

Quick Reference Sheets

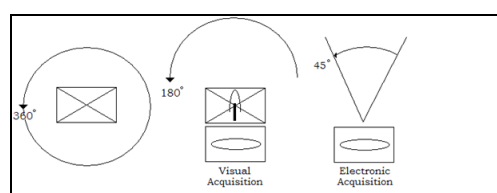
Unit Type	Command Radius
Infantry Squad	3"
Vehicle Platoon	6"
Infantry Platoon	12"
Company/Squadron HQ	24"
Battalion HQ	48"
Regiment HQ	72"
Division HQ	'Battlefield'

BGHQ Level	Max. No. Dice
Company	2D6
Battalion	3D6
Regiment or higher	4D6

Unit Type	Terrain Type				
	Forest	Water	Snow/Mud	Jungle	Marsh
Tracked	2+	2+	2+	3+	4+
Wheeled X Country	2+	3+	3+	4+	5+
Wheeled	3+	4+	5+	5+	-

Observer Height	Intervening Contour				
	1	2	3	4	5
6	X¼	X½	X1	X2	X5
5	X⅓	X¾	X1½	X4	-
4	X½	X1	X3½	-	-
3	X½	X2½	-	-	-
2	X¼	-	-	-	-

Weather Class	v. close	close	short	effective	medium	long	v. long	extreme
	0" - 9"	9" - 18"	18" - 27"	27" - 36"	36" - 45"	45" - 54"	54" - 63"	63" - 72"
Class 0	√	√	√	√	√	√	√	√
Class 1	√	√	√	√	√	√	√	-
Class 2	√	√	√	√	√	-	-	-
Class 3	√	√	√	-	-	-	-	-



	small	medium	large	v. large	bunker
1 Floor	15	25	40	50	Any
2 Floor	30	40	50	75	-
3 Floor	40	50	75	100	-
4 Floor+	50	75	100	125	-

Acquisition Type	Terrain type			
	Orchard	Wood	Forest	Jungle
Visual	4"	2"	1"	-
Electronic	∞	4"	2"	1"

Unit Types	Standard	Poor Going	Bad Going	Road
Infantry	5"	5"	4"	6"
Infantry Support	4"	4"	3"	5"
Tracked Slow	6"	4"	2"	+2"
Tracked Medium	8"	6"	4"	+3"
Tracked Fast	10"	8"	4"	+5"
Wheeled Road Vehicles	6"	3"	1"	+2D6
Medium Wheeled Cross Country	10"	7"	3"	+1D6
Fast Wheeled Cross Country	12"	8"	4"	+1D6
Amphibious Movement	3"	-	-	-
Boats & Landing Craft	4"	-	-	-
Helicopter	50"			

Terrain Type	Category	Terrain Type
Highway	Road	Trunk, Track
Grassland	Standard	Hard Sand
Fields		Agriculture
Rough Ground	Poor Going	Wood
Crossing AVLB Bridge		Orchard
Smoke		Shallow Water
Mud		Night Move (With Night Vision)
Marsh	Bad Going	Mud
Night Move (No Night Vision)		Jungle
Snow		Soft Sand
Forest		Ice
Deep Water (Non Amphibious)		Impassable

Target Unit Type	Chance
Infantry in the open	3+
Infantry in cover	5+
Vehicle in the open	3+
Vehicle in cover	4+
Missile in flight	6+
Helicopter / Aircraft	3+
Factor Modifiers	
Target fired	-1
Target close range or less (18")	-1
Target long or greater range (45"+)	+1
Target is dug in infantry	+1
Target is obscured	+1
Target is hull down	+1
Target is camouflaged	+1
Target out of visibility arc	+1
Small Infantry target	+1
Helicopter performed pop up	+1
Spotting at night	+2

Target Unit Type	Chance
Infantry in the open	4+
Infantry in cover	5+
Vehicle in the open	3+
Vehicle in cover	3+
Missile in flight	5+
Helicopter / Aircraft	3+
Factor Modifiers	
Target fired	-1
Target short range or less (27")	-1
Acquirer moving	+1
Target is dug in infantry	+1
Target is obscured	+1
Target is hull down	+1
Observing through artillery zone	+1
Observing through bombing zone	+1
Small infantry target	+1
Helicopter performing pop up	+1
Spotting at night	+1

Turn Sequence	
1. Determine Command Dice	<ul style="list-style-type: none"> Both players total command dice
2. Command and Control	<ul style="list-style-type: none"> Both players decide Counter Intel Dice Adjust total available command dice Roll command dice Total result with subordinate modifiers Deduct enemy counter intel roll from action point total
3. Both players compulsory moves	
4. Both players attempt re-morale	
5. Both players place units on reactive fire	
6. Both players place AA units on AA Overwatch	
7. Determine initiative	
8. Winning initiative player chooses to be player 1 or player 2	
9. Player 1 activates any/all units until all actions completed	
10. Player 2 activates any/all units until all actions completed	

Table 14 Special Armour			
Special	Ammo / Warhead Type		
Armour	Kinetic	HEAT/HESH	Tandem
None	-	-	-
Spaced	-	-1D3	-
Ceramic	-	-1D6	-1D3
Reactive	6+	4+	4+/6+

