DEFINITIONS

Infantry v Infantry:
- Assault and add that to the infantry TU's
- Contact with the vehicle, roll two dice for the touch firing, infantry TUs whose bases are for each other
- A total. Highest total wins and the loser's damage to infantry
- They can attack the vehicle and apply attack against Infantry as they close before systems fitted (Strip mines or Box) roll an even number on the dice to remove Suppression on Infantry
- Damage to infantry that quarter is equalled or exceeded the damage table. Do

DEFINITIONs & TRICKY TERMS TO REMEMBER

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Quick reference notes - PAGE NUMBERS IN GREEN

P-Blank: 3cm; Close: 8cm; Short: > 30cm; Medium: 30 - 120cm; Long: 120 - 250cm NA: Infinite

Turn sequence

Defence and Cover for Infantry & Vehicles

ONLY Infantry TUs get an additional factor added to the defence rating dependent on their cover. It is divided into:
- Light cover (light vegetation, wooden buildings etc) = +1, and...
- Heavy cover (heavy vegetation, stone/concrete buildings, rubble, trenches etc) = +2

Infantry v Vehicles: Only use one infantry TU per quarter of the vehicle (maximum of 4 unless it’s a really big vehicle!). Even though it will be out of sequence, if the vehicle has anti-personnel defensive systems fitted (Strip mines or Box) roll an attack against Infantry as they close before they can attack the vehicle and apply damage to infantry before they make contact. When (and if) they do make contact with the vehicle, roll 2 dice for the assault and add that to the infantry TU’s Close Assault factor. If the vehicle’s DV for that quarter is equalled or exceeded the vehicle is damaged, so roll a die on the damage table. Do NOT use Overkill in this instance. If the infantry and vehicle survive to a second round of combat, one infantry unit is deemed to be on the vehicle roof: attack using top DV.

Troops involved in a close assault cannot fire or be fired upon.

Movement & Ranges for 15mm

Terrain types

Vehicle Type

Easy: +1 Band

DIFFICULT: QR*

Impossible

Wheeled

TM

M; LV; S; SW

Sp; DW; HV; R

Two-Wheeled

TM

HV; R

Sp; DW

Track

TM

Sp; HV; R

DW

Light Hover

TM; S/CW

LV; R

HV

Heavy Hover

TM

R

HV; DW

Light NoE

No Effect

LV

R; HV

Heavy NoE

No Effect

R

HV

Terrain Key

M; Mud, LV; Light Vegetation, S; Sand, SW; Shallow water; HV; Heavy Vegetation, R; Rocks/Rubble DW; Deep Water; Sp; Swamp, S/CW; Snow/Calm Water, TM; TarMac

Terrain bands for all weapon systems using the whites of their eyes rule.

Movement bands

Slow/Infantry 8cm

Medium 10cm

Fast 15cm

Very Fast 25cm

Extra Fast 35cm

Terrain Crossing QR rolls can be taken using the 1-2-4 rule

Damage Roll 1d6 + OVERKILL

1 Stalls: no move or fire next turn

2 Transmission busted: no moving ever

3 Weapon destroyed - target chooses

4 Weapon destroyed - attacker chooses

5 Target destroyed but hull stays.

64 Blows up. All Inf. in 8cm suppressed

Only Vehicle TUs that are partly obscured by hard terrain, buildings etc force the firer to alter its quality by one level down.

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Only a firing TU’s quality. At Long range or greater subtract 1 from the TU’s quality

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