



FIGHTING FIRST



FORMATIONS

Your force must contain at least one formation.



**M3 STUART
TANK COMPANY**
MU101



**M3 LEE
TANK COMPANY**
MU103



**ARMORED RIFLE
COMPANY**
MU113



**RIFLE
COMPANY**
MU118



**M3 STUART
TANK COMPANY**
MU101



**M10 TANK
DESTROYER COMPANY**
MU111



**PARACHUTE RIFLE
COMPANY**
MU301



**RANGER
COMPANY**
MU131



**M27
TANK COMPANY**
MU601



**T14 ASSAULT
TANK COMPANY**
MU603

SUPPORT UNITS

See Other Side



FIGHTING FIRST



FORMATIONS

See Other Side

SUPPORT UNITS

0-2 Armored Recon Patrol	MU107
0-2 M7 Priest Artillery Battery, or 105mm Field Artillery Battery	MU123 MU124
0-1 M3 Stuart OP Observation Post	MU125
0-1 T28E1 37mm AAA Platoon	MU126
0-1 P-40 Warhawk Fighter Flight	MU127

FORMATION SUPPORT

You may field compulsory Combat Units from any Formations in the Force as Support Units.

ALLIED SUPPORT

You may field one compulsory Unit from a British Formation as Support and one British Formation as an Allied Formation.

WILDCARD



MOVEMENT ORDERS

A Unit Leader may issue one Movement Order each turn.

BLITZ MOVE

In the Movement Step before the Unit Moves, roll a die:

If greater than or equal to Skill, the Unit Leader and any Teams that are In Command immediately move 4"/10cm. If Team does not move further, it Shoots at Halted ROF. Otherwise, Unit cannot Dash and shoots with +1 to hit.

SHOOT AND SCOOT

In the Assault Step instead of Assaulting, roll a die.

If greater than or equal to Leader's Skill, Leader and Teams that are In Command that did not Move, now Move 4"/10cm.

DIG IN

Instead of Moving in the Movement Step, roll a die:

If greater than or equal to Skill, any Infantry or Gun Teams in the Unit may dig Foxholes gaining Bulletproof Cover. Teams attempting to dig Foxholes Shoot with Moving ROF and cannot fire an Artillery Bombardment.

FOLLOW ME!

In the Movement Step after the Unit Moved, Unit Leader Moves 4"/10cm forward and rolls a die:

If greater than or equal to Leader's Courage, Teams that are In Command Move 4"/10cm forward. Teams that are In Command cannot Shoot.

CROSS HERE

Declare in the Movement Step before the Unit Moves. Teams rolling to Cross Difficult Terrain within 6"/15cm of Leader reduce their Cross number by 1, but cannot Shoot or Assault.