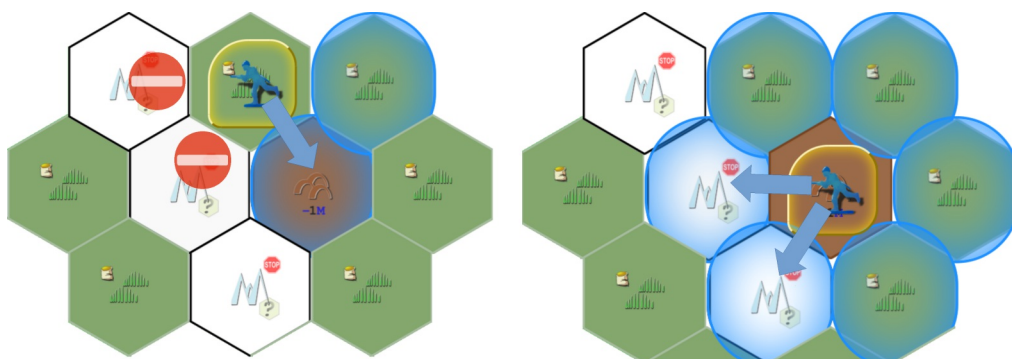
Infantry moves: normal range is 1 step; alternatively 2 steps using forced march (moves highlighted in red) but without possibility to attack afterwards

5.5 Movement OR combat

Artillery units and Generals (in **Decapitation**) must decide each turn **whether moving or attacking**: if they perform a movement (including a failed movement, like a river cross attempt) or are involved in a merge/split manoeuvre (even passively), then they cannot perform any attack on that turn. If players plan on ordering them to attack, they should hence refrain to move them during that turn.

5.6 Climbing mountains

With the exception of armour units, the other unit types are allowed to enter mountain tiles, but they can do so only if they are coming from an adjacent tile of high-elevation: a hill or a plateau or another mountain. This procedure is called “climbing the mountain”.



Only from hills a unit can climb on a mountain, as shown in these two subsequent moves (requiring two turns)

First, a unit needs to be over a hill or over a plateau (or over another adjacent mountain). From there it can, without further restrictions, move over a mountain.

It is hence not possible to climb an “isolated mountain”: one which is not adjacent to any hills or

plateau tiles.

Descending a mountain presents instead no special requirement. This is the only case where there can be "one way" movements in Retaliation: after descending a mountain it may often not be possible to go back the same way.

5.7 Falling into an ambush

If playing with the *optional Non combat actions* phase, it can happen that a unit attempts to move over a tile occupied by a hidden enemy unit (see section on **Hiding**).

In videogame versions the units are effectively hidden, invisible, and hence ambush happens unintentionally because the player is obviously unaware of the presence of a hidden unit when she orders a movement towards the tile concealing it.

In the boardgame version the "hidden status" is impossible to conceal (unless playing with the assistance of an independent game referee) and hence falling into ambush is a conscious action where players intentionally fall into the trap, either because they wish to cross the tile occupied by the hidden unit or because they want to force it to reveal the hidden unit in order to attack it.

In boardgame, the hidden status is treated as if the armies were aware of the presence of a concealed unit in that terrain but - lacking the exact knowledge of its location - they do not have the ability to target it during combat.

The procedure for an ambush is the following: a *free attack* (the *ambush*) is performed against the unit which fell into the trap: the movement is cancelled (as it is obviously impossible to perform) and the hidden unit gets the free attack (with a +1 attack dice modifier) against the surprised unit.

Note that if the movement originated two or more steps away from the location concealing the enemy, the surprised unit is "stopped on her tracks" on the tile (in the movement path) located just before the one concealing the enemy. In other words, movement of the surprised unit terminates in the tile immediately adjacent to the hidden enemy.

Any special result roll has to be ignored during an ambush.

Any hit inflicted during the ambush attack is immediately marked, but the destroyed counters will be removed - as always - only in the Casualties removal phase. Hence any attack performed by the ambushed unit during the subsequent Combat phase is still performed with its full original strength.

An ambush is a *free attack* in the sense that it is executed immediately during the movement phase and hence it does not prejudicate the possibility for the newly revealed unit to attack normally, during the Combat phase.

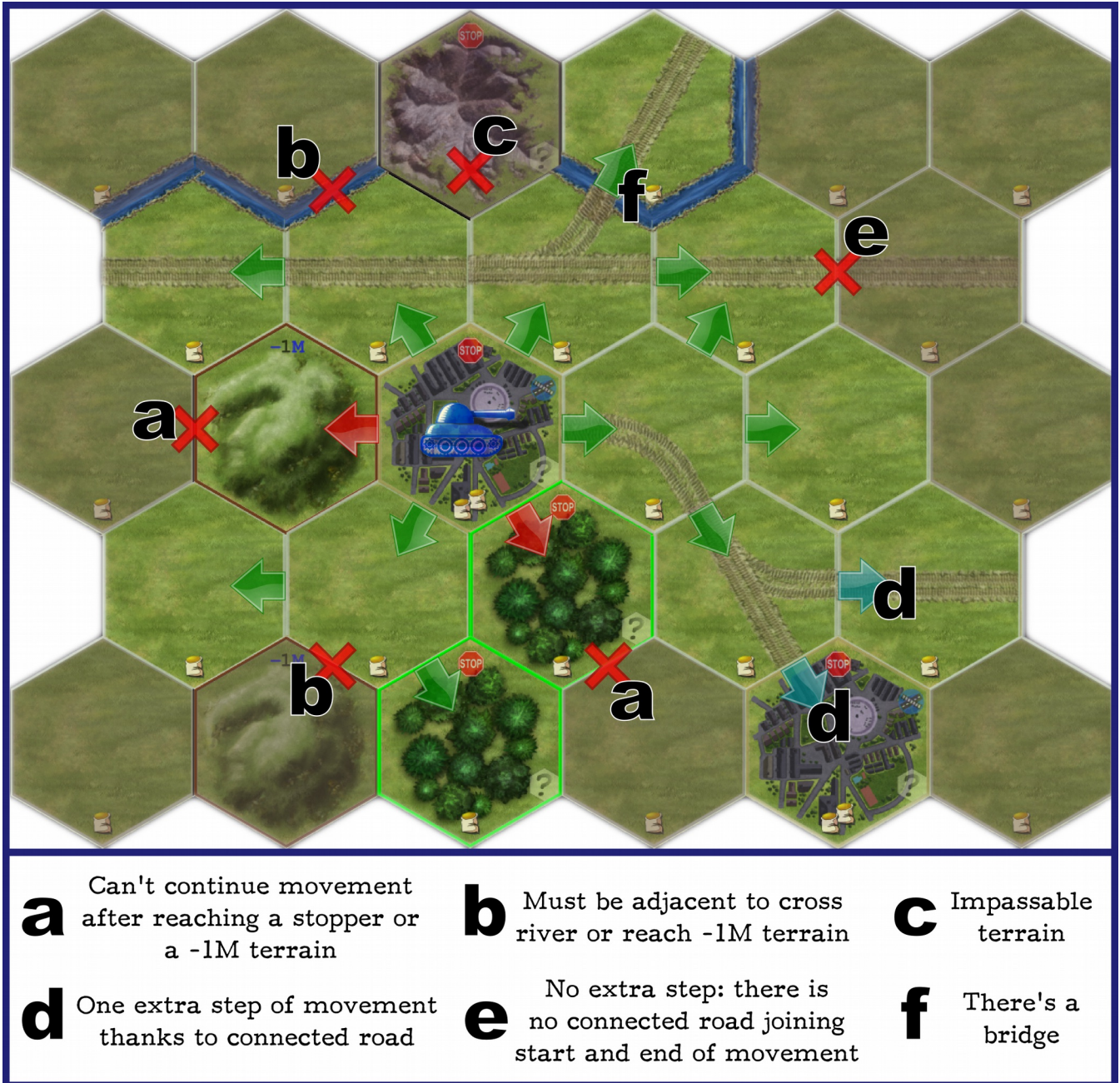
Falling into an ambush also has the effect to "*reveal*" the hidden unit: since the unit is forced to perform the surprise attack, its hidden status badge is immediately removed.

It may be preferable to trigger an ambush using an expendable (or anyway less important) unit, using it to "clear the way", and then possibly use another stronger unit to destroy the enemy unit which got revealed.

5.8 Movement rules recap

The following diagram summarises several movement rules.

You can use it to test your knowledge of the rules, for example by describing to a friend why the depicted armour unit can or cannot reach a certain position, for any of the tiles in the map.

