TURN SEQUENCE

PRELIMINARY PHASE

Resolve Air Strikes, Artillery Barrages and Smoke

ORDERS PHASE

1	Draw an Order Die
2	Give one unit an order, place the die by that unit. Once a unit has been given an order it cannot be given another that Turn.
3	Resolve Order Test (if necessary). If successful, remove one Pin Marker. If failed, unit goes Down.
4	Execute the unit's resulting action.
5	Back to 1, until all units have received orders.

TURN END PHASE

Remove Order Dice for destroyed units. Return Order Dice to the cup, except for those units retaining an AMBUSH or DOWN order.

ORDERS

ORDER		SUMMARY
1	FIRE	No move. Fire at full effect
2	ADVANCE	Move and fire at -1 to hit
3	RUN	Move at double speed or Assault
4	AMBUSH	No move/fire, but wait for opportunity fire
5	RALLY	No move/fire, lose 1d6 Pin Markers
6	DOWN	No move/fire, gain -2 to be hit

FUBAR

If an Order Test results in **TWO SIXES** the order is not given and the unit rolls 1d6 immediately on the table below:

1–2	FRIENDLY FIRE	No move. Open fire on a **friendly** unit within 12" of enemy (opponent chooses target). If no unit is close enough to enemy, unit goes DOWN instead.
3–6	PANIC	Unit executes a RUN order and must move as fast as possible away from closest visible enemy. If no visible enemy, unit goes DOWN instead.

SHOOTING

1. Declare target
2. Target reacts – if not activated, may go DOWN
3. Measure range and open fire
4. Roll to hit
5. Roll to damage — 1 always fails, 6 potential special
6. Target takes casualties
7. Target checks morale if 50% or more casualties taken

HIT MODIFIERS

The basic chance to hit is 3+. Indirect fire requires 6+ on the first Turn, then 5+, then 4+, etc.

Point blank range	+ 1	Target is a small unit	−1
Per Pin Marker	−1	Target is in soft cover	−1
Long range	−1	Target is in hard cover	−2
Inexperienced	−1	Target is in bunker	−4
Fire on the move	−1	Target hidden AND in soft/hard cover	−4 / −5
Target is DOWN	−2	Crew weapon reduced to 1 man	−1

TROOP QUALITY AND MORALE

Quality	Morale	Examples
Inexperienced	8	Conscript, poor or little training, no combat experience
Regular	9	Normal training and some combat experience
Veteran	10	Special training (paras, commandos, marines) and extensive combat experience

OFFICER MODIFIERS

Rank	Morale	Extra Orders	Order Range
2nd Lieutenant	+ 1	1	6"
1st Lieutenant	+ 2	2	6"
Captain	+ 3	3	12"
Major	+ 4	4	12"

PINNED & CASUALTY MODIFIERS

Infantry unit without leader (NCO)	−1
Per Pin Marker	−1
Crew weapon reduced to one crew member	−1
Infantry assaulting a tank without AT weapons	−3

DAMAGE

The minimum score required to convert a hit into damage is shown below

Troops & Softskins

Inexperienced infantry/artillery	3+
Regular infantry/artillery	4+
Veteran infantry/artillery	5+
All soft-skinned vehicles	6+

Armoured Targets

Armoured car/carrier	7+
Light tank	8+
Medium tank	9+
Heavy tank	10+
Super-heavy tank	11+

Penetration Modifiers
for heavy weapons vs. armoured targets

Vehicle's side or top armour	+ 1
Vehicle's rear armour	+ 2
Long range	− 1

H.E. SHOTS

H.E. shells have a Penetration (PEN) modifier that is fixed to the H.E. value, and in some cases can result in more Pins on the target.

H.E.	Pins	PEN	Hits vs. targets in buildings
1"	d2	+ 1	d3
2"	d3	+ 2	d6
3"	d3	+ 3	2d6
4"	d6	+ 4	3d6

MOVEMENT

Type	Advance	Run
Infantry	6"	12"
Tracked vehicle	9"	18"
½-Track vehicle	9"	18"
Wheeled vehicle	12"	24"

ARMOURED TARGETS

Damage Results

When an armoured vehicle is hit by HE, do not roll for multiple hits and instead roll once to penetrate using the PEN value of the shell.

