

## Turn Sequence

### ORDER PHASE

1. Roll for Artillery /Smoke / Air Strike Tokens if applicable.
2. Draw Order Dice and hand to right player
3. Chose unit, and which order - place die next to unit to show its activated
4. Order check if necessary - If passed or not needed & UNIT is an Officer then you may 'SNAP TO' up to RANK within bubble
5. Resolve order activation
6. back to step 2 until all Dice have been used. If none go to END PHASE

### END PHASE

1. Remove empty transports closer to enemy units than friendly
2. check mission objective completion
3. Roll for extra turn if applicable
4. decide to hold any AMBUSH or DOWN orders on units
5. place all ORDER DICE less those selected in step 3 into DICE BAG

## ORDER DICE

D6	Name	Does
1	FIRE	Select UNIT Shoots - see weapon & Modifier tables. (not applicable if in Transports)
2	ADVANCE	Selected UNIT moves then shoots (ART. may Pivot only)
3	RUN	Selected UNIT moves at Double speed OR Assaults (RUN only from Transports, ART. Light & Med. 6" move)
4	AMBUSH	Selected UNIT dosent move or shoot - but may shoot out of sequence later at a moving unit at any point in their movement. Units must decler what ammo they are loading (HE OR AT). when going in to Ambush (not applicable if UNIT in Transport)
5	RALLY	Selected UNIT doesn't move or shoot - Order check ignoring PINS to remove D6 +1 PINS
6	DOWN	Selected UNIT either doesn't move or shoot but gains -2 to being shot - may be a reaction OR as a reaction moves at normal move away from shooting unit (RECE /BICYCLE/Cav ONLY) OR Selected UNIT stays in reserve or on a transport OR shows selected VEHICLE has been damaged/stunned No ORDER CHECK REQUIRED FOR ANY DOWN OPTIONS

## ORDER CHECK

2D6 v (Ld + MODs)  
(Min 2, Max 10)

2 (double 1)  
Equal or Less  
More  
12 (Double 6)

Remove D6+1 PINs and carry out order  
Remove 1 PIN and carry out Order  
Change ORDER to DOWN  
FUBAR - Roll D6 v chart below

### FUBAR

score	effect
1 or 2	Unit carries out a FIRE order against a friendly unit in 12" of an enemy. If no available target goes DOWN
3+	Unit carries out a RUN order away from closest visible enemy unit. If unable to do so or none visible goes DOWN

### Starting Ld

Inexperienced	8
Regular	9
Veteran	10

### LD Modifiers

PINS	-1 per PIN marker
OFFICER	+1 per rank if in range
Loss of Leader/Team	-1

### OFFICER RANK

2nd Lt - RANK 1 - 6" Bubble
1st Lt - RANK 2 - 6" Bubble
Capt - RANK 3 - 12" Bubble
Major - RANK 4 - 12" Bubble

Full Strength sqd = Re-roll order check  
If PINS = Ld then unit destroyed  
Officers in transports can only affect that transport and other units in the same transport

## MOVE & RUN

UNIT TYPE	ADVANCE	90° Pivot	RUN	90° Pivot
Infantry	6"	N/A	12"	N/A
Tracked	9"	1	18"	0
Half-tracked	9"	2	18"	1
Wheeled vehicle	12"	2	24"	1
Bicycle	12"	N/A	24"	N/A
Cavalry	9"	N/A	18"	N/A
Vehicle at reverse	1/2 move	0		
Recce at reverse	full move	normal		

### Terrain Types

	Infantry	Artillery	Wheeled	Tracked
Open	normal	normal	normal	normal
Rough	no RUN	deploy only	no	No RUN
Obstacle	no RUN	NO	no	normal unless AT
Building	normal	deploy only	no	no / 10+ can demolish
Road	normal	normal	x2	x2

**PASSANGERS MAY NOT USE RUN OR ADVANCE IF TRANSPORT RUN**

# SHOOTING

## PROCEDURE

- |  |   |
|--|---|
| <ol style="list-style-type: none"> <li>1. Declare Target</li> <li>2. Target Reacts</li> <li>3. Measure Range</li> <li>4a. Roll to Hit</li> <li>4b. Place Smoke</li> <li>5. Apply PINS</li> <br/> <li>5a. Roll to Damage</li> <li>5b. Roll on Vehicle Damage</li> <li>6. Roll Medic save</li> <li>7. Remove Casualties</li> <li>8. Target Check Morale</li> <br/> <li>9. Flamethrower fuel check</li> </ol> | <p>No split fire unless a vehicle or using single shot weapon</p> <p>If <u>not</u> activated may go DOWN or RECCE move away</p> <p>Per weapon + place aiming point for indirect fire</p> <p>Modifiers below, per shooter</p> <p>If a miss then opponent places 2D6" from aim point. Aiming token always stays in place</p> <p>1 per shooting unit, unless firing HE then see table</p> <p>* IF DV 7+ see Vehicle PIN Table</p> <p>See Below chart - (exceptional damage if natural 6 to wound v inf /art followed by a roll of 6)</p> <p>If 5a equals or betters DV, roll on chart to see effect</p> <p>On a 6 if target infantry /artillery in 6" of a medic against small arms only, per wound</p> <p>Target player chooses unless wound is exceptional damage then opponent picks</p> <p>If 50% of models at step 1 have been removed OR if the target unit has been hit by a flamethrower. Check as per Order check failure = removed from table</p> <p>On a 1 remove firing Team (or model from squad). Vehicle wpn no longer usable</p> |
|--|---|