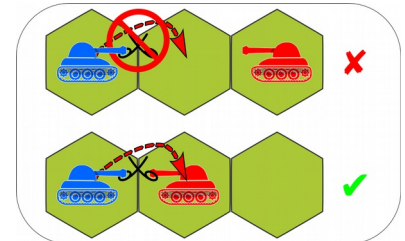


6 Combat resolution

Combat resolution is straightforward, using an appropriate number of six-sided dice to inflict “hits” which reduce the strength (=destroy the counters) of an enemy unit until it is completely annihilated or until it flees the battle.

Whenever a unit moves **next to an enemy unit** (on a tile adjacent to the one occupied by the enemy unit), it **may engage in combat** with it.

Ranged combat (against non adjacent units) is only possible for artillery units. Only artillery units can engage in combat with targets not adjacent to them (see the diagram on p. 11).



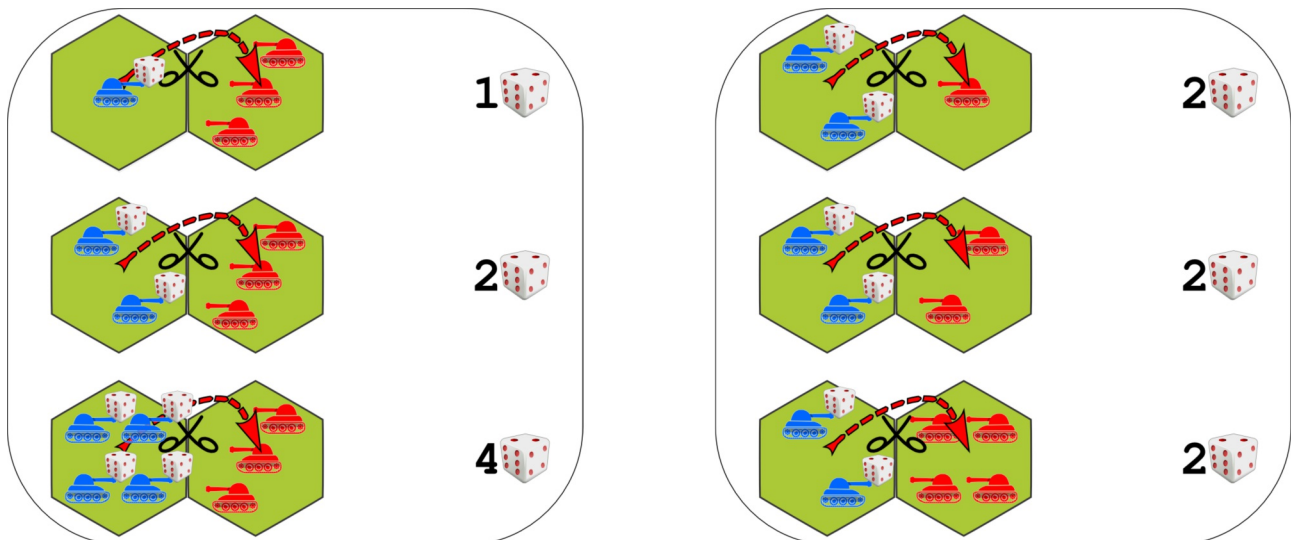
The outcome of the fight is dependent on four factors:

1. the **strength** of the attacker
2. the **terrain** effects
3. the **situation** effects (like having the support of neighbouring friendly units)
4. players' **luck** with dice rolls

The first three factors determine the number of dice to roll (also called the *number of attack dice*), whose outcome (the result of the rolls) is obviously decided by luck.

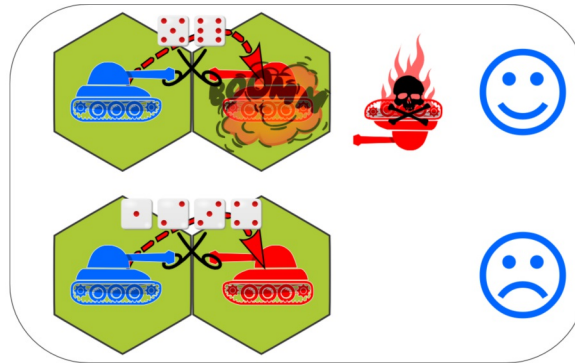
The greater the number of attack dice, the greater are the chances of being successful in damaging an enemy unit:

the basic attack rule is that units roll as many dice as their strength.



The basic attack rule: units attack with as many dice as their strength.

(target's strength is not considered).



The **to-hit** rule (the **luck** factor):

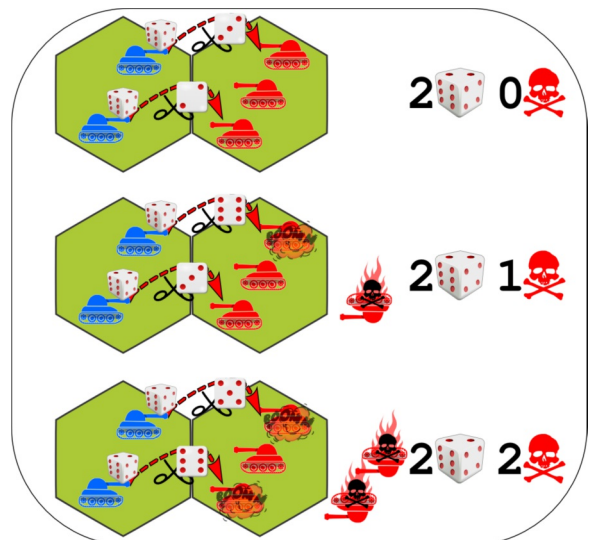
for each attack dice, if the roll is 5 or 6, it's a **hit**, otherwise it's a **miss**
(but even a 4 is enough for some unit vs unit combinations)

6.1 Combat procedure

The procedure for resolving fights is the following (for each player, consecutively, when it's their turn to act):

- 1) *Order to battle one unit at a time.* To be able to fight, a unit needs to be adjacent to its target (or *in combat range* for artillery units).
- 2) *Select and declare a target:* each attacking unit can only fight one enemy unit per turn
- 3) *Check for both terrain effects and situation effects:* these modify the number of attack dice
- 4) *Roll the appropriate number of dice:* as many dice as the attacking unit's strength modified by terrain and situation.
- 5) *Count successful hits:* any dice resulting in a 5 or 6 is considered a **successful hit**, which damages and possibly destroys the enemy unit (but see **Unit vs Unit specific hit chances** on p. 40 for the cases when a roll of 4 is enough for a successful hit)
- 6) *Mark successful hits:* roll on their side (marking them as *destroyed*) a number of counters in the target unit equal to the number of successful hits.

Repeat this procedure for all the units you want to battle with.



An attack will destroy as many enemy counters as the number of successful (normally those 5+) attack dice rolls

The general rule is that an attacking unit rolls as many dice as her strength, but the final number of attacking dice to roll can be more or less than the strength, depending on **Terrain effects** (what kind of terrain the attacker is on, what kind of terrain the target is on) and on **Situation effects**, both of which will now be described.

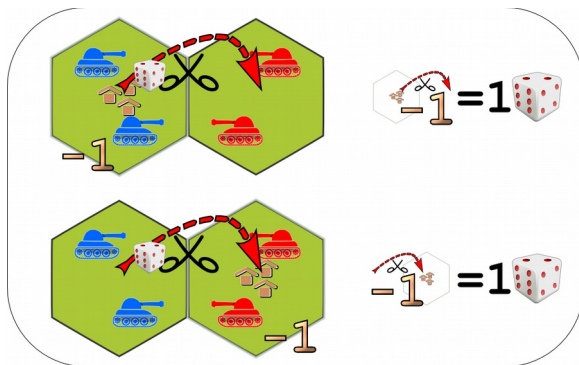
6.2 Terrain effects

In real combat and in wargame simulations, terrain usually gives two different advantages to a defender: it could either hide the defender, thus making it easier to surprise an attacker, or it could protect it from enemy fire.

However, terrain could also aid the attacker, by offering it cover and concealment. Furthermore, manoeuvring over certain terrain types could be difficult for the defender and hence provide an advantage to the attacker. In fact, some types of terrain (like forests) often give advantages to both attack and defence.

Attacking across a river is a classic example of a dangerous operation. The attackers would have to attempt to build a bridge, ford the river or use boats to get across, while the defenders could strike on the attackers, destroying them before they can get to the other side.

In Retaliation games, units are influenced by terrains differently according to their type. For example, while attacking from a village or a city is detrimental to armour units, it proves instead an advantage for infantry units.



For the full list of terrain combat modifiers please refer to the **Terrains table** on page 41. In the following sections several situations will be shown, using armour units in the examples and in the diagrams.

In Retaliation game terms, **both the terrain tile of the attacker and that of its target have to be considered.**

Both are looked up - in the appropriate column of the **Terrains table** - reading the modifiers that need to be applied to the attack.

The combination of *all* modifiers (attacker's terrain, target's terrain plus any **Situation effects** - described from p.29) influences the number of attack dice (either increasing or decreasing the total number of dice to roll).

