STARTING

STARTING STEP (P. 29)
1. Remount Bailed Out Tanks
2. Rally Pinned Down Units
3. Check Unit Morale
4. Check Formation Morale
5. Reveal Ambushes
6. Roll for Reserves
7. Roll for Strike Aircraft
8. Remove Friendly Smoke Markers

REMOUNT BAILED OUT TANKS (P. 47)
May not Move, Shoot, Bombard, or Assault. If Bailed Out again, pass Motivation (or Remount) or Destroyed.
Score Remount to Remount.

RALLY PINNED DOWN UNITS (P. 50)
Shoot with Moving ROF, cannot Move closer to visible enemy or Bombard.
Score Rally to Rally.

CHECK UNIT MORALE (P. 64)
In Good Spirits if:
- No Teams Bailed Out or Destroyed, or
- 2 or more Tanks (not Bailed Out), or
- 3 or more Infantry Teams remain.
If not In Good Spirits, score Morale or Unit is Destroyed.

CHECK FORMATION MORALE (P. 65)
If Formation doesn't have at least two Units on table or in Reserve, it is Destroyed.

REVEAL AMBUSHES (P. 85)
Place Teams in Deployment Area, not within 4"/10cm of enemy, 16"/40cm if in Line of Sight unless Concealed by Terrain.

ROLL FOR RESERVES (P. 86)
Roll one die first turn of Reserves, two dice second turn, three dice third turn, etc. Each score of 5+ brings on a Unit.

ROLL FOR STRIKE AIRCRAFT (P. 29)
On a score of 4+, a Unit of Aircraft arrives until the end of the turn.

MOVEMENT

STAYING IN COMMAND (P. 31)
In Command if end movement:
- within 6"/15cm of Unit Leader, or
- within 8"/20cm of Unit Leader if Unit has eight or more Teams.

OUT OF COMMAND (P. 31)
If not In Command, Team must:
- remain in place,
- Move at Tactical with +1 penalty on score To Hit when Shooting, or
- Move at Dash towards Unit Leader.

MOVING THROUGH TERRAIN (P. 32)
Move at Tactical and Shoot or Assault, or Move at Terrain Dash.

DIFFICULT TERRAIN (P. 32)
Score Cross rating or stop Moving (Team has still Moved).

CROSSING MINEFIELDS (P. 94)
If Moving within 2"/5cm of Minefield marker, score Skill to avoid mines, otherwise hit. Mines are Anti-tank 5 and Firepower 1+ (hit Top armour if Armoured Tank).

MOVEMENT ORDERS (P. 36)
Unit Leader can issue one Order per turn to Teams that are In Command.

BLITZ MOVE — BEFORE MOVING
Score Skill to Move Teams up to 4"/10cm. Can only Move at Tactical this turn. If do not Move further, Shoot with Halted ROF.
Otherwise, Teams from the Unit cannot Dash and suffer the +1 to hit penalty for Moving Out of Command.

CROSS HERE — WHILE MOVING
Teams Crossing Difficult Terrain reduce Cross rating by 1 within 6"/15cm of Leader.

FOLLOW ME! — AFTER MOVING
Move Unit Leader forward 4"/10cm, then Score Courage to Move Teams forward 4"/10cm.
Pass or fail, teams that are In Command cannot Shoot.

SHOOT AND SCOOT — ASSAULT STEP
Score Skill to Move Teams that did not Move, up to 4"/10cm.

DIG IN — MOVEMENT STEP
Score Skill to dig Foxholes. Teams then Shoot with Moving ROF, but cannot fire Bombardments.

MINE CLEARING — MOVEMENT STEP (P. 94)
If not Pinned Down, Infantry or Mine-clearing Tank remove Minefield within 2"/5cm (after entering Minefield last turn). Cannot Move further, Shoot, Bombard, or Assault.

PASSENGERS (P. 34)
Dismount at the start or Mount at the end of Movement.
If not yet Moved, Transports can Move at Dash after Passengers mount.

TRANSPORTS (P. 35)
Send empty unarmoured or unarmed Transports to rear. May send other empty Transports to rear.
Bring forward Transports before Moving. Must be within 4"/10cm of Unit, and not within not within 4"/10cm of enemy, 16"/40cm if in Line of Sight unless Concealed.

