

STARTING STEP (P. 16)

- 1 Remount Bailed Out Tanks
- 2 Rally Pinned Down Units
- 3 Check Unit Last Stand
- 4 Check Formation Last Stand
- 5 Check Victory Conditions
- 6 Reveal Ambushes
- 7 Roll for Reserves
- 8 Roll for Aircraft
- 9 Remove Friendly Smoke Markers

BAILED OUT TANKS (P. 38)

May not Move, Shoot, or Assault.
Score Motivation number to Remount.

Fearless	3+
Confident	4+
Reluctant	5+

PINNED DOWN UNITS (P. 41)

Cannot Move closer to enemy in Line of Sight, cannot Shoot if they Move, and Shoot with their Moving ROF.
Score Motivation number to Rally.

Fearless	3+
Confident	4+
Reluctant	5+

CHECK UNIT LAST STAND (P. 60)

Check unless:

- No Teams Bailed Out or Destroyed, or
- 3+ Infantry Teams remain, or
- 2+ Tank Teams (not Bailed Out), or
- 2+ Gun Teams remain

Score Motivation number or Destroyed.

Fearless	3+
Confident	4+
Reluctant	5+

CHECK FORMATION LAST STAND (P. 61)

If Formation doesn't have at least two Units on table or in Reserve, it is Destroyed.

ROLL FOR AIRCRAFT (P. 44)

On a score of 4+, a Unit of Aircraft arrives until the end of the turn.

STAYING IN COMMAND (P. 18)

In Command if end movement:

- within 6"/15cm of Unit Leader.
- within 8"/20cm of Unit Leader if Unit with eight or more Teams.

OUT OF COMMAND (P. 18)

If not In Command, must:

- remain in place,
- move at Tactical with +1 penalty on score to hit, or
- Dash towards Unit Leader.

DASH SPEED (P. 17)

Cannot Shoot or Assault.

MOVING THROUGH TERRAIN (P. 20)

Move at Tactical and Shoot or Assault, or Move at Terrain Dash.

DIFFICULT TERRAIN (P. 20)

Score Cross number or stop moving but still count as moving in Shooting Step.

PASSENGERS (P. 23)

Dismount at the start or Mount at the end of movement.
Transports can Move at Dash speed after Passengers mount.

MOVEMENT ORDERS (P. 24)

Unit Leader can issue one Order per turn to Teams within 6"/15cm.

BLITZ MOVE — BEFORE MOVING

Score Skill number to Move Teams up to 4"/10cm. Can only move at Tactical speed this turn. If do not Move further, Shoot with Halted ROF.

Otherwise, Teams from the Unit cannot Dash and suffer the +1 to hit penalty for Moving Out of Command.

CROSS HERE — WHILE MOVING

Teams Crossing Difficult Terrain within 6"/15cm reduce Cross number by 1.

FOLLOW ME! — AFTER MOVING

Move Unit Leader forward 4"/10cm, then Score Motivation number to Move Teams forward 4"/10cm.
Teams within 6"/15cm and Line of Sight of Unit Leader cannot Shoot.

SHOOT AND SCOOT — ASSAULT STEP

Score Skill number to Move Teams that did not Move, up to 4"/10cm.

DIG IN — MOVEMENT STEP

Score Skill number to dig Foxholes. Teams then shoot with Moving ROF and cannot fire Bombardments.

SKILL

Veteran	3+
Trained	4+
Conscript	5+

MOTIVATION

Fearless	3+
Confident	4+
Reluctant	5+

MOBILITY AND MOVEMENT (P. 18)

MOBILITY RATING	CROSS-COUNTRY DASH				
	TACTICAL	TERRAIN DASH	DASH	ROAD DASH	CROSS
FULLY-TRACKED TANK TEAMS					
Standard Tank	10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+
Light Tank	12"/30cm	16"/40cm	28"/70cm	32"/80cm	3+
Fast Tank	12"/30cm	16"/40cm	24"/60cm	28"/70cm	3+
Slow Tank	8"/20cm	12"/30cm	14"/35cm	15"/40cm	3+
Very Slow Tank	6"/15cm	8"/20cm	8"/20cm	8"/20cm	3+
OTHER TANKS TEAMS					
Jeep, Motorcycle	12"/30cm	12"/30cm	18"/45cm	40"/100cm	4+
Half-tracked	10"/25cm	10"/25cm	18"/40cm	32"/80cm	4+
Wheeled	8"/20cm	8"/20cm	14"/35cm	32"/80cm	5+
Slow Wheeled	8"/20cm	8"/20cm	10"/25cm	24"/60cm	5+
Wagon	6"/15cm	6"/15cm	6"/15cm	8"/20cm	5+
GUNS TEAMS					
Light Gun	4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+
Medium Gun	2"/5cm	4"/10cm	6"/15cm	8"/20cm	5+
Heavy Gun	2"/5cm	2"/5cm	4"/10cm	6"/15cm	5+
Immobile Gun	-	2"/5cm	4"/10cm	4"/10cm	6
INFANTRY TEAMS					
Infantry	8"/20cm	8"/20cm	12"/30cm	12"/30cm	Auto
Cavalry	6"/15cm	10"/25cm	20"/50cm	20"/50cm	2+
Man-packed Gun	8"/20cm	8"/20cm	12"/30cm	12"/30cm	Auto

