

Ask anyone in the general population to imagine what World War II looked like and they will probably picture masses of tanks charging across open country, crushing everything in their path, in true *Blitzkrieg* fashion. Understanding the tank and its uses will be the theme of this introduction to GHQ's rules. This abridged version of *Micro Armour: The Game-WWII, 2nd Ed.* includes the steps and information pertaining to tanks only. The unabridged rules discuss the game in more depth and include all the details needed to game with other weapons, along with infantry. The section numbers used here correspond to the sections in the complete rule set.

[1.0] INTRODUCTION

Micro Armour: The Game-WWII is a set of WWII game rules produced for GHQ Micro Armour® covering mid-20th century tactical armoured warfare. This period, between 1936 and 1945, was perhaps the most violent in the history of mankind. Many of the most radical innovations in the art and science of warfare occurred during this time.

First and foremost, we think the rules are fun to play! The games are exciting and competitive. As a player, you will command highly mobile, powerful weapons, each with its own inherent strengths and weaknesses. You will learn that no weapon wins battles alone; effective integration of weapons, i.e. "combined-arms" tactics—work best.

We have organized these tank-only rules to introduce you to "the way" of *Micro Armour: The Game*. Once acquainted with the mechanics of the game, you will be ready to play the complete game, with all the other elements of WWII combined arms warfare.

For even the youngest and most inexperienced of you, we hope to provide some insight into the means by which great nations waged war in the mid-twentieth century. Those of you "Groggnards" who have "been there, done that" may learn something too. Most importantly though, everybody will have a good time!

[2.0] GENERAL DESCRIPTION OF PLAY

Each game is played in a scenario of from 8 to 20 turns. Each scenario has its own victory conditions and perhaps one or two special rules. Every game turn consists of several "phases" which *must* be conducted in the prescribed sequence for the game to progress in a smooth and orderly manner. In the course of one game turn, you may move and initiate combat with your tanks in order to gain the scenario's victory conditions.

- One model tank per stand = 1 tank platoon
- One game turn = 3 minutes real time
- One inch on the game surface = 100 yards or meters
- One elevation level of hills and ridges = 10 meters

[3.0] EQUIPMENT

In addition to the items below, you will need some paper, a pen or pencil, and a measuring tape. Optional: white, black, green, and red plastic beads.

[3.1] Playing Surface

Unlike a board game, where the playing surface is provided for you, *you* create the playing surface in a miniatures game. This surface may be as elaborate or as simple as you desire. Keep in mind that terrain features must be distinct, clearly delineated, and unambiguous. On no account should they ever interfere with the smooth flow of play.

[3.2] Playing Pieces

Mount your tank models on 1-inch square stands. Each stand will represent a tank platoon of 3–6 vehicles. Mount the models so they

clearly face one side of the stand. To make identifying each stand easier, mark each of your stands in some way. For instance, add numbers to the lower right corners.

You will also require certain markers (provided for you) to play the game. You may copy the provided markers and templates on to heavy paper or card stock. These markers indicate suppression, disorganization, wrecks, etc. (As explained later, you may use plastic beads in place of some paper markers.)

[3.3] Charts and Tables

The charts and tables included with these rules have information pertaining to tanks only. (The full rule set includes information for wheeled vehicles, artillery, personnel, aircraft, etc.) Please examine the charts and tables thoroughly before beginning play.

[3.4] Dice

These rules require one twenty-sided die (1D20) and two six-sided dice (2D6).

[4.0] SEQUENCE OF PLAY

During each game turn, players may move and attack with all, some, or none of their tanks. Performing these actions within the sequence of play is required without exception.

1. Initiative Phase - Each player rolls 1D6 and adds the result to his force cohesion level (found in the scenario being played). The player with the highest total has the initiative this turn. In the case of a tie, repeat the process.

