

Officer Reaction Test (D10 throw)			
	No action	Act as or'd	Seizes Init
No NCO	0 to 4	4 to 10	n/a
Weak (0)	1 to 4	5 to 10	n/a
Cautious (1)	1 to 3	4 to 9	10
Regular (2)	1 or 2	3 to 8	9 or 10
Bold (3)	1	2 to 7	8 to 10
Inspir'n (4)	n/a	1 to 6	7 to 10
Below Avg (5)	1	2 to 10	n/a
Average (6)	n/a	auto	n/a
Above Avg (7)	n/a	auto	n/a

Command or Order Dice			
1	Fire	1	Fire
2	Move		
3	Observe	2	Move
4	Act		
5	Communicate	3	Act
6	Free/Re-roll		

Observation	
Max distance = 60 in	Max dice in test = 5
1 figure = 1 observer	open armour/vehicle = 2
Target sizes	
tankette/jeep/motorcycle/horse = 4	
tank/armoured car/truck = 8	
landing craft/grounded aircraft = 12	
building = 20	
Segments (1 = 10 inches/obstacle)	
1 hill level/1 storey/AFV turret = +1	
Act or overwatch/elite/recce = +1	
target fired/moved (not stealth) = +1	
elite target/CMS below 6/occ building = -1	
concealed/start or end out of sight = -2	
Super throw	
6 on a D6 then required score on a D10	
Vacated positions	
double on 1D6 per observer (min 2)	
Ambush	
cannot approach within 9 inches without test	

Firing small arms/AT/HE open sights			
D6 per shot - 5+ is a hit modified			
+1 short range		-1 long range	
-1 target moving		-1 firing on the move	
+1 2nd shot static target			6 on a D6 saves
+1 target in the open		+1 using Act as aim	
+1 firer elite		-1 firer poor	
-1 target hard cover		-1 target >50% hidden	
+2 target is a bridge		+3 target is a building	
Indirect fire (D6 throw)			
4+ hits Lmtr/smoke		5+ hits Mtrs/HE/Rkts	
2nd shots get +1		2+ hits after 1st hit	
3rd shots +2 etc		Rockets hit on 5+	
Effects of hits			
4+ destroys CSW after HE hit			
Open Top AFV HE hit -1 effect, 6 damages			
brewed vehicle = D6 less 2 for casualties			
Petard mortar 2+ hits, Effects doubled			
Smoke - hit = 3x1 in for 2 bounds			
Rationed=1/2 rounds,1 or 2 on D6 to fire u/l			

Defence Values AFV						
	Front		Side/top		Rear	
	Brew	Dmge	Brew	Dmge	Brew	Dmge
S	2	auto	2	auto	2	auto
Fl	11	9	7	5	5	auto
L	14	11	10	8	8	6
M	17	15	13	11	11	9
H	20	18	16	14	14	12
Fm	23	21	19	17	17	15
HE Effects Table						
	1	2	3	4	5	6
A		1	1	1	1	1
B		1	1	1	1	2
C		1	1	2	2	2
D		1	2	2	2	3
E	1	2	2	2	3	3
F	1	2	2	3	3	4
G1	1	2	3			
G2	1	2				

Movement	
Move distance modifiers	
Low wall/hedge/light wood/rough ground/ditch all	No penalty
high wall/stream/marsh/dense wood non veh	-1 pip
as above vehicles	-2 pips
Tracked veh : 1 on D6 per move = damaged	
Stealth moves	
1D6 or 2D6 for elite troops, road or X cntry only. Pip deductions apply for CSWs	
"At the double" moves	
Infantry or mounted cavalry only . No firing or Acts. Move double the Movement throw.	