SHOOTING STEP (P. 26)

- 1 Check Range
- 2 Check Line of Sight
- 3 Check for Concealment
- 4 Declare Targets
- 5 Rotate to Face
- 6 Roll to Hit
- 7 Assign Hits
- 8 Roll Saves

WHICH WEAPONS CAN FIRE (P. 27)

A Tank or Aircraft Team may either fire:

- all of its Machine-guns, or
- one other weapon.

An Infantry or Gun Team may fire one weapon.

SHOOTING AT AIRCRAFT (P. 27)

Only Anti-aircraft, AA MGs, Self-defence Anti-aircraft, and Heavy Anti-aircraft weapons can shoot at Aircraft.

Can shoot immediately before Aircraft shoots in enemy Shooting Step. If they shoot at Aircraft in enemy Shooting Step, they cannot Defensive Fire, Shoot next Shooting Step, or Assault next Assault Step.

Aircraft are Hit On 5+.

ANTI-AIRCRAFT ROF (P. 66)

Anti-aircraft weapons shoot at full ROF.

AA MGs, Self-defence Anti-aircraft, and Heavy Anti-aircraft weapons shoot at ROF 1, with +1 to hit if already ROF 1.

LINE OF SIGHT (P. 28-29)

Tall terrain blocks Line of Sight after 2"/5cm unless Range is 6"/15cm or less. Buildings and Hills block Line of Sight. Nothing blocks Line of Sight for Aircraft.

AIRCRAFT SHOOTING (P. 44)

MGs, Cannons, and Rockets have a range of 8"/20cm. Bombs of a range of 6"/15cm.

Rockets and Bombs shoot as Artillery.

Aircraft are Veteran Skill rating.

Aircraft MGs have a Rate of Fire 3.

Aircraft Cannons have a Rate of Fire 2.

CONCEALMENT (P. 30-31)

Concealed if entirely behind or in Tall or Short terrain, or at least half hidden by Buildings or Hills.

Stationary Infantry are Concealed.

Gun Teams in Foxholes are Concealed.

Aircraft are only affected by terrain within 4"/10cm of ground troops.

GONE TO GROUND (P. 33)

Teams that don't Move, Shoot, or Assault are Gone to Ground.

RATE OF FIRE (P. 33)

Roll one die per point of ROF. Halted ROF if did not Move and not Pinned Down, otherwise Moving ROF.

SCORE TO HIT (P. 33)

Target Team's Is Hit On number:

Veteran	4+
Trained	3+
Conscript	2+

Add +1 to score needed if:

- Range is over 16"/40cm
- Concealed (but not Gone to Ground)
- Shooter moved Out of Command
- Shooting through Smoke
- Shooting at Night

Add +2 to score needed if:

- Concealed and Gone to Ground

7+ OR MORE TO HIT (P. 34)

If need 7+, must roll 6 followed by 5+
If need 8+, must roll 6 followed by 6

SMOKE (P. 42)

Shooting places 2"/5cm Smoke ball.

ASSIGN HITS (P. 34)

First hit must be assigned to target.

Remaining hits assigned evenly to:

- Valid targets
- Part of same Unit as target Team
- Same type as target Team
- Within 6"/15cm of target Team

MISTAKEN TARGET (P. 35)

On 3+ target player can swap all swappable hits between two Teams. If they succeed, they can roll again to swap hits between another pair. Tanks must be more than 8"/20cm and Infantry or Guns more than 4"/10cm away to swap.

ARMoured TANK TEAMS (P. 36)

Front if in front of line across front of hull and turret. Side if behind both lines.

Roll if front and side both visible:

- 1 to 3—hit hull
- 4 to 6—hit turret

ROLL ARMOUR SAVES (P. 36)

Target player rolls and adds:

- Armour rating
- +1 if range is over 16"/40cm

Outcome:

- If less than Anti-tank, roll Firepower to Destroy tank, otherwise Bail Out.
- If equal to Anti-tank, roll Firepower Test to Bail Out tank.
- Otherwise, no effect.

