

Quick Sheet For Tanks ,Vehicles and Guns

21.1 Motivation **2D6 AP per turn**
+2AP Vet -2AP Raw
-5AP Withdrew from/or defeated in assault last turn

21.3 .Vehicle AP

- 1 Move out of an open square
- 1 Fire hull or turret MG(up to 3)
- 1 Change facing(8 directions allowed)
- 2 Move out of a partial square
- 4 To change the facing of a towed gun
- 4 Assault an enemy square
- 4 Shoot Gun/Flame
- 6 To deploy or limber up a towed gun.
- 6 To move out of a closed square
- +1 Additional cost per reversing square

**Tank
MG and
gun shots
combined
must not
exceed 3
per turn.**

22.3 Road Rules

If a vehicle is on a road there is a special rule. By expending 2 AP the vehicle can start a road move. Move an initial square. 2,3,4,5,6 allows the vehicle to move into the next road square. Continue until failure or choice stop.

If the score is not achieved a further 2 AP can be expended in order to carry out another road move.Following a road may cause a vehicle to move into a small corner of a square. This still counts as a new square entered.

Arc of Fire

Fire and armour angle. Make a triangle of squares 1,3,5 etc(gets 2 wider each time) Makes square for diagonal firing.

32.2 Smoke

Tanks guns and mortars may shoot smoke (cost as per normal shooting) Fills target square.The smoke takes effect the moment it is shot.

Effects of Smoke

Players can fire into or out of a square that contains smoke . Target counts as if in closed scenery for shooter and target.

Getting rid of smoke

Smoke remains until a 4,5,6 is scored by any player (both can try)at the end of their own turn. All squares can be rolled for

25.3 Guns. To Hit

Score of 6 or less= auto miss. Score 11 or 12 =auto hit
 Else BASIC SCORE NEEDED IS 8 on 2 D6 with modifiers

Reduce score needed by 1 if

Veteran crew firing

Previous shot at same square OR 1,2 square range (neither for foot AT shooting)

Increase score needed by 1 if

Raw crew shooting

Target vehicle moved 2 or more squares in its last turn

Foot group or towed gun target

Foot group or towed gun target at 3 or more squares distance

Shooter has already moved this turn.

Target in closed square

Target is Defenders infantry/towed gun in turn 1 or 2

If a hit is achieved

Firer rolls a D6 for every "gun value" point.

3,4,5,6=1 effect

Then. Target player rolls a D6 for each armour effect value.

3,4,5,6 = 1 effect for frontal armour

4,5,6= 1 effect for side armour

5,6= 1 effect for rear armour

25. Guns. Effects of Hits on Armoured vehicles/Guns

0	No effect
1	Minor Damage. Immobilised. Vehicle/Gun may do nothing until mobilised.
2	Major Damage. as per minor damage (immobilised) . No more movement allowed in the game. 2nd MAJOR DAMAGE WILL DESTROY VEHICLE/Gun
3+	Fatal Damage. Vehicle/Gun destroyed.

To Re Mobilise

At end of each own turn (including the turn in which it happened)

4,5,6 (+1 vet, -1 raw) vehicle/Gun OK again. Else immobilised.

25.4.Guns using HE at foot groups

The firer attempts to hit the foot group as if shooting at a tank.

To save foot group. **4,5,6**

+1 Closed Scenery

-1 Gun 8 or greater

+1 Commander

AT weapons same as above but no 2nd Hit, only shoot at buildings.
Max range 1 square

If a hit is achieved a 2nd hit may be attempted

If target square is clustered or in building 2nd group is hit on 3,4,5,6. Else 5,6.

26.1 AFV/Towed Gun Opportunity Shooting

Choose either main gun or MG (not both)

Tanks may fire opportunity at any vehicle target within 3 squares

4,5,6= Vet

5,6=Average

6=raw

No limit to attempts

Only 1 gun shot allowed.

MG may fire as normal opportunity at 1 square range

32.10 Artillery (4 Square pattern)

Attackers only call down artillery in turns 1,2

Defenders can call down artillery in any turn.

4= Reduced to 2 squares. 5,6=Deviation (1 or 2 squares)

Roll 2D6 against each target. Each 6=Hit.

Vehicle hits count as Gun 5 side armour

Once a hit is achieved **Roll a D6**

Die Score	Result
2 or Less	No Effect
3-5	Dice for 1 occupant group 4,5,6 to save. Vehicle OK.
6 or More	Dice for each (all) occupant groups. 5,6 to save. Else dead. Vehicle out of action for rest of game.

