

## SPOTTING

M	L	2L	3L	>3L	>3L	>3L
<b>Target Situation</b>						
Camouflaged unit			◀ 3			
Fire marker			▶ 2			
Vehicle			▶ 2			
<b>Target Situation without fire marker</b>						
Squad ≤ 2 figures			◀ 1			
Recon unit			◀ 1			
<b>Spotter Situation</b>						
Vehicle (except open-topped)			◀ 1			
<b>Weather (use the worst)</b>						
Rainstorm/Overcast			◀ 1			
Fog/Darkness			◀ 2			
<b>Terrain</b>						
Linear cover			◀ 1			
Light cover for <b>IS</b>			◀ 1			
Heavy cover for <b>IS</b>			◀ 2			

## MORALE CHECKS

● **Recruit:** d6 ● **Trained:** d8 ● **Elite:** d12

<b>Morale Check Modifiers</b>	
Commander within <b>M</b>	▲ 1
Heavy Cover	▲ 1
Spotted enemy within <b>M</b>	▼ 1
Pinned unit / Panicked unit	▼ 1
Unit under half strength	▼ 1



## ANTI-TANK FIRE

<b>Firer Modifiers</b>	
Elite unit	▲ 1
Recruit unit	▼ 1
Firer is shaken	▼ 1
Reactive fire	▼ 1
Firing after movement	▼ 1
Firing after turning turret	▼ 1
<b>Target Cover Modifiers</b>	
Recon unit	▼ 1
Light cover/	▼ 1
Heavy cover	▼ 2

## ARMOUR PENETRATION

Armour ▼	AT ▶	A	B	C	D	E	F	G
0		d12+	d12+	d12+	d12	d12	d12	d12
1		d12+	d12+	d12	d8	d8	d6	-
2		d12+	d12+	d8	d6	d6-	-	-
3		d12+	d12	d6	d6-	-	-	-
4		d12	d8	d6-	-	-	-	-

## DEFENCE ROLL

DEFENCE ROLL	Running in the open	Other	Heavy cover	Fortifications
	d6	d8	d12	re-rollable d12

Elite : ▲ 1

## ANTI-PERSONNEL FIRE / FIRING AT LIGHT VEHICLES

<b>Firing Unit</b>	
Elite unit	▲ 1
Recruit unit	▼ 1
Firing unit shaken	▼ 2
Reactive fire	▼ 2
Firing after turning turret	▼ 1
<b>Target Unit (teams only)</b>	
Team of ≤ 2 figures	▼ 1
Enemy hit the dirt/ Camouflaged	▼ 2
<b>Target Unit Cover (infantry teams only, do not apply to suppressive fire)</b>	
Recon unit	▼ 1
Light cover / Light linear cover	▼ 1
Heavy cover / Heavy linear cover	▼ 2
HE vs buildings, dense forest, jungle	▲ 2

Do not apply modifiers marked ■ to indirect fire.

## ASSAULTING INFANTRY

<b>Assault Modifiers</b>	
Unit graded Elite	▲ 1
Unit graded Recruit	▼ 1
Attacking units	▲ 2
Deactivated defender	▼ 2
Shaken unit	▼ 2
Pinned unit	▼ 4
Unit in or behind light cover	▼ 1
Unit in or behind heavy cover	▼ 2

## ASSAULTING/SHOOTING LIGHT VEHICLES

<b>Successes</b>						
0	1	2	3	4	5	6
▼ 3	▼ 2	▼ 1	-	▲ 1	▲ 2	▲ 3

## LIGHT DAMAGE

1	Vehicle deactivated
2	Vehicle shaken
3	Secondary weapon lost
4	Vehicle immobilised
5	Primary weapon lost
6+	Vehicle destroyed



## DRAWN INITIATIVE: WESTERN DESERT

- 1 Sandstorm:** Each player randomly discards 1 activation card from their hand and makes a morale check for each unit more than **S** away from all other friendly team leaders. 1 Stress if the check fails, otherwise nothing.
- 2 Push Forwards!:** Starting with a randomly determined player, both players roll a **d8**. On a success, they can choose one deactivated friendly unit and resolve an advance action with them.
- 3 Low on Ammunition:** Starting with a randomly determined player, each player rolls a **d8**. On a success, they can choose an enemy infantry team. That team suffers 2 burns to its fire actions until the end of the turn.
- 4 Mirage:** Each player rolls **5d6**. The player with the most successes may remove one Fire marker from a unit of their choice.
- 5 Spotted:** Both players roll **5d6**, and whoever gets the most successes can place a Fire marker on the enemy unit of their choice. This makes them easier to spot.
- 6 Heatwave:** The heat is too intense: no movement is possible until the end of the turn. Vehicles lose one movement token.

