

## DIRECT FIRE SUMMARY (5.0)

1. Attacker 1d6 + Firepower +/- DFT Modifiers.
2. Defender 1d6 + Target Modifiers (Sometimes referred to as Terrain Target modifiers).
3. Compare the Attacker's result vs the Defender's result.
4. If the Attacker's result is higher, all targeted units in the hex conduct a Damage Check. If not, the result has no effect.

## DAMAGE CHECK CALCULATION TABLE (5.0, 14.1, 18.1, 18.2)

		DEFENDER MODIFIED RESULT										
		1	2	3	4	5	6	7	8	9	10	11
ATTACKER MODIFIED RESULT	1	-	-	-	-	-	-	-	-	-	-	-
	2	DC+1	-	-	-	-	-	-	-	-	-	-
	3	DC+2	DC+1	-	-	-	-	-	-	-	-	-
	4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-	-
	5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-	-
	6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-	-
	7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-	-
	8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-	-
	9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-	-
	10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-	-
	11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1	-
	12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2	DC+1
	13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3	DC+2
	14	DC+13	DC+12	DC+11	DC+10	DC+9	DC+8	DC+7	DC+6	DC+5	DC+4	DC+3

( - ) No Effect

( DC ) Damage Check Required

( +# ) Damage Check Dice-Roll Modifier


## OVERRUN (15.3)

Can occur in Clear (or other non-water, open-terrain hexes), Brush, Low Crops or other pertinent module-specific terrain. Costs +4 MPs to enter Overrun hex. Vehicle rolls 1d6 + 2 + HE + MG(s)'s FP + Armor Leader's LM; defender rolls 1d6 + TM (if any). If vehicle's modified die-roll is greater than the defender's modified die-roll, all defenders must take a Damage Check. Defending units that survive the Overrun in Good Order can perform a Close Assault (17.1).

## CLOSE ASSAULT (17.1)

Each unit must pass Morale Check. MMC/Hero rolls 1d6 + IFP + HE (SW) or Satchel Charge FP + Leader's LM (Leader can only affect one attack per stack). Vehicle rolls 1d6 + lowest Armor Factor. If attacker's modified die-roll is greater than the defender's modified die-roll, the vehicle is destroyed.

## DAMAGE CHECK TABLE (DCT) (5.0, 14.1, 18.2)

Die Roll vs Morale	Good Order MMC	Shaken MMC	Good Order SMC (not a Hero)	Hero or Shaken SMC	Armored Vehicle - Armor Leader	Unarmored Vehicle	Helicopter 
Die Roll less than or equal to Morale	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect	No Effect
Die Roll greater than Morale and less than 2x Morale	Shaken	Casualties	Shaken	Wounded	Shaken	Shaken	Damaged
Die Roll greater than or equal to 2x Morale and less than 3x Morale	Casualties	Casualties	Wounded	Wounded	Shaken	Destroyed	Destroyed
Die Roll greater than or equal to 3x Morale	Eliminated	Eliminated	Eliminated	Eliminated	Abandoned	Destroyed	Destroyed

**Shaken:** A Shaken unit flips its counter to the Shaken side (*Exception: Most vehicles are marked with a Shaken marker, but if the vehicle has a Shaken side, flip it.*). A Shaken unit can return to Good Order by passing a rally attempt DR (2d6) in an ensuing Rally phase. All vehicles can Self-Rally. Shaken units cannot fire their Inherent Firepower (IFP) or Support Weapons. Shaken units cannot advance toward an enemy unit in their Line of Sight. If engaged in Melee, and there are no other Melee-eligible friendly units in the hex, they are automatically eliminated (Some National Characteristics make this an exception. See Module Specific Rules for details.) **Note:** Vehicles do not melee.

Shaken leaders cannot rally troops, but can attempt to rally themselves. Shaken leaders cannot use their LM for any function. Shaken medics/Corpsmen cannot heal soldiers (or themselves). Shaken snipers cannot snipe, but can self-rally. Heroes never shake. Shaken vehicles must button, halve their MF rounded down, and cannot fire any of their weapons. Shaken vehicles receiving another shaken result are abandoned.

