

Turn Sequence		Skill Test		Motivation Test		Company Command Team	
1	Starting Step			Motivation	Score Needed	Re-roll failed Motivation Tests if Company or Higher Command team Joins platoon.	
2	Move Step	Conscript	5+	Reluctant	5+		
3	Shooting Step	Trained	4+	Confident	4+		
4	Assault Step	Veteran	3+	Fearless	3+		

<b>STARTING</b>	<b>Starting Step</b>	7 Rally Pinned Down Platoons	<b>Remount Bailed Out Vehicles</b>	<b>Rally Pinned Down Platoons</b>
	1 Check Sole Surviving Teams	8 Re-mount Bailed Out Vehicles	Pass a Motivation Test to Remount a Bailed Out vehicle.	Pass a Motivation Test to Rally a Pinned Down platoon.
	2 Check Company Morale	9 Free Bogged Down Vehicles		
	3 Check Victory Conditions	10 Remove Smoke Markers		
	4 Reveal Ambushes		<b>Free Bogged Down Vehicles</b>	<b>Pinned Down Platoons</b>
	5 Roll for Air Support		Pass a Skill Test to free a Bogged Down vehicle.	Unless armoured, reduce ROF and no moving closer to enemy.
	6 Roll for Reserves	<b>Bogged Down or Bailed Out</b>		
		May not move, shoot, or assault.		

<b>MOVEMENT</b>	<b>Movement Step</b>	<b>Movement Distances</b>			<b>Command Distance</b>			
	1 Select a Platoon to Move	<b>Type</b>	<b>Cross Country</b>	<b>Road</b>	<b>Rough Terrain</b>	<b>Experience</b>	<b>Tanks</b>	<b>Others</b>
	2 Bring Forward Transports	<b>Fully-tracked Tanks and Transports</b>						
	3 Move Teams in the Platoon	Standard Tank	12"/30cm	12"/30cm	8"/20cm	Conscript	4"/10cm	2"/5cm
a Dismount Passengers before moving Transports	Light Tank	16"/40cm	16"/40cm	8"/20cm	Trained	6"/15cm	4"/10cm	
b Move Transports before or after Mounting Passengers	Slow Tank	8"/20cm	8"/20cm	8"/20cm	Veteran	8"/20cm	6"/15cm	
c Take Bogging Checks in Rough Terrain	Very Slow Tank	6"/15cm	6"/15cm	6"/15cm	Moving teams must attempt to end any movement In Command.			
d Take Skill Tests to Enter Contested Buildings	<b>Other Tanks and Transports</b>							
4 Send Empty Transports to Rear	Jeep, Motorcycle	16"/40cm	24"/60cm	4"/10cm*	<b>Passengers</b>			
5 Select Next Platoon to Move	Half-tracked	12"/30cm	18"/45cm	4"/10cm				Dismount at the start of their movement or mount at the end of their movement.
<b>Rough Terrain</b>		Wheeled	12"/30cm	18"/45cm	4"/10cm*	<b>Bring Transports Forward</b>		
No Bogging Checks in Slow Going.		Slow Wheeled, Wagon	8"/20cm	12"/30cm	4"/10cm*			
Roll 2+ to avoid Bogging Down in Difficult Going.		<b>Infantry</b>			<b>Entering Buildings</b>			
Roll a Skill test to avoid Bogging Down in Very Difficult Going.		Cavalry	10"/25cm	10"/25cm				
Wrecked armoured vehicles are Slow Going and Concealment.		Infantry	6"/15cm	6"/15cm	6"/15cm**	<b>Roll Armour Save</b>		
		<b>Guns</b>			Target player rolls and adds:			
		Man-packed Guns	6"/15cm	6"/15cm	6"/15cm**	• Armour rating		
		Light Guns	6"/15cm	6"/15cm	4"/10cm*	• +1 if range is over 16"/40cm		
		Medium and Heavy Guns	4"/10cm	4"/10cm	4"/10cm*	Outcome:		
		Immobile Guns	Cannot Move			• If less than Anti-tank, roll Firepower Test to Destroy tank, otherwise Bail Out tank.		
		* Cannot move in Very Difficult Going ** No Bogging Checks required			• If equal to Anti-tank, roll Firepower Test to Bail Out tank.			
		Move twice as far At the Double. Take direct route 8"/20cm from enemy.			• Otherwise, no effect.			