2. Posture Determination Phase - There are two possible "postures." A stand may be either in the "movement posture" or the "firing posture." To determine posture for the turn, the player who has earned the initiative decides who must go first. The players then alternate indicating any stands, or groups of stands, they wish to attempt to move this turn. They do this by forming "movement groups." All members of a movement group will be in the movement posture. (*See sections 8.1.1 and 8.1.2.*)

Each movement group should be marked with either a "movement" marker or green bead to identify it as such. Any stand not in the movement posture is automatically in the firing posture (no marker needed).

One player must indicate the composition of a specific movement group before the next player indicates the composition of one of his groups. Players alternate this activity until all movement groups desired for this turn have been designated.

Note: Players must designate all their multi-stand groups before they can designate any one-stand groups.

3. Fire Phase - Players alternate attacks. "S" and "D" markers are placed and stands removed according to the Combat Results Table (CRT).

(See [7.0] “Combat” and the Fire Procedure game chart.) Mark stands that have attempted to fire with a “fired” marker or red bead.

4. Movement Phase - Players alternate attempts to move their stands subject to the rules governing this process. (See [8.0] “Movement.”) Opportunity Fire (section [8.5]) and Covering Fire (section [8.6]) may take place. These are the only types of fire allowed in this phase.

5. Marker Removal Phase - Players remove all “movement” and “fired” markers from the playing surface. Next, every player makes one 1D20 cohesion roll for each of their stands with “S” and/or “D” markers, applying required modifiers.

A successful modified cohesion roll removes an “S” marker from a stand (Recovery), while a “natural” (i.e. unmodified) roll of 1 removes both “S” and “D” markers from a stand (Rallying!). A natural 20 causes an automatic “(S)” result (Panic!).

Example: “Max” (Our typical player) is commanding a force of Soviet armour and his force cohesion level is 13.

In the last Fire Phase one of Max’s T-34 stands was hit and received an “S” marker (suppression). As long as that stand remains suppressed +4 must be added to *all* its cohesion roll results. (See [7.2] *Combat Results.*)

During the Marker Removal Phase of turn one, Max attempts to recover from the “S” result. He rolls 1D20 and gets 10. He must add 4 (for the “S”) to this result, making the *modified* cohesion roll 14. With 14 being higher than his cohesion level of 13, the roll fails. The “S” marker must remain and the stand does not recover.

On turn two, the German player fires at Max’s same T-34 again, this time resulting in an “(S)” for that stand. The stand already has an “S,” so in accordance with the CRT the “(S)” converts to a “D.” Now the T-34 has both an “S” and a “D” marker!

During the ensuing Marker Removal Phase, Max rolls 1D20 for his T-34 stand, adding 4 and 3 (for the “S” and “D”) to the result. One of three things will happen:

- If Max rolls a 6 or less, the “S” marker will be removed and the T-34 will recover. (6 + 3 [for “D”] + 4 [for “S”] = 13 [His cohesion level]).
- If Max rolls a “natural” 1, both the “D” and “S” marker are removed. The T-34 rallies!
- If he rolls a “natural” 20, He receives another “(S)” marker. Since he already has one “S” marker on that stand, the “(S)” becomes a “D.” Because this stand also already has one “D,” it is eliminated: Two “Ds” and you’re out!

When all players have attempted to recover or rally their stands, they will begin the next turn by rolling for the Initiative Phase again.

[5.0] COHESION

“Cohesion” is the single most important aspect of play! It is the very core of *Micro Armour: The Game*. If a stand, or group of stands, attempts any sort of task, there is generally a “cohesion” die-roll associated with that task.

5.1—Whenever a cohesion roll is called for, roll 1D20. The number rolled may be added to, or subtracted from, by numbers (“modifiers”) as dictated by specific conditions found in the rule sections below (also listed in the game charts). Die-roll modifiers are cumulative, so if more than one modifier is called for, they each must be applied to the roll.

The modified die-roll must be equal to, or less than, the player’s “force cohesion level” (usually provided in a scenario) to be successful. Failure has its consequences!

SUCCESSFUL COHESION ROLL: A modified 1D20 roll equal to, or less than, the force cohesion level.

