




















Movement Points Table



UNIT TYPE	INFANTRY 	TRACKED VEHICLE 	WHEELED VEHICLE 	TOWED GUN 
Number of ▶	2	4	6	0*
Turn 90 degrees	Free	1 ▶	1 ▶	Free
Open Terrain	1 ▶	1 ▶ / 2 ▶ (reverse)	2 ▶	0*
Rough Terrain ▲	2 ▶	1 ▶	3 ▶	0*
Road	1 ▶	1 ▶	1 ▶	0*
Square Cover ♡ / River Crossing	2 ▶	Cannot enter	Cannot enter	Cannot enter
Edge Cover	0 ▶	0 ▶	Cannot cross	Cannot cross

* Only moves when limbered to a Vehicle.

Weapons Table

WEAPON	ABBREVIATION	WAR DICE	PERMITTED TARGET
Rifle/LMG, Assault Rifle, Sniper Rifle, SMG	N/A	1  / 	 ,  crew
Machine Gun	MG(X)	Roll X 	 ,  crew, Soft Skinned Vehicles
Anti-tank	AT(X)	Roll X 	Armoured Vehicle
High Explosive	HE[X+]	Roll for each  and Soft Skinned Vehicle in target square. Hits on a roll of X+.	 ,  crew, Soft Skinned Vehicles
Assault (bayonet, etc)	N/A	1  / 	 ,  crew, Soft Skinned Vehicles
Grenades	HE[X+] or AT(X)	Grenades have their HE or AT effect regardless of the number of men in the Unit.	
Crewed Weapons	See Unit card	Each non small arms weapon requires 1 man in the Unit to fire it. If there are multiple weapons in a Unit, you may fire each one with their full stats as long as you have a man for each weapon.	
Vehicle Weapons	See Unit card	May fire as long as the vehicle is not destroyed.	

Morale Summary

- You must make a Morale Check for a Unit when it takes 2 or more hits from one attack (casualties do not have to be caused).
- You must also make a Morale Check for an  or  Unit when it suffers 1 or more casualties (not hits) that reduce it to half strength or are suffered when it is already at or below half strength.