Examples:

1. A player has one of her armour units inside a *forest* (which we refer to as *unit A*) and there is an enemy armour (*unit B*) on an adjacent *road* tile.

During combat, the following modifiers are applied: *A* attacks *B* with two more dice (+1 when an armour attacker is in a forest, +1 when its target is on a road), while *B* will attack *A* with one less die (-1 when its target is in a forest). In this setting, *A* clearly has the upper hand, and a higher chance to damage *B*.

2. Let's say now that *Unit A* is on a plain tile while *unit B* is on a hill.

In this case, it is *unit B* which holds the advantage: *A* attacks *B* with one less die (-1 because defender is on hill, i.e. on a higher ground) while *B* attacks *A* with one more die (+1 when attacker is on hill).

But note that if the two units were infantry instead of armour, no combat modifiers would be applied, as infantry has no advantage in attacking from hills or against them.

6.3 Special terrain effects

For the majority of terrain tiles, it is sufficient to look up the modifiers for attacker's and target's terrain in the **Terrains table**.

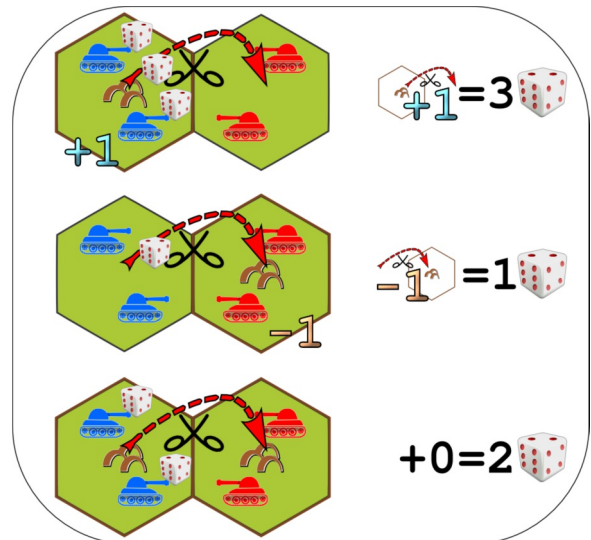
On the other hand, there are some types of terrain for which the modifiers apply only under specific conditions:

Hills and higher ground

Being on a higher terrain is advantageous both for attack and for defence, but these advantages can be enjoyed only if the enemy is on a lower terrain. If two fighting units are both located on hills, then there are no modifiers applied to their attacks.

For ease of application of this rule, consider mountains to have elevation "2", hills and plateaux elevation "1" and all other tiles elevation "0". Hence hills vs plains or hills vs forests or hills vs villages would all benefit for this "elevation combat bonus" (which is +1 for armour units).

On the other hand, when units located on hills attack targets located on other hills or on plateaux, there would be no combat modifier.



The effect of elevation: no combat modifiers if both attacker and target are on high ground

Roads and railroads

With the same rationale applied to hills, the disadvantage of being an easy target while travelling on a road (or railroad) tile is nullified if the attacker is also on a road (or railroad) tile. Do not add any combat modifier if both attacker and its target are on road (or both on railroad).

If attacker is on road and its target is on railroad, the combat modifiers are applied.

Rivers

It is difficult to fight across a river, with the enemy waiting on the other side to hit the crossing force. There is thus a disadvantage, in the form of a negative modifier (for armour it is -2 attack dice, for infantry -1, for artillery no modifier) to all attacks performed "across the river" (see p. 19).

If two armour units are located on opposing sides of the river and they attack each other, they both suffer a -2 modifier to their attacks.

Side forests

An attack performed across a side forest (i.e. with a forest feature located on the edge between two tiles) receives an advantage of +1 (the advantage of surprise).

Side mountains (ridges, gulleys, escarpments)

It is not possible to attack across a ridge. If the tile has mountain on one or more sides, no attack can be performed across those edges (unless the attacker is an artillery). It doesn't matter if the side mountain (ridge) is depicted on the attacker's tile or on the target's tile, as long as the ridge separates the two tiles, the attack is impossible.

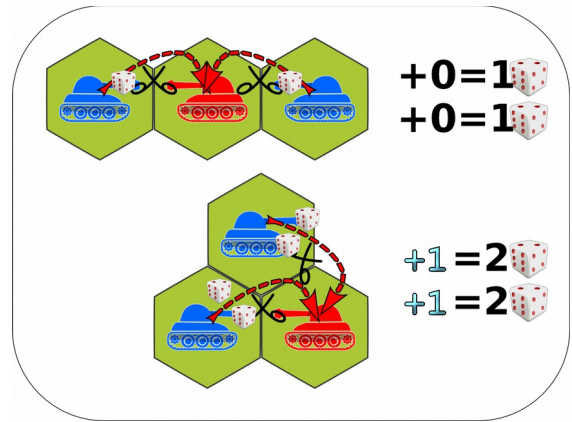
6.4 Situation effects

Additional modifiers to an attack are given by two special situation effects:

Flanking

(neighbouring friendly units)

The presence of nearby friendly units can aid a unit in its fight against the enemy. For each adjacent friendly unit **which is also adjacent to the target**, one more die is rolled during the attack. This modifier can be applied by all the attacking units which have an adjacent friendly unit. This effect can grant either a +1 (a friendly unit on one flank of the attacker) or a +2 to the attack (two friendly units, one on each flank of the attack).



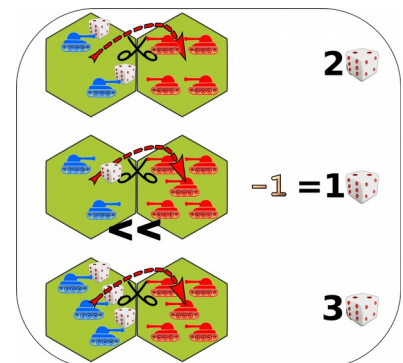
Neighbouring friendly units which would not be able to attack the enemy unit themselves (because they have an intervening sidemountain on the side facing that enemy) are not able to aid the attack and hence do not count for a flanking situation effect.

*Similarly, hidden units **do not contribute** any flanking effect to their neighbours.*

Outnumbered

(being outnumbered/outgunned by the enemy)

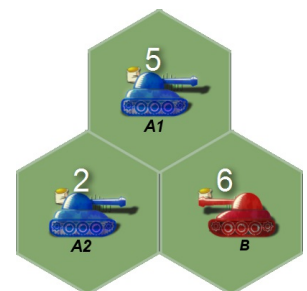
If the enemy target outnumbers the attacker by three or more tanks (in other words, if target's strength is higher than the attacker's strength by at least 3), the attacker performs its attack with one less die (-1 modifier). Note that this applies only to close combat (adjacent) attacks, not to ranged attacks.



Example There are two units from Blue player (let's call them A1, with strength 5 and A2, with strength 2) which are next to each other and in close combat with the same enemy unit (which we'll refer to as B, whose strength is 6) belonging to Red player. A1 attacks B with +1 thanks to the flanking effect provided by A2.

A2 instead attacks B without modifiers: the positive flanking modifier due to the presence of A1 is compensated by the fact of being outnumbered by B (which has 4 more tanks than A2). The combination of the two effects results in no modifiers being applied (+1 -1 = 0).

On its turn, B can then attack either of its attackers, without any situation effect modifier, rolling 6 dice.



6.5 Situation effects due to unit badges

Unit badges are special cardboard counters which are used to indicate that a unit acquired a certain "status", a status that provides advantages during combat.

Two unit badges are present in the boardgame version: *Hidden* and *Entrenched*. They are obtained during the **Non combat actions** phase (p.35), and only if certain conditions are met.

Situation badges are lost (immediately removed) in the following situations:

- if the unit is involved in a movement (including successful or failed river crossing attempts and any join or split manoeuvres, regardless if actively or passively involved)
- if the unit attacks an enemy
- if the unit decides to perform another non combat action.

On the other hand, a situation badge is not lost if the unit is reinforced.

Hidden



The first advantage is that a unit which is marked as *hidden* may not be targeted.

A hidden unit is to be considered invisible *for all purposes* to all enemy units (the enemy players basically have to *pretend not to know* that the unit exists in that location).

Secondly, if that unit decides to attack an enemy - or if that unit is granted a free *ambush* attack against an enemy who tried to move over its location (see **Falling into an ambush** above) - the attack is awarded a **+1 “surprise attack”** modifier.

An attack performed by a hidden unit (whether voluntary or triggered as ambush) has the immediate consequence of **revealing** the unit, which hence loses the *hidden* badge.

In videogame versions, hidden units are effectively invisible to enemy players.

Entrenched



All attacks performed against an entrenched unit are carried out with a -2 dice modifier (two less attack dice). This “protection” applies both to close combat and to ranged artillery attacks against the entrenched unit.

