



Biazza Ridge 3.5056 Chart

Personnel/Mobile-Vehicle:

in Enemy Setup Area	must attempt Escape (3.506)
in No Man's Land	must attempt Escape (3.506)
in Uncontrolled Territory	Is Retained into nearest friendly Setup Area/Friendly Board Edge (Holding Area) or must attempt Escape (3.5053)
if Isolated	may attempt Escape or remain in place [EXC: Overstacked]; 3.506

Abandoned Vehicle or Unpossessed Non-Vehicle Equipment:

in Enemy Setup Area	is Captured or Eliminated (enemy's choice 3.5071) ^{§*}
in No Man's Land	is left in place unpossessed (3.5072)
in Uncontrolled Territory	is left in place unpossessed (3.5072)
if Isolated	is Retained by the Controlling side (3.5071) [§]

Manned, Immobile Vehicle without Functioning MA:

in Enemy Setup Area	is Captured or Eliminated (enemy's choice 3.5071) ^{§*}
in No Man's Land	is Abandoned; the crew must attempt Escape (3.5051) [†]
in Uncontrolled Territory	is Abandoned; the crew is retained into the nearest friendly-Setup/Friendly Board Edge (Holding Area) or must attempt Escape (3.5053) [†]
if Isolated	may remain in place or is Abandoned [EXC: Overstacked]. The crew may attempt Escape; 3.506

Manned, Immobile Vehicle:

in Bypass of enemy-Controlled Strat. Loc.	is Captured or Eliminated (enemy's choice 3.5071) ^{§*}
in any other Location	becomes a Strategic Location

[§] is left in place unpossessed (3.5072) if not in "10 July 16:00" RePh

[>] is Abandoned and the crew is eliminated (3.5071) if not in "10 July 16:00" RePh

* Capturing/Eliminating side may Remove/attempt-to scrounge allowed Weapon(s) and/or turn vehicle into (Burnt-Out) Wreck (3.51323).

† Abandoning crew may Remove allowed weapon(s) and/or turn vehicle into (Burnt-Out) Wreck.