

TURN ORDER

1. COLLECT COMMAND TOKENS*
2. DETERMINE INITIATIVE: D6 ROLL*
3. ACTIVE PLAYER SPENDS COMMAND TOKENS
REACTIVE PLAYER MAY REACT
4. ACTIVE PLAYER SURRENDERS INITIATIVE OR REACTIVE PLAYER SEIZES INITIATIVE
5. REACTIVE PLAYER BECOMES ACTIVE PLAYER
6. CONTINUE FROM STEP 3 UNTIL BOTH SIDES' COMMAND TOKENS ARE SPENT
7. *SCENARIO RULES MAY APPLY

ACTIVATING A UNIT

ACTIVE PLAYER UNITS NEED NO DICE ROLL FOR FIRST ACTIVATION
FURTHER ACTIVATIONS REQUIRE A TEST; ROLL D6 AND SCORE HIGHER THAN NUMBER OF COMMAND TOKENS + 1 FOR ANY MORALE MARKERS TO SUCCEED (E.G. A UNIT WITH 1 COMMAND TOKEN + 2 MORALE MARKERS WOULD REQUIRE A 3+)

REACTIVE PLAYER MAY REACT TO ENEMY ACTIVATIONS BY SPENDING A COMMAND TOKEN AND ROLLING 3+ (+1 FOR EACH COMMAND TOKEN/+1 FOR ANY MORALE MARKERS)

Type	Move	Move & Fire	Fire
Infantry Battalion	Yes	Yes	Yes
Cavalry	Yes	Yes	Yes
Machine Guns	Yes	No	Yes
Artillery	Yes	No	Yes

MOVING

Type	Move	Move & Fire	Assault Move
Infantry Battalion	8"/20cm	4"/10cm	8"/20cm
Cavalry*	8"/20cm	4"/10cm	16"/40cm
Machine Guns	8"/20cm	No	No
Artillery	4"/10cm	No	No

*Dismounted cavalry move as infantry.

MOVING THROUGH TERRAIN

- Infantry battalion 1+ (i.e. no test required)
- Cavalry squadron 3+
- Machine gun 3+
- Artillery 5+
- -2 if crossing wire
- -1 any morale markers

FIRING

Type	Move & Fire	Fire
Infantry Battalion	Max. range 6"/15cm, roll 2 dice If within 4"/10cm, roll a bonus die if there are at least 2 bases in the battalion	Max. range 12"/30cm, roll 2 dice If within 4"/10cm, roll a bonus die if there are at least 2 bases in the battalion
Cavalry Regiment	Max. range 6"/15cm, roll 1 dice If within 4"/10cm, roll a bonus die if there are at least 2 bases in the regiment	Max. range 12"/30cm, roll 1 die If within 4"/10cm, roll a bonus die if there are at least 2 bases in the regiment If within 2"/5cm, roll a further bonus die if there are at least 2 bases in the regiment
Infantry or cavalry reduced to one base	Max. range 6"/15cm, roll 1 die	Max. range 12"/30cm, roll 1 die
Machine Gun	N/A	Max. range 24"/60cm, roll 2 dice If within 12"/30cm, add 1 bonus die
Artillery (Field Guns)	N/A	Roll one die per base. No range limit. If within 24"/60cm, roll 2 dice (direct fire) per base
Artillery (Heavy Guns)	N/A	Roll 2 dice per base. No range limit. Indirect fire only.

6+ TO HIT

Target moved	-1
Target is in cover* or obscured by smoke	-1
Close range (up to 4"/10cm or up to 8"/20cm against mounted cavalry in the open)	+1
Firer is Elite or Trained	+1
Firer is Poor	-1
At least one morale marker upon firer	-1

*Cover is anything that could physically conceal the target, such as bushes, hedges, walls, buildings etc.

MORALE MARKERS/CASUALTY ROLLS

Each hit inflicts a morale marker

Roll a d6 for each hit, inflicting a further single morale marker if any dice score 4+

CASUALTY ROLLS AND COVER

In the open MG/Artillery	3+
In the open	4+
In cover/ruins/buildings	5+
In fortifications/trenches	6