### Steps

<table>
<thead>
<tr>
<th>Step</th>
<th>Target</th>
<th>Score to Hit</th>
<th>Experience</th>
<th>Skill Test</th>
<th>Motivation Test</th>
<th>Check Company Morale</th>
</tr>
</thead>
<tbody>
<tr>
<td>Starting</td>
<td>Company Command Team</td>
<td>Re-roll failed Motivation Tests if Company Command team joins.</td>
<td>8/15cm</td>
<td>Veteran 4+</td>
<td>5+</td>
<td>Reluctant 5+</td>
</tr>
<tr>
<td>Move</td>
<td>Free Bogged Down Vehicles</td>
<td>Pass a Motivation Test to free a Bogged Down vehicle.</td>
<td>8/15cm</td>
<td>Veteran 3+</td>
<td>4+</td>
<td>Fearless 3+</td>
</tr>
<tr>
<td>Shoot</td>
<td>Rally Platoons</td>
<td>Pass a Motivation Test to rally a Pinned Down platoon.</td>
<td>8/15cm</td>
<td>Veteran 2+</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>Assault</td>
<td>Remount Vehicles</td>
<td>Pass a Motivation Test to remount a Bailed Out vehicle.</td>
<td>8/15cm</td>
<td>Veteran 1+</td>
<td>2+</td>
<td></td>
</tr>
</tbody>
</table>

### Movement Step

<table>
<thead>
<tr>
<th>Step</th>
<th>Command Distance Experience Tanks Others</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select a Platoon to Move</td>
<td>Conscript 4&quot;/10cm 2&quot;/5cm</td>
</tr>
<tr>
<td>Move Teams in the Platoon</td>
<td>Trained 6&quot;/15cm 4&quot;/10cm</td>
</tr>
<tr>
<td>Select Next Platoon to Move</td>
<td>Veteran 8&quot;/20cm 6&quot;/15cm</td>
</tr>
<tr>
<td>Teams must be in Command at the end of their movement.</td>
<td></td>
</tr>
</tbody>
</table>

### Movement Distances

<table>
<thead>
<tr>
<th>Movement Step</th>
<th>Mobility</th>
<th>Movement Distances</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement Step</td>
<td>Fully-tracked</td>
<td>Road 12&quot;/30cm 12&quot;/30cm 8&quot;/20cm</td>
</tr>
<tr>
<td></td>
<td>Half-tracked and Jeeps</td>
<td>Cross-country Rough 12&quot;/30cm 12&quot;/30cm 4&quot;/10cm</td>
</tr>
<tr>
<td></td>
<td>Wheeled</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Cavalry Wagons</td>
<td>10&quot;/25cm 8&quot;/20cm 4&quot;/10cm</td>
</tr>
<tr>
<td></td>
<td>Wagons</td>
<td>6&quot;/15cm 6&quot;/15cm 4&quot;/10cm</td>
</tr>
<tr>
<td></td>
<td>Cavalry</td>
<td>10&quot;/25cm 10&quot;/25cm 10&quot;/25cm</td>
</tr>
<tr>
<td></td>
<td>Infantry and Man-packed Guns</td>
<td>6&quot;/15cm 6&quot;/15cm 6&quot;/15cm</td>
</tr>
<tr>
<td></td>
<td>Light Guns</td>
<td>4&quot;/10cm 4&quot;/10cm 4&quot;/10cm</td>
</tr>
<tr>
<td></td>
<td>Medium and Heavy Guns</td>
<td>2&quot;/5cm 2&quot;/5cm 2&quot;/5cm</td>
</tr>
<tr>
<td></td>
<td>Immobile Guns</td>
<td></td>
</tr>
</tbody>
</table>

### Rate of Fire

<table>
<thead>
<tr>
<th>Rate of Fire</th>
<th>RFO 1 if moved or will assault. RFO 1 if Pinned Down.</th>
</tr>
</thead>
</table>