[6.0] SPOTTING

Spotting refers to the ability of one stand to “see” another. A clear line of sight must exist between an attacking stand and a target stand before an attack may be attempted on that target. Line-of-sight is blocked by intervening stands and may be blocked by certain terrain. (See the *Terrain Effects chart.*)

[6.1] Line of Sight (LOS)

6.1.1—Line-of-sight is determined by drawing an imaginary straight line from the center of the attacking stand to the center of the target stand. This line must not pass through any other stand (friend or foe) or blocking terrain. Ambiguous lines-of-sight should fall in favor of the defender. When in doubt, roll the dice (high roll “wins”)!

[6.3] Terrain and LOS

6.3.3—The terrain occupied by a targeted stand may modify the attacker’s firing cohesion roll. However, once a stand has fired, it has revealed its position, and is now considered to be in clear terrain for the attacker’s line of sight and firing cohesion roll.

Note: It is often advisable to wait for an enemy stand in cover to fire at you *before* you fire at him. This doesn’t negate the effect of the terrain on the combat result roll but it does make obtaining a successful cohesion roll to fire a lot easier!

[6.4] Range and LOS

6.4.1—Maximum line-of-sight distance is given for each scenario as it may be effected by the general terrain in an area, weather conditions, etc.

In general, maximum line-of-sight distance in:

- “open” terrain is 40 inches.
- “mixed” terrain is 20 inches.
- “closed” terrain it is 10 inches.

6.4.3—Stands at higher elevation gain a 5-inch advantage in line-of-sight ability for each level of height above base level they occupy, subject to scenario restrictions.

Regardless of height, no stand may trace a line of sight over intervening blocking terrain or blocking stands.

[7.0] COMBAT

A single attack is defined as the application of the firepower of one or more stands against the defense strength of a single stand (these introductory rules deal with individual stand-on-stand attacks only). Each “shot” is called a “combat event,” and the results are cumulative, and progressive (as you will see). The exact procedure for resolving attacks and combat events is detailed in the game chart “Fire Procedure.” You must perform all required steps in every attack.

[7.1] Basic Principles

7.1.1—The player with the initiative this turn decides who executes the first attack of the Fire Phase. The players then alternate until they each decide to “pass.” At this point, the Fire Phase ends.

7.1.2—A stand may be the target of only one attack per turn.

7.1.4—A stand may fire only once per turn. Once a stand has attempted to fire, mark it with a “fired” marker or red bead.

7.1.7—In the full rules the Weapons Data charts have two firepower values for each weapon: AP (armour-piercing) firepower used against armoured targets, and HE (high-explosive) firepower used against unarmoured targets.

7.1.8—All tanks are considered armoured targets. These tank-only rules use only AP firepower values, as all possible targets are armoured.

[7.2] Combat Results

There are five possible combat results for a stand that has been attacked:

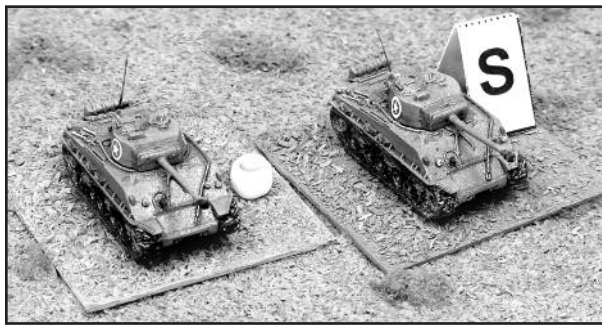
“—” **No Effect**—Self-explanatory.

“S” **Suppressed**—Effectiveness reduced. Mark stand with “S” marker or white bead. Apply +4 to all its cohesion (1D20) rolls.

“(S)” **S-Paren**—Suppressed. If already suppressed, convert to “D.”

“D” **Disorganized**—Effectiveness seriously reduced. Mark stand with “D” marker or black bead. Apply +3 to all cohesion (1D20) rolls.

“E” **Eliminated**—Remove from play.



Use paper markers or colored beads to mark a stand's damaged state. Paper markers or beads are also used to show a stand in movement posture or one that has fired.