Die Roll	Damage Results	
Equal	Superficial	Roll 1d6-3 on Effects Table
+1 or + 2	Normal damage	Roll 1d6 on Effects Table
+ 3 or greater	Massive damage	Roll 1d6 twice on the Effects Table

Damage Effects

If it is an open-topped vehicle hit by indirect fire, add + 1 to the result

1 or less	Crew stunned	Add one additional Pin Marker. Place a DOWN Order Die; the vehicle cannot take any further action that Turn. If the vehicle has turrets, check for Turret Jam
2	Immobilized	Add one additional Pin Marker and a DOWN Order Die. The vehicle cannot move for the rest of the game. A further *Immobilized* result means the vehicle is *Knocked out*. If it has turrets, check for Turret Jam.
3	On fire	Add one additional Pin Marker and make a Morale Check for the crew: If passed, the fire is controlled; place a DOWN Order Die, the vehicle can do nothing else that Turn. If failed, the crew abandons the vehicle and it is considered *Knocked out*. If the vehicle has turrets, check for Turret Jam.
4–6	Knocked out	Mark the vehicle in some way to indicate that it's a wreck. Wrecked AFVs count as Impassable Terrain.

Turret Jam

1–3	Nothing happens
4–6	The turret is jammed and for the rest of the game is limited in the arc that the damage-causing hit came from.

TERRAIN

Category	Infantry	Artillery	Wheeled Vehicles	Tracked Vehicles
Open ground	OK	OK	OK	OK
Rough ground	No RUN	No*	No	No RUN
Obstacle	No RUN	No	No	OK*
Building	OK	No*	No	No (!)
Road	OK	OK	x2	x2
OK	No change to base movement rate			
OK*	No change to base movement rate unless the terrain has been designated as an anti-tank obstacle, impassable, or the equivalent, in which case it is impassable to all vehicles			
No RUN	Cannot cross or move over with a RUN action, but can with ADVANCE			
No	Cannot enter or move across this type of terrain at all			
No*	Cannot enter or move within this terrain, but can be deployed within it (but not move within it) at the start of the game.			
No (!)	Cannot enter or move within this terrain except for Heavy and Super-Heavy tanks			
x2	Move rate doubled if move is **entirely** along road.			

VEHICLE MANOEUVRE

Type	ADVANCE	Pivot (90°)	RUN	Pivot (90°)
Tracked	9"	1	18"	None
½-Tracked	9"	2	18"	1
Wheeled	12"	2	24"	1

REVERSE MOVES

A vehicle can reverse straight backwards at up to half its ADVANCE speed unless it is a Recce vehicle. A Recce vehicle can reverse at its full ADVANCE rate, and manoeuvre as if driving forwards.

SMALL ARMS

Type	Range	Shots	PEN	Notes
Rifle	24"	1	n/a	—
Pistol	6"	1	n/a	Assault
SMG	12"	2	n/a	Assault
AutoRifle	30"	2	n/a	—
AsR	18"	2	n/a	Assault
Shotgun	18"	1	n/a	Assault
LMG	36"	4	n/a	Team
MMG	36"	5	n/a	Team, Fixed

AIR STRIKE CHART

d6		Effect
1	**Rookie Pilot**	Opposing player chooses one of your units as the target of a **Here it comes!** attack
2–3	**The skies are empty**	Nothing happens. Player may change to another target within sight of FAO next Turn.
4–6	**Here it comes!**	Resolve warplane attack as shown on p.86
		Place Aircraft marker and resolve AA fire. If aircraft survives, roll 1d6:
	1	**Strafing Fighter:** + 1 Pin, 2d6 hits, + 2 PEN
	2–3	**Fighter-Bomber:** + d2 Pins, 3" HE template, + 3 PEN
	4–6	**Ground Attack Aircraft:** + d3 Pins, 4" template, + 4 PEN