<b>SHOOTING</b>	<b>Shooting Step</b>	<b>Score to Hit</b>		<b>Allocate Hits</b>		<b>Roll Other Saves</b>	
	1 Select the Shooting Platoon	<b>Target</b>	<b>Score Needed</b>	Allocate hits as follows:		Target	
	2 Select the Target Platoons	Conscript	2+	• Only valid targets		Score Needed	
	3 Who Shoots at What	Trained	3+	• Roll 5+ to pick out Gun Tanks		Infantry	
4 Check that the Target is Valid	Veteran	4+	• Allocate hits evenly		Guns		
a Check Line of Sight	Add +1 to score needed if:		• Priority targets first		Gone to Ground Guns		
b Check Range	• Range is over 16"/40cm		• Best Firepower to Priority		Unarmoured Vehicles		
c Check Field of Fire	• Concealed		• Others before Gone to Ground		Passengers		
5 Rotate to Face the Target	• Gone to Ground while Concealed		• Operational before Bogged Down or Bailed Out		Recce Vehicles		
6 Check if Target is Concealed	• ROF 1 weapon moving		• Within 16"/40cm first		Warrior Vehicles		
7 Roll to Hit	<b>Concealment</b>		• Unarmoured before Armoured		No save against Breakthrough Gun or Bunker Buster.		
8 Allocate Hits to Target Teams	Teams are Concealed if at least half hidden by terrain.		• Lowest Armour first		<b>Vehicles with Gun Shields</b>		
9 Roll Saves	Stationary Infantry and Man-packed Guns are Concealed.		• Best Anti-tank to Armoured				No Save if hit across Gun Shield, but Firepower Test needed to Destroy vehicle.
10 Roll Firepower Tests	<b>Gone to Ground</b>		• Lower Armour get lower Anti-tank		<b>Bulletproof Cover</b>		
11 Remove Destroyed Teams	Teams that don't move, shoot, or assault are Gone to Ground.		• Bunker Busters to Buildings				If team is in Bulletproof Cover attacker must make a successful Firepower Test to Destroy it.
12 Return to 1	<b>Hit Front or Side</b>		• Unprotected before in Bulletproof Cover		<b>Pinned Down</b>		
13 Pin Down Platoons Hit 5 Times	Hit Front if Line of Sight in front of line across front of hull or turret. Hit Side otherwise.		• Best Firepower to Bulletproof Cover				Pinned Down if take a total of 5 hits. Armoured teams ignore being Pinned Down.
<b>Moving or Pinned Down ROF</b>		<b>Platoon Morale</b>		<b>Smoke Ammunition</b>			
<b>ROF</b>	<b>ROF when Moving</b>	If more teams Destroyed than still fighting and had teams Destroyed or Bailed Out, pass a Motivation test or be Destroyed.					
1 to 3	1	<b>Smoke Markers</b>		Fire Smoke first. Place two 2"/5cm markers for each hit.			
4 or 5	2						
6 or more	3						
Roll 2x dice against At the Double.		<b>Bunker Busters</b>		<b>Smoke Ammunition</b>			
		Moving Bunker Busters can't hit vehicles unless they are Bogged Down or Bailed Out.					

**ARTILLERY**

**Artillery**

- 1 Select the Aiming Point
- 2 Nominate the Spotting Team
- 3 Check that the Target is Valid
- 4 Rotate to Face the Target
- 5 Check if Target is Concealed
- 6 Roll to Range In on the Target
- 7 Position the Template
- 8 Roll to Hit all Under Template
- 9 Roll Saves
- 10 Remove Destroyed Teams
- 11 Pin Down Platoons Hit

**Select the Aiming Point**

Aiming Point must be enemy team.

**Roll to Range In on the Target**

Three attempts to range in.

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score needed if:

- Concealed
  - Gone to Ground while Concealed
  - Company Command spotting
- Mortars re-roll first failed attempt.

**Pinned Down**

Platoons are Pinned Down by 1 hit.

**Roll to Hit**

Roll to hit all teams under template.

Artillery	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

Add +1 to the score needed if:

- ranged on the second attempt\*
- Add +2 to the score needed if:
- ranged on the third attempt\*
- Add +1 to the score needed if:
- only one weapon firing.

A roll of 6 always hits

\*Rocket Launchers ignore penalty.

**Template Size**

Number	Re-rolls	Template
1 or 2	Hits	Normal
3 to 5	None	Normal
6 to 8	Misses	Normal
or	None	Double-width
9 to 13	Misses	Double-width
or	None	Devastating
14+	Misses	Devastating

**Roll Saves**

Roll saves as for shooting, except vehicles use Top armour, and no cover behind Linear Obstacles.

**ASSAULT**

**Assault Step**

- 1 Select the Assaulting Platoon
- 2 Test for Tank Terror
- 3 Charge into Contact
- 4 Conduct Defensive Fire
- 5 Roll to Hit
- 6 Roll Saves
- 7 Remove Destroyed Teams
- 8 Push into Enemy Positions
- 9 Has Assaulting Platoon Won
- 10 Opponent Tests Motivation:
  - Counterattacks, or
  - Breaks Off
- 11 Victor Consolidates
- 12 Select Next Platoon to Assault

**Tank Terror**

Infantry take Motivation Test to assault if within 6"/15cm of tanks.

**Charge into Contact**

Assaulting teams within 8"/20cm of enemy move 4"/10cm into contact with the enemy.

**Tanks in Rough Terrain**

Make Bogging Check each round if fighting into Rough Terrain.

**Conduct Defensive Fire**

Teams within 8"/20cm of assault-ing teams fire.

- Full ROF even if moved.
- No rotating outside field of fire,
- Tanks Save using Side armour.