This badge (and the defence it grants) can be kept indefinitely, but it is lost (like the Hidden badge) in the moment the unit performs any action (moves, attacks or performs another non-combat action). It is also lost if the unit were to be *forced to retreat*.

6.6 Maximum and minimum effects

The sum of terrain and situation effects can never award more than *four* extra attack dice or reduce the attack by more than *four* dice.

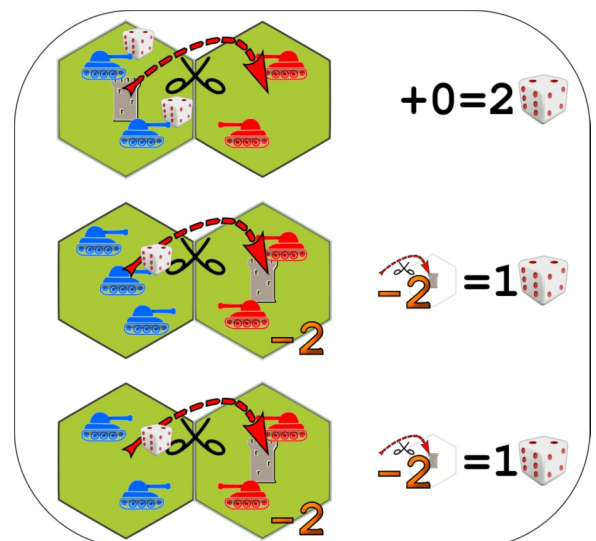
In other words, the maximum modifier is +4 dice (best advantage), and the minimum is -4 dice (worst disadvantage).

The theoretical maximum number of dice for an attack is hence 10 (for a unit at maximum strength and with +4 modifier).

6.7 Attack is always possible

The terrain and situation effects *cannot* completely deny the attack.

It is *always possible to attack* with at least one die, even if the resulting modified number of attacking dice was less than one or zero.



It is always possible to attack with at least one die

6.8 Special dice rolls

During any attack roll, the following dice results cause special outcomes:

retreats 1-1

(*exactly two dice come up with a single pip on top*) = “double-one”/“snake eyes”: the attacking unit performs so badly that it “chickens out”, loses morale and decides to retreat immediately (refer to the rules for retreating, explained in **Casualties removal and taking ground**). In this case the target of such a failed attack is offered the chance to “Snapback”: to take ground over the tile just abandoned by the craven attacker.

snafu 1-1-1

(*with a roll of at least three dice, exactly three dice results are 1*) = “triple-one”: the attacking unit gets damaged during the attack (the attacking unit marks one of its own counters as destroyed). This bad result is also generally called *fumble*, *blunder* or *fubar*.

defects 1-1-1-1*

(*with a roll of at least four dice, all the dice rolled come up with a result of 1*) = “all-one”: the attacking unit performs so badly that it loses morale and decides to surrender and defect. Half of its counters (divide by two and round down) survive and switch sides (remove them and substitute them with tanks of the enemy's colour) while the remaining counters are destroyed.

routes 6-6

(*exactly two dice results are 6*) = “double-six”: the attacking unit routs the enemy (the enemy is forced to retreat). The attacker is offered the chance to chase (**Pursuit**) the fleeing enemy. If the target had an entrenched badge, it gets removed.

terrifies 6-6-6

(*with a roll of at least three dice, exactly three dice results are 6*) = “triple-six”: the attacking unit routs a defeated and terrified enemy (the enemy unit is forced to retreat twice; the two subsequent retreat moves are handled according to the rules explained in **Casualties removal and taking ground**). The attacker is offered the chance to take ground over the original tile left by the fleeing enemy (**Pursuit**). If the target had an entrenched badge, it gets removed.

converts 6-6-6-6* (*with a roll of at least four dice, all the dice rolled come up with a result of 6*) = “all-six”: the attack is so successful that it destroys the enemy morale forcing them to surrender and even defect. Instead of destroying the enemy unit the following happens: half of the target's counters (divide by two and round down) switch sides (remove them and substitute them with counters of the attacker's colour) while the remaining are destroyed.

6.9 An example battle

The Movement phase has just completed and it's now the Combat phase.

The first player (the one who won the initiative this turn) controls three Red units: A0 A1 and A2. A0 is far from the fight, not having adjacent enemy units; it hence cannot battle this turn and we will not consider it.



The situation at the beginning of the combat phase

The other two units (A1 comprising 6 tanks and A2 comprising 2 tanks) are next to each other and also adjacent to one enemy Blue unit "B" (composed of 5 tanks).

A1 is on a road, A2 is on a hill, the enemy unit B is on a road.

The Red player orders both her fighting units to attack the single enemy they face. She proceeds sequentially, computing terrain and situation effects and rolling attack dice for each of her units.

First the strongest unit A1: 6 tanks equal 6 dice, modified +1 because of an adjacent friendly unit, totalling 7 attack dice (there are no terrain effects since both attacker and target are on plains and both are on a road).

She hence rolls 7 dice and the results are: 5 2 6 3 1 4 3 which equals **two hits**. This unit scored two hits and hence two counters among the target unit B are "marked as destroyed" (rolled on their side).

The second unit, A2, attacks now. 2 tanks equal 2 dice, modified by a combined +2: +1 because of an adjacent friendly unit, +1 because of attacker's terrain (it is on a hill, higher terrain), +1 because of the target's terrain (the target is on a road), -1 because outnumbered (the target has 3 more tanks than the attacker). 2 tanks of strength plus 2 from combined effects totals 4 attack dice.

A2 hence rolls 4 dice resulting in: 1 6 1 1 = one hit and a *triple-one*! So one of B's tanks is marked as destroyed (hence B has now a total of 3 tanks marked as destroyed) and at the same time the attacking unit A2 got damaged during the attack (the outcome of the special roll, since the dice roll contained a *triple-one*) and marks one of its tanks as destroyed.

Now it's the second player's turn. Her unit B is still regarded as having strength 5, because combat is considered simultaneous and all casualties will be removed only in the next phase. She decides to attack the stronger unit A1 and she rolls 5 dice (there are no terrain nor situation effects in this case).

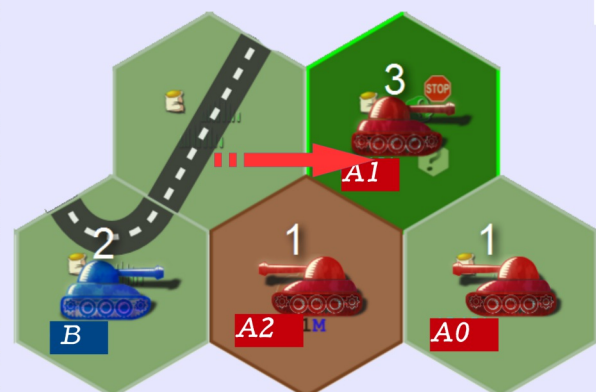
The results are: 6 2 5 1 6 = three hits and a *double-six*. Three of A1's tanks (out of its six tanks) are now marked as destroy; additionally A1 is forced to retreat (because of the *double-six*): it has to immediately move back one hex.

It is now the Casualties removal phase.

All tanks which are rolled on their side get removed from the game board. The first player removes a total of four tanks from her units: three from A1 (which now becomes a three tanks strong unit) and one from A2 (which is now composed of a single tank). The second player removes three tanks from her unit B (which is now only 2 tanks strong).

The second player has now the opportunity to chase the retreating unit (by moving what's left of unit B on the tile which was just vacated by A1) but prefers not to do it.

This turn is concluded.

