

Turn Sequence

1. Resolve **Artillery**
2. Active Player rolls two d6, receiving **Order Points** equal to the higher of the two rolls.
3. If both dice roll the same result, Active Player reveals and re-roll their **Hero Die**.
4. Active Player spends **Order Points** to activate Teams. **Hero Points** may be spent to activate Teams a second time during the Active Player's turn.*
5. Between Active Player activations, the Non-Active Player may spend **Hero Points** to activate Teams.*
6. Non-Active Player **Pull Chits** (scenario dependent)

* Teams activated with Hero Points may not be activated again until the current turn is over.

Orders

Active Player may spend 1 Order Point to have a Team either: **Move** or **Fire**

Unit Activation

- Activated **Leaders** activate other Teams under their command that are within LoS.
- **Vehicle Teams** activate individually, or as a unit, if within LoS of each other and LoS of the declared target or destination.
- Units may be issued two orders, split between Teams in the Unit.

Activation Procedure

1. Choose 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 (in inches)

Infantry	Higher of 2d6 + 2
Gun	Lower of 2d6 + 2
Vehicle	Sum of 2d6*

* Vehicle movement after 6" must be in a straight line.

- Road Bonus

Tracked: +6" - Wheeled: +12"

- Terrain Checks

Team	Difficult Terrain	Very Difficult Terrain
Infantry	No Restriction	
Gun	No Restriction	May not Move
Tracked	Pass Quality Check or move 1"	
Half-Tracked	Pass Quality Check or stop	May not Move
Wheeled	Pass Quality Check or move 1" and stop	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 Team is at **Long Range** (up to 2x range) **+1**

- **1 Hit** per success.
- Targeted Player allocates **Hits** evenly, first to the Target Team and then to other valid targets within 4".
- Leaders and Small Teams are allocated Hits after other Teams, even if they were the target.
- Non-Vehicle Teams may not be allocated more than **1 hit per enemy activation**.

- Armored Targets

- Can only be affected by AT weapons.
- If AT <= AR, roll '**Ping**' dice **equal** to the AT.
- If the AT > AR, roll '**Pen**' dice **equal to the difference** of the two ratings.
- If AR is double AT, the weapon is ineffective.

- Ping Dice

1-5	No Effect
6	RFPs

- Pen Dice

1-5	RFPs
6	DESTROYED

Received Fire Checks

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

- Must take the **worst** result rolled.
- Unless ordered to **Move**, Infantry Teams in Open Ground always resolve RFPs as though in Hard Cover, suppressed or not.

Suppression

- Suppressed Teams **may not Fire or Move toward visible enemy**.
- Suppressed non-Vehicle Teams in **Open Ground resolve RFCs** as though in **Hard Cover**.
- Suppressed non-Vehicle Teams that occupy **Hard Cover** need to roll at least **two Killed results** during the RFC to be killed.

Rally Check

- Suppressed Teams that start their activation **without** RFPs roll a Quality Check to rally.
- Suppressed Teams that start or end their activation **outside of LoS** to any enemy Teams automatically remove suppression.

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**, adding 1 RoF 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.

Artillery

- To call for a barrage, the **Player's first order point of the turn** must be spent to order the artillery unit to fire. All participating Teams in the Unit (including FOs) must not Move or Fire later in the Turn. Observing Team is marked "observing".
- The beginning of their next Turn, Player places a range-in marker within LoS of the observing Team. Marker deviates d10" in random direction, or hits directly on target on a 10.
- Player decides whether to fire-for-effect or roll deviation again next turn.
- If observing for itself, a Mortar Team's Unit may fire for effect immediately and without deviation.
- Each Team under barrage receives RFPs depending on battery. Vehicles 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

Assaults

- Teams must **start within 8"** of enemy Teams, and are placed into base contact, closest to closest. No more than 2 friendly Teams touching 1 enemy team.
- Teams in contact with enemy must be given orders, but **do not require Order Points**.
- Suppressed Teams (including vehicles) in contact that **fail a Rally Check are destroyed**.
- Teams roll an **Assault Check**. Success destroying one of the enemy Teams that they contact.
- Supporting Teams reduce Assault Check Target number by 1. Small Teams cannot fight in assault on their own, but can offer support.
- After an enemy Team is destroyed or moves, Teams may **move up to 3"** to occupy the enemy's previous positions or to engage in another assault.
- AT weapons are +1 AT, Teams without AT weapons are AT 1 and roll even if doubled by AR. Hits are against **Flank Armor**.
- **Open-Topped** Vehicles resolve RFPs as in **Open Ground** when in contact.
- If starting their Move concealed, Infantry may immediately Fire when reaching base contact with enemy Vehicle Teams.
- Once there are no Teams in contact with enemy, any Team that **either destroyed** an enemy Team **or moved out of contact** from an enemy Team is marked as suppressed.