**Abandoned:** Vehicles are just that: abandoned. Place an Abandoned marker on the vehicle. It cannot move or fire for the remainder of the scenario... no one wants to climb into a target. Place a Shaken Crew underneath the vehicle and mark it Moved. Passengers of Abandoned vehicles disembark and make a Morale check. Mark disembarking units with a Moved marker.

**Damaged:** Damaged helicopters must immediately exit the board. They may not unload passengers or fire.

**Destroyed:** Destroyed vehicles/helicopters are replaced with a wreck counter. Both Crews and passengers must take a Bailout check (16.1.1). Passengers must first make a DC check before their Bailout check. Destroyed helicopters crash. Roll 2d6 to determine the direction from the hex in which it was engaged the chopper crashed. Use one die to determine direction. A die roll of one is due north, two is northeast, etc. Halve the number on the second die (rounding fractions up). This gives the number of hexes from the engagement hex that the helicopter crashes. Place a crash or wreck marker in this hex. All units present in the crash hex are attacked by a 6 Firepower attack. This attack is resolved as per normal procedure (Example: the 6 Firepower is added to a die roll, etc.).

**Casualties:** Replace a Squad with a Shaken Half-Squad. Eliminate a Half-squad, Weapon Team, or Crew.

**Wounded:** Unit must stop movement. Flip the SMC to Shaken side and mark it with a Wounded marker. (*Exception: Hero is flipped to its Wounded side.*) Wounded Leaders have their Morale, Leadership modifier and Leadership range decreased by one (11.1.2). SMCs under a Wounded marker who are Wounded again are eliminated. Medics can heal wounded SMCs.

**Hero Creation:** There is a chance that a Hero is created during play whenever a one (1) is rolled during a Squad or Half-Squad's Damage Check caused by enemy fire. Roll the die again. If an even number is rolled, a Hero is created in the hex (*Exception: See Module Specific Rules some Nationalities excluded*). Randomly pick a Hero and a Skill Counter (11.2).

## DIRECT FIRE TABLE (DFT) DIE ROLL MODIFICATIONS (5.0)

Circumstances	Modification
Leadership Modifier (5.0.1, 11.1.3)	<b>+ LM</b>
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	<b>-1</b>
Passenger on (not in) non-moving vehicle (16.2.1), per unit	<b>-1</b>
Firing out of a hex containing smoke (7.0) except if equipped Thermal Imaging System (20.1.5)	<b>-1</b>
Vehicle mounted MG firing after vehicle pivots in hex without moving to new hex.	<b>-1</b>
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target? (15.1.1)	<b>-2</b>
Vehicle mounted MG firing after Assault Movement (15.2) or using Assault Fire (15.2.1)	<b>-2</b>
Firing during night (20.1) at a unit marked Fired that is not within two hexes (or within six hexes if equipped with Thermal Imaging System (20.1.5)) or not illuminated by a Star Shell (20.2)	<b>-3</b>
Attacking unit is Helicopter in Flying Mode (19.2.1)	<b>-2</b>
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	<b>-2</b>
Eligible attacking units marked with an Ops Complete marker, per unit (4.1)	<b>-1</b>
Attacking units using H&R movement (6.7)	<b>-2</b>
Skill-related modifiers (12.0)	<b>see skills description</b>
Eligible leg units firing after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (scout excepted (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception: Scout (11.6))	<b>+2</b>
Target	Modification
Unit is adjacent / attacked by adjacent unit with "A" superscript above FP (5.6)	<b>+2/+3</b>
Firing at a unit with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired	<b>+1</b>
Non-vehicle unit marked with Moved (6.0) or Assault Move (6.1) marker or currently moving (not Low Crawl (6.3) / Stealth (6.4))	<b>+1</b>
A Mounted Unit (6.6) NOT marked with Moved, Assault Move (6.1), Hit & Run marker (6.7) or currently moving.	<b>+1</b>
A Rubber Boat on a River hex. (23.3.1)	<b>+1</b>
Vehicle or Mounted Unit (6.6) marked with Moved (6.0) or Assault Move (6.1), Hit & Run (6.7), or currently moving or is a helicopter in Hover mode (19.2.1)	<b>-1</b>
Helicopter in Flying Mode (19.2.1)	<b>-2</b>
Armored vehicle attacked by small arms (17.2), Mortar WT/Off-Board artillery (17.3) or vehicle/helicopter MG.	<b>+ lowest AV</b>
Helicopter attacked by small-arms or vehicle MG (19.2.8)	<b>+ AF</b>
Defending unit's Die Roll Modifications (Per Target Terrain) (5.0) - Max TM is +4 (+8 for Snipers) (5.5)	<b>+TM (see TEC)</b>