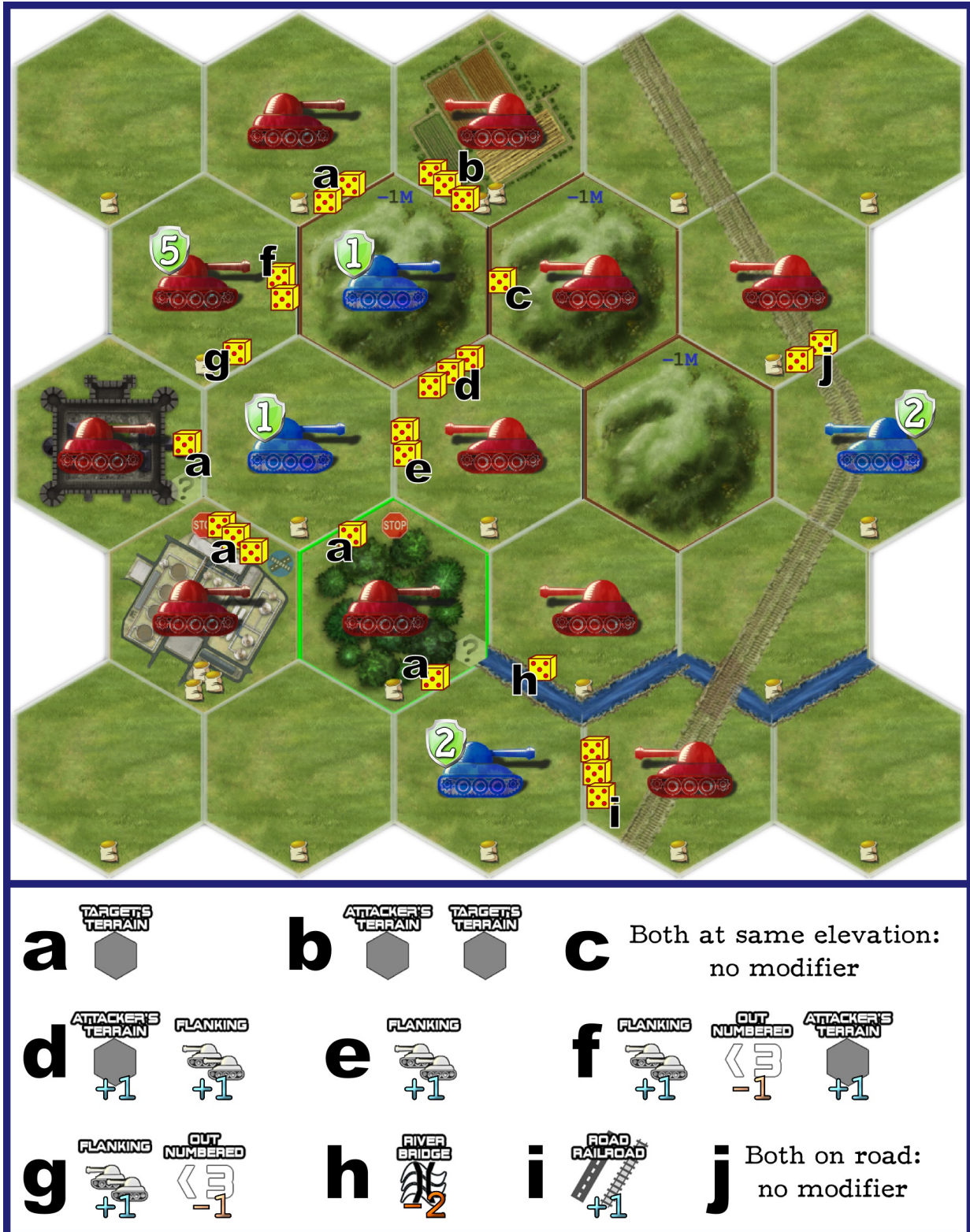


The situation at the end of the turn

6.10 Combat rules recap

The following diagram summarises several combat rules. The numbers in the green shields are a shorthand to represent the units' strengths. Where no number is written, treat as strength 1.

You can use it to test your knowledge of the rules, for example by describing to a friend why the depicted Blue armour units attack their targets with the depicted number of dice.



7 **Takeground, pursuit, snapback**

Taking ground

If a unit which survived a fight completely annihilated its enemy, the player can decide to move that unit into the terrain tile vacated by the destroyed enemy, effectively advancing and *taking ground*. Note that even if multiple units contributed to the demise of the destroyed enemy, only the one effectively “killing” - i.e. the one inflicting the last damage - has the possibility to take ground.

Pursuit

The attacking unit which caused a retreat movement, is offered the possibility to advance and take ground over the terrain her enemy just fled from, similar to the case in which the enemy had been totally destroyed.

Snapback

Aka “*Target's Taking ground after Attacker's Retreat*”. In case an attacker retreated because she rolled a double-one (see **retreats-11** under **Special dice rolls**), the target of her botched attack is offered the chance of taking ground over the terrain this attacker has cowardly abandoned.

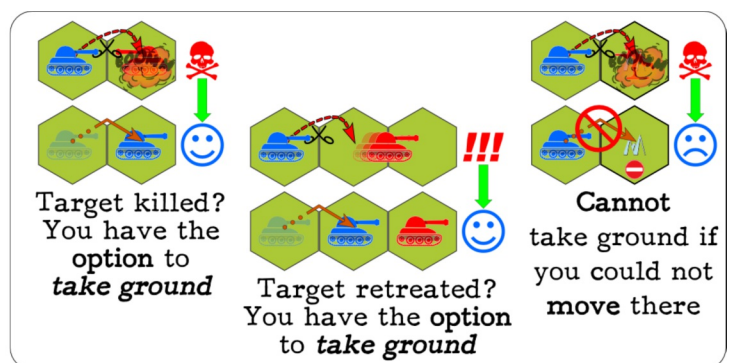
Player's choice!

Always keep in mind that all the after-combat moves described in this section are completely **optional**. Players can decide in each case whether it is in their advantage to take ground or whether it would be better for them to refrain from doing so.

It may be very useful for example to take ground over a high-yield terrain: to obtain more production in the next reinforcement phase. In other situations it may instead be preferable to hold one's position, to avoid the risk of losing it in the coming turn.

Restrictions

A unit can never take ground over a terrain which is impassable to it (as would be the case, for example, of an armour unit which destroyed an infantry unit located in a jungle). So, while it is possible for an armour to attack such an infantry unit, after the infantry is destroyed or forced to retreat the armour can never take ground over the vacated tile (jungles are impassable to armour units).



Special cases and resolution of conflicts:

1) If a unit which has an available *snapback* move afterwards attacks another enemy unit (or conversely if she has already attacked before during that same turn another enemy unit) and destroys her or forces her to retreat, the relevant *taking ground* move takes precedence over the *snapback*.

The taking ground or pursuit moves over the terrain just vacated by one's own target always takes priority over any snapback moves.

An example will serve to clarify:

A red unit **A** attacks the blue unit **B** and destroys it; when it's blue turn to move, her tank **C** attacks **A** and rolls 1-1, thus fleeing from the combat. **A** can only take ground over the terrain vacated by **B**, as this take ground has the priority. **A** cannot decide instead to *snapback* over the terrain previously occupied by **C**.

2) It may happen that a taking ground move which was given for granted becomes suddenly **unavailable**. In fact, if another unit is forced to retreat (due to special rolls) over a terrain which was recently vacated, then a taking ground move towards that terrain is obviously no more possible (as the terrain tile is now occupied).

3) An even rarer situation is that in which, as a follow up to the just described example, another unit attacks and destroys the unit which just retreated there. In this case the terrain tile is again vacated and a new taking ground manoeuvre is now offered to this last attacker (the only one which is then entitled to take ground over the newly vacated terrain).

Let's clarify with a practical example and some labels:

A red unit called **A** destroys a blue unit **B** which was located in a village. **A** hence gains the possibility (during the next phase) to take ground over the village.

Afterwards a red unit **C** attacks a blue unit **D**, located in an adjacent forest and forces her to retreat exactly over the village. The original takeground is hence no more possible.

And what happens if another red unit (let's call it **E**) now attacks and destroys (or forces to flee) this latest occupant of the village (**D**)?

It is now only **E** which is awarded a valid takeground move over the village.

But what if **E** destroyed itself during the attack against **D** (because she rolled a *snafu-111* special)?

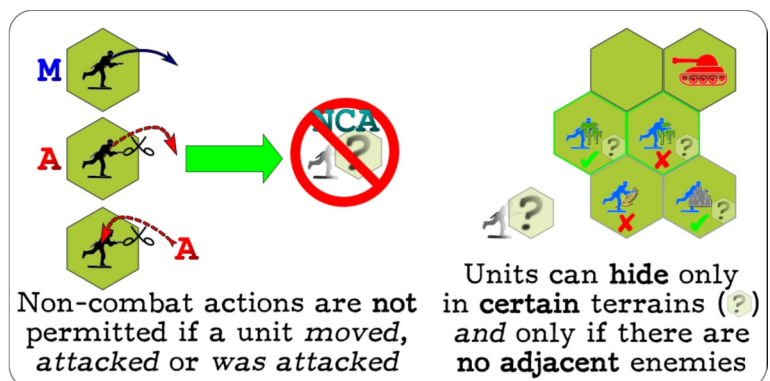
Then the original taking ground move of **A** unto the village is restored!

8 Non combat actions

This is the phase in which units can either **hide** or **entrench**.

The fundamental prerequisite for both of these *non combat actions* is the following: only if a unit didn't move nor attack nor was attacked during the current turn, then such a unit can perform a non combat action.

So if a player plans on doing a non combat action with a unit (hiding it or entrenching it) she should remember not to move nor order to combat that unit.



Note that it's sufficient for a unit to be fired upon (to be attacked, even if not damaged), for that unit to be denied the possibility to perform non combat actions:

whenever a unit comes under fire, it may not perform any non combat action during that turn.

