

## Quick reference sheet

### Sequence

Roll for initiative

Command: movement of units,  
starting with initiative moves

Shooting: Shooting with units

Hand-to-hand: both sides engage in  
hand-to-hand combat.

### Command phase

Enemy within 12": initiative moves  
Dice roll determines number of  
orders.

Change of formation: 1 order

0 = No order can be given

1 = 1 order

2 = 2 orders

3 = 3 orders

**B** = BLUNDER

### Movement

Infantry, artillery 6"

Cavalry 18"

Motorised 12/18"

Marching down a road: one free  
move

### Shooting (adjustment to dice roll when:)

**5, 6 is hit! All dice hit: target in  
disorder**

+1 firing on close order

+1 close range (8")

-1 shooters disordered or shaken

-1 target not clear/cover

-1 target is in open order

### Hand-to-hand (adjustment to dice roll when:)

**5 and 6 is hit!**

+1 charging/ fixed bayonets

+1 defending hard cover

-1 shaken or disordered

-1 attacked in the rear or flank

-1 attacking enemy in hard cover

### Loser takes test

1-4: pull back 1 move in disorder

Lose prisoners

5, 6: stay put

Artillery breaks and is removed



Weapon	range	shots
Handgrenade	6"	special
Pistol	8"	1
Sub machine gun	12"	2
Shotgun	8"	1
Flamethrower	8"	6
Rifle	24"	1
Automatic rifle	24"	2
Light machine gun	36"	3
Hvy machine gun	36"	6

### Orders

Move	Grenade!
Change formation	Smoke
Crawl	Rally!
Fix bayonets!	(Dis) mount
Charge	(Un) Limber
Ambush	Aim
Cover!	(Set) Breakup

When a unit has more than 50%  
casualties, it becomes shaken.  
When 25% of the figures are left,  
the unit is broken.

A group breaks when more than  
half of its units are shaken, broken  
or removed.

### Blunders

1. Back men!: two moves to the  
rear
2. Regroup!: 1 move to the rear
3. To the left!: 1 move to the left
4. To the right!: 1 move to the  
right
5. Forwards!: 1 move forward
6. Charge!: Roll a D6:  
1-2: 1 move  
3-4: 2 moves  
5-6: 3 moves