**Note: Modifiers are per stack, not per unit, unless otherwise specified**

## ORDNANCE FIRE TABLE (OFT) DIE ROLL MODIFICATIONS (14.1)

Firing Weapon	Modification
Leader (11.1.3) or Armor Leader (11.5) Leadership Modifier	- LM
Vehicle is Open (15.0.1)	-1
Turreted weapon firing outside covered arc. Did the turret pivot in order to bring its gun to bear on the target? (15.1.1)	+1
Fired by eligible MMC/SMC after Assault Movement (6.1) or Stealth Assault Movement (6.4.1) (exception Scout (11.6)) or using Assault Fire (6.1.1) or Stealth Assault Fire (6.4.2) (exception Scout (11.6))	+1
Per Degrading Terrain hex through which the LOS passes (maximum of two - a third Degrading hex blocks LOS) (10.3)	+1
SMC firing Support Weapon (1.6).	+1
Any unit firing out of a hex containing a Smoke Marker (7.0). (exception: Thermal Imaging System (10.1.2)	+1
Weapon Team (1.7.1) or vehicle pivoting chassis to fire outside covered arc, and not moving to a new hex.	+1
Mounted on a vehicle using Assault Movement (15.2) or using Assault Fire (15.2.1) / Vehicle using Modern Vehicle Assault Movement (15.2.2).	+2/+1
Helicopter in Flying Mode (19.2.1)	+2
Firing during night (20.1) at a unit marked Fired that is not within two hexes or not illuminated by a Star Shell (20.2) <i>Exception:</i> TIS units can fire up to 6 hexes without penalty, and only at a +1 penalty beyond 6 hexes. (20.1.5)	+3
Tracing LOS between two buildings (bamboo, wooden, etc.) located in two separate and adjacent hexes (10.3.2)	+2
Vehicle, Helicopter or eligible MMC marked with an Ops Complete marker (4.1)/ Modern Vehicle marked with an Ops complete marker (15.2.2).	+2/+1
Target	Modification
Marked with a Moved (6.0), Assault Move (6.1) or Hit and Run (6.7) marker or currently moving.	+1
Target unit is located in an adjacent hex to firing unit.	-2
In Terrain with a positive TM - See TEC - Max TM is +4 (+8 for Snipers) (5.5).	+ TM
Helicopter in Hovering Mode (19.2.1)	+1
Helicopter In Flying Mode (19.2.1)	+2
Fixed-wing aircraft (19.1.1)	+2
Units in a Rubber Boat on a River hex.	+1
Mounted Unit (6.6) NOT marked with Moved (6.0), Assault Move (6.1), or Hit and Run Marker (6.7) or currently moving.	+1
Optional Vehicle Size and Optional Speed OFT DRMS (15.6).	See Turn Track PAC
Acquisition marker (14.3)	+1 or +2
Unit with Ordnance SW allowed to fire from Buildings but not from Bunkers or Caves, in a building and marked Fired	-1

**Note:** Some modules have squares instead of hexes, in this case, replace references to hex(es) with square(s).

**SMALL-ARMS VS INFANTRY • Target must be spotted and within weapon's range (5.0)**

**Attacker:** Rolls 1d6 + Firepower + DCT Modifiers (a Sniper or Marksman rolls 2d6)

**Defender:** Rolls 1d6 + Terrain Modifier (a lone Sniper's TM is doubled except from Artillery / Sniper)

- If Attacker's roll is greater than the Defender's roll, all targeted units in the hex must take a Damage Check (DC)

**Damage Check** (on DCT)

- 1d6 + (the difference of die-rolls) vs Morale (DRM: - Leadership Modifier (LM)) A Hero is created from a Squad or Half-squad when a '1' is rolled, followed by an even die-roll