Hiding

The unit types which have the ability to hide are Infantry and Generals [REDACTED].

Two more requirements need to be satisfied:

1. the terrain must be one of those marked as being able to conceal units (those terrain tiles with a *question mark* symbol ?). Examples of terrain tiles which allow hiding are forests, castles, villages... (refer to the **Terrains table** for the full list);
2. no enemy units should be located in any of the tiles adjacent to the one occupied by the unit which plans to hide (the hiding action would be considered "spotted" by those enemies and hence ineffectual).

Consequences of hiding: hidden units are considered invisible to all enemy units *for all purposes*. For example during combat they cannot be targeted since they can't be seen. Any movement towards the tiles they occupy would trigger an ambush attack (see the explanation in the section on **Falling into an ambush**, p.23).

Hidden units are identified by placing a **Hidden** cardboard badge (see p.30) on the tile they occupy, next to their counters.

Hidden units can keep their hidden status indefinitely, until they get revealed. They can get revealed either because an enemy units falls into their ambush or because they *act*: moving (or attempting to move), being involved in a merge/split manoeuvre, performing a non combat action or performing an attack are examples of actions and as such they would immediately reveal the hidden unit.

Entrenching

The two unit types which have the ability to entrench (also called "dig in") are Armour and Infantry.

An entrenched unit receives a -2 dice modifier (two less attack dice) to any and all attacks performed against it (regardless if the attack was close combat or ranged).

As with hiding, the entrenched badge can be kept indefinitely, as long as the unit does not act (move, attack or perform another non combat action).

It is nevertheless lost if the unit is forced to retreat.

Hence it may be desirable for entrenched units to refrain from combat, in order to keep enjoying the protection awarded by being entrenched. Players would need to decide in each case whether it is worth to lose the chance to respond to fire in order to keep this badge.

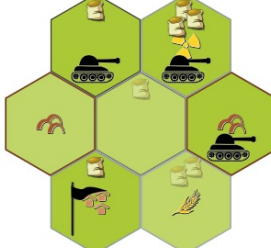
Entrenched units are identified by placing an **Entrenched** cardboard badge (see p.30) on the tile they occupy, next to their counters.

9 Reinforcements rules

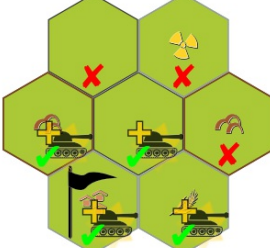
All the terrain tiles which are *occupied at the end of a turn* by units (or flags) of the same army are considered *controlled* by that army (and hence by that player).

These *controlled* tiles yield a certain amount of “*turn total production*”, basically providing resources to the occupying army. These resources are spent to create new reinforcements.

The number of new reinforcement which can be obtained each turn, and added to one's army, is calculated from the turn total production, which is “spent” to get new counters.



+ + = 5
 Total yield comes from occupied tiles (min 3 max 24)



Reinforcements must be placed next to your flags

Costs to reinforce

3 =

4 =

8 =

24 =

The procedure is straightforward:

9.1 Reinforcements procedure

1) identify the controlled tiles

At the end of each turn, every player examines the territory she controls: those tiles *occupied* by her units.

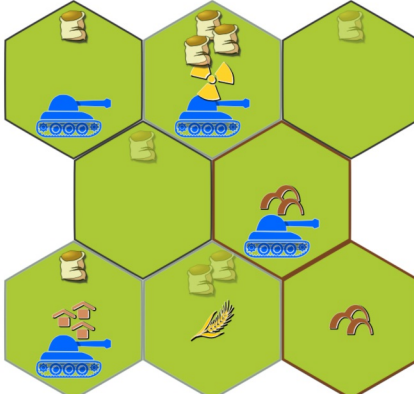
The tile with the HQ (where the player's flag is located) counts as controlled even if no unit is present.

These tiles are the ones contributing to the total production.

2) count the turn total production

The basic terrain (plains) yields 1 unit of production. Some terrain tiles yield more production (e.g. *fields, factories, power plants...*) while others don't contribute any production at all (*hills, desert, ice*). Refer to the **Terrains table** on p.41 for the complete list.

In the boardgame, the production is indicated over the terrain tiles by a “gold ore sack” symbol () , with each sack counting as one unit of production. So computing the turn total production is as easy as “counting the sacks”.



+ + =

The *turn total production* for the four terrain tiles currently occupied by Blue is 5

3) spend the production

Each unit type has a different cost of production.

The reinforcement costs are listed in the **Units table**.

For example to produce a tank, four production units (4 ) are needed. In other words, 4 production units are "spent" to obtain one tank.

Only 3 production units are needed for a single infantry and 8 are required for a new artillery.

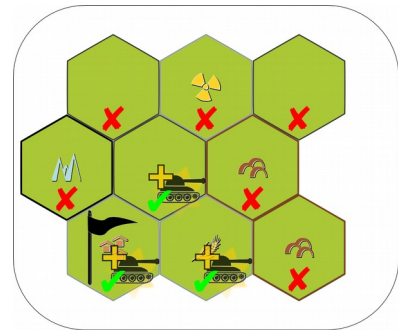
10 production sacks equal 2 reinforcement tanks to be placed. Or one artillery. Or three soldiers. According to player's preference and needs.

4) place the reinforcements

The acquired reinforcement counters are then placed by the player on the tile containing her HQ or on any of the tiles immediately adjacent to it. Note that if units are present in those tiles, it is possible to effectively reinforce them (increasing their strength) but only to their maximum capacity: remember that no more than 6 counters per unit are possible at any time.

It is not possible to place a unit over a terrain impassable to it (like placing a tank over a mountain tile).

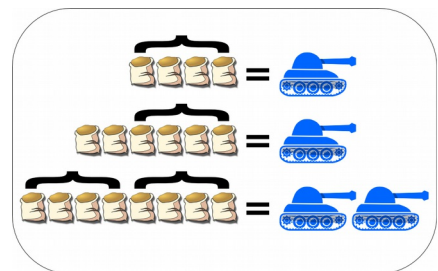
It is also *forbidden* to place a reinforcement over an enemy HQ (in the extremely rare case where an enemy HQ were to be adjacent to one's own HQ, a situation that could only arise in the **Capture the flag** gamemode).



Any production not used (by choice of the player or because of impossibility to place reinforcements) is lost and cannot be transferred to successive turns.

Example: the player's HQ and all tiles adjacent to it are already fully occupied (to maximum strength) by her units or occupied by enemy units.

In this case, even if the player still had production to spend in reinforcements, she could not possibly add any new reinforcement, as there is no place for them.



9.2 Minimum and maximum reinforcements per turn

Minimum and maximum production: each player receives at least **3** production sacks per turn, even if their total turn production were lower than this amount.

Furthermore, no player can gather or spend more than **24** production sacks per turn.

If there are no more counters of a certain type available to a player (empty bags), she cannot add any more of those reinforcements until some get available (when they get removed from the game board as casualties).

9.3 End of reinforcements

After 15 game turns, no more reinforcements can be obtained and players have to battle with the remaining forces present on the game board. Reaching the 15th turn all players must be warned that this is the last turn in which they can count production and place reinforcements.

From the 16th turn onwards, reinforcement phase is no more acted.

9.4 Example of reinforcements calculation

Let's say a player is currently controlling 7 tiles: an army base - where her flag/HQ is located - and 6 other tiles occupied by her units: two plains, two villages, one factory and one nuclear power plant.

Accordingly, she computes her total turn production as **9**: the army base yields 0 production sacks, plains and the villages yield 1 each, factory yields 2 and nuclear power plant yields 3 ($0+2*1+2*1+2+3=9$).

She can then freely decide how to spend those 9 points. Either by getting two new tanks or three new soldiers or one new artillery, or even a tank and a soldier.

Let's say she decides to get two new tanks.

She then takes two new tank counters from the bag and places them over the HQ tile or on one of the tiles adjacent to it.

Remember that any leftover production (1 in this case) is lost and cannot be used in the following turn.



10 Units table

Unit type		Cost to create (in )	Max strength per unit	Moves and attacks	Attack range	Terrain effects in combat	Can take ground	Can entrench	Can hide
Infantry		3	6	1M+A or 2M ¹	1	yes	yes	yes	yes
Armour		4	6	2M+A	1	yes	yes	yes	no
Artillery		8	6	1M or A ²	3	yes	no	no	no
General		24	1	1M or A ²	1	no	no	no	yes

Notes:

¹: no attack is possible after a forced march

²: this unit each turn can either attack or move

10.1 Unit vs Unit specific hit chances

The general combat rule describes a hit chance of 5+: each die roll resulting in a 5 or a 6 is a hit.

