



1-48 Combat

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WAR BULLETIN

REINFORCEMENTS ARE HERE!

As the battle intensify both sides are ready to throw in their best troops!

RULES FOR USING REINFORCEMENTS

Reinforcements operate using a single card for two Characters, one on each side. They can enter the field only one at a time. The first one (owner's choice) can be deployed at the beginning like any other, or can enter the game in any of the following turns, during the player's move.



German reinforcements

In this case the Character can be deployed anywhere as long as its base is placed in contact with the owner board edge.

The card must always be placed with the description of the actual Character in play turned upwards. As soon as a reinforcement is wounded the miniature is immediately removed from the play. At this point the second Character can be deployed, subject to the same limitations as the first one.

Remember to turn the card with the corresponding side up!

Once a Reinforcement has been wounded and eliminated it can not be used again.



Soviet reinforcements

The point value shown on both sides of the card is the total cost for both Characters.

Reinforcements are extremely useful to solve many combat situation and by entering at the right moment where they are most needed can turn the tide of the battle!