**SMALL-ARMS VS VEHICLES & HELICOPTERS • Targeting specific vehicle (17.2), (19.2.8)**

**Attacker:** Rolls 1d6 + Firepower + DFT Modifiers (small-arms range is halved against helicopters)

**Defender:** Rolls 1d6 + Terrain Modifier (maximum of 4) + lowest armor value (if any). No TM for Helicopters.

- If Attacker's roll is greater than the Defender's roll, targeted unit must take a Damage Check:
  - Unarmored vehicle / helicopter: DC applied to targeted vehicle / Helicopter and any passengers
  - Armored vehicle: DC applied to targeted vehicle (only if Open), any passengers of an open-topped vehicle, and any outside passengers.
  - Passengers Shaken while riding outside on (PPO/PO) vehicles must dismount (place Moved marker) others may disembark.

**MORTAR WT, ARTILLERY (OFF-BOARD) AND AIRCRAFT (18.1), (18.2), (19.1)**

Air Support attacks a number of hexes with cannon (FP) and/or bombs (HE-equivalent)

- Aircraft uses FP and HE normally against legs units and as a Penetration Value against vehicles. Target rolls 1d6 + lowest armor value. Air Support does not roll 'to hit'

Artillery spotter (Leader / Scout / Advisor) first places Spotting Round (in LOS, unblocked), rolls 2d6 for drift. White die is the distance (1d6 + degrading, - LM) halved - round up; Colored die is direction (1 = North). If result still in LOS, spotter can shift the marker 1 hex (in LOS), place FFE marker.

**Attacker:** Rolls 1d6 (Mortar WTs best of 2d6) + FP or HE-equivalent + DFT Modifiers only against legs units; (LM does not apply)

**Defender:** Rolls 1d6 + Terrain Modifier (not from Walls or Hills) + lowest armor value (if any)

- If Attacker's roll is greater than the Defender's roll, **all** (open, buttoned, all levels) units in the hex must take a DC

**ORDNANCE (TO-HIT) • must first hit its target (less than or equal to the 'to-hit' number at range to target) (14.1)**

**Attacker:** Rolls 2d6 + OFT Modifiers (2 is always a hit, 12 is always a miss)

Aircraft/Helicopters are considered one level above the hex they occupy and therefore do NOT receive its Terrain Modifier. Only guided anti-aircraft (AA) weapons (blue to-hit tables) can attack flying helicopters and air support.

Passengers riding on a vehicle that fires or is hit must dismount (Moved) and take a Morale Check

A hit from an even dice roll (2d6) that is greater than 2 hits a tank's turret (if none, it hits the hull).

ATGM-firing unit can be Op-Fired upon before resolving its attacks (any DC causes a miss)

If colored die is less than the firing unit's boxed ATGM Depletion Number, can no longer fire (ATGM Expended)

If the target is not destroyed, place Target Acquisition markers (and the target remains spotted)

Bail-out. Roll 1d6: 1 = Crew Survives Good Order, 2-6 = Eliminate. Passengers: even = Shaken, odd = eliminated

**ORDNANCE VS ARMORED VEHICLE AND AIRCRAFT (14.1) (19.1.1)**

**Attacker:** Rolls 1d6 + penetration value at range to target (- 4 firing HEAT ammo vs. **red** armor factors)

**Target:** Rolls 1d6 + target's armor thickness value (from front, side or rear impact angle)

An Attacker's roll of '1' against a Target's roll of '6' is a dud, '6 vs 1' is catastrophic (target destroyed).

Aircraft/Helicopters are considered one level above the hex they occupy and therefore do NOT receive its Terrain Modifier. Only guided anti-aircraft (AA) weapons (blue to-hit tables) can attack flying helicopters and air support.

- If Attacker's roll greater than the Target's roll, target destroyed (Crew/passenger Bail-out - aircraft crash 6-FP attack)
- If Attacker's roll is = Target's roll, vehicle takes a Morale Check (MC)/Damaged aircraft abort. If MC fails, Crew abandons vehicle, is shaken and placed under a Moved marker. If MC passes, vehicle is Shaken
- If Attacker's roll is less than the Target's roll, the target takes a MC - (the difference of die-rolls). If MC fails, vehicle is Shaken/Damaged Aircraft abort; If MC passes, the impact has no effect

**ORDNANCE VS INFANTRY / WEAPON TEAMS • if hit, both players roll 1d6 (14.1)**

**Attacker:** Rolls 1d6 + HE-equivalent

HEAT ammo (**red to-hit table or H on back**): -1 to HE if infantry target is not in a Building or Bunker.