- 7 Mine:** Next time each player moves one of their units, roll a **d6**. On a success, a mine explodes. Roll a **d8**. On a success, an infantry team takes 1 casualty and 1 Stress token. If it's a vehicle, make a roll to destroy it with an AT factor of D.
- 8 One More Push!:** Each player rolls a **d8**. On a success, they choose a unit and regain 1 of its actions for the turn (i.e. a green token is removed, or a red token is turned to show its green face).
- 9 Message Received:** Each player rolls a **d6**. On a success, they randomly select a card from their discard pile and return it to their hand. Then, they discard one of the cards in their hand.
- 10 Stroke of Luck:** Each player draws a bonus card.
- 11 Stray Soldier:** Each player rolls **5d6**, and whoever gets more successes can add one figure to the infantry team of their choice. If both players get the same number of successes, nothing happens.
- 12 Artillery attack:** Each player rolls **5d6**. The player with the fewest successes has one of their units (chosen at random) become the target of an artillery attack. Resolve a heavy mortar shot. If both players get the same number of successes, nothing happens.

## ARMOURY

	Range	Firepower	AT	Close Combat
Pistol ( <b>PST</b> )	M	1d6	-	1d6
Submachine Gun ( <b>SMG</b> )	L	1d8	G	1d8
Rifle ( <b>R</b> )	2L	1d6	G	1d6
Assault Rifle ( <b>AR</b> )	2L	1d6 / 1d8	G	1d8
Automatic Rifle ( <b>BAR</b> )	2L	2d8	G	2d6
Sniper Rifle ( <b>SNIPER</b> )	∞	d12+	G	1d6
Light Machine Gun ( <b>LMG</b> )	3L	4d6	G	2d6
Knee Mortar/Grenade Launcher ( <b>KM</b> )	2L	1d8	G	1d6
Anti-tank rifle <b>ATR</b>	2L	-	E	1d6
Reloadable Portable Anti-Tank Weapon ( <b>ATW</b> )	2L	-	C	-
Consumable Portable Anti-Tank Weapon ( <b>ATC</b> )	L	-	D	-
Flamethrower ( <b>FT</b> )	M	4d12	D	4d12
Medium Machine Gun ( <b>MMG</b> )	∞	4d8	G	2d8
Heavy Machine Gun ( <b>HMG</b> )	∞	3d12	F	2d8
Autocannon ( <b>ACN</b> )	∞	1d12	E	-
Heavy Autocannon ( <b>ACN (H)</b> )	∞	2d12	D	-
Anti-Tank Gun, Ultra-Light ( <b>ATG (UL)</b> )	∞	-	E	-
Anti-Tank Gun, Light ( <b>ATG (L)</b> )	∞	4d6 <b>S</b>	D	-
Anti-Tank Gun, Medium ( <b>ATG (M)</b> )	∞	4d8 <b>S</b>	C	-
At Gun, Heavy ( <b>ATG (H)</b> )	∞	4d8 <b>M</b>	B	-
At Gun, Super-Heavy ( <b>ATG (SH)</b> )	∞	4d12 <b>M</b>	A	-
Light Mortar ( <b>MO. (L)</b> ) / Light Howitzer ( <b>LH</b> )	>M / ∞	4d6 <b>S</b>	E	-
Mortier Moyen ( <b>MO. (M)</b> ) / Medium Howitzer ( <b>MH</b> )	>M / ∞	4d8 <b>S</b>	E	-
Heavy Howitzer ( <b>HH</b> )	>M / ∞	4d12 <b>M</b>	D	-

## NORTH AFRICA QRS

v3.5



	Type	Cover	Height	Effect on Movement				
				Teams				
Tall grass, tilled fields	Area	Light	Low	-	4R	3R	3R	2R
Rocky ground	Area	Light	Low	-	3R	2R	2R	2R
Woods, fields, orchards	Area	Light	High	-	2R	2R	2R	2R
Marshes	Area	Heavy	Low	No Running	Impassable	Impassable	Impassable	Impassable
Forests, jungles	Area	Heavy	High	No Running	Impassable	Impassable	Impassable	Impassable
Ruins	Area	Heavy	High	No Running	Impassable	Impassable	Impassable	Impassable
Wooden barriers	Obstacle	Light	Low	No Running	2R (Breakdown)	2R	2R	2R
Haystacks	Obstacle	Light	Low	No Running	Impassable	2R (Breakdown)	2R (Breakdown)	2R
Low walls, embankments, barricades	Obstacle	Heavy	Low	No Running	Impassable	Impassable	Impassable	2R
Bocage*	Obstacle	Heavy	High	Vaultable	Impassable	Impassable	Impassable	1R (Breakdown)
Walls, palisades	Obstacle	-	High	Vaultable	Impassable	Impassable	Impassable	1R (Breakdown)

\*Bocage: see rules on CRB p.61.