SHOOTING

SHOOTING STEP (P. 38)
1. Check Range
2. Check Line of Sight
3. Check for Concealment
4. Declare Targets
5. Rotate to Face
6. Roll to Hit
7. Assign Hits
8. Roll Saves

WHICH WEAPONS CAN FIRE (P. 38)
Tanks or Aircraft may either fire all of its Machine-guns, or one other weapon.
Infantry or Guns may fire one weapon.
Cannot Shoot if Dash, Follow Me, or Cross Here.
Pinned Down Teams shoot as Moving

LINE OF SIGHT (P. 40)
Tall terrain blocks Line of Sight after 2"/5cm unless Range is 6"/15cm or less. Buildings and Hills block Line of Sight. Line of Sight to Aircraft is never blocked.
Smoke Screen blocks Line of Sight if Range is more than 6"/15cm.

CONCEALMENT (P. 41)
Concealed if entirely behind or in Tall or Short terrain, or at least half hidden by Buildings or Hills.
Stationary Infantry are Concealed.
Gun Teams in Foxholes are Concealed.

GONE TO GROUND (P. 44)
Teams that don't Move, Shoot, or Assault are Gone to Ground. Scouts can Move and still be Gone to Ground.

HOW MANY DICE (P. 44)
Roll one die per point of ROF. Halted ROF if did not Move and not Pinned Down, otherwise Moving ROF.

SCORE TO HIT (P. 44)
Roll Target Team's Is Hit On number:
Add +1 to score needed if:
- Range is over 16"/40cm
- Concealed (but not Gone to Ground)
- Shooter moved Out of Command
- Shooting through Smoke
- Shooting at Night
Add +2 to score needed if:
- Concealed and Gone to Ground

7+ OR MORE TO HIT (P. 44)
If need 7+, must roll 6 followed by 5+
If need 8+, must roll 6 followed by 6

SHOOTING

ASSIGN HITS (P. 45)
First hit must be assigned to target.
Remaining hits assigned evenly to:
- Valid targets
- Part of same Unit as target Team
- Same type as target Team
- Within 6"/15cm of target Team

MISTAKEN TARGET (P. 45)
On 3+ target player can swap all swap-pable hits between two Teams. If they succeed, they can roll again to swap hits between another pair. Tanks must be more than 8"/20cm and Infantry or Guns more than 4"/10cm away to swap.

HULL OR TURRET (P. 46)
Front if in front of line across front of hull and turret. Side if behind both lines.
Roll if front and side both visible:
- 1 to 3—hit hull
- 4 to 6—hit turret

SMOKE (P. 50)
Shooting places 2"/5cm Smoke ball.
+1 To Hit when Shooting through Smoke.

ROLL ARMOUR SAVES (P. 46)
Target player rolls and adds:
- Armour rating
- +1 if range is over 16"/40cm
Outcome:
- If greater than Anti-tank, no effect.
- If equal to Anti-tank, roll Firepower Test to Bail Out tank.
- If less than Anti-tank, roll Firepower to Destroy tank, otherwise Bail Out.

OTHER SAVES (P. 48)
Score Save and unharmed, otherwise Destroyed. If Infantry in Bulletproof Cover, or Aircraft, shooter must score Firepower to Destroy.

PINNED DOWN (P. 50)
Pinned Down if Unit takes a total of 5 hits. If at least 12 Teams, only Pinned Down if Unit takes a total of 8 hits.
Armoured Tank Teams and Aircraft cannot be Pinned Down.
Shoot with Moving ROF, cannot Move closer to visible enemy or Bombard.

SHOOTING AT AIRCRAFT (P. 39)
Only Anti-aircraft (AA) weapons can shoot at Strike Aircraft.
AA, Anti-helicopter, Guided weapons, and Infantry (not Heavy Weapons) can shoot at flying Helicopters.
Can shoot in own Shooting Step or before Aircraft shoots in enemy Shooting Step. If shooting in enemy Shooting Step, they cannot Defensive Fire, Shoot next Shooting Step, or Assault next Assault Step. Guided missiles (other than Guided AA) can only shoot in own Shooting Step.

