DEFINITIONS
& TRICKY TERMS TO REMEMBER

Definition notes - page numbers in green

Movement & Ranges for 15mm

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        |
| Tracked        | 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 |

TERRAIN TYPES

| Movement Bands |

| SLOW/INFANTRY | 15cm |
| MEDIUM | 20cm |
| FAST | 30cm |
| VERY FAST | 50cm |
| EXTRA FAST | 70cm |

TERRAIN KEY


Infantry are unaffected by terrain but some is impassable - sheer cliffs, deep water, acid etc

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

For specific structures such as bunkers you may wish to use a Defensive Value (DV) for the building itself: ie Light/Medium/Heavy Building - DV 6/7/8; Light/Heavy Bunker - DV 7/9

NOTE: Powerguns treat light cover for infantry as heavy cover: this reflects the greater dissipation of powerguns rounds by light cover.

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

Quick reference notes - page numbers in green

DAMAGE ROLL 1d6 + OVERKILL

1 Stalils: 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 15cm suppressed

Close Assault

Infantry v Infantry: After movement & firing, infantry TUs whose bases are touching any other infantry TU. Roll a die for each TU and add its assault factor (see card). If 2 or more allied TUs are in assault, add all the numbers together to get a total. Highest total wins and the loser's TU(s) is destroyed and removed from the table; re-roll ties.

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 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 a die for the assault and add to 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 Bands

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1 Order? Roll a die for each leader - add LV.
2 Get LPs: Roll 2d6: add on LV of detachment minus TUs lost so far.
3 Allocate AA status of some weapons
4 Use LPs to MOVE then allocate LPs for other tasks (Artillery & Con-fire etc)
5 Direct fire (plus mortars and ATGWs): 5a. Check it has LOS (and in range) 5b. QR for firing weapon. 5c. AR for each successful QR. Suppress on fail for Infantry TUs 5d. DR if vehicle TU, Kill Infantry TUs

6 Close Assault
7 Result of a ATGWs, b Mortars & c Artillery
7d Call Artillery for next Turn
8 Dice to remove Suppression on Infantry
9 Remove Destroyed TUs

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Damage Roll: Tactical Unit

- Tactical Unit
- Damage Roll: Tactical Unit
- Infantry v Infantry: contact with the vehicle, roll two dice for the contact. When (and if) they do make touching firing, infantry TUs whose bases are touching can attack the vehicle and apply damage to infantry

- Assault, add all the numbers together to get damage to infantry

- Systems fitted (Strip mines or Box) roll an

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