

REFERENCE TABLES

Shown here, are all the tables and charts for easy reference during games.

TURN SUMMARY

1) The Movement Phase

During the Movement Phase you can move all, some or none of your units as defined in the rules for movement.

2) The Shooting Phase

The player can shoot with any of his units that are within range of the enemy. See the shooting rules for more details on how to resolve shooting.

3) Close Quarters Combat Phase

The player can move any of his units to assault the enemy if they are close enough. Assaults are desperate, bloody affairs where units are fighting at very close range.

This means that both forces can fight in the Close Quarters Combat phase, but only on your turn can you move into an assault. The rules for Close Quarters Combat will tell you more about this phase.

MOVEMENT PHASE SUMMARY

- 1) Chose a unit to move.
- 2) Move any or all of the models in the unit up to their maximum movement distance.
- 3) Repeat the above until movement is complete.

SHOOTING PHASE SUMMARY

- 1) Choose a unit to shoot with, in the following order:

All Support Weapons such as HMGs, mortars and artillery shoot first.

Infantry by company (you must finish all shooting by a given company before proceeding to any other unit)

All other units (including units not allocated to a company).

- 2) You must finish a step before proceeding to the next.
- 3) Resolve the shooting process for the chosen unit.
- 4) Repeat the above until shooting is complete.

CLOSE QUARTERS COMBAT PHASE SUMMARY

Resolve Assaults

- 1) Pick one of your units.
- 2) Declare an assault with it.
- 3) Move the assaulting unit.
- 4) Repeat the above until all assaulting units have moved.

Resolve Combats

- 1) Pick a Combat.
- 2) Fight Close Quarters Combat. Troops fight in Close Quarters Combat. Models roll to hit and Wound as required in Initiative order.
- 3) Determine Assault results. Total up Wounds inflicted. The side which inflicted the most Wounds overall in the combat is the winner.
- 4) Loser checks Morale. The loser has to pass a Morale check or Fall Back. If the loser passes the test go to step 7.
- 5) Sweeping Advance and Consolidation. Units that Fall Back from Close Quarters Combat must test to see if they successfully break off, if they fail they are destroyed by Sweeping Advance. The victorious unit may Consolidate.
- 6) Pile In. If units are still locked in Close Quarters Combat then any models not in base-to-base contact are moved 6" towards the enemy to continue the fight next turn.
- 7) Repeat until all combats have been resolved.

DAMAGE CHART

		TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
	1	4+	5+	6+	6+	N	N	N	N	N	N
S	2	3+	4+	5+	6+	6+	N	N	N	N	N
T	3	2+	3+	4+	5+	6+	6+	N	N	N	N
R	4	2+	2+	3+	4+	5+	6+	6+	N	N	N
E	5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
N	6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
G	7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
T	8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
H	9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
	10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

Note: an N on the chart means that the hit has no effect.

WEAPONS CHART

Weapon Name	Category	Range	Strength	Traits
Pistol	Close Range/1	8"	3	-
SMG	Close Range/3	12"	3	-
Shotgun	Close Range/2	10"	3	-
Carbine	Rifle	18"	3	-
Bolt Action Rifle	Rifle	24"	3	-
Anti Tank Rifle	Heavy/1	24"	3	-
Rifle Grenade Launcher	Heavy/1	18"	3	Indirect Fire, Blast Marker
Flamethrower	Close Range	Template	4	Flamethrower Template
Grenade Launcher	Heavy/1	24"	4	Indirect Fire, Blast Marker
Lewis Gun	LMG 4/2	24"	4	-
MG08/15	LMG 5/1	24"	4	-
Chauchat	LMG 4/3	24"	4	-
HMG	Support Weapon	36"	4	Pinning, Sustained Fire, Sweeping Fire
Light Mortar	Support Weapon	30"	3	Pinning, Indirect Fire, Large Blast Marker
Heavy Mortar	Support Weapon	48"	4	Pinning, Indirect Fire, Large Blast Marker
Light Field Gun	Support Weapon	36"	3	Large Blast Marker, Pinning
Medium Field Gun	Support Weapon	72"	4	Large Blast Marker, Pinning
3.7cm Gun	Support Weapon	48"	6	Only use against vehicles

VEHICLE MOVEMENT & SHOOTING TABLE

Movement	Tanks	Fast Tanks	Armoured Cars
Stationary	All weapons	All weapons	All weapons
Up to 3"	Up to 1 Gun or All Machine Guns	Up to 1 Gun or All Machine Guns	All weapons
Up to 6"	All Machine Guns	Up to 1 Gun or All Machine Guns	All weapons
Up to 12" (9" for Fast Tanks)	NA	Up to 1 Machine Gun	Up to 1 Machine Gun

Notes: Tanks can always use all their weapons as long as they have not moved. If moving up to 3" they can use either one gun or all their MGs assuming they actually have a choice. Other Vehicles can use all their weapons if moving 6" or less, and up to one MG if moving up to 12". Remember that Vehicle weapons can each pick a different target within their line of fire.