Hit Modifiers		
range 6" or less	+1	
Per pin on firer	-1	
Over half range	-1	
firer inexperienced	-1	
moved	-1	
Target Down	-2	Infantry or Artillery only
1 or 2 in target unit	-1	Veh /Artillery never get this
Shot over soft cover	-1	apply worse cover mod
shot over hard cover	-2	
Loss of TEAM Crew	-1	If loadere(s) killed or >1" away from weapon

<b>Indirect</b>	6+	target must move >2" away or +1 each turn they don't
<b>Indirect repeat</b>	2+	If hit last turn or 5 turns not moving

Damage Value	
Inexperienced	3+
Regular	4+
Veteran	5+
softskin vehicle	6+
armd car/ transport	7+
light tank	8+
medium tank	9+
heavy tank	10+
super heavy tank	11+

HE TABLE			
Dia	PEN	PINs	v1 /Buildings
1"	+1	D2	D3
2"	+2	D3	D6
3"	+3	D3	2D6
4"	+4	D6	3D6

Vehicle Damage chart	
1 or less	DOWN, +1PIN, TURRET JAM
2	IMMOBLISED, +1 PIN, TURRET JAM
3	+1 PIN, On fire (MORAL CHECK or Destroyed). TURRET JAM
4+	Destroyed
Turret JAM	4+ Turret locked in arc otherwise fine
Modifiers to Vehicle Damage Chart	
If damage roll = DV then roll D6-3	
If damage roll = DV +1 or 2 roll D6	
If damage roll =DV +3 (or more) = 2 rolls on table & apply both	
2+ Turret Jams	Vehicle Destroyed
Soft skins suffer a D6 roll on Damage roll of DV	
INDIRECT +1 on table	
If vehicle equiped with flamethrower the +1 on table	

Vehicle PIN CHART	
Inexperianced	Any Heavy Wpn
regular	on 4+ as Vet, otherwise inexp
Vet	only if target DV can be equaled or beaten
Open Toped	Any Weapon

Transport Passanger Reactions	
IMMOBLISED	D6" dismount then DOWN
DESTROYED	Suffer D6 hits, damage as normal. Then D6" Dismount and DOWN
PINS	Passangers receive same no. of PINS

Extra Mods V DV7+ from Heavy Weapons		
v top	+1	Indirect & Flamethrower
v side	+1	
v rear	+2	
over half range	-1	Not HE or flamethrower

## ASSAULT

### Inf v Inf or Art.

1. Declare Target
2. Measure move Distance
3. Target Reacts *>6", & in arc*
4. Move Assaulting models
5. FIGHT
  - a. Attackers roll to damage
  - b. Defenders take Casualties
  - c. Defenders roll to damage
  - d. Defenders take casualties
  - e. Losers wiped out
6. Draws & Defended charges
  - a. Attackers roll to damage
  - b. Defenders roll to damage
  - c. Attackers take casualties
  - d. Defenders take casualties
  - e. Losers wiped out
7. Winner Regroups *D6" move -May not enter building or transports*

### Inf V Veh

1. Declare Target *not possible if target has RUN order present*
2. Tank Fear *-3 order check*
3. Target Reacts *>6", & in arc. If attack not halted Passangers auto disembark - fight Inf v Inf combat*
4. Move Assaulting models
5. Fight *6+ If target has ADVANCE order otherwise 4+*
6. Damage Vehicle *each hit is +1 PEN v TOP armour*
7. Damage Effect *unless using tank grenades, D6-3 damage. Open topped & soft skins auto destroyed*
8. Attacking Inf Regroup *D6" move -May not enter building or transports*

### Tanks (DV8+). V Inf

1. Declare Target *Must move at least half RUN and no maneuvers*
3. Target Reacts *>6" and in arc*
4. Move Tank *if not immobilised*
5. Target takes moral check *failed = destroyed  
passed = move aside  
art = gun destroyed*
6. Continue Moving Tank- if contact with new unit resolve 5 again.

