

**Combat Quality = Regular** **Regular Infantry Platoon Early War** **Points**

**CQtest = 4+ | CAC Duel '0'**  
 HQ and Troop Teams 5 SP  
 MMG & Lt Mortar Teams 4 SP



FIRING					
<b>HQ Team (1)</b>	<b>Open</b>	<b>Light</b>	<b>Heavy</b>	<b>Dug-In</b>	<b>Molotov Cocktails</b>
Roll 4d6: range up to 3"	3	2	1	1 + CQ	up to 1" CQtest
<i>One HQ is CiC (FAO/FAC)*; remaining 3 are Platoon HQ Teams</i>					Hit = 1d20 No Mod

<b>Lt Mortar (1) &amp; MMG (1)</b>	<b>Open</b>	<b>Light</b>	<b>Heavy</b>	<b>Dug-In</b>	<b>Lt Mtr v AFV-Veh</b>
Lt Mtr roll 3d6: range 2" to 48"	3	2	1	1 + CQ	Roll 1d6 up to 48"
MMG roll 5d6: range up to 30"	3	2	1	1 + CQ	FAV -6 PAV -3
<i>Light Mortar only; Troop Teams hit are +1 to d20 Damage Rolls</i>					Vehicle/Gun '0'

<b>Troop Team (6)</b>	<b>Open</b>	<b>Light</b>	<b>Heavy</b>	<b>Dug-In</b>	<b>vs. AFV-Veh Stats</b>
Roll 4d6: range up to 3"	3	2	1	1 + CQ	Roll 1d6 up to 2"
Roll 3d6: range from 3+" to 18'	3	2	1	1 + CQ	FAV -6 PAV -4
<i>3 Platoons each with a HQ; 1 Lt Mtr; 1 MMG; 6 Troop Teams</i>					Vehicle/Gun '0'

MOVEMENT	
Road	10"
Clear	9"
Rough	7"
Soft	5"
Unsafe	4"

Personal Combat Modifiers	
Outnumber (2 to 1: +1) (3+ to 1 +2)	
Special Forces +2	FAV Crew +5
Elite +1	PAV Crew +4
Regular "0"	Dug-In Team +3
Poor -1	Heavy Cover +2
Irregular -2	Light Cover +1
Team Pinned or Shaken -1	
Troop Team Critical -2	
Vehicle or AFV Team M or F Kill -3	

Hit Results (d20)	
20	KIA!
19	3 SP Lost
16-18	2 SP Lost
14-15	1 SP Lost
8-13	Pinned
4-7	Retreat
3	Panicked
1-2	No Effect

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Pass = Yes | FAO\* 2d6 Deviation  
 Para = No | FAC\* 2d6 Deviation  
 \*Only CiC Team is FAO/FAC

Combat Action Command (CAC) - Troop Team Data Cards for Early War - Free PDF Download 08-28-20

**Combat Quality = Green** **Green Rifle Platoon Early War** **Points**

**CQtest = 5+ | CAC Duel '-1'**  
 HQ and Troop Teams 4 SP  
 Sniper & Lt Mortar Teams 3 SP



FIRING					
<b>HQ Team (1)</b>	<b>Open</b>	<b>Light</b>	<b>Heavy</b>	<b>Dug-In</b>	<b>Molotov Cocktails</b>
Roll 3d6: range up to 3"	3	2	1	1 + CQ	up to 1" CQtest
<i>One HQ is CiC (FAO/FAC)*; remaining 3 are Platoon HQ Teams</i>					Hit = 1d20 No Mod

<b>Lt Mortar (1) &amp; MMG (1)</b>	<b>Open</b>	<b>Light</b>	<b>Heavy</b>	<b>Dug-In</b>	<b>Lt Mtr v AFV-Veh</b>
Lt Mtr roll 3d6: range 2" to 48"	3	2	1	1 + CQ	Roll 1d6 to 48"
MMG roll 4d6: range up to 30"	3	2	1	1 + CQ	FAV -6 PAV -3
<i>Light Mortar only; Troop Teams hit are +1 to d20 Damage Rolls</i>					Vehicle/Gun '0'

<b>Troop Team (6)</b>	<b>Open</b>	<b>Light</b>	<b>Heavy</b>	<b>Dug-In</b>	<b>vs. AFV-Veh Stats</b>
Roll 3d6: range up to 3"	3	2	1	1 + CQ	Roll 1d6 up to 1"
Roll 2d6: range from 3+" to 18'	3	2	1	1 + CQ	FAV -7 PAV -5
<i>3 Platoons each with a HQ; 1 Lt Mtr; 1 MMG; 6 Troop Teams</i>					Vehicle/Gun '0'

MOVEMENT	
Road	9"
Clear	8"
Rough	6"
Soft	4"
Unsafe	3"

Personal Combat Modifiers	
Outnumber (2 to 1: +1) (3+ to 1 +2)	
Special Forces +2	FAV Crew +5
Elite +1	PAV Crew +4
Regular "0"	Dug-In Team +3
Poor -1	Heavy Cover +2
Irregular -2	Light Cover +1
Team Pinned or Shaken -1	
Troop Team Critical -2	
Vehicle or AFV Team M or F Kill -3	

Hit Results (d20)	
20	KIA!
19	3 SP Lost
16-18	2 SP Lost
13-15	1 SP Lost
8-12	Pinned
4-7	Retreat
2-3	Panicked
1	No Effect

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Pass = Yes | FAO\* 2d6 Deviation  
 Para = No | FAC\* 2d6 Deviation  
 \*Only CiC Team is FAO/FAC