

UNIT ROSTER

FRIENDLY ROSTER

ID	NAME	STATUS	NOTES

ENEMY ROSTER

ID	NAME	NOTES

GAME TURN

- Group Creation
- Friendly Units Activation
- Enemy Presence Check
- Enemy Forces Activation

UNIT ACTIVATION

Roll 3 Action Dices

- - ■ : No Action
- - ■ : One Action Point (AP)
- : One Bonus Action Point (BAP)

Available Actions

- Moveone Stripe (*gain 1RP)
- Moveto Terrain Feature (*gain 1RP)
- Take Cover
- Redeploy
- Fire (*+1DRM)
- Flanking Fire 2 AP
- Recovery (*Leader not required)
- Overwatch (* no -1DRM)
- Close Combat (*+1DRM)
- Hide
- Spot (*+2DRM)
- Cover Fire (*+1DRM)
- Remove Barbed Wire (*+ 2DRM)

** Spend one BAP*

COMBAT MODIFIERS

- Terrain: ? TN
- Cover Marker: +1 TN
- Flanking Fire:
 - +1 DRM (vs Foot)
 - +2 DRM (vs Vehicle)
- Leader direction: +1 DRM
- Overwatch: -1 DRM
- Veteran: +1 DRM
- Attacker is Suppressed: -1 DRM
- Grenade: +2DRM (see rules)

CLOSE COMBAT

- 1 Unit equipped with a LMG, HMG, Mortar, FT or Anti-Tank
- 1 Unit is Suppressed
- 0 Unit equipped with a Rifle
- +1 Unit equipped with a SMG or Assault Rifle
- +1 Unit equipped with a pistol
- +1 Group on a Building (Defender)
- +1 Group receiving a TN Bonus from Terrain (1st Round) (Defender)
- +1 Group with more Units
- +1 Group with more Veteran

TURN TRACK

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

NIGHT RANGE TABLE

Roll 1d6*

- - ■ : Range zero (same Stripe)
- - ■ : Range 1
- + : Range 2

**Flares! Event: +2DRM*

RECOVERY

3+ to remove

Suppression

Veteran: +1 DRM

RECON POINTS

Reroll 1d6

+2 DRM Attack Roll

Ignore Terrain Cover (Vehicles)

-1 DRM to Enemy Entrance
Tables