### Score to Hit

<table>
<thead>
<tr>
<th>Score to Hit</th>
<th>Experience</th>
</tr>
</thead>
<tbody>
<tr>
<td>RFO 2 if moved or will assault.</td>
<td>Conscript</td>
</tr>
<tr>
<td>RFO 1 if Pinned Down.</td>
<td>Trained</td>
</tr>
<tr>
<td>RFO 0 if Pinned Down.</td>
<td>Veteran</td>
</tr>
</tbody>
</table>

### Movement Step

<table>
<thead>
<tr>
<th>Step</th>
<th>Score Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement Step</td>
<td>Add +1 to score needed if:</td>
</tr>
<tr>
<td></td>
<td>• Range is over 16&quot;/40cm</td>
</tr>
<tr>
<td></td>
<td>• Concealed</td>
</tr>
<tr>
<td></td>
<td>• Gone to Ground</td>
</tr>
<tr>
<td></td>
<td>• RFO 1 weapon moving</td>
</tr>
</tbody>
</table>

### Roll Armour Save

<table>
<thead>
<tr>
<th>Roll Armour Save</th>
<th>Target player rolls and adds:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armor rating</td>
<td>Armour rating</td>
</tr>
<tr>
<td>+1 if range is over 16&quot;/40cm</td>
<td></td>
</tr>
<tr>
<td>If less than Anti-tank, roll Firepower Test to Destroy tank, otherwise crew Bail Out.</td>
<td></td>
</tr>
<tr>
<td>If greater than Anti-tank, no effect.</td>
<td></td>
</tr>
</tbody>
</table>

### Pin Down

<table>
<thead>
<tr>
<th>Pin Down</th>
<th>Pinned Down by 5 hits. Infantry, guns and unarmoured vehicles may not move closer to the enemy.</th>
</tr>
</thead>
</table>

### Break Off

<table>
<thead>
<tr>
<th>Break Off</th>
<th>All teams move at least 4&quot;/10cm away from enemy. Any remaining within 4&quot;/10cm are Destroyed.</th>
</tr>
</thead>
</table>

### Rally Platoons

| Rally Platoons | Pinned Down | |
|----------------|------------| |

### Check Company Morale

<table>
<thead>
<tr>
<th>Check Company Morale</th>
<th>If company is below half strength, pass a Motivation Test or lose the game.</th>
</tr>
</thead>
</table>

### Player Aids

- **Player Aids**
  - **Tanks in Assaults**
    - Can’t fire main guns at infantry.
    - Make Bogging Checks each round if in Rough Terrain.
    - Infantry must make Motivation Tests each round against tanks.
  - **Charge into Contact**
    - Assaulting teams move up to 4"/10cm to contact the enemy.
    - Conduct Defensive Fire
      - Any platoon with teams within 4"/10cm fires.
      - Full RFO even if moved.
      - No rotating outside field of fire.
      - Tanks use Side armour for Saves.
      - If assaulting platoon is Pinned Down, it falls back to starting positions, unless whole platoon is Armoured Tank teams.
    - Roll to Hit
      - All assaulting teams within 2"/5cm of the enemy roll a Skill Test to hit.
    - Roll Saves
      - Armoured vehicles use their Top armour. Infantry have Anti-tank 2.
**Artillery**

1. Select the Aiming Point.
2. Roll to Range In on the Target.
3. Position the Template.
4. Roll to Hit.
5. Roll Saves.
6. Pin Down Hit Platoons.

Select the Aiming Point

Aiming Point must be an enemy team.

**Roll to Range In on the Target**

Spotting team must have Line of Sight to the Aiming Point. Three attempts to range in. Mortars re-roll first failed attempt.

<table>
<thead>
<tr>
<th>Target</th>
<th>Score Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conscript</td>
<td>2+</td>
</tr>
<tr>
<td>Trained</td>
<td>3+</td>
</tr>
<tr>
<td>Veteran</td>
<td>4+</td>
</tr>
</tbody>
</table>

Add +1 to the score needed if:
- Concealed
- Gone to Ground
- Company Command spotting

**Roll to Hit**

Roll to hit all teams under or partly under the template.