Nevertheless, some unit types are better equipped to attack and destroy specific unit types:

Armour vs infantry and artillery: 4+

Infantry vs artillery 4+

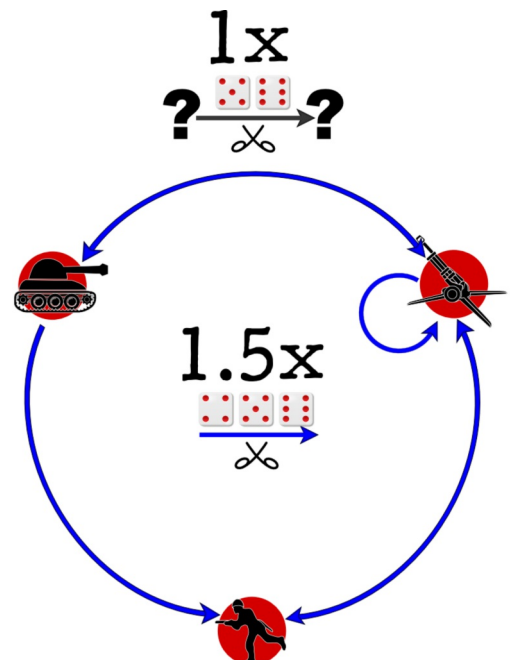
Artillery vs armour, infantry and artillery 4+

This means that, for the above listed combinations, a roll of 4, 5 or 6 is considered a successful hit. Basically resulting in a 50% higher chance to hit.

Example: an armour rolling 6 4 3 would inflict 2 hits to an infantry, while it would only inflict one hit if the target was another armour.

In table format, all possible hit chances are the following (better chances marked in blue):

	target			
attacker	Armour	Infantry	Artillery	General
Armour	5+	4+	4+	5+
Infantry	5+	5+	4+	5+
Artillery	4+	4+	4+	5+
General	5+	5+	5+	5+



Exceptions to the general rule for the hit chance: marked are the cases in which a roll of 4 is enough for a successful hit.

11 *Terrains table*



Terrain tile name	Symbol	Production (sacks)	Movement (steps)	can hide	armour modifiers		infantry terrain modifiers		artillery terrain modifiers	
army supply depot		3			+3	-1	+1		+1	
nuclear power		3			+3	-1	+1		+2	
oil refinery		3			+2	-1	+2		+2	
power station		2			+1	-1	-1		+1	
factory		2			+1	-1	-1			
mine		2			+2	-1	-1	-1		
city		2			-1	-1		+1		-2
fields or airport		2	norm		+1					
village		1			-1	-1		+1		
forest		1			-1	+1	-1	+2		-2
jungle		1			-2		-2	+2		-2
plains		1	norm							
ice or desert		0	-1M							
army base		0			-1	+1	-2	+2	-2	
radar		0	norm		-1		-1			
castle		0	norm		-2		-2	+1	-1	
hills		0	-1M		-1 ¹	+1 ¹			+1 ¹	+1 ¹
plateau		0	norm			+1 ¹			+1 ¹	+1 ¹
swamp or sea crossing		0			+1	-3	+1		-1	
mountain		0			-2		-2 ¹		-1 ¹	+1 ¹
lake or sea		0								
side forest		~	»»		+1 ²	+1 ²	+1	+1		
side mountain		~							-2	
river		~	»»		-2 ²	-2 ²	-1 ²	-1 ²		
bridge		~	~		1 ²	-1 ²	-1 ²	-1 ²		
road		~	+1M		+1 ³		+1 ³			
railroad		~	4M		+2 ⁴		+2 ⁴			

Terrains table Keywords and Notes

Movement:

norm means all units move their normal movement (up to their normal maximum range) over these tiles

-1M indicates the units move one less step than their normal movement on these terrain tiles (although one step of movement is anyway always allowed). Hence infantry, even using a forced march, cannot move more than 1 step over these types of terrain.

+1M indicates the units move one extra step (e.g. an armour would move 3 steps, an infantry 2 steps), as long as they follow a continuous road (without intervening stoppers).

4M means all units move exactly four steps, as long as they follow a continuous railroad (without intervening stoppers)

 (*stopper*) means the unit has to terminate movement upon entering that tile;

»» (*crossing*) means units have to stop after crossing (river/forest). Also: crossing can only be attempted if unit is adjacent to begin with

 (*impassable*) means some units cannot enter those tiles: *Artillery cannot enter swamp, [redacted] Armour cannot enter Mountain nor Jungle, nobody can enter lake or sea tiles (or cross a sidemountain)*

~: depends on the destination tile on the other side of the bridge (bridge in itself doesn't influence movement)

Production: The numbers indicate how much the terrain contributes to reinforcements' production

~: production is given by the underlying terrain

Armour terrain modifiers: these are the modifiers applied according to which tile the target of an armour is occupying (left column) or which tile an attacking armour fights from (right column). Positive modifier: more attack dice. Negative modifier: less attack dice.

¹: *advantage of higher terrain only if opponent is on a lower terrain, otherwise ignore*

²: *only if target is across the river or side forest or bridge*

³: *only if attacker is not also on road*

⁴: *only if attacker is not also on railroad*

Infantry terrain modifiers: these are the modifiers applied according to which tile the target of an infantry is occupying (left column) or which tile an attacking infantry fights from (right column).

Artillery terrain modifiers: these are the modifiers applied according to which tile the target of an artillery is occupying (left column) or which tile an attacking artillery fights from (right column).

Note that Generals do not appear in this table because no terrain combat modifier is applied to them.

12 **Strategy**



Many different strategies can be adopted by the players, for example preferring defence and territorial build-up (spreading and occupying large territory to increase the production and hence rapidly growing the size of the army) or instead pressing forward with fast movements and attacks (*"blitzkrieg"*).

Different strategies can be employed for different parts of the game (beginning, middle game, ending) or for different parts of the army (dividing one's army in "attacking force" and "defending force" or even "attack", "defence", "farming" and "exploring").

We encourage players to experiment in each game with different strategies, with the aim of finding their own playing style and create their own toolbox of fighting options.

Remember anyway that the best strategy is the one which can be readily adapted to the opponents' moves, and hence there is no single recipe for success. What works best in one scenario or against one opponent could prove fatal in other occasions.

Lastly, keep in mind that **luck** is an important and deciding factor in any war and thus:

"the best laid plans of mice and men often go awry".

13 **Appendix A: Simplified mechanics**

This section contains several options that can be used in order to simplify the game, removing some sections and reducing some of its features.

There are at least two reasons for wishing to play a simplified version of Retaliation:

1. At the beginning, when players are approaching the game and still unsure of the rules, it could be preferred to start simply and then add complexity little by little.
2. Even with experienced players, it may sometimes be interesting and fun to play a faster match with less features.

To play with simplified mechanics, the players simply need to agree on applying one or more of the following options:

- A) play solely with tanks, without artillery and without infantry
- B) play without the non combat actions phase (no hiding and no entrenching)
- C) play without the possibility of taking ground, pursuit and snapback
- D) play without reinforcements (a tactical-only match)
- E) play without special rolls (no retreats, no routing, no self-damage)

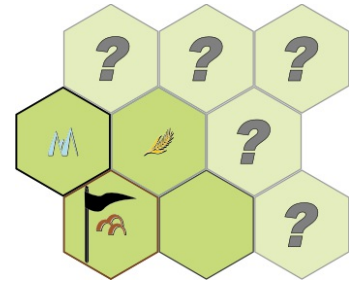
For example when teaching the game to children (or to adults who never played a strategy game before) it is probably advisable to start by applying all the above options, and then - as the

players learn the game and get confident with the simple mechanics - remove one by one those simplifications.

14 **Appendix B: Fog of war**

Playing with the "*fog of war*" means playing with a territory which is initially unknown and without knowledge of enemy location, strength and moves. Information on terrains and enemy deployment gets gradually discovered as the match progresses.

In this way, it is not known where enemy HQs are located (or how are they defended) and hence not immediate to devise a strategy to reach and conquer them: the needed information is initially unavailable.



Fog of War in Retaliation videogames

On videogame versions of Retaliation, this *fog of war* is handled automatically and transparently by two distinct mechanisms:

1) at the beginning of a match the whole map is completely covered by a thick layer of fog which hides both the terrain type of each tile (with the exception of mountains) and all enemy units. Each player then needs to explore the map to reveal the terrain and to discover the location of the enemy. Every time a unit changes location for whatever reason (because of movement, taking ground, retreat, placing of reinforcements), all the tiles adjacent to it and covered by fog get revealed. This reveals both their terrain type and - if present - any enemy unit located there.

2) those tiles which are already known (because seen at least once) but which are in a given moment not adjacent to any unit (or HQ) belonging to the player's army, become partly hidden by a thin layer of fog, as they are considered "not in view" of your army. This thin fog does not conceal the type of terrain (as the tile has already been seen and hence "mapped" by the player) but it effectively hides enemy presence and moves. For this reason players usually would need to deploy "sentries" or "patrols": *i.e.* dedicate some units to the job of "watching over" some tiles to, for example, prevent enemy units "sneaking through" and making a run for one's own HQ.