BREAKDOWN TABLE

D6 Roll	Result
1	Smoke starts pouring out of the tank, any shots it takes are at -1 to hit or an extra D6" scatter for barrages.
2	Overheating, its getting hot and the crew opens the hatches, treat any glancing hits as penetrating.
3	Drive Gear Jams, Tank will move 6" in a straight line from now until it hits something or is destroyed.
4	Throws a track. Can still fire weapons but cannot move for the remainder of the game.
5	Breaks Down. The tank can not move or fire this turn as the crew is frantically working to repair the tank. It will act normally on its next turn.
6	The engine spits and sputters but then catches and runs normally - no effect, the tank acts normally.

GLANCING HIT

(Weapon Strength + D6 = Armour Value)

D6	Result
1-2	Crew Shaken
3	Crew Stunned
4	Armament Destroyed
5	Immobilised
6	Vehicle Destroyed!

PENETRATING HIT

(Weapon Strength + D6 > Armour Value)

D6	Result
1	Crew Stunned
2	Armament destroyed & Crew Stunned
3	Immobilised and crew stunned
4	Vehicle Destroyed
5	Vehicle Destroyed
6	Vehicle Explodes!

TERRAIN CHART

Terrain	Type	Line of Sight Effects	Difficult Terrain	Cover Save
Hill	Area Terrain	Blocks	No	-
Rough Hill	Area Terrain	Blocks	Yes	-
Hill Crest	Linear Obstacle	Blocks	Depends on Hill type	5+
Craters	Area Terrain	None	Yes	5+
Barbed Wire	Linear Obstacle	None	Yes, only roll 1D6 for the Difficult Terrain test	None
Low Wall	Linear Obstacle	None	Yes	5+
Wall	Linear Obstacle	None	Yes	4+
High Wall	Linear Obstacle	Blocks	-	-
Bushes	Area Terrain	None	Yes	6+
Light Wood/Orchard	Area Terrain	4" Blocks	Yes	6+
Dense Wood	Area Terrain	4" Blocks	Yes	5+
Trenches	Area Terrain	None	No	4+
Buildings	Area Terrain	Blocks	Yes	4+
Ruins	Area Terrain	4" Blocks	Yes, only roll 1D6 for the Difficult Terrain test	4+
Crops	Area Terrain	4" Blocks	Yes	6+
Fences	Linear Obstacle	None	Yes	6+
Pillbox	Area Terrain	Blocks	No	3+
Mud	Area Terrain	None	Yes	-
Crates/Barrels/etc.	Linear Obstacle	None	Yes	5+
Wreck	Area Terrain	Blocks	Yes	5+
Road/Bridge	Area Terrain	None	No	-
Swallow River	Area Terrain	None	Yes	6+
Deep River	Area Terrain	None	Impassable	-

NOTES:

Line of Sight Effects:

Blocks: the Line of Sight cannot cross the terrain feature.

4" Blocks: The Line of Sight cannot cross the terrain feature, even if it is less than 4", but can extend up to 4" into it.

Buildings and Pillbox

These terrain features block Line of Sight, but any models in them and facing an opening (window, door or shooting platform) can be seen from outside and can see freely out.

Barbed Wire

Barbed Wire cannot be crossed by Cavalry or non-tank vehicles. The wire section is removed if crossed by a tank. In order for infantry to cross *Barbed Wire* in a given phase (Movement Phase or Assault Phase for troops with the Assault Training ability), you may only roll 1D6 and use that result rather than the usual 2D6.

Trenches

Models in trenches do not block Line of Sight of those outside trenches where the trench is be dug into the ground. Trenches are considered as Difficult Terrain if you want to move into them, but not if moving outside them (ladders are helpful for troops manning trenches).

Roads and Bridges

If intact, they cancel all effects of any terrain they cross, such as the Cover Save or the Difficult Terrain effects. The same could also apply to duck boards providing the players agree beforehand and the mission warrants it.

...FINAL MEMO FROM HIGH COMMAND...

+++ Common Sense. There will be times when you come across unusual or unique circumstances that are not fully covered by the rules. In these situations, talk with your opponent about what would seem to be the most common sense solution and apply that. Be prepared to improvise and get on with the game as quickly as possible as you are playing to enjoy a challenging battle with friends.

The spirit of the game is more important than winning at any cost...+++