**Fall Back from Defensive Fire**

If assaulting platoon takes 5 hits or has 2 vehicles Bailed Out or Destroyed, it falls back until 2"/5cm away and assault ends.

**Sneak Up on Tanks**

Tanks cannot Defensive Fire at Infantry that do not move or shoot and were Concealed by Terrain. Hull-mounted weapons (other than machine-guns) cannot Defensive Fire at Infantry.

**Roll to Hit**

All assaulting teams within 2"/5cm of the enemy roll to hit.

Skill	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

**Roll Saves**

No saves for Infantry, Guns or Unarmoured vehicles.

Armoured vehicles use Top armour against Tank Assault.

**Tanks Hit by Gun Teams**

Guns with ROF 2+ may use their Anti-tank against Side armour of tanks in their Field of Fire. Must pass a Firepower Test or no effect.

**Push Into Enemy Positions**

If a team is Destroyed across a Linear Obstacle or in building, an Assaulting team can occupy the Destroyed team's place.

**Has Assaulting Platoon Won**

Win if no assaulted teams left fighting within 4"/10cm.

**Opponent Tests Motivation**

Opponent makes Motivation Test using one die roll for all platoons. If no teams hit, pass automatically unless assaulting Tank teams. If pass, may Counterattack, otherwise must Break Off.

**Counterattack**

Defending platoons become assaulting platoons and Charge into Contact starting a new round with no Defensive Fire.

**Break Off**

Gun teams within 2"/5cm of enemy teams are Destroyed. All other teams move at least 4"/10cm from the enemy or are Destroyed.

**Victor Consolidates**

Move victorious teams up to 4"/10cm to consolidate. Push all defending teams 2"/5cm away. Any that cannot get more than 2"/5cm away are Destroyed.

**Pin Down Platoons**

All platoons hit in assault combat are Pinned Down.

**Platoon Morale**

If more teams Destroyed than still fighting, pass a Motivation test or be Destroyed.

**AIR SUPPORT**

**Air Support**

**Starting Step**

- 1 Roll for Ground-attack Aircraft
- 2 Roll for Fighter Interception
- 3 Choose Target & Place Aircraft

**Shooting Step**

- 1 Conduct Anti-aircraft Fire
- 2 Roll to Range In on the Target
- 3 Roll to Hit
- 4 Roll Saves
- 5 Remove Destroyed Teams
- 6 Pin Down Platoons Hit
- 7 Aircraft Return to Base

**Choose Target & Place Aircraft**

Place aircraft 4"/10cm from target.

**Roll for Air Support**

Level	Air Support Pool
Priority	7 dice
Limited	5 dice
Sporadic	3 dice

Ground Attack arrives on any 5+. Fighter Interception arrives on 6. Reduce Air Support Pool by 1 after each roll.

**How Many Aircraft**

Score	Number of Aircraft
1 or 2	1
3 to 5	2
6	3

**Conduct Anti-aircraft Fire**

Range increased by 8"/20cm.

Roll one Skill Test to hit per ROF. Heavy and Self-defence anti-aircraft only get 1 die.

Roll Firepower to reduce strength by one aircraft per hit.

**Roll to Range In on the Target**

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Range in automatically on target over 2"/5cm from trees or buildings.

**Safety Distance**

Must abort if any friendly teams within 16"/40cm.

**Roll to Hit**

Use aircraft weapon's To Hit rating.

Number of Aircraft	Effect
1	Re-roll hits
2	Normal
3	Re-roll misses

**Roll Saves**

Roll saves as for shooting, but use Top armour against bombs & rockets, Side armour against guns.

**SPECIAL RULES**

**Amphibious:** Water is Difficult Going.

**Awkward Layout:** No move and fire.

**Fast Tank:** Moves 32"/80cm At the Double.

**Flying Tank:** Add +1 to the Firepower needed to destroy a Flying Tank.

**HMG Carrier:** Fire as MG when moving or HMG if stationary.

**Horse Artillery:** Unlimber after moving.

**Improvised Armour:** Extra 5+ save against Firepower 5+ or 6.

**Improvised Tank Assault:** Teams are Destroyed if they roll a 1 to hit against Armoured vehicles.

**Limited Vision:** +1 to hit targets not in front of turret unless AA MG. Turret must face forward when moving.

**Mountaineers:** Can double across steep hills. Treat mountains as Difficult Going. Cliffs require a Skill test to cross.

**No HE:** Can only hit vehicles or Bunkers.

**One-man Turret:** +1 to hit targets when moving unless MG.

**Overloaded:** Bog Down on 1 or 2. Re-roll in Very Difficult Going.

**Passenger-fired Weapons:** Must have passengers mounted to fire.

**Protected Ammo:** Crew may re-roll to remount Bailed Out vehicles.

**Recoilless Guns:** Not Concealed if fired.

**Slow Traverse:** +1 to hit targets not in front of turret unless AA MG.

**Unreliable:** Bog Down on 1 if moving At the Double.

**Wide Tracks:** Roll 4+ to immediately free from Bogging Down.