**PLAYSHEET**

**TURN SEQUENCE**

1. **ORDERS PHASE:**
   - Order move or commit
   - Select unit and give it an order
   - If necessary take an order test to determine if the unit follows the order
   - The player executes the unit’s resulting action
   - His opponent may make a reaction to that action
   - Both to 1. Once all eligible units have received an order, the phase ends prior to move to the Turn End Phase.

2. **TURN END PHASE:**
   - Return order to its box, except for units retaining an Ambush or Down order

**ORDERS**

- **Fire**
  - Fire at full effect without moving.
- **Advance**
  - Move normally and then fire.
- **Run**
  - Move at double speed without firing. Also used for assaulting
- **Ambush**
  - Move normally, but wait for opportunity fire.
- **Down**
  - Move normally, but gain an extra -1 to be hit.

**FUBAR**

- **or**

**AMBUSH**

- **inexperienced 8**
  - Walker 12” (2) 18” (1)
  - Half-tracked vehicle 9” (2) 18” (1)
  - Wheeled vehicle 12” (2) 24” (1)
  - Tracked vehicle 9” (1) 18” (0)

**HE MODIFIERS**

- The basic chance of hitting a target is a roll of 3, 4, 5 or 6 on a die is a roll of 2, 3 or 4 on a die.

**TROOP QUALITY & MORALE**

**HE SHOTS**

HE shots have a penetration modifier that is fixed to the HE value used; in some cases, can result in more ‘pins’ on the target as below:

- Absolute target
  - +3
- Experienced infantry or artillery
  - +2
- Regular infantry or artillery
  - +1
- Unskilled vehicle or assault
  - +1

**ARMORED TARGERS**

- Armored car, carrier or light walker
  - +7
- Light tank, medium walker
  - +6
- Medium tank, heavy walker
  - +5
- Heavy tank, super-heavy tank
  - +4

**SHOOTING AT VEHICLES**

Add extra penetration modifier for heavy weapons against armored targets:

- Vehicle’s side or top armor (not walkway)
  - +1
- Vehicle’s rear armor (not walkway)
  - +1
- Long range
  - +1

If the vehicle is a soft skin or open-toppered it is destroyed if damaged. If it is an enclosed armored vehicle roll on the Damage Results Table. Infantry not armed with anti-tank weapons can only score a superficial damage. If the vehicle survives the assault is over and assaulting infantry requires no further action.

**SHOOTING**

- Inexperienced
- Regular
- Advanced
- Officer

**OFFICER MORALE MODIFIER**

- Second Lieutenant +1
- First Lieutenant +2
- Captain +3

**DOORS & ROOMS**

- Doors
  - 30”
  - 42”
- Windows
  - 24”
  - 36”
  - 48”

**CLEANING**

- 72”
  - 84”

**INFERNO**

- 96”
  - 108”

**REVERSIBLE DOORS**

- A vehicle can reverse straight backwards only up to half its standard Advance value unless it is a nano-vehicle. A nano-vehicle can reverse at its full Advance rate in most instances and can maneuver as it is driving forward.

**TERRAIN**

- Flat ground
  - OK
- Brush
  - OK
  - Run
  - OK
  - Run

**WEAPONS CHART**

**HEAVY WEAPONS**

- Towed howitzer (0/24”)-72” 1 HE Team, Fixed, Howitzer, HE (3D6)
  - Heavy AT gun 72” 1 +6 Team, Fixed, HE (D3)
- Heavy artillery (0/24”)-90” 1 HE Team, Fixed, Howitzer, HE (D6)
  - Super-heavy AT gun 90” 1 +9 Team, Fixed, HE (D6)
  - Flak-88 36” 1 +7 Team, Fixed, HE (D6)

**SPECIAL WEAPONS**

- Standalone flamethrower vehicle
  - 36” 1 +3 Team, Flamethrower

**HEAVY ARTILLERY**

- 4.5” Howitzer
  - 48” 1 +3 Team, Fixed, HE (D6)
  - 4.2” Howitzer
  - 108” 1 +1 Team, Fixed, HE (D6)

**MEDIUM WEAPONS**

- 4” Howitzer
  - 36” 1 +3 Team, Fixed, HE (D6)
- 3” Howitzer
  - 30” 1 +3 Team, Fixed, HE (D6)

**PIAT**

- 1” PIAT
  - 12” 1 +5 Team, Fixed, HE (D6)

**SHAPED CHARGE**

- 1” Bazooka
  - 24” 1 +6 Team, Shaped Charge
- 2” Piadczevich
  - 24” 1 +6 Team, Shaped Charge

**MACHINE GUNS**

- 1” Submachine gun (SMG)
  - 12” 2- Assault
- 0.5” Automatic rifle
  - 30” 2- Assault
- 1” Automatic cannon
  - 48” 2 +2 Team, Fixed, HE (D2)
- 0.5” Dual weapon pack
  - 6” 2- Assault
  - 12” 2- Assault

**INFLICT ‘47**

- Component Code: 4150000001