-1 Rifles/LMG/SMG

+1 HMG, Mortar Gun 3-6

+2 Gun 7-9

+3 Gun 10+ or Flamethrower.

This table is used for each hit achieved.

17. Turn Sequence. 1.Break Test . 2. Morale 3. Artillery strikes. 4. Opportunity/return shooting from this point onwards. 5. Each Unit .Motivate/AP roll/use AP. 6. Reinforcements. 7. Immobilised/Interference/Mines. 8. Dead commanders 6. Countdown.

Company Commander's Battle Sheet						Countdown
Commander's Name						
Initial Stance	Aggressive (5)	Attacker (4)	Responsive (3)	Defensive (2)	Dig In (1)	
Which War Year		Nationality				Start Here
Assets and Liabilities	Gifted Platoon Commander					21
	Poor Platoon Commander					20
	Interference From Battalion					19
	Off Board Artillery					18
	Snipers					
Unit 1.						17
						16
						15
Unit 2						14
						13
						12
Unit 3						11
						10
						9
Unit 4						8
						7
						6
Unit 5						5
						4
						3
Unit 6						2
						1
						Game Ends
Victory Point Adjustment for nationality						
Prime Objective	Command Post	Road Junction	Strongpoint			

0 Start Here	1	2 Event	3	4	5	6 Event
13 Event	12	11 Event	10	9 Event	8 1 st Unit Found	7
14	15	16 2 nd Unit Found	17	18 Event	19	20 Event
27	26 Event	25	24 3 rd Unit Found	23	22 Event	21
28	29	30 Event	31 4 th Unit Found	32	33 From this point onwards either player can declare the on board game is to start.	34 Event
41	40 5 th Unit Found	39	38	37 Event	36	35 Event
42	43	44	45 Event	46	47 Event	48 6 th Unit Found
55	54 7 th Unit Found	53	52 Event	51	50	49
56	57	58 Event	59	60 Event	61	62 8 th Unit Found 1 st Player here must attack.

11.7 Events

Each time a patrol lands ON an event. The event is carried out immediately. If a patrol marker is forced backwards any events that have happened are not “unhappened”. The forced movement rules might cause a patrol to land on the same event square more than once. An event is rolled for every time the patrol marker lands on an event square.

Stance (Aggression Level) of the player landing on an event					
Die Score	Dug In (1)	Defensive (2)	Responsive (3)	Attacker (4)	Aggressive (5)
1	Lost Patrol	Lost Patrol	Bombarded positions	Break Down	Break Down
2	Lost Patrol	Bombarded positions	Nothing Happens	Nothing Happens	Nothing Happens
3	Bombarded positions	Nothing Happens	Nothing Happens	Nothing Happens	Push On
4	Bombarded positions	Nothing Happens	Tactical manoeuvre	Tactical manoeuvre	Push On
5	Ambush Carried Out	Tactical manoeuvre	Tactical manoeuvre	Push On	Push On
6	Ambush Carried Out	Ambush Carried out	Tactical manoeuvre	Push On	Push On

Event	Narrative Explanation	Effect on Company
Lost Patrol	A patrol has been lost, presumed killed by enemy action.	Lose 1 foot group. Owner’s choice, OR risk losing a vehicle (if present) and occupants (if carrying groups) if a 6 is scored on a D6 by the non owning player. Owner’s choice.
Ambush Carried Out	A well planned defensive ambush has been carried out on advancing enemy forces.	The enemy player offers you two units he has chosen. You choose one of them and roll a D6 for each vehicle/gun/base. Any score of 6 means that vehicle/gun/base is lost from the whole game due to being ambushed. No unit can be ambushed for a second time. A vehicle with occupants is rolled for with a single die and counted as a single entity.
Break Down	The rapid advance has cause vehicles to become more liable to breaking down.	Player offers up his best /largest armour effect armoured vehicle. Or two lesser vehicles. (Owner’s choice) 6= Breakdown, vehicle and occupants lost. If there are no vehicles then there is no risk of breakdown!
Tactical manoeuvre	A clever response to enemy manoeuvres has caused their recce to become confused.	Opponent’s stop point moved back 1D6.
Push On	The company is forced on by the Colonel.	Move own patrol marker 2D6 squares onward. Any 6 scored in this gamble does not stop the player’s reconnaissance.
Bombarded positions	Enemy bombardment of the front line has caused reconnaissance to be scaled down.	Move own patrol marker back 1D6. A score of 6 does not stop force a player stop the reconnaissance.