OTHER SAVES (P. 39)

Infantry, Heavy Weapons, and Cavalry Save on 3+

Unarmoured Tank Teams Save on 5+

Unarmoured Tank Teams with Gun Shield Save on 4+

Recce Unarmoured Tank Teams Save on 4+

Aircraft Save on 3+

Score Save and unharmed, otherwise Destroyed. If Infantry or Gun in Bulletproof Cover, or Aircraft, shooter must score Firepower to Destroy.

DESTROYED UNIT LEADERS (P. 40)

Appoint another Team from the Unit within 6"/15cm as the Unit Leader.

PINNED DOWN (P. 41)

Pinned Down if take a total of 5 hits. If at least 12 Teams, only Pinned Down if take a total of 8 hits.

Armoured Tank Teams and Aircraft cannot be Pinned Down.

ROLL TO RANGE IN (P. 47)

Three attempts to Range In on Skill.

Veteran	3+
Trained	4+
Conscript	5+

Add +1 to score needed if:

- Template would cover Short or Tall Terrain or Smoke Screen
- Ranging In at Night

SMOKE BOMBARDMENTS (P. 51)

Bombardment places Smoke Screen 4"/10cm long for each weapon firing. Bombardment must be fired at the beginning of Shooting Step.

Smoke Screens block Line of Sight unless Range is 6"/15cm or less.

ROCKET LAUNCHERS COUNT AS (P. 50)

WEAPONS	TEMPLATE
2	Double-wide
4	Devastating

ROLL TO HIT (P. 48)

Roll to hit all Teams under Template.

Base score is target Team's Is Hit On number,

Veteran	4+
Trained	3+
Conscript	2+

modified by the following:

Add +1 to score needed if:

- Ranged in on Second Attempt
- Repeat Bombardment where Spotting Team can't see Aiming Point.

Add +2 to score needed if:

- Ranged In on Third Attempt.

NUMBER OF WEAPONS FIRING (P. 48)

NUMBER	MODIFIER
1 or 2	Re-roll Hits
5 or more	Re-roll Misses

ROLL SAVES (P. 48)

Roll saves as for Shooting, except vehicles use Top armour, and no Bulletproof Cover behind terrain.

If Repeat Bombardment Re-roll Infantry and Gun Saves.

ARTILLERY BOMBARDMENT ARSENAL

ARSENAL ANTI-TANK	ADJUSTED ANTI-TANK
6	3
5	3
4	3
3	2
2	1
1	0

ARSENAL FIREPOWER	ADJUSTED FIREPOWER
1+	1+
2+	2+
3+	3+
4+	3+
5+	4+
6	4+

PINNED DOWN (P. 49)

Infantry, Gun, and Unarmoured Tank Units are Pinned Down by 1 hit.

ASSAULT STEP (P. 52)

- 1 Charge into Contact
- 2 Opponent's Defensive Fire
- 3 Roll to Hit
- 4 Roll Saves
- 5 Check if Assault is Over
- 6 Test to Counterattack
- 7 Counterattack or Break Off

CHARGE INTO CONTACT (P. 53)

Assaulting Teams move up to 4"/10cm into Contact with the enemy. Infantry Teams can move into Contact with an Infantry Team that is in Contact.

ASSAULTING ACROSS TERRAIN (P. 54)

Score Cross number to cross Difficult Terrain, otherwise fall back 2"/5cm.

OPPONENT'S DEFENSIVE FIRE (P. 55)

Defending Teams within 8"/20cm of Assaulting Teams fire at Halted ROF (Moving ROF if Pinned Down).

Tanks cannot Defensive Fire if Contacted by Infantry that did not Move or Shoot and were Concealed.

Defensive Fire hits Side armour.

FALL BACK FROM DEFENSIVE FIRE (P. 56)

Fall Back and Pinned Down if take a total of 5 hits. If at least 12 Teams, only Fall Back and Pinned Down if take 8 hits.

Tanks with Top armour 1 or 2 only Fall Back if 2+ are Bailed Out or Destroyed.

Fall Back 2"/5cm from Defenders.

ROLL TO HIT (P. 57)

All assaulting teams in Contact must score Skill number to hit.

Veteran	3+
Trained	4+
Conscript	5+

ROLL SAVES (P. 57)

No saves for Infantry, Guns, or Unarmoured.

Choose to hit Side armour with Anti-tank rating, or Top armour with Anti-tank 2 or Tank Assault # and Firepower 1+.

CHECK IF ASSAULT IS OVER (P. 57)

Assaulter wins if Defenders within 4"/10cm are Bailed Out.

Move victorious Unit up to 4"/10cm.

TEST TO COUNTERATTACK (P. 57)

Score Motivation number to Counterattack,

Fearless	3+
Confident	4+
Reluctant	5+

otherwise Break Off.

COUNTERATTACK... (P. 58)

Defenders become Assaulters Charge into Contact. No Defensive Fire.

...OR BREAK OFF (P. 59)

Defenders retire 6"/15cm or Destroyed.