[7.3] Facing and Range

7.3.1—A stand faces in whatever direction the model mounted on it faces. (See rule 8.3.7). A stand's facing comes into play when it has been fired at, or if the weapon has facing restrictions (see [10.0] “Special Weapons” and “Notes” in the Weapons Data).

When the line of fire (drawn from the center of the attacking stand to the center of the attacked stand) passes through the target's front (as defined by the included Target Front template), the target can use its full defense value.

If that same line does not pass through the Target Front, the target can use only 50% of its defense value. Ambiguous lines fall in favor of the defender.

7.3.2—To calculate range effect, measure the distance in inches from the center of the firing stand to the center of the target stand. Find that distance in “Range Effects” on the Terrain Effects chart and cross-reference that effect on the attacker's 2D6 combat die-roll.

7.3.3—Stands in base-to-base contact are at one-inch range.

7.3.4—Stands in base contact with an enemy along 50% or more of their front edges are engaged. Engaged stands may not fire on anyone but each other.

7.3.5—No stand may exceed its maximum firing range. (See “AP Range” in Weapons Data.)

[8.0] MOVEMENT

[8.1] Basic Principles

8.1.1—A “movement group” is defined as one or more stands, in base contact, in the movement posture, at the beginning of the Movement Phase. The component stands of a movement group are subject to a single cohesion die roll in order to move.

8.1.2—Once a movement group has been designated, all the stands of that group are in the movement posture throughout the turn, whether or not they actually move.

It is very important that you designate movement groups clearly and unambiguously (use a “movement” marker or green bead for each group). Failure to do so will result in confusion and arguments!

8.1.3—There are two kinds of movement: “ordered” movement, and “independent” movement. Players get a certain number of “movement orders” in each turn. One attempt at ordered movement “costs” one movement order. Independent movement does not require an order as it may only be attempted once a player has used up *all* of his allowed movement orders.

8.1.4—Movement is *initiated* by group but actually *executed* individually by each stand in the group. A tank stand moves based on its movement points (found in the Weapons Data chart), terrain effects, and cohesion.

[8.2] Movement Execution

8.2.1—Before movement begins, each player must roll 2D6 and add the quality value of his GHQ stand, as assigned by the scenario being played, e.g. “(+1 GHQ).” Compare the totals to the Movement Orders table. This gives the number of “movement orders” each player may issue this turn.

8.2.2—If a player's GHQ stand is eliminated, that player can no longer issue orders for the rest of the game. He *may* attempt independent movement, however.

8.2.3—The player with the initiative decides who attempts movement first in each turn. Players then alternate attempts until all desired movement is complete.

Note: You are never forced to move a stand simply because it is in the movement posture. Actual movement is voluntary.

8.2.4—To begin ordered movement, make a cohesion roll for the selected group and modify the result by -2 for any G/HQ stand attached to the group. If this roll fails (i.e. modified result is higher than the force cohesion level) no stands in the group can move.

If the group's cohesion roll succeeds, apply the modified roll result to each stand to determine if it can actually move. If a stand has no additional modifiers, you may move it as outlined in section [8.3].

For each stand with “S” and/or “D” markers, modify the group roll by +4 and /or +3 (respectively). If the result is equal to, or less than the force cohesion level, that stand may move. Stands with results higher

than the cohesion level cannot move and are “stragglers.” These stands now constitute a new movement group.

8.2.5—You may attempt ordered movement for a group as many times as you like so long as you expend one movement order for each attempt. This means that if you fail to move a group on your first attempt, you may try again (after allowing your opponent his own attempt).

8.2.6—Movement orders may not be accumulated from turn to turn. Unused orders are lost at the end of the Movement Phase.

8.2.7—You must use up all of your orders before you are allowed to attempt any independent movement.

8.2.8—Any group that tries to move without a movement order is attempting to move on its own initiative or “independently.” Doing so is allowed only once per turn and requires a +3 cohesion die-roll modifier.

Example: “Max” declared his company of T-34s a movement group. In the subsequent Fire Phase, one T-34 received fire and was suppressed. The other two stands were not.