<table>
<thead>
<tr>
<th>Artillery</th>
<th>Score Needed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conscript</td>
<td>5+</td>
</tr>
<tr>
<td>Trained</td>
<td>4+</td>
</tr>
<tr>
<td>Veteran</td>
<td>3+</td>
</tr>
</tbody>
</table>

Add +1 to the score needed if:
- ranged on the second attempt.
- ranged on the third attempt.
- one only weapon firing.

**Air Support**

Starting Step
1. Roll for Air Support
2. Select the Aiming Point

Shooting Step
1. Conduct Anti-aircraft Fire
2. Roll to Range In on the Target
3. Roll to Hit Teams
4. Roll Saves
5. Pin Down all Hit Platoons
6. Aircraft Return to Base

Select the Aiming Point

Aiming Point must be an enemy team. Place lead aircraft 6”/15cm back, rest 6”/15cm diagonally back.

**Roll for Air Support**

Level | Air Support Pool
---|---
Priority | 7 dice
Limited | 5 dice
Sporadic | 3 dice

Ground Attack arrives on 5+.

Reduce Air Support Pool by 1 after each attempt to call support.

**How Many Aircraft**

<table>
<thead>
<tr>
<th>Score</th>
<th>Number of Aircraft</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 or 2</td>
<td>1</td>
</tr>
<tr>
<td>3 to 5</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
</tr>
</tbody>
</table>

**Conduct Anti-aircraft Fire**

Roll one Skill Test to hit per ROF.

Roll Firepower to Destroy per hit.

**Roll to Range In on the Target**

Must abort if friendly team within 16”/40cm.

Three attempts to range in.

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<tr>
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<td>3+</td>
</tr>
<tr>
<td>Veteran</td>
<td>4+</td>
</tr>
</tbody>
</table>

Add +1 to the score needed if:
- Concealed
- Gone to Ground
- Company Command spotting

**Roll to Hit**

Use aircraft weapon’s To Hit rating.

Add +1 to the score needed if:
- ranged on the second attempt.
- ranged on the third attempt.
- one only weapon firing.

**Artillery**

Score Needed
- Conscript 5+
- Trained 4+
- Veteran 3+

**Number of Weapons**

- 1 or 2 Re-roll hits
- 3 to 5 Normal
- 6 or more Re-roll misses

**Roll Saves**

Roll saves as for shooting, but use Top armour rating for vehicles.

**Pinned Down**

One artillery hit = Pinned Down.

**Rocket Launchers**

No to hit penalty for ranging in.

**United States**

**Automatic MGs**: No +1 to hit for moving or Pinned Down. Re-roll misses in Defensive Fire unless Pinned Down.

**Dismounting MGs**: Dismount as M2. 50 cal MG or LMG team.

**Excellent Communications**: Platoon commanders may spot for artillery.

**Hit ‘em With Everything**: Observer can range in other batteries while calling All Guns Repeat.

**Mounting HMG’s and LMG’s**: Fire from side of half-track as MG.

**Stabilisers**: Shoot at full ROF when moving with a +1 penalty to hit.

**Tank Destroyers**: Use Cautious Movement, Disengage, and Break Off rules, and may be held off table.

**Time On Target**: Re-roll saves if artillery range in on first attempt.

**Truscott Trot**: Infantry moves 16”/40cm At the Double.

**Under Command**: Commanders have no +1 to range in if spotting.

**Germany**

**Armoured Rocket Launcher**: Can Stormtrooper after firing.

**Mission Tactics**: Deploy another team within Command Distance instead of Platoon Command team.

**Mounted Assault**: Transports may Charge into Contact and fight as Tank team in first round. Passengers dismount to Counterattack.

