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 any weapons
4 Use LPs to MOVE then allocate LPs for other tasks (Artillery & Con-fire etc)
5 Direct fire (plus mortars and ATGWs):
   a. Check it has LOS (and in range)
   b. QR for firing gun weapon.
   c. AR for each successful QR.
   d. Suppress on fail for Infantry TUs
   e. DR if Vehicle TU, Kill Infantry TUs
6 Close Assault
7 Result of a ATGWs, b Mortars & c Artillery
   d. Call Artillery for next Turn
8 Dice to remove Suppression on Infantry
9 Remove Destroyed TUs

**Movement & Ranges for 15mm**

**Vehicle Type** | **Terrain** | **Easy:** | **Difficult:** | **Impossible**
---|---|---|---|---
Wheeled | TM | +1 Band | M, LV, S, SW | Sp, DW, HV, R
Two-Wheeled | TM | HV, R | Sp | DW
Tracked | TM | Sp, HV, R | DW
Heavy | TM, S/CW | LV, R | HV
Heavy NoE | No Effect | LV | R, HV

**Movement Bands**

- **SLOW/INFANTRY**: 5cm
- **MEDIUM**: 7cm
- **FAST**: 10cm
- **VERY FAST**: 17cm
- **EXTRA FAST**: 24cm

**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

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

**Range Bands for all Weapon Systems using the Whites of Their Eyes Rule.**

- P-Blank: 2cm
- Close: 5cm
- Short: > 20cm
- Medium: 20 - 80cm
- Long: 80 - 170cm
- NA: Infinite

**Damage Roll**

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.
6: Blows up. All Inf. in 5cm suppressed

**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**

- **Terrain crossing QR**
  - Easy: +1 Band
  - TM: Light
  - LV: Medium
  - S: Hard
  - SW: Rough
  - HV: Heavy
  - R: Extreme
  - DW: Impossible

- **Terrain crossing QR**
  - Short range ADD 1 to a firing TU’s quality.
  - Long range or greater SUBTRACT 1 from the TU’s quality

**Definitions & Tricky Terms to Remember**

- **Quality Roll:** Roll against the quality of a troop type (Elite, Veteran etc). Used to HIT target
- **Fire Power:** A bonus to add to the dice score when making an Attack Roll
- **Attack Roll:** Roll by an attacker against the Defensive Value DV of the target to ‘penetrate’
- **Damage Roll:** Roll by a defender after a successful AR on a vehicle Tactical Unit
- **Leadership Value:** Bonus for detachment leader, used to generate LP

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