**Target:** Rolls 1d6 (once hit, no TMs or LMs apply)

- If Attacker's roll is greater than the Defender's roll, all targeted units in the hex must take a Damage Check.

## MELEE SUMMARY (8.0)

1. Odds: Attacker IFP + eligible SWs vs Defender IFP + eligible SWs.
2. Roll 2d6, add Leadership, resolve, but before casualties removed, defender counterattacks.
3. Hero shifts odds 1 column right when attacking
4. M superscript add +1 to units FP

## MELEE ODDS RATIO TABLE

		ATTACKING FIRE POWER													
		1	2	3	4	5	6	7	8	9	10	11	12	13	14
DEFENDING FIRE POWER	1	1-1	2-1	3-1	4-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1	5-1
	2	1-2	1-1	3-2	2-1	3-1	3-1	4-1	4-1	5-1	5-1	5-1	5-1	5-1	5-1
	3	1-3	2-3	1-1	3-2	2-1	2-1	3-1	3-1	3-1	4-1	4-1	4-1	5-1	5-1
	4	1-3	1-2	1-1	1-1	3-2	3-2	2-1	2-1	3-1	3-1	3-1	3-1	4-1	4-1
	5	1-3	1-2	2-3	1-1	1-1	3-2	3-2	2-1	2-1	2-1	3-1	3-1	3-1	3-1
	6	1-3	1-3	1-2	2-3	1-1	1-1	3-2	3-2	3-2	2-1	2-1	2-1	3-1	3-1
	7	1-3	1-3	1-2	2-3	1-1	1-1	1-1	3-2	3-2	3-2	2-1	2-1	2-1	2-1
	8	1-3	1-3	1-2	1-2	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-2	2-1	2-1
	9	1-3	1-3	1-3	1-2	2-3	2-3	1-1	1-1	1-1	3-2	3-2	3-2	3-2	2-1
	10	1-3	1-3	1-3	1-2	1-2	2-3	1-1	1-1	1-1	1-1	3-2	3-2	3-2	3-2
	11	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	3-2	3-2	3-2
	12	1-3	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	3-2	3-2
	13	1-3	1-3	1-3	1-3	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	1-1	3-2
	14	1-3	1-3	1-3	1-3	1-2	1-2	1-2	2-3	2-3	1-1	1-1	1-1	1-1	1-1

## MELEE SUCCESS PROBABILITY TABLE

	1-3	1-2	2-3	1-1	3-2	2-1	3-1	4-1	5-1
Dice Roll (Kill Number)	11	10	9	8	7	6	5	4	3

**Determine Odds Ratio & Kill Number:** the IFP of all the attacking units (the units that entered the hex) and Melee-eligible SWs (MGs, Satchel Charges, Molotov Cocktails and Flamethrowers—and/or others presented in module-specific rules) is compared to the FP of any defending units the attacker chooses and their Melee-eligible SWs, and an odds ratio is determined, rounding up fractions. If a Hero is among the attacking units, shift the odds ratio one column to the right. Add a GO Leader's LM to the dice-roll. If the 2d6 dice-roll is greater than or equal to the Kill Number, the defending unit(s) is eliminated (after it, too, makes an attack).

**Note:** Odds less than 1-3 are resolved as 1-3 Odds, greater than 5-1 Odds are resolved as 5-1 Odds.

## OFF BOARD ARTILLERY FIRE MISSION SUMMARIES (18.2)(18.2.1)

1. A friendly Leader, Scout or Advisor uses an impulse to place a Spotting Round marker on any one hex within his LOS. The hex need not be spotted.
2. Before a friendly Leader, Scout or Advisor places a Spotting Round they must decide what type of Fire Mission will be called in. This can not be changed once the Spotting round is placed. Note: If no Fire Mission is decided upon the Standard Fire Mission is chosen by default.
3. Determine Spotting Round landing location.
4. Once the Leader, Scout, or Advisor chooses to continue the Fire Mission, and the Fire For Effect Marker then conduct the Fire Mission with the following conditions for each different Fire Mission.

