

# TURN ORDER

- 1/ COLLECT COMMAND TOKENS: ONE PER UNIT PLUS TWO FOR COMMAND UNIT\*
- 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

\*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 MORALE MARKERS + COMMAND TOKENS TO SUCCEED (E.G. A UNIT WITH 1 MORALE MARKER AND 1 COMMAND TOKEN - TWO ALTOGETHER - WOULD REQUIRE A 3+

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

## MOVING

Units move according to their type. Units may make a normal move, but not a rapid move, and still fire.

TYPE	NORMAL	RAPID	RAPID ROAD
Infantry and Support Squads	6" (15cm)	9" (25cm)	12" (30cm)
Light Vehicle (light tanks, scout cars and transports)	12" (30cm)	18" (45cm)	24" (60cm)
Medium Vehicles (most tanks)	10" (25cm)	15" (35cm)	20" (50cm)
Heavy Vehicles	8" (20cm)	10" (25cm)	12" (30cm)

### MOVING THROUGH TERRAIN (VEHICLES)

VEHICLE	ROUGH	VERY ROUGH
Wheeled vehicle	6	Impassable
Half-tracked vehicle	3+	4+
Any other fully tracked vehicle/ scout car	2+	3+
Heavy tank	no test	2+

### MOVING THROUGH TERRAIN (INFANTRY/SUPPORT SQUADS)

INFANTRY	ROUGH	VERY ROUGH
Infantry Detachment	no test	4+
Support Squad (excluding below)	no test	4+
Anti-tank or Infantry Gun	2+	Impassable



# FIRING

Firer moved in this activation (and is not an infantry detachment)	-2
Target moved at any point this turn	-1
Target obscured by smoke	-1
Close range (up to 12"/30cm)	+1
Enemy infantry or support squad within 12"/30cm of firing vehicle*	-1
Per morale marker on firer	-1

\*only if without friendly infantry detachment equidistant or closer to the enemy at the point it shoots

## MORALE MARKERS/CASUALTY ROLLS

Each hit inflicts a morale marker\*

Against infantry, a further single morale marker is inflicted on a 4+\*

\*some units may inflict one morale marker per hit or per casualty roll (see Orders of Battle Special Rules)

## COVER

If in cover, 5+ is required to inflict a further morale marker. If target is in a bunker/foxholes, a 6 is needed.

In the open	4+
In cover	5+
In fortifications/trenches	6

Against infantry/support squads, mortar fire ignores cover and treats trenches as cover (i.e. they need a 5+ to inflict an additional morale marker against infantry in trenches).

## ARMOUR PENETRATION

A successful hit inflicts a morale marker, but only if the weapon is capable of exceeding the target's armour.

SCORE	EFFECT
1	Rattled. Add one additional morale marker (i.e. no further effect)
2	Crew cabin filled with smoke and shrapnel! Add two additional morale markers.
3	Screech! Vehicle damaged (see below).
4-5	Foom! Vehicle destroyed.
6	Kaboom! Each friendly unit within 12 (or 6 if playing on a 6' x 4' table) suffers a morale marker.

## SMOKE

Successful on a 5+ on d10

Protected unit may not fire for the rest of the turn

Provides cover for target of smoke

Smoke dissipates at end of turn

