

Quality Checks

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|---------|----|
| Raw | 5+ |
| Regular | 4+ |
| Elite | 3+ |

Turn Sequence

1. Players both roll an Order Die (1d6), receiving Order Points equal to the higher of the two rolls.
2. Player who rolled higher starts as Acting Player.
3. If Players roll a tie, both Players reveal and re-roll their Hero Die (and Order Die).
4. Sides alternate Phases, spending Order Points to activate Teams, with no Team activating more than once in a single Phase, until one side passes without activating any Teams. Opponent receives one more Phase.
5. Resolve Artillery
6. Pull Chits (scenario dependent)

Orders

Active Player may spend 1 Order Point to have a Team either:

- **Move**
- **Fire**
- **Go to Ground**

Unit Activation

- Activated Leaders activate other Teams under their command that are within LoS.
- Vehicle Leader Teams activate other Teams under their command regardless of LoS.

Activation Procedure

- Chose Team or Teams and declare orders.
- Make Rally Checks for Suppressed Teams **without** RFPs.
- Make Received Fire Checks for Teams **with** RFPs.
- Execute Orders.

Moving

- Movement Distances

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| Infantry | d6" (higher of 2d6) |
| Gun | d6" (lower of 2d6) |
| Vehicle | 2d6"* |

*Over 6" must be in a straight line.

- Road Bonus

Tracked: +6" - Wheeled: +12"

- Terrain Checks

| Team | Difficult Terrain | Very Difficult Terrain |
|--------------|-----------------------------|-----------------------------|
| Infantry | No Restriction | No Restriction |
| Gun | No Restriction | May not Move |
| Tracked | Pass Quality Check or stop | Pass Quality Check or Supp. |
| Half-Tracked | Pass Quality Check or stop | May not Move |
| Wheeled | Pass Quality Check or Supp. | May not Move |

Firing

- Declare a Target Team. All activated Teams with LoS to any enemy Team within 4" of the targeted Team may Fire.
- Roll d6 equal to Firing Teams' RoF
- **4+** needed To Hit, applying modifiers.

- Firing Modifiers

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| Target Team Concealed from all Firing Teams | +1 |
| Target Team and Enemy Teams within 4" are at Long Range (up to 2x range) | +1 |

- 1 Hit per success.
- Attacked Player allocates Hits evenly, first to the Target Team and then to other valid targets within 4".
- Leaders may be allocated Hits only after all other Teams, even if they were the target.
- No more than 2 Hits per Non-Vehicle Team per Fire Order.

Armored Teams

- Can only be effected by AT weapons.
- When hit, roll d6 x weapon's AT. Each point of AT up to target's AR, roll 1 "Ping" die. Each point higher than target's AR, roll 1 Pen die. If target's AR is higher than weapon's AT, AT is halved rounded down.

- Ping Dice

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|----------|------------|
| 1-5 | No Effect |
| 6 | RFP |

- Pen Dice

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| 1-3 | No Effect |
| 4-5 | RFP |
| 6 | DESTROYED |

Received Fire Checks

| | Killed | Suppressed | Ready |
|-------------|--------|------------|-------|
| Hard Cover | 1 | 2-4 | 5+ |
| Soft Cover | 1-2 | 3-4 | 5+ |
| Open Ground | 1-3 | 4 | 5+ |

- Must take the worst result rolled.
- Suppressed Non-Vehicle Teams improve their cover by one level. Suppressed Non-Vehicle Teams in Hard Cover need to roll at least two Killed results during the RFC to be killed.
- Unless ordered to **Move**, Infantry Teams in Open Ground resolve RFPs as though in Soft Cover.

Go to Ground

Non-Vehicle Teams may **Go to Ground**, suppressing themselves before resolving their RFC, improving their cover.

Rally Check

- -1 to the target number if a Non-Vehicle Team in base contact with their un-suppressed PL.
- Suppressed Teams outside of Line of Sight to any enemy Teams automatically pass their Rally Checks.

Leaders

- Non-Vehicle Leaders Move up to 12".
- Once per activation, Non-Vehicle Leaders may do one of the following:
 - Direct a Team's fire, re-rolling missed To Hit dice from a Team in base contact with the Leader.
 - Attempt to Rally a Team in base contact with the Leader.
 - Allow a Team 3 extra inches of movement, ending in base contact with the Leader.

Assaults

- **Moving** Teams into base contact with enemy Teams initiates an assault.
- Teams must start within 6" of enemy Teams, and may be placed into contact with those teams regardless of Move distance.
- Teams in contact with enemy may be given orders without spending Order Points.
- Suppressed Teams in contact that fail to rally must Move.
- Teams roll a single Quality Check. Success destroying one of the enemy Teams they are in contact with.
- Any Teams that began their activation in contact, but end out of contact, are Suppressed (unless opponent retreats after first contact).
- Teams are +1 AT and hit against Flank Armor.
- Open-Topped Vehicles resolve RFPs as in Open Ground when in contact.

Artillery

- Firing a barrage; all Teams firing or observing must not have moved earlier in the Turn. Observing Team is marked as "observing".
- End of the Turn, Player places a marker on the table within LoS of the observing Team on which to range in. The marker will then deviate d10" in a random direction, or hit directly on target on a 10 (8+ from mortars deployed on the table).
- Player then decides whether to fire for effect or place the marker back in original position. Player rolls deviation again next turn and decides whether or not to fire for effect.
- If a Mortar Team can observe for itself, it's Unit may fire for effect immediately and without deviation.
- Each Team in the barrage radius receives RFPs (3"/1 RFP for Mortars, 4"/2 RFP for Howitzers, 5"/3 for Heavy Howitzers). Tanks take 1, 2, or 3 AT hit against Flank Armor rather than RFPs.
- FOs may still observe if they are Suppressed.