During this Movement Phase, Max wants to use his first ordered move to get this company into cover. His force cohesion level is 14. Consulting the Movement Cohesion chart, Max sees that the effect of the “S” is a +4: so he must roll a 10 or less to move the entire group. A roll of 11, 12, 13, or 14 will move the undamaged stands, but leave the “S” stand in place (a “straggler”). A roll of 15 or higher prohibits movement by any stands of this group.

Reminder: You may attempt to move a group any number of times with orders but only once independently. The effects of GHQs on ordered and independent movement are detailed in the “Movement Cohesion” chart.

[8.3] Requirements & Limitations

8.3.1—Each stand may execute movement once per Movement Phase by expending up to its movement points total (taking into account terrain costs). This total may not be exceeded, and unused movement points may not be accumulated from turn to turn.

8.3.2—Stands move across the playing surface, inch by inch, expending movement points as they do so. A stand may not enter or cross terrain without sufficient movement points to do so. (*See “Movement cost per inch” on the Terrain Effects chart.*)

A stand allowed to execute movement may always move one inch per phase, regardless of terrain costs, as long as it avoids impassable terrain.

8.3.3—Tanks are tracked vehicles (movement class “T”).

8.3.4—Friendly stands may pass freely through one another, but no two stands may end the movement phase overlapping. If a stand is forced to halt where it would violate this rule, just move it back along its previous path until there is room for it.

8.3.6—A tank stand may pass through an *enemy* tank stand *only* if it makes a successful cohesion roll first, to “test its nerve.” First, the stand must move adjacent to the enemy stand, stop, then roll 1D20 and apply a +3 modifier to the result. If the roll succeeds, the moving stand may pass through the enemy stand. If the roll fails, the moving stand must remain where it is.

8.3.7—Any stand may change facing freely while moving. In addition, any stand in the movement posture may change facing as its movement action, even if it executes no other movement. Stands not in movement posture may not change facing.

[8.5] Opportunity Fire

8.5.1—Opportunity Fire (OF) takes place during the Movement Phase. Only those stands that are in the firing posture *and* have not fired during the Fire Phase may execute this type of attack.

8.5.2—Enemy movement triggers Opportunity Fire. “OF” may occur as soon as a stand begins to move. That is, as soon as your opponent touches the stand to move it, it may be fired on.

8.5.3 Opportunity Fire Procedure:

1. The moving player is told to stop moving the stand.
2. The OF player resolves an attack as in normal fire. (*See Fire Procedure chart.*)

8.5.4—If the combat result is “no effect,” the moving player may continue moving his stand. Any other result forces that player to make a cohesion roll for the stand (modified by +4 and/or +3 if the stand is suppressed and/or disorganized). Success allows it to continue moving. Failure forces the stand to stop.

8.5.5—A stand may suffer an OF attack by an enemy stand once only per Movement Phase.

[8.6] Covering Fire

8.6.1—Covering Fire (CF) is triggered by enemy opportunity fire.

8.6.2 Covering Fire Procedure:

1. The moving player notifies his opponent that his Opportunity Fire has triggered Covering Fire.
2. After the OF attack is complete, the moving player may perform a CF attack.

8.6.3—There is a +3 modifier on the required cohesion roll to perform covering fire, due to the limited sighting time available.

[9.0] TERRAIN

[9.1] Effects

The terrain in an area may alter the cost of moving through it. These costs are detailed in the Terrain Effects chart. Terrain also effects spotting, cohesion rolls, and combat result rolls, as detailed in the Terrain Effects chart.

[9.2] Wrecks

Whenever a tank is removed from play, replace it with a wreck marker. Wreck markers provide cover for tanks placed on them and do not count for overlap purposes. See the Terrain Effects chart for details.

[10.0] SPECIAL WEAPONS

[10.2] Stands with Facing Restrictions

Before we end the introductory rules there are some weapons that are used much like tanks but are not built according to standard criteria. These are “assault guns” and tanks with hull-mounted cannon.

