Quick Reference Sheet

ORDERS

1. Fire	Shoot without moving (may use Aimed Shot)
2. Advance	Move and then shoot.
3. Run	Move at increased speed without shooting.
4. Ambush	No move/shoot, but wait for opportunity to react.
5. Rally	No move/shoot, but lose D6 pin markers.
6. Down	No move/shoot, but more difficult to hit.

Pinned units test **Co** at -1 per pin:

Pass	Act on Order & remove 1 pin.
Fail	Remove 1 pin and receive 'Down' order.

MOVES

In the basic game all infantry have a basic move (M) of 5 inches and Run move (2M) of 10 inches. Units (not Support or Hvy Wpns) with a 'Run' order can 'Sprint' at (3M), then test Ag or receive pin marker for exhaustion.

AGILITY TEST FOR TERRAIN

Units must test **Ag** if moving through difficult terrain (Advance or Run) and are reduced to half pace if they fail the roll.

Units can cross obstacles (Advance) without testing, but must test **Ag** to cross at a Run. If this test is failed they halt behind the obstacle (Heavy teams can only attempt to cross at Advance with an **Ag** test).

Support weapon team	-1
Heavy weapon team	-2
Each crewman short	-1
Difficult terrain	0/-1/-2

ASSAULTS

Point Blank. Both the attacker and defender shoot point blank simultaneously. Place pin markers and take any break tests resulting.

Hand-to-hand fighting. Both the attack and defender fight simultaneously – using Strength 'to score hits'. After fighting add 1 pin marker to each unit for each casualty it has suffered. The side with the most pins loses and must take a break test.

Follow on Combat. Where both sides survive the winner can force a round of follow on combat. In the case of a draw surviving opponents can fight a follow-on round of hand-to-hand fighting by mutual consent.

Consolidation. Surviving units can make a consolidation move.

REACTIONS

Go Down	Auto when shot at (Fire or Advance)	Down order
Stand and shoot	vs Run when assaulted	Fire order
Escape	vs Run when assaulted	Run order
Firefight	vs Fire at up to 20"	Fire order
Dash to Cover	vs Fire at more than 20" (not-OH)	Run order
Ambush	vs Advance or run	Fire/Ambush

ACCURACY MODIFERS

The following modifiers apply to a unit's Acc when shooting.

Per Pin	-1
Long Range	-1
Extreme Range	-2
Intervening Low Obstacle	-1
Intervening Light Terrain	-2
Aimed Fire (Fire order only)	+1
Rapid Fire (at long/extreme range)	-1
Overhead Fire	-2
Each crew short of full team	-1
Heavy weapon out of arc	-2

A full weapons team is 2 for support and 3 for heavy weapons.

RESIST STAT MODIFERS

The following modifiers apply to Res when hit.

Strike value of weapon	-SV
Resist Bonus of Armour	+RB
Cover (default +2)	+1, 2 or 3

Cover value applies to individual models that are behind/within cover relative to the models shooting at them.

BREAK TESTS

Test against Command. Units with pins equal to or more than Command stat are treated as having taken and failed a test.

Triggers
- One or more pins per model when shot at and hit.
- Suffers half own number of casualties from shooting
- Defeated or draw in hand-to-hand fighting

Fail
The unit breaks if it has lost more than half number or following hand-to-hand fighting. If unit has not lost more than half number go down/broken on a roll of 10.