### STANDARD FIRE MISSION



FFE and all adjacent hexes are attacked by the Artillery Mission FP.

### LOOSE FIRE MISSIONS



FFE and all hexes within 2 hexes of FFE are attacked with Artillery Firepower according to the following chart based on Artillery Mission FP.

Original Artillery FP value	Loose Artillery FP value
1-2	0
3-4	1
5-6	2

### CONCENTRATED FIRE MISSION



FFE hex attacked with 1.5x the Artillery Mission FP (fractions rounded up). All adjacent hexes to the FFE are attacked by ½ the Artillery Mission FP (fractions rounded down).

### LINE FIRE MISSION



FFE and all hexes in direct line between the FFE markers are attacked by the Artillery Mission FP.

### WALKING BARRAGE FIRE MISSION



Any unit under each FFE marker is attacked by Artillery Fire Mission FP. In the next 2 subsequent turns, before any Impulse Actions are taken, the owning player moves the FFE markers one hex in the indicated direction. Any unit under each FFE marker in the new position is attacked by Artillery Fire Mission FP.



## FATE OF CREW AND PASSENGERS TABLE (15.4) (16.1.1)

	Vehicle	Crew	Inside Passengers	Outside Passengers
<b>Successful DFT Result</b>	No Effect	No Effect (integral part of the vehicle)	Damage Check (if vehicle is open-topped or unarmored)	Damage Check (if shaken must disembark)
	Shaken	No Effect (integral part of the vehicle)	Damage Check (if vehicle is open-topped or unarmored)	Damage Check (if shaken must disembark)
	Abandoned	Place a Moved and Shaken Crew	Disembark, mark Moved and Morale Check	Disembark, mark Moved and Morale Check
	Destroyed	Bailout Check (16.1.1)	Damage Check, then Bailout Check (16.1.1)	Damage Check, then Bailout Check (16.1.1)
<b>Successful OFT Result</b>	No Effect	No Effect (integral part of the vehicle)	No Effect	Disembark, mark Moved and Morale Check
	Shaken	No Effect (integral part of the vehicle)	Morale Check	Disembark, mark Moved and Morale Check
	Abandoned	Place a Moved and Shaken Crew	Disembark, mark Moved and Morale Check	Disembark, mark Moved and Morale Check
	Destroyed	Roll 1d6: 1, place a moved GO Crew. 2-6 Do nothing	Bailout Check (16.1.1)	Bailout Check (16.1.1)
<b>Close Assault Result</b>	No Effect	No Effect	No Effect	n.a. (prevent close assault)
	Destroyed	Eliminated	Eliminated	n.a. (prevent close assault)

## SUPPORT WEAPON PORTAGE AND USAGE (1.6)

Unit	May Carry	May Fire
Mounted Unit (Squad)	2 Support Weapons	Only motorcycle units may fire a non-ordnance SW with a FP or 2 of less (6.6.2).
Mounted Unit (Half-Squad)	1 Support Weapon	Only motorcycle units may fire a non-ordnance SW with a FP or 2 of less (6.6.2).
Squad	2 Support Weapons	1 SW + IFP or 2 SW and forfeit IFP
Half-Squad/Crew	1 Support Weapon	1 SW and forfeit IFP.
SMC	1 Support Weapon	1 SW at half SWs IFP (fractions rounded up; reduces movement by 2).

### Notes:

- Two SMCs may fire a SW at the SWs full firepower.
- Medics (11.3), Corpsmen (11.3), Armor Leaders (11.5), Chaplain (11.8), Nurse (11.10), Marksmen (11.12) and Snipers (11.4) can't fire or carry SW.
- The first attack with a "Captured" Support Weapon that fails to cause a Damage Check on the DCT, does not destroy the vehicle after being involved in a Close Assault or score a hit, if using the OFT, removes the Support Weapon at the conclusion of the attack.

## OPTIONAL SPEED MODIFIERS (15.6)

Targeted vehicles with the following Movement Factors (MFs) receive a speed bonus on the OFT, if marked Moved or AM. The +2 Speed Modifier INCLUDES the +1 already granted to moving vehicles on the OFT.

