

QUICK REFERENCE SHEET FOR FIREFIGHT

SEQUENCE OF PLAY:

Suppressing fire
 Movement
 Defensive fire
 Close quarter
 Consolidation

MOVEMENT:

MOVEMENT PHASE					
	Roll 2 six-sided dice:				
Unit:	Road	Cross Country	Bad Going		
Squad/ Team/ Leader	3+	Total roll	Highest roll	Lowest roll	6 inches
Heavy Weapons crew	0+	Total roll	Highest roll	Lowest roll	Cannot move
Lone Sniper	Moves in consolidation phase only				6 inches
Tracked vehicle	3x	Total roll	Total roll	Highest roll	Pivot
Wheeled vehicle	5x	Total roll	Highest roll	Lowest roll	Pivot

SHOOTING:

INFANTRY FIREPOWER MODIFIERS
1 die per figure (or 2 figures with bolt-action rifles)
Additional dice are added to the pool as follows:
+1 per sniper in the unit
+1 per grenade launcher in the unit
+1 per light machine gun (e.g. bren gun or SAW) in the unit
+2 per medium machine gun (e.g. GPMG general purpose machine gun) in the unit
+1 if the unit has morale 7
+2 if the unit has morale 8
+3 if the unit has morale 9
+2 if the unit is a "large" squad
-3 if the unit fires an independent weapon at a separate target (e.g. machine gun or anti-tank weapon)

INFANTRY MORALE MODIFIERS WHEN UNDER FIRE	
+?	Morale
+?	Skill rating of the highest-rated attached leader
+1	Unit is concealed by terrain
+2	Unit is in a building
-1	Moving and hit by interdiction fire
-1	Moving in the open (cumulative with the above)
-1	Per figure lost from starting strength
-1	Unit is pinned
-1	Per hit inflicted in this phase

EFFECT:

	REGULAR TROOPS	IRREGULAR TROOPS
Dice score is double 1	No effect	No effect
Dice score is more than three times the modified morale	Unit is destroyed.	Unit is destroyed.
Dice score is exactly three times the modified morale	Roll 2 dice and fall back that many inches. Lose 2 figures from the unit. Unit is pinned.	Unit is destroyed
Dice score is more than double the modified morale	Roll 2 dice and fall back that many inches. Lose 1 figure from the unit. Unit is pinned.	Lose 2 figures. Unit is pinned.
Dice score is exactly double the modified morale	Roll 2 dice and fall back that many inches. Unit is pinned.	Lose 2 figures. Unit is pinned.
Dice score is more than the modified morale but less than double	Unit is pinned or can instead lose a figure if accompanied by a leader.	Unit is pinned or can instead lose a figure if accompanied by a leader.
Dice score is less than or equal to the modified morale	No effect.	No effect.

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ORDNANCE FIREPOWER

WEAPON	NUMBER OF DICE ROLLED WHEN SHOOTING AT INFANTRY	NUMBER OF DICE ROLLED WHEN SHOOTING AT VEHICLES	RANGE
Heavy machine gun	See infantry shooting	5	30 inches
Light mortar	4	4	Min 8 inches, Max unlimited
Medium mortar	6	6	Min 12 inches, Max unlimited
Heavy mortar	9	9	Off-board use only
Light anti-tank weapon (LATW)	5	10	Max 36 inches
Medium anti-tank weapon (MATW)	6	14	Max 84 inches
Anti-tank guided missile (ATGM)	N/A	15	Min 12 inches, Max unlimited (Max 60 inches for Sagger missile)
30mm Cannon	6	12	Unlimited range
Recoilless Rifle	6	12	Unlimited range
70-90mm Gun	7	15	Unlimited range
100mm Gun or larger	8	18	Unlimited range

ORDNANCE "TO HIT" SCORES

	RANGE			INDIRECT
	0-12 INCHES	12-24 INCHES	36+ INCHES	
Firer and target stationary	3+	4+	5+	6
Firer or target moving	4+	5+	6	Extreme
Firer and target moving	5+	6	Extreme	No shot

VEHICLE DEFENCE VALUES:

Tank	= 5
Armoured vehicle	= 4
Unarmoured vehicle	= 2
Defence Modifiers:	
+2	target of an extreme shot
-1	obsolete vehicle
+1	modern vehicle
+2	ultra-modern vehicle
+1	ace vehicle target
-1	novice vehicle target
-1	ace vehicle shooting

VEHICLE DAMAGE EFFECTS

Die roll	Effect
1	Vehicle retires one move away from the firer (roll as per movement phase)
2	Vehicle pinned, no move or fire until recovers in friendly consolidation phase
3	One of the vehicles weapons is destroyed (owner's choice)
4	One of the vehicles weapons is destroyed (shooter's choice)
5	Vehicle immobilised for the rest of the game
6	Vehicle destroyed, passengers bail out
7	Vehicle destroyed, passengers bail out
8+	Vehicle destroyed, passengers eliminated

VEHICLE OVERRUN ATTACKS:

Vehicle has functioning main ordnance	+5d6
Vehicle does not have functioning main ordnance	+3d6
For each functioning machine gun on the vehicle	+5d6

CLOSE QUARTER DETERMINING ADVANTAGE

Each side adds the roll of one die to its morale value and the following modifiers:	
-1	if armed with bolt-action rifles when fighting infantry
-1	if pinned or already in continued close quarter fighting
+2	defending a building or other terrain
+7	The skill of the best attached leader
-2	a vehicle fighting in close quarter combat without friendly infantry also being involved
If a side's score is 4 or more than the opponent then they have combat advantage.	

CLOSE QUARTER KILLS

Each unit rolls a number of dice equal to its number of figures. Kills are scored as follows:	
If the unit has combat advantage then it scores kills on rolls of 4+	
If neither side has combat advantage then score kills on rolls of 5+	
If the opponent has combat advantage then score kills on rolls of 6	
Remove one enemy figure for each kill scored.	
If fighting against a unit with a leader, reroll and dice scoring a "6" and remove a leader for each subsequent 6 rolled.	

DETERMINE OUTCOME

+7	Morale
+7	For the best attached leader
-1	for each figure lost from the starting strength
Roll two dice and total the score. If the dice score is more than double the modified morale value then the unit is destroyed.	