**Kampfgruppe**: Create new platoon.

**Recoilless Guns**: Not Concealed if shooting. Cannot fire in buildings.

**Schützen**: Extra 4+ save against side hits from Firepower 5+ or 6.

**Stormtroopers**: Pass a Skill Test to move 4”/10cm instead of assaulting.

**Stuka zu Fuss**: Start with 6 weapons. Lose 1 per failed range-in attempt.

**Tiger Ace**: Extra skills for Tigers.

**British**

**British Bulldog**: Re-roll failed Motivation Tests to Counterattack.

**Carry On, Sergeant**: A leaderless platoon may still Counterattack.

**Eight-gun Batteries**: Each troop is a separate platoon both can use Staff team if within Command Distance.

**Night Attacks**: Infantry Company may attack at night.

**Mike Target**: Target re-rolls saves from All Guns Repeat!

**Rounds on the Ground**: If firing both Gun Troops, may re-roll misses or use a double-width template.

**Semi-indirect Fire**: Re-roll misses over 16”/40cm when stationary.

**Tally Ho**: No penalty for moving under 16”/40cm. Only turret facing matters for front or side shots.

**Tip and Run**: Skill Test to retire 4”/10cm if shot at instead of assault.

**Tow Hooks**: Can tow 6 & 10 pdr guns.

**Vehicle Machine-Guns**

**Vehicle MG**: Range 16”/40cm, ROF 3, Anti-tank 2, Firepower 6.

50 cal Vehicle MG: Range 16”/40cm, ROF 3, Anti-tank 4, Firepower 5.

**Soviet**

**Big Battalions**: Bombardments with 9+ guns use double-wide template.

**Centralised Control**: Companies are platoons, battalions are companies.

**Hen and Chicks**: If any tank moves more than 6”/15cm none can shoot.

**Infraction**: Scouts may Infiltrate up to 16”/40cm when attacking

**Kommissar**: May Destroy a friendly team to re-roll Motivation Tests to Rally, Counterattack, or Platoon Morale Check.

**Limited Vision**: Add +1 to hit when shooting to side or rear.

**Cupola**: No penalty for Limited Vision.

**Infraction**: Maximum ROF of 1.

**Mixed Battles**: Bombardment with 3 or more 122 mm howitzers is Anti-tank 4 and Firepower 4.

**Quality of Quantity**: Company with 15 Infantry or Gun teams requires 10 hits to Pin Down.

**Roll Up the Guns**: Medium and Heavy Gun teams move as Light.

**Tankodesantniki**: SMG tank riders can fight from the tank’s deck.

**Unarmed**: May not shoot. Re-roll hits in assaults.

**Movement**

**Amphibious**: Water is Difficult Going.

**Fast Tank**: Moves 32”/80cm At the Double.

**Horse Artillery**: Fire at full ROF after unlimbering.

**Light Tank**: Moves 16”/40cm on Roads or when going Cross Country.

**Mountaineers**: Can double across steep hills. Mountains are Difficult Going. Cliffs are Skill test to cross.

**Overloaded**: Bog Down on 1 or 2.

**Porte**: Vehicle’s gun may dismount.

**Slow Tank**: Only moves 8”/20cm.

**Unreliable**: Breaks down on 1 if moving At the Double, or when Freeing from Bogged Down.

**Very Slow Tank**: Moves 6”/15cm.

**Wide Tracks**: Roll 4+ to immediately free from Bogging Down.

**Shooting**

**Awkward Layout**: No move and fire.

**HMG Carrier**: Fire as MG when moving or HMG if stationary.

**Improvised Armour**: Extra 5+ save against Firepower 5+ or 6 weapons.

**No HE**: Can only hit vehicles.

**Passenger-fired Weapons**: Must have passengers mounted to fire.

**Protected Ammo**: Crew may re-roll to remount Bailed Out vehicles.

**Recoilless Guns**: Not Concealed if fired.

**Assaults**

**Tank Assault**: Gives Anti-tank rating in assaults.

**Improvised Tank Assault**: Teams are Destroyed if they roll a 1 to hit.