Vehicle Type	Die Roll Modification
T Greater than or Equal 16	+2
O Greater than or Equal 20	+2
R Greater than or Equal 12 (if on road, and at least 2 MP are spent on road before shot.)	+2

## PASSENGERS CAPACITY (16.1, 16.2, & 19.4)

PO & P - 1 x Half-Squad + 1 x Squad Weapon + 1 x SMC

PPO & PP = 1 x Squad + 2 x Squad Weapon + 2 x SMC

## STACKING (1.3) • In a hex, each side can have up to:

- 3 Regular Squads or 2 Mounted Unit Squads (or their equivalent; see Notes)
- Two Vehicles (15.0)
- Two SMCs (1.6)

### Notes:

1. One Squad is the equivalent of 2 x Half-Squads, 2 Crew, 2 x ATGM Weapon Team or 1 x (non-ATGM) WT.
2. A wreck counter is considered one vehicle for stacking purposes. Only one wreck counter is allowed in a hex.

## MINES VS. VEHICLES TABLE (21.4.1)

1	No Effect
2-3	Shaken
4-5	Shaken & Immobilized
6	Destroyed (including Crew)

## STREAMS AND MOVEMENT PENALTY TABLE (10.5.1)

Stream Type	Unit Type			
	L	T	O	R
1	0	0	0	0
2	+1	+2	+3	+4
3	+2	+4	+6	P
4	+4	+8	P	P
5	P	P	P	P

## THERMAL IMAGING SIGHTS (TIS) (10.1.2) ●

Unit	Nation
Mi-24 Hind	Soviet
Scorpion	British/Belgian
Scimitar	British/Belgian
Milan WT	France/British
AML-90	France/Argentine
M1 Abrams	US
M2 Bradley	US
AH-1 Cobra	US
M901	US
AMX-30-B2	France
VAB HOT	France
P4 Milan	France
Leo 1	Belgian
Black Eagle	Soviet

\* All units with TIS subtract two (-2) from their spotting attempt, even when trying to spot in their buttoned turret covered arc. A natural 6 on a spotting attempt always fails.

## RALLY PHASE (3.0)

### 1. Determine initiative

- Both players roll 1d6, higher roll wins; if the rolls are tied, the side with initiative last turn retains it.

### 2. Each side makes rally attempts in hexes containing Shaken units and a Good Order Leader, other specific SMC; see 11.0 or a Hero. In each hex, Shaken Leaders attempt to rally first; if successful, other Shaken units can attempt to rally.

- Roll equal or less than unit's Morale on 2d6 to rally.
- -2 from die-roll if unit is in terrain with positive Target Modifier (+TM).
- Non-Leaders subtract Leadership Modifier (LM) from die-roll.

### 3. Some units, including all vehicles, SMCs and WTs are able to Self-Rally (SR) and do not need a Good Order Leader in the hex to do so.

### 4. Medics (11.3) can attempt to Heal a wound from one SMC, including from themselves, or flip one Shaken unit to its Good Order side.

### 5. Good Order MMCs/SMCs can pick up, swap, abandon or change the mode of Support Weapons (SWs).

## OPERATIONS PHASE (4.0)

### 1. Each player alternates activating a single hex (Leaders, can activate adjacent hexes). The player with the initiative goes first. Units in the activated hex move, fire, or conduct other operations. A player not wishing (or able) to activate a hex must pass.

### 2. Phase ends after three consecutive passes.

## MOVEMENT (6.0)

### 1. All units activated within same hex at same time, must move together.

### 2. Assault Movement / Fire (6.1) (6.1.1): eligible unit or stack moves up to half its MPs and attacks with -2 DFT modifier, +1 OFT modifier in both cases

### 3. Assault Fire / Movement (6.1), (6.1.1): eligible unit or stack fire with -2 DFT modifier, +1 OFT modifier in both cases, then the stack moves up to half its MPs.

### 4. Double-Time (6.2): Units moving with Leader get +2 MPs.

### 5. Low Crawl (6.3): unit can not use Low Crawl movement if that would use all of its MF.

### 6. Stealth Movement (6.4): Same as Assault Movement plus Stealth-Movement-capable units are not automatically spotted in degrading- and blocking-terrain hexes after they enter them, even if adjacent to an enemy-occupied hex.