Fog of War in Retaliation boardgame

Implementing the fog of war in a board game is definitely not trivial. We outline here a few ideas, some possibilities that could be adopted by those players wishing to play the Retaliation boardgame simulating a fog of war:

1) use a blank hexagonal grid as the game-board and arrange the terrain tiles over it, little by little, to gradually create the map. The terrain tiles are to be randomly picked from a container and only added to the gameboard as need arises. At the beginning, only the terrain tiles of each player's HQ and the tiles adjacent to it are placed on the gameboard. The other tiles are subsequently added whenever a player moves her units, revealing only a radius of one hex around each unit (*i.e.* only the six terrain tiles adjacent to each occupied tile).

2) another possibility would be to ask an impartial non-playing friend (which would act like an arbiter/referee) to setup the game board and then cover it with blank hexagons, which are then progressively removed as the players move and explore the map.

3) *Dummy counters* (e.g. small handwritten paper notes, like Post-it®) could be used to represent the units, in place of the counters for tanks or soldiers. The counters would be used wherever a player's units would be out of the sight of their opponents. These counters are then to be moved as the units would move and are turned over (revealed) only when spotted, *i.e.*

when in range of an enemy unit. In this way only on contact it would be revealed what they really represent (the side placed face down would hold all the information, like "blue armour, strength 4") and only in that moment substituted with the real army counters.

4) To further hide the real movement of the forces, some of the counters would represent actual units while some other would be blanks (they'd have the number "0" or the word "null" written on them). If there are more than two players in the game, only reveal the unit strength to the player who actually spotted the unit, resolving any combat between those players without showing to others the real strengths of units involved in those fights that they would not be able to actually observe.

An impartial referee would be advisable, to check correctness of players' actions and moves.

Obviously, only in videogame versions the fog of war works to the best effect, preventing players to access information they should not have (like the position of hidden units and their moves). In boardgame play, all players in any case can see the terrain uncovered by all other players, making such fog of war implementations less than perfect, but still possibly enjoyable.

15 **Appendix C: Extra condensed Rules reference sheet**

The following reference can be used as an extremely brief summary of the main game mechanics.

1.1) **players:** minimum 2, maximum 12

1.2) **terrain:** hex tiles. Terrain types (total of 21) affect movement (slower, faster, impassable, stopper), combat (advantage, disadvantage), possibility to hide and reinforcements granted (the production yield of each is indicated by the sacks symbol marked on the terrain tiles)

1.2.0) *impassable* terrain: units can never enter (some restrictions depend on unit type)

1.2.1) *stopper* terrain: units must stop on enter; tiles with enemy HQ also act as stoppers

1.2.2) *hindering/-1M* terrain: units can't do the second step of movement, can be reached only if adjacent

1.2.3) *overlay:* roads and railroads (additional movement steps, not affected by -1M terrain)

1.2.4) *sideterrain:* river, bridge, sideforest, sidemountain

1.3) **units:** placed over terrain tiles; can't move into or over an occupied tile; can't mix different counter types; units move once and may attack once per turn; units (except generals) have max strength 6

1.3.1) *armour* units: movement range 2, attack range 1 (=only against adjacent)

1.3.2) *infantry* units: movement range 1 (but can force march for an extra step), attack range 1

1.3.3) *artillery* units: movement range 1, attack range 3, in each turn either move or attack

1.3.4) *generals:* movement range 1, attack range 1, in each turn either move or attack, max strength is 1

1.4) **boards:** standard tournament board is a hexagon made of 127 hexagonal terrain tiles; smaller boards or pre-printed maps can also be used

1.5) **game objectives:** *conquer hq* (move unto unoccupied enemy hq), *no survivors* (annihilate all enemy forces), *decapitation* (kill enemy generals), *capture the flag* (capture enemy hq and bring back flag to own hq)

1.6) **6 phases:** *initiative*, *movement*, *combat*, *casualties&takeground*, *NCA (non-combat actions)*, *reinforcements*

2) **initiative roll.** order of action decided at each turn (roll 2d6), players alternate acting each phase of the turn following the order so determined

3) **movement.** three alternatives: *simplemovement*, *rivercross* (or *sideforest* cross) and *split/merge*

3.0) cannot enter impassable terrain, cannot cross sidemountains

3.1) *simplemovement* can be either 1 or 2 steps (player's choice, for each unit) for armour and infantry, 1 step for others.

3.1.1) unless 1st or 2nd step is -1M or 1st step is a stopper or has crossed river or sideforest during 1st step or if the 2nd step would bring the unit across a river or sideforest → then only 1 step is possible

3.1.2) if road connects 3 tiles with no stopper in the middle → then one extra step is possible

3.1.3) if railroad connects 4 tiles with no stopper in the middle → up to 4 steps are possible for any unit

3.2) *rivercross* requires being adjacent and rolling a die. successful crossing only if roll is 5+ unless attempted in same place on previous round(s) → the chance improves to 4+, 3+, 2+

3.2.1) if bridge, cross is automatic and movement can continue (treat as *simplemovement*)

3.2.2) crossing a sideforest is similar to crossing a river but with no rolls required

3.3) *split* needs unit's strength of at least 2

3.3.1) units can split into empty adjacent tiles or into tiles occupied by friendlies (combined "*split+merge*"); units cannot split unto enemy HQ

- 3.3.2) units can split/split+merge until their last counter (no need to leave any counter on source tile)
- 3.3.3) units can *merge* with adjacent friendlies; cannot use merge to make units strength more than 6
- 3.3.4) merge (or split+merge) removes any residual chance of movement from passive units involved in the merge
- 3.4) if movement brings a unit over a tile which conceals a hidden enemy, the unit *falls into ambush* (see manual)
- 3.5) in order to enter a mountain tile (*climbing*), units need to be coming from adjacent hill or plateau tile
- 4) **combat.** against *adjacent* enemy unit and can't attack if a sidemountain is in between for all units, with exception of artillery units (which can attack up to range 3 and even with a sidemountain in between)
 - 4.1) **procedure**
 - 4.1.1) roll as many dice as attacking unit's strength (= unit's number of counters)
 - 4.1.2) add or subtract *modifiers*, maximum modification +4 min -4
 - 4.1.3) attack is always possible (with at least 1 die) even with excessive negative modifiers
 - 4.1.4) treat any result 5+ as a hit (=1 destroyed enemy counter)
 - 4.1.4.1) for some unit vs unit combinations a result of 4+ is also a hit (see manual)
 - 4.1.5) combat is considered simultaneous: hit tanks are marked as destroyed by "rolling them on the side" but they *still can normally attack* for that turn, until removed (in the casualties removal phase)
 - 4.2) **modifiers:** terrain and situation
 - 4.2.1) *terrain modifiers:* attacker's terrain (=attack_from) and target's terrain (=attack_to)
 - 4.2.1.1) special: elevation bonus (from hill/plateau terrain) only if target is NOT on hill/plateau
 - 4.2.1.2) special: roadrail bonus (against roadrail) only if attacker is NOT on roadrail
 - 4.2.1.3) special: across forest +1
 - 4.2.1.4) special: across river -2, across bridge -1
 - 4.2.2) *situation modifiers:*
 - 4.2.2.1) *flanking:* +1 per each neighbouring friendly unit which is also adjacent to enemy
 - 4.2.2.2) *outnumbered:* -1 if (target str - attacker str) >= 3
 - 4.2.2.3) *hidden badge:* +1 to attacks while hidden (after attack unit gets revealed and loses hidden badge)
 - 4.2.2.4) *entrenched badge:* -2 to all attacks against entrenched units
 - 4.3) **special rolls:** if rolling 6-6, 6-6-6, 6-6-6-6*, 1-1, 1-1-1, 1-1-1-1* there is a special outcome (see manual)
 - 4.3.1) some special rolls cause *retreat* or *self-destruction* (see manual)
- 5) **casualties & takeground.** remove unit counters which were marked as destroyed; if target killed or forced to retreat, attacker can *take ground/pursuit*; the target of a 1-1 attack can *snapback*. These moves are optional: on player's discretion.
- 6) **reinforcements.** compute total production from the yield of all tiles occupied by own units and flags
 - 6.1) must reinforce at or next to HQ only (in one of the tiles adjacent to HQ or on HQ's tile)
 - 6.2) can't reinforce a unit beyond its maximum strength (1 for generals, 6 for other units)
 - 6.3) any unspent production is lost
 - 6.4) cannot reinforce a unit over a terrain impassable to it (e.g. can't reinforce tanks over mountains)
 - 6.5) cannot reinforce over an enemy HQ