

TURN SEQUENCE

Turn Sequence is controlled by drawing cards from the Activation Deck.

1. Card is drawn from the Activation Deck and the corresponding number and color HQ is activated.
2. When activated, a unit's models perform all actions and then its card is removed from the table. That unit has completed its turn and the next card is drawn. Units NEVER activate twice in one turn.
3. When one of the C-in-C's cards is drawn, you may either activate the C-in-C models OR activate a HQ under the C-in-C's command that has yet to activate. In the latter case, remove one C-in-C card. Even when using C-in-C's cards to activate units, a unit NEVER activates twice in one turn. If the C-in-C decides not to activate any models, the card is still removed.
4. When a Joker card is turned over, the player may call in an Air Strike OR Artillery Fire Mission – black Joker for Axis and red Joker for Allies.
5. Once all cards in the Activation Deck have been drawn and all units activated, the turn is over. Turn over Overwatch markers that fired. Place HQ/C-in-C cards face up, reshuffle the Activation Deck, start a new turn.

MOVEMENT

Men & Man Packed:	+2" full move on a Road - 2" any part of move in Rough
Animal:	+4" if full move is on a Road - 4" any part of move in Rough
Wheeled:	Doubled (x2) on Roads Quartered (x1/4) in Rough
Tracked & half-tracked :	Doubled (x2) on Roads Halved (x1/2) in Rough
Towed: per towing Model	



ACTIVATION PHASE

Activated models may perform up to TWO actions as listed below in any combination:

- **Move**
- **Spot**
- **Fire**
- **Improve Cover**
- **Go on Overwatch**
- **Qtest to Rally (or Repair Main Gun on AFV)**

Models NEVER fire twice during activation, but may move twice. If making a Qtest to Rally, it must be the first Action attempted. To perform 2nd action (except Move) model must pass Qtest. If failed, no 2nd action is allowed. Move as a 2nd Action is automatic, no Qtest is required.

NO SURE THING

Rule applies to all firing and template d6 rolls except Close Assaults (and Qtests). If the firer rolls a natural 1 it is ALWAYS a miss. If firer rolls a natural 6 on a d6 roll, it's roll 1 extra d6 and add it to the score. **EXCEPTION:** When firing AP and the firer's AP value has an "*" only "1" is added to the score instead of a d6.

If the Defender rolls a natural 1 on a d6 roll, any combat result is increased by one level EXCEPT a result of No Effect -- the No Effect result is never increased to a Qtest result. If Defender rolls a natural 6 on a d6 roll, the shot is an automatic miss.

Combat Resolution

Attacker

Defender

Small Arms

Roll #d6 per (ROF)
ADD Small Arms Modifier
SUBTRACT Movement Penalty

Roll 1d6
ADD Front or Side/Rear Defense Factor
ADD Cover Bonus
ADD Bonus for Breaking Cover/Moving

Armor Piercing AP

Roll 1d6
ADD AP Fire Factor
SUBTRACT Movement Penalty

Roll 1d6
ADD Front or Side/Rear Defense Factor
ADD Cover Bonus
ADD Bonus for Breaking Cover/Moving

High Explosive HE

Qtest - Place Template
Roll 1d6 for each Model under Template
ADD HE Fire Factor

Roll 1d6
ADD Side/Rear Defense Factor
ADD Cover Bonus

Air & Artillery

As High Explosive HE Except Defender Uses Top Defense Factor

Close Assaults

Roll 1d6 Each Attacker (use highest)
ADD Assault Factor Of Each Attacker

Roll 1d6
ADD Assault Factor
ADD Cover Bonus

No Sure Thing Rule
Does Not Apply

DEFENSE FACTOR

Every model has a Defense Factor (DF) Front, Side-Rear, and Top. The Defense Factor is added to the Model's d6 roll along with any modifier for Cover.

- **The Front "F" Factor** is used when fire comes from the front 180 degrees arc.
- **The Side/Rear "SR" Factor** is used when fire comes from the other 180 degrees arc -- i.e. from the side or rear - or when incoming fire is HE and ATRL.
- **The Top "T" Factor** is used only for Air Strikes and Artillery.

COVER (*Modifiers for Ruins and Improved Cover are cumulative*).

1. **Soft Cover (+1 to Defender's roll)** – bushes, trees, wooden buildings, (fences only provide cover from the "front," Soft Cover provides (No +1) against HE, Air Strikes, and Artillery).
2. **Hard Cover (+2 to Defender's d6 roll)** – stone walls or stone, brick, cement buildings.
3. **Ruins (+1 to Defender's roll)** – all ruined structures, plus buildings 6x6-inches or smaller hit by HE, Artillery, or Air Strikes becomes a Ruin. Ruins confer an additional +1 to models.
4. **Improve Cover (+1 to Defender's roll)** – Models Improve Cover as an action. Improved Cover is lost when models move or are Forced Back, but not when defending against Assaults
5. **Prepared Positions** (trenches, bunkers) provide +1 or more (see specific scenario details).

COMBAT RESULTS - DAMAGE TABLE

0 (or less): NO EFFECT. Miss. Even if the defender rolls a natural 1.

+1: QTEST. Pass is No Effect. Fail is Suppressed.

+2: SUPPRESSED. Roll half number of d6 when firing. Half Movement. Close Assault factor is reduced by half (all halves rounded down), 1 halved is 0 (zero) which means weapons rolling 1d6 such as rifles and vehicles firing AP cannot fire when Suppressed. Suppressed models firing HE and ATRL subtract 1 from Qtest rolls. Suppressed models may not advance closer to enemy models. If models in Close Assault suffer a Suppressed result while assaulting, they make a Qtest. If passed, the assault goes in (at half effect) If failed, model stopped 1" from enemy. Suppressed Models Qtest to Rally as their first Action on activation. Second Suppressed result gets converted to a Forced Back.

+3: FORCED BACK. Model makes a full move away from nearest enemy toward closest Cover and stops once in Cover, then model is Suppressed. If there is no Cover within one full move, the model MUST move away from the nearest enemy until it reaches the closest cover, Model stops and is Suppressed. If Model is not Suppressed, it may opt for a Qtest to cancel the Forced Back retreat and remain in place, but will then be Suppressed. If the model is already Suppressed, it cannot opt for a Qtest, but must retreat to Cover at half movement. A second Forced Back result while a model is retreating gets converted to Wounded/Damaged. Models In Command (within the command radius of a HQ or C-in-C) halt at the table edge. Models not In Command forced off board may not return, do not count as KO. A second Forced Back result while retreating gets converted to Wounded/Damaged,

+4: WOUNDED/DAMAGED. Same effects as Suppressed, except the effects are permanent and CANNOT be removed (Rallied) with a Qtest. Exception: Vehicle models may Qtest as the first action when activated to repair their Main Gun and only their Main Gun. If passed, the Main Gun is available to fire normally, but all other effects remain. If failed, the Qtest may be tried during subsequent activations. Models both Suppressed and Wounded/Damaged cannot move nor fire. A second Wounded/Damaged result is Knocked Out (KO).

+5: QTEST. Model Qtests. Passed, Model is Wounded/Damaged. Failed, Model is Knocked Out (see below).

Brew-Up Rule: These Models have a notation "see Brew-up Rules" on the Army List. On a Combat Result of +5 the Model is automatically Knocked Out with no Qtest to be Damaged allowed.

+6 (or more): KNOCKED OUT (KO). The model is out of the battle. Qtest to see if Man-Packed Weapons survive and can be used again.