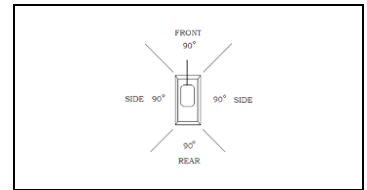


Table 15: Direct Fire								
Weapon	Range							
	v. close	close	short	effective	medium	long	v. long	extreme
	0" - 9"	9" - 18"	18" - 27"	27" - 36"	36" - 45"	45" - 54"	54" - 63"	63" - 72"
Flame	3+	-	-	-	-	-	-	-
Support	3+	4+	5+	6+	-	-	-	-
Autocannon	2+	3+	3+	4+	5+	-	-	-
AT round	1+	2+	2+	3+	3+	4+	4+	5+
HEAT round	2+	2+	3+	3+	4+	5+	5+	6+
AT Missile	2+	2+	3+	3+	4+	4+	5+	5+

Table 18 Firepower				
Weapon	Firepower	AoE	Max. Range	
Infantry Small Arms	5/2 per squad	Target	18"	Close
Tank Gun	*	2"	63"	V. Long
Support Weapon	*	2"	18"	Close
Inf. Flame Weapon	2D6	2"	6"	Assault
LMG	1D3	2"	27"	Short
HMG	1D6	3"	36"	Effective
Autocannon	*	3"	36"	Effective
Veh. Flame Weapon	3D6	3"	9"	V. Close

Die Roll Modifiers (Direct HE, A/T, HEAT and A/T Missile only)	
2 nd & subsequent shot at same target	+1
2 nd or 3 rd Generation ATGW	+1
Vehicle hit modifier	*
Firer moved (per action)	-1
Target moved (per action)	-1
Target obscured	-1
Target in cover	-1
Target deployed smoke	-1
Target hull down and/or dug in	-1
Target out of visibility arc	-1

Table 19: Direct Area/Indirect Area & Bombing					
OFF	FP Dice	To Hit	Infantry	Soft Skin	Armour
1 - 5	1D6	6+	-	-	-
6 - 9	1D6	5+	-	-	-
10 - 11	2D6	5+	-	-	-
12 - 13	2D6	5+	+1	-	-
14 - 15	2D6	5+	+1	+1	-
16 - 17	2D6	4+	+1	+1	-
18 - 19	3D6	4+	+1	+1	+1
20	3D6	4+	+1	+2	+1
20+	4D6	4+	+2	+2	+1

Table 21: Terrain Cover Effects			
Actual Cover	Cover	Heavy Cover	Reinforced
Orchard	√	-	-
Wood	√	-	-
Forrest	√	-	-
Jungle	-	√	-
Building	-	√	-
Fortification	-	-	√
Under Armour	-	-	√

Table 20: Firepower Effects																				1 - 5		
Die	Firepower																			6 - 9		
	Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	10 - 11
1	-	-	-	-	-	S	S	S	S	S	S	S	S	S	S	H	H	H	FB	FB	FB	12 - 13
2	-	-	-	-	S	S	S	S	S	S	S	S	H	H	H	H	H	FB	FB	FB	FB	14 - 15
3	-	-	-	S	S	S	S	S	H	H	H	H	H	FB	FB	FB	FB	FB	FB	FB	DH	16 - 17
4	-	-	S	S	S	S	H	H	H	H	H	FB	FB	FB	FB	FB	DS	DH	DH	DFB	DFB	18 - 19
5	-	S	S	S	H	H	H	H	FB	FB	FB	DH	DH	DH	DH	DH	DH	DFB	DFB	DFB	DFB	20
6	S	H	H	H	H	FB	FB	FB	FB	DS	DS	DS	DS	DH	DFB	DFB	DFB	DFB	DFB	DFB	DFB	20+

Table 22: Casualty Saving Check	
Unit	Casualty Save
Infantry in reinforced cover	3+
Infantry/Vehicle in heavy cover	4+
Unit dug in	4+
Infantry/Vehicle in cover	5+
Helicopter	5+
Vehicle/Infantry in the open	6+
Aircraft	6+

Firepower Effect Result			
S	Suppressed	H	Halt
FB	Fall Back	DS	Destroyed & Supressed
DH	Destroyed & Halt	DFB	Destroyed & Fall Back

Table: 27 Morale		
Dice Roll	Infantry	Vehicles
1	Fail	Fail
2	Fail	Pass
3	Pass	Pass
4	Pass	Pass
5	Pass	Pass
6	Daring (6+)	Daring (6+)

Table 28: Failed Morale		
Dice Roll	Infantry	Vehicles
1	Withdraw	Withdraw
2	Withdraw	Fallback
3	Fallback	Suppressed
4	Suppressed	Suppressed
5	Suppressed	Halt
6	Pinned	Cautious Advance

Unit Morale Die Roll Modifiers			
Infantry under artillery fire	-1	50% Infantry Casualty	-1
Target under air attack	-1	75% Infantry Casualty	-2