EUROFRONT – Cheat Sheet v2021-07-07 (start – work in progress)

BASIC CONCEPTS
    MOVEMENT
    Must be Commanded to Move –
        • by Army/Front HQ in range, or
        • by Supreme HQ (OKW, OKH, etc) anywhere (up to x2 Level units)

    COMBAT
    -        Mandatory if Engaged (i.e. same hex as another unit)
    -        Supported (i.e. within range of activated HQ) then normal and can receive Air
    Support from that HQ
    -        Unsupported – not within range of HQ, Defender x2 (x3 if already x2)

    SUPPLY
        Must be within # hexes of an operational rail line
        Lose 1SP per turn if out of supply at End of Opponent's Turn

    STACKING
        4 units = Clear, Forrest
        3 units = Marsh, Desert (MF Terrain)
        2 units = Mountain
        Can temporarily overstack during movement
        If overstacked due to Repulse, then largest unit -1CV

    ENGAGEMENT LIMITS (i.e. how many units can cross a hexside into enemy hex)
        2 units = Clear, Desert
        1 unit = Across river (even into Clear), all other terrain

TURN SEQUENCE

    ACTIVATE HQ
        Deployment (i.e. Move HQ up to 1 hex)
        Determine Mode (Mobile or Combat)
            Mobile – move up to 2 more hexes, cannot provide Support
            Combat – cannot move more, does provide Support
        Disrupted HQs – Cause by Weather, etc – operate at 1 less CV
        Command Range – equal to current Level in hexes (Supreme HQ unlimited)
            Cannot cross enemy controlled or impassible hexes
            Can cross Disputed hexes and Friendly battle hexes
    MOVE UNITS
        Only units within range of HQ, or
            w/in unlimited range for Supreme HQs (up to x2 Level of units)
        See movement chart for movement allowance
        Must start and end adjacent if crossing Strait