ANTI-AIRCRAFT ROF (P.44)
Dedicated AA, Guided AA, and Aircraft weapons shoot at full ROF.
Other weapons shoot at ROF 1, with +1 to hit if already ROF 1.

DESTROYED UNIT LEADERS (P. 49)
Appoint another Team from the Unit within 6"/15cm as the Unit Leader.

KILLING COMMANDERS (P. 49)
Appoint another Team from HQ or roll 3+ to appoint another Team within 6"/15cm.

ARTILLERY

SELECT AIMING POINT (P. 52)
Pick an Aiming Point in Line of Sight of Spotting Team.
Artillery Template cannot be within 4"/10cm, or 6"/15cm if Salvo, of friendly Teams (8"/20cm if Aircraft).

ROLL TO RANGE IN (P. 53)
Three attempts to Range In on Skill.
Add +1 to score needed if:
- Template would cover Short or Tall Terrain or Smoke Screen
- Ranging In at Night

ADDITIONAL BATTERIES (P. 53)
If Range In, Spotting Team can use rest of rolls to Range In another Unit.

ROLL TO HIT (P. 53)
Roll to hit each Team under Template.
Roll Target Team's Is Hit On number:
Add +1 to score needed if:
- Ranged in on Second Attempt
- Repeat Bombardment where Spotting Team can't see Aiming Point.
Add +2 to score needed if:
- Ranged In on Third Attempt.

NUMBER OF WEAPONS FIRING
NUMBER	MODIFIER
1 or 2	Re-roll Hits
5 or more	Re-roll Misses

ROLL SAVES (P. 54)
Roll saves as for Shooting, except tanks use Top armour, and no Bulletproof Cover behind terrain.
If Repeat Bombardment, re-roll Infantry Saves.

PINNED DOWN (P. 54)
Infantry and Unarmoured Tank Units are Pinned Down by 1 hit.

SMOKE BOMBARDMENTS (P. 56)
Smoke Screen is 4"/10cm per weapon firing. Blocks Line of Sight unless Range is 6"/15cm or less. Must be fired at the beginning of Shooting Step.

ASSAULT

ASSAULT STEP (P. 57)
1. Charge into Contact
2. Opponent's Defensive Fire
3. Roll to Hit
4. Roll Saves
5. Check if Assault is Over
6. Test to Counterattack
7. Counterattack or Break Off

CHARGE INTO CONTACT (P. 57)
Infantry and Armoured Tanks can Assault.
Assaulting Teams move up to 4"/10cm into Contact with the enemy. Infantry Teams can move into Contact with an Infantry Team that is in Contact.

ASSAULTING ACROSS TERRAIN (P. 58)
Score Cross number to cross Difficult Terrain, otherwise fall back 2"/5cm.

OPPONENT'S DEFENSIVE FIRE (P. 59)
Defending Teams within 8"/20cm of Assaulting Teams fire at Halted ROF (Moving ROF if Pinned Down).
Tanks cannot Defensive Fire if Contacted by Infantry that were Concealed and did not Move or Shoot.
Defensive Fire hits Side armour.

FALL BACK FROM DEFENSIVE FIRE (P. 60)
Fall Back and Pinned Down if take 5 hits. If at least 12 Assaulting Teams, only Fall Back and Pinned Down if take 8 hits.
Tanks with Top armour 1 or 2 only Fall Back if 2 or more are Bailed Out or Destroyed.
Fall Back 2"/5cm from Defenders.

ROLL TO HIT (P. 60)
All assaulting teams in Contact must score Assault To Hit.

ROLL SAVES (P. 61)
No saves for Infantry or Unarmoured.
Hit Side with Anti-tank rating, or Top with Anti-tank 2 and Firepower 1+.

CHECK IF ASSAULT IS OVER (P. 61)
Assaulter wins if Defenders within 4"/10cm are Destroyed or Bailed Out. Defender must Break Off.

TEST TO COUNTERATTACK (P. 62)
Score Counterattack to Counterattack, otherwise Break Off.

COUNTERATTACK... (P. 62, 63)
Defenders become Assaulters and Charge into Contact. No Defensive Fire.

...OR BREAK OFF
Defenders retire 6"/15cm or are Destroyed. Move victorious Unit up to 4"/10cm.