<u>Aircraft</u>			
Observation (D6)			
3+ spots grnd target	5+ if hidden/camoflged		
2+ if called in	4+ for bombing run		
AA 2+ if not auto	Air-air 2+ or 3+		
Ground attack			
MGs/Rockets 1D6, Cannons 2D6 - 5+ is a hit			
MGs/cannons 2 shots, Rockets 1 shot			
Bombing (D6)			
6 to hit. 4+ if a dive bomber (+1 Act = aim)			
Small/Med/Large - HE Effects C, D, E			
Results doubled for hits on buildings			
AT attack (D6 and D10)			
5+ hits (6 if moving) Attack Value +8			
Air to air combat (D6)			
	fast att	slow att	other
fast target	4+	6	5+
slow target	2+	4+	3+
other	3+	5+	4+
3+ to register damage if a hit achieved			

Anti Aircraft fire
Low level targets (2 shots)
Infantry (3 figs) 2D6 (1 shot)
LMG (dedicated) 2D6 (or 3D6 vs grnd attack)
TMG 2D6 (or 3D6 vs grnd attack)
HMG 3D6 (or 4D6 vs grnd attack)
Multiple HMG 4D6 (or 5D6 vs grnd attack)
Medium level targets (1 shot)
All cannons 3D6
High level targets
40mm+ cannons 2D6 75mm+ cannons 3D6
Effects of AA fire
Double scores a hit
5+ (fast) 4+ (other) 3+ (slow) to damage
Strength 0 = driven off for D4 bounds
Continuous Momentum
1D6 for each damage caused
1,2,3 = reduces Continuous Momentum score
When Continuous Momentum score = 0, squadron withdraws

Game Flow (2-player game)
Players throw D6 for precedence
↓
Player calculates number of Command dice, throws them and sorts them out.
↓
Element selected for activation. Command Die allocated to it. Morale throw taken
↓
If Morale failed, consider re-roll. If Morale throw passed, throw ORT D10. If ORT failed, allocate 2nd Command Die (no ORT req'd).
↓
Element is activated and can use 3 Command Dice per bound.
↓
Player's turn ends when all Command Dice have been used

Indirect Fire	
Crews can either spot their own targets or rely on spotters	
Cannot fire more than 3in into a wood	
A range of "table" means that everything on the table is considered to be in range.	
To hit	
Light mortars and smoke shells	4+ on a D6
Other mortars, HE fire and rockets	5+ on a D6
Each subsequent shot at the same target in the same place gets a +1, including the second shot on the same bound	
If a hit is achieved, 2+ req'd for subsequent shots. If target moves 3in or less or if shots are walked 3in or less, 3+ is a hit.	
Rockets require 5+ to hit on every shot.	

Movement			
TYPE	rd	xc	NOTES
Infantry	3	2	
	1	1	crawling
		1	sewers/tunnels
		2	built up/jungle
		1	wading
		2	paddling/raft
Carried CSW	3	2	each D6 -1 pip
Mounted/horse	6	5	
Hand moved gun	2	1	not at the double
Bicycle	5	1	

Other vehicles etc			
Swimming tank		1	
Powered boat		5	
MTB		8	
Vehicle Ferry		3	

Assaults
Assaults take place in FIRE phase
1-on-1 attacks
All action takes place in attackers phase
3+ on a D6 for a successful attack
Elite +1 bonus, Poor/Militia -1 penalty
If unsuccessful, 4+ beats attacker and 2+ alerts friendly troops within 12 inches
Successful att = attacker stays/returns
Close assault on buildings etc
1 grenade thrown for every 3 attackers
Firing at short range vs hard cover
NCO can withdraw by passing L/Test
Assaults on AFVs etc
AFVs moving at the double or carrying tank riders cannot be assaulted
AFV can be assaulted from a building if within 1 inch of it
1D10 x 3 figs throws AT gren 1D6 x 3 figs throws HE gren vs open topped vehicle

Mines
Laid in 4 x 4in or 6 inch linear pattern
Designated as AP or AT
Cleared by Specialist AFV (2D10/bound), 2 sappers (1D10/bound) or 4 Infantry (1D6/bound). Cleared with acc score of 10 (day) or 14 (night)
Half dice scores for less sappers/infantry
Can be cleared by acc 4 casualties by artillery or mortar fire
AP vs Inf. 1D6 per fig, 1 or 2 = casualty
AP vs vehicle. 2D6. Dble = damaged
AT vs Inf. No effect
AT vs AFV. 1D6. 1 = destroyed 2 = damaged
AT vs Soft/flimsy. 1D6. 1,2,3 = destroyed

