

SPOTTING

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

MORALE CHECKS

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

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



ANTI-TANK FIRE

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

PENETRATION FACTOR

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

Firing Unit	
Elite unit	▲ 1
Recruit unit	▼ 1
Firing unit shaken	▼ 2
Reactive fire	▼ 2
Firing after turning turret	▼ 1
Target Unit (teams only)	
Team of ≤ 2 figures	▼ 1
Enemy hit the dirt/ Camouflaged	▼ 2
Target Unit Cover (infantry teams only, do not apply to suppressive fire)	
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

Assault Modifiers	
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

ASSAUT/TIR CONTRE VÉHICULES LÉGERS

Réussites						
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

- 1 Tight Corner:** Both players discard one randomly-selected activation card from their hand.
- 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 Sniper:** Randomly choose one infantry team from each player's force. Roll a d12 for each team. On a success, the target unit takes 1 Stress and makes a defence roll with 1d6. If they don't get a success on their defence roll, they suffer 1 casualty and take 1 additional Stress.
- 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 Drizzle:** Until the end of the turn, spotting takes a -1 column penalty to the left, and all shooting suffers 1 burn.

- 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 Air Attack!:** Each player rolls 5d6. The player with the fewest successes randomly selects one of their units to be attacked by an aeroplane. Resolve a fire action against this unit as though it had been targeted by an HMG (page 46).

ARMOURY

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

QUICK REFERENCE SHEET

v3.2



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

*Bocages: see rules on page 61.