### Tank V Vehicle

1. Declare Target *moral check at -3 if target is tank*
2. Target reacts *>6" & in arc. If attack not halted Passangers auto disembark: Tank v Inf moral check*
3. move into contact *both roll D6 + armd value*
4. calculate impact score
- 5a. Loser soft skin dies
- 5b. Loser Armd rolls on damage table
  - 5bi. Higher DV than loser - superficial only
  - 5bii. Other wise normal D6
6. All survivors become **DOWN** & have +1 PIN

## START OF TURN TABLES

ARTILLERY BARRAGE CHART		
1	move token 3D6" random direction then resolve 4+ result	
2-3	may move token up to 12", roll again next turn	
4+	range D6+6", roll for every unit in rage	
	1-5	D3 PINS
	6	4" Template hit (Hvy Howitzer)

ARTILLERY SMOKE BARRAGE CHART		
1	move token 3D6" random direction then resolve 4+ result	
2-3	may move token up to 12", roll again next turn	
4+	place 6" smoke circle on token	

SMOKE		
1	Remove all smoke off the table	
2	all smoke moves D6" in same Random direction	
3+	All Smoke stays where it is.	

AIR STRIKE CALL CHART	
1	Opposing player resolves 4+ v a players unit
2-3	may change target, roll again next turn
4+	resolve aircraft attack (if target already destroyed strike wasted)

1. Place aircraft withing 18" of target
2. Check to fire flack if in range & arc
  - 2a. Enemy automatic
  - 2b. Friendly: 1-3 if Inexp  
1-2 if Regular  
1 if Vet
3. Resolve flack
  - 3a. Hits on 5+
  - 3b. Only apply PINS
  - 3c. IF PINS total 3+ then aircraft destroyed
4. Calcualte strike area
  - 4a. Target + all units in 6"
  - 4b. All units in 6" of center of aircraft token
5. All units in strike area take D3-1 PINS
6. Roll on Warplane Type Chart V Target UNIT

WARPLANE TYPE CHART	
1-2	Inf, Art & Softskins - 2D6 hits +2 PEN; +1 PIN
2-4	All units: 3" Template hit but at D2 PINS
5-6	All Units: 4" Template hit but at D3 PINS

Name	Range	shots	PEN	Rules		
<b>SMALL ARMS</b>						
Pistol	6	1		Assault	Assault	ignore -1 for moving + tough fighter
SMG	12	2		Assault	Scope	ignore all mods except lose of team & PINS
Assault rifle	18	2		Assault	Rifle	may shoot as normal rifle
Rifle	24	1			Team	needs loaders, if none then suffer lose of team
Sniper Rifle	12-36	1		Scope,Rifle, exceptional, FIRE	Fixed HE x"	90deg arc only Uses x" template
Automatic rife	30	2			shapped	doesn't suffer -1 PEN for long range
LMG	36	4		Team	Howitzer	fire either indirect or direct
MMG	36	5		Team, Fixed	IF both PEN & HE pick	when given the order
<b>HEAVY WEAPONS</b>						
HMG	36	3	+1	Team, Fixed	one-shot exceptional	can only be used once per game all wounds are exceptional damage
Lght Auto Cannon	48	2	+2	Team fixed, HE 1"	FIRE	only used with a FIRE or AMBUSH order
Hvy Auto Canon	72	2	+3	Team fixed, HE 1"		
Anti-tank Rifle	36	1	+2	Team		
PIAT	12	1	+5	Team, Shapped		
Bazooka	24	1	+5	Team, Shapped		
Panzersheik	24	1	+6	Team, Shapped		
Panzerfaust	12	1	+6	one-shot, shaped		
Light AT gun	48	1	+4	Team fixed, HE 1"		
Med AT gun	60	1	+5	Team, fixed, HE1"		
Hvy AT gun	72	1	+6	Team, fixed, HE 2"		
Super Hvy AT gun	84	1	+7	Team, fixed, HE 3"		
Flamethrower - Inf	6	1	+3	If hit D6 wound rolls, extra D3 PINS, Team		
Flamethrower - Veh	12	1	+3	If hit D6+1 wound rolls, extra D3 PINS		
light Mortar	12-24	1	HE 1"	Team, Fixed, Indirect, HE 1"		
Med Mortar	12-60	1	HE 2"	Team, Fixed, Indirect, HE 2"		
Hvy Mortar	12-70	1	HE 3"	Team, Fixed, Indirect, HE 3"		
Lght Howitzer	48 (Ind. 24-60)	1	HE 2"	Team, Fixed, Howitzer HE 2"		
Med Howitzer	60 (Ind. 30-72)	1	HE 3"	Team, Fixed, Howitzer HE 3"		
Heavy Howitzer	72 (Ind. 36-84)	1	HE 4"	Team, Fixed, Howitzer HE 4"		