

SHOOTING

PG.25

Conduct a Shoot action in the following order:

- Check for Line of Sight and Range
- Check for test modifiers
- Roll Shoot skill test
- Enemy rolls Shoot Save test
- Enemy rolls Resolve test

CLOSE COMBAT

PG.33

Conduct a Charge action in the following order:

- Check for Line of Sight and Range
- Check for Defensive Fire
- Advance Action
- Roll Fight skill test
- Enemy rolls Fight Save test
- Enemy rolls Resolve test
- Retreat and consolidation move (if applicable)

COMMON COMBAT MODIFIERS

PG.21 & PG.25

Range:

- Range 0"-6" +0
- Range 6"-12" +1
- Range 12"-18" +2
- Range 18" Plus +3

Running/ Take Cover/ Soft

Cover: (+1) to the target number of Shoot Tests being taken against a unit with Soft Cover

Hard Cover: (+1) to the target number of Shoot Tests being taken against this unit Hard Cover. (-1) to the target number of Shoot Saves of units with Hard Cover

BARRAGES

PG.29

- Players cannot use a barrage with a O initiative point bid.
- Barrages can be held for later turns. A new round may be started without the barrage being activated.
- Before placing a barrage the player must roll to check for Mishap with a target number of 3 , target number 4 when using Naval Gun Barrage.
- Barrages are placed as follows:
 - **Artillery:** The player placing the Barrage picks an enemy unit on the field as the target of the barrage. Every enemy and friendly unit within 4" of the target unit will also be affected by the barrage. Players roll a resolve test for each of their own units being affected using 3 D10. Remove 1 model from the unit for each result of 1 during these resolve tests.
 - **Gas:** The player placing the Gas Barrage picks an enemy unit on the field as the target of the barrage. Every enemy and friendly unit within 4" of the target unit will also be affected by the barrage. Units other than the target unit may make a 4" fall back move towards their deployment zone in order to get out of the Gas Barrage zone. If the unit can finish its movement outside of the Gas Barrage range, the unit is not affected. The unit targeted by the barrage is always affected. Players roll a resolve test for each of their own units being affected using 4 D10.
 - **Naval Gunfire Barrage:** The player placing the Barrage picks an enemy unit on the field as the target of the barrage. Every enemy and friendly unit within 6" of the target unit will also be affected by the barrage. Players roll a resolve test for each of their own units being affected using 4 D10. Remove 1 model from the unit for each result of 1 during these resolve tests.

WEAPONS CHART

PG.27

WEAPON	DICE PER	SPECIAL
Pistol	1	6"
Rifle	1	
Sub-Machine Gun (SMG)	1	12", (+1) dice when target within 6"
Flamethrower	-	4", (+1) dice per model in target unit, Target: 4, Save: 9, Limit 2 Ammo
HMG	8	Forward 180, Heavy, Save: (+1)
LMG	4	
Sniper	1	No Cover Bonus to target, on hit: 1 Fatigue to target unit
Grenades	3	4", Target: 7, Save: 9, cannot roll more dice than models left in unit
Rifle Grenades	1	18", on hit: (+2) dice with Target:7, Save 9, Friendly troops do not block Line of Sight
Trench Catapult	1	6-24", Forward 180, Heavy, on hit: (+5) dice with Target: 7, Save: 9, Friendly troops do not block Line of Sight
Infantry Support Gun	1	Forward 180, Heavy, on hit: (+5) dice with Target: 7, Save: 9

FATIGUE

PG.16

Dice rolled for fatigue test is 1 if there was any successful hits and 1 more for each successful hit.

1 Fatigue (No Negative Affect)

2 Fatigue (Unit Loses 1 Action)

3-6 Fatigue (Unit Loses 1 action and is Shaken)

7 Fatigue (Unit is Removed)

Shaken: Shaken units must fall back 4" directly towards its deployment zone. Any time a shaken unit takes Fatigue, it must fall back again.

ROUND BIDDING

PG.17

- Total your initiative pool at the beginning of a turn
- Bid 0-6 points each round of activation
- Bidding 0 points on a unit activation causes that unit to lose an action

UNIT ACTIONS

PG.19

- A unit has 2 actions per activation unless affected by Round Bidding or Fatigue

- Actions:

Advance (4"): Move this unit up to 4"

Run (8"): Move this unit up to 8". This action counts as 2 actions used for this unit. Status effect - Add (+1) to the shoot tests of units targeting this unit.

Take Cover: Gain status effect: Add (+1) to the shoot tests of units targeting this unit.

- Status effects gained from running or taking cover stay on the unit until the next time the unit is activated or the unit becomes engaged in close combat.

Aim: (-1) to the target number of this unit's shoot test. Can only be used with a Shoot Action.

Shoot: Choose a target and fire (pg. 23)

Charge: This unit performs an Advance action immediately followed by a Free Fight Action.

Fight: Can only be used by a unit that is already in Close Combat to take a Fight test. Cannot be used during the same activation as a Charge action.

Rally: Roll 1 D10 for each point of Fatigue on this unit for a Resolve Skill Test. For each success, 1 point of Fatigue is removed. A unit that starts its activation Shaken must take a Rally Action. If a unit is within the command range of its Commanding Officer, (-1) to the target number for the Resolve Skill Test. A unit that has 0 actions for the round may take a Free Rally Action.

TERRAIN

PG.21

Difficult Terrain: Units must first make base contact with a move action and then make another move action to cross it. Units cannot run across difficult terrain.

Impassable Terrain: Units cannot move through impassable terrain.

Barbed Wire: Counts as Difficult Terrain and units attempting to cross must take a Hung on Wire Test.

- **Hung on Wire Test:** Roll 1 D10 with a target number of 5. Success - Unit may complete its move. Fail - the unit receives a Hung on the Wire token (pg.xx) and must immediately end its activation at the point it came into contact with the barbed wire obstacle.