

Quality Checks

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

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

Moving

- Movement Distances

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

Target Team Concealed from all Firing Teams	+1
Target and Enemy Teams within 4" of Target 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		- Pen Dice	
1-5	No Effect	1-3	No Effect
6	RFP	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 bonus 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.

Assaults

- **Moving** Teams into base contact with enemy Teams initiates an assault.
- Teams must start within 6" of enemy Teams, and are placed into contact with those teams.
- Teams in contact with enemy must be given orders and do not require Order Points.
- Suppressed Teams in contact that fail to rally must Move.
- Teams roll a Quality Check. Success destroying one of the enemy Teams that they contact.
- Any Teams that began their activation in contact, but end out of contact, are Suppressed
- Teams are +1 AT and cannot be reduced below 1. Hit against Flank Armor.
- Suppressed Vehicles that fail to rally while in Difficult Terrain AND in base contact with enemy, are destroyed.
- If starting their Move concealed, Infantry may immediately Fire when reaching base contact with enemy Vehicle Teams.
- 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 range-in marker on the table within LoS of the observing Team. Marker then deviates d10" in random direction, or hits directly on target on a 10.
- Player decides whether to fire-for-effect or place marker back in original position. In which case, Player rolls deviation again next turn and decides whether or not to fire-for-effect.
- If observing for itself, a Mortar Team's Unit may fire for effect immediately and without deviation.
- Each Team under barrage receives number of RFPs depending on battery (+1 RFP if target is in woods). Vehicles in barrage radius are hit with Ping Dice instead of RFPs, subtracting the Vehicles' Flank AR stat from the number of Ping Dice rolled.
- FOs may still observe if they are Suppressed.

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.