ARTILLERY/SMOKE

d6	Effect	
1	**Miscalculation:** Move the aiming point 3d6" in a random direction, then resolves **4–6 result**	
2–3	**Delay:** Move the marker up to 12" and roll again on the chart next Turn.	
4–6 (HE)	**Fire For Effect!** Roll 1d6 for every unit within 6+d6" of target. On a 1–5, unit takes d3 Pins. On a 6, unit is hit by heavy howitzer: place a 4" template and resolve hits. Infantry/Artillery can go DOWN to halve hits taken.	
4-6	**Smoke Screen Deployed** Centre circle of smoke on aiming point. LOS is blocked if it passes through more than 2" of smoke, otherwise −1 penalty to shooting.	**Type of Weapon & Radius:** Light mortar: 3" Med. mor/light how: 4" Hvy mor/med how: 5" Hvy how/barrage: 6"

HEAVY WEAPONS

Type	Range	Shots	PEN	Notes
HMG	36"	3	+ 1	Team, Fixed
Light autocannon	48"	2	+ 2	Team, Fixed, HE 1"
Heavy autocannon	72"	2	+ 3	Team, Fixed, HE 1"
Anti-tank rifle	36"	1	+ 2	Team
PIAT	12"	1	+ 5	Team, Shaped charge
Bazooka	24"	1	+ 5	Team, Shaped charge
Panzerschreck	24"	1	+ 6	Team, Shaped charge
Panzerfaust	12"	1	+ 6	One shot, Team, Shaped charge
Light AT gun	48"	1	+ 4	Team, Fixed, HE 1"
Medium AT gun	60"	1	+ 5	Team, Fixed, HE 1"
Heavy AT gun	72"	1	+ 6	Team, Fixed, HE 2"
Super-heavy AT	84"	1	+ 7	Team, Fixed, HE 3"
Flamethrower (Inf.)	6"	d6	+ 2	Team, Flamethrower
Flamethrower (veh.)	12"	d6+1	+ 3	Flamethrower
VB launcher	6"–18"	1	H.E.	Indirect fire, HE 1"
AT weapon (*)	24"	1	H.E.	Team, Fixed, HE 3"
Light mortar	12"–24"	1	H.E.	Team, Indirect fire, HE 1"
Medium mortar	12"–60"	1	H.E.	Team, Fixed, Indirect fire, HE 2"
Heavy mortar	12"–72"	1	H.E.	Team, Fixed, Indirect fire, HE 3"
Light howitzer	48" / 24-60"	1	H.E.	Team, Fixed, Howitzer, HE 2"
Medium howitzer	60" / 30-72"	1	H.E.	Team, Fixed, Howitzer, HE 3"
Heavy howitzer	72" / 36-84"	1	H.E.	Team, Fixed, Howitzer, HE 4"
				(*) See Blacker Bombard (British), Ampulomets (Soviet) for special rules

CLOSE QUARTERS

INFANTRY VS. INFANTRY

1. Declare target
2. Measure move distance
3. Target reacts if assaulters more than 6" away
4. Move assaulters
5. Fight first round of close quarters:
   A. Attackers roll to damage
   B. Defenders take casualties
   C. Defenders roll to damage
   D. Attackers take casualties
   E. Loser surrenders & is destroyed
6. Resolve draws — further round(s) of close quarters fighting
7. Winner regroups

INFANTRY VS. VEHICLES

Infantry cannot assault a vehicle making a RUN action unless it has been immobilized or otherwise brought to a halt.

An infantry unit without anti-tank weapons must make and pass a Morale Test with a −3 modifier when attempting to assault any sort of fully-enclosed armoured vehicle.

Vehicles can fire their weapons at infantry assaulting from more than 6" away and within the weapon's firing arc.

Once per turn a Recce vehicle can react to an enemy shooting or assaulting them by making an Escape Move, unless it is towing..

Roll to Hit

Vehicle with ADVANCE:	6
Otherwise:	4,5,6
Vehicle with RUN:	N/A

Roll to Damage

Damage roll: no. of Hits + D6

If the vehicle is soft-skinned or an open-toped AFV, it is destroyed if damaged. If it is an enclosed AFV, roll on the **Damage Results** chart (over).

Infantry not armed with anti-tank weapons can only score Superficial damage.

If the vehicle survives, the assault is over and the assaulting infantry regroup.