Assault guns must obey facing restrictions. That is, they may fire only into their front-arc as defined by the included Firing Arc template. They may not fire at any target outside this arc under any circumstances.

The Char B, the M3 Lee/Grant & the M11/39 are primarily armed with hull-mounted guns. They must obey facing restrictions. These tanks also have turret-mounted secondary guns. Only one of these weapons may be used per turn.

DESIGN YOUR OWN TANK GAME SCENARIO

To get a feel for *Micro Armour: The Game-WWII*, create your own scenarios with any WWII tank models. When you have the full game you will get both ready-to-play historical scenarios and the complete scenario design system. On this page is an abbreviated procedure to get you started. For best results pick tanks that are similar in size, armour, and firepower.

For each side's force:

1. Create a generic battalion of 10 tanks (3 companies of 3 tank stands each, plus 1 GHQ tank stand).
2. Consult the Weapons Data Table for the "cost" in points of each tank type. (GHQ stand's cost = that tank's listed points x (modifier for GHQ's quality). Try a quality of +0 to start out. See *GHQ Cost Modifiers chart*.)

3. Assign a cohesion level to each force; 14 or 15 is a good place to start. (Militia forces range from 9–15, conscripts 11–16, professionals 14–18, elite forces 14–22.)
4. Fill in this formula: (# of tanks) x (points per tank) x (cohesion level/10) = force size in points.

Example:

The German force's tanks are all PzIII Js with cohesion level 15.
Therefore: $(10 \times 53 \times 1.5) = 795$ points

The U.S. force has all Shermans with 75mm guns; cohesion level 14.
Therefore: $(10 \times 72 \times 1.4) = 1008$ points

PLAY BALANCE

Achieve balance in your scenario by one of the following ways:

- Simulate pre-battle attrition by removing one or two tanks from the larger force.
- Add a few extra tanks to the lesser force. For the example above, add 2 or 3 PzIII Js to the German side. $(12 \times 53 \times 1.5 = 954)$ points
- Adjust one or both cohesion levels. For example: Raise the German level to 17 and lower the U.S. cohesion to 13 to create a 901:936 ratio.
- If your opponent is new to wargaming, consider handicapping yourself by giving the new guy the better force!

TERRAIN SUGGESTIONS

- The map should be approximately 24" x 48".
- Make the terrain "mixed" with a maximum sighting distance of 20 inches. (Mixed terrain: gently rolling ground including a few buildings, small clumps of trees, sparse bushes, etc.)
- Keep the terrain simple and fair by having an equal number of terrain types and features on each side's half of the board. For instance, if there are any hills, place one on each side.
- Have 10–30% of the board be woods, broken up into small wood lots of about 4–6 inches each.
- Include up to 2 towns with a combined area of about 7 inches.
- Make a "good road" that runs from one short board edge to the other. add "poor roads" and "tracks" at your discretion.

SCENARIO LENGTH: 12 TURNS

INITIAL DEPLOYMENT

On turn 1, Force #1 enters from one short edge and Force #2 enters from the opposite edge.

VICTORY CONDITIONS

Destroy 51% or more of your enemy's force while keeping at least 50% of your own force.

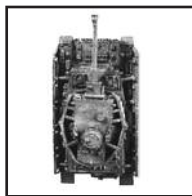


Replace eliminated stands with "Wreck" markers.

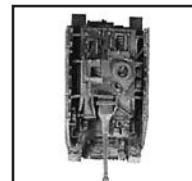


Indicate disorganized stands with "D" markers or black beads and suppressed stands with "S" markers or white beads. Find "movement" and "fired" markers on page 8.

TARGET FRONT



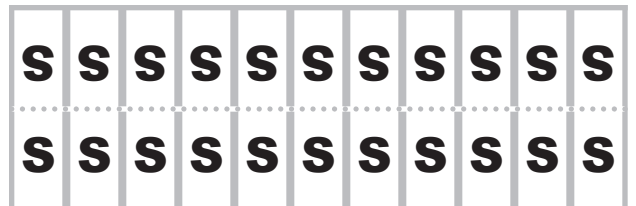