## SPOTTING (10.1)

### 1. All hexes containing units with a Fired or Moved (6.0), Assault Move (6.4), or Hit & Run (6.7) marker, in open-terrain hexes, or adjacent to a friendly Good Order unit are spotted.

### 2. To spot a hex:

- Degrading terrain, 3 or less on 1d6
- Blocking terrain, 2 or less on 1d6
- Subtract Leadership Modifier if Leader is making spotting attempt.
- +1 to die-roll for every hex of degrading terrain LOS passes through (max of two).

### 3. Place Ops Complete marker on spotting unit.

### 4. If successful, spotting unit can immediately fire at target hex (removing the Ops Complete (4.1) marker).

## FIRE COMBAT (5.0)

### 1. Attacker rolls 1d6:

- add unit's Firepower (FP) plus Support Weapon(s) (1.6).
- add LM of GO Leader in hex (5.0.1, 11.1.1).
- Apply any Direct Fire Table (DFT) modifiers.
- Ordnance Support Weapons (1.6.4) fire separately.

### 2. Defender rolls 1d6 and adds Target Modifier (TM) of target hex and/or lowest Armor Value (if any).

### 3. If attacker's roll is higher, each defending unit must take a Damage Check (DC).

### 4. Defender rolls 1d6 for each defending unit;

- add difference between attacker's and defender's dice rolls.
- If GO Leader in hex, subtract LM from result (11.1.1) (for leg units only).
- Consult Damage Check Table (DCT).
- Any MMC's DC roll of (1), regardless of the outcome of the DC, gives the MMC the chance to spawn a Hero (11.2.1). Roll 1d6: If even, a Hero is generated; pick a Skill.

## SPECIAL TYPES OF COMBAT & ACTIONS

### Multiple Attacking Units (5.2):

- one unit leads attack with full FP.
- Each additional MMC adds half its FP (round up).
- Units with a "0" FP add nothing.
- SWs that use the DFT add their entire FP (SWs that use the OFT (14.1) fire separately).

### Opportunity Fire (OF) (5.3):

- Units not under Moved, Low Crawl, H&R or Fired marker, with a clear LOS to an enemy unit that expends at least one MP, can conduct OF. Low Crawling and Steath Moving units can only be attacked with OF if the hex they enter is spotted. Apply DFT modifiers.
- Units under Ops Complete markers can conduct OF but subtract one (-1) from their IFP; this is per firing unit.
- SWs that use the DFT halve their FP (rounded up); OFT attack suffer a +2 modifier.

### Smoke (7.0):

- If a GO MMC rolls less than or equal to its Nation's Smoke-laying Capability, place Smoke 1 marker. If successful, unit can still move but subtract one (-1) from its MF. Place Ops Complete marker on unit that fails or succeed and doesn't conduct another action.

### Fire (10.5.6):

- Any time there is an attack against an enemy unit or units in a Flammable hex and the Attacker rolls a Natural 6 on his attack roll, there is a chance for a Fire to start in the target hex. Roll a follow up 1d6 Fire Check and on a roll of 5-6 then a Fire starts and place a Fire 1 counter in the hex.

### Snipers (11.4):

- roll 2d6 + IFP, attack one random unit in target hex.

### Scouts (11.6):

- Use Stealth Movement (6.4); subtract two (-2) from spotting rolls. A natural 6 on a spotting attempt always fails.

### Mortar WT (18.1):

- To attack, roll 2d6, choose the higher/greater result, and add it to the Mortar WT's IFP and resolve the attack (all DFT modifiers apply – except degrading terrain in the LOS, unless there is more than two of them). Defender rolls 1d6 + hex's TM (unless TM is from Wall or Hill).

## ADMINISTRATIVE PHASE (9.0)

### 1. Remove Administrative markers (Fired, Moved, Low Crawl, Assault Move, Hit and Run, Spotted and Ops Complete).

### 2. Flip or remove Smoke (7.0), remove Starshell (20.2) markers, check for Fire Spread (10.5.6.1).

### 3. Remove FFE Markers as necessary (18.1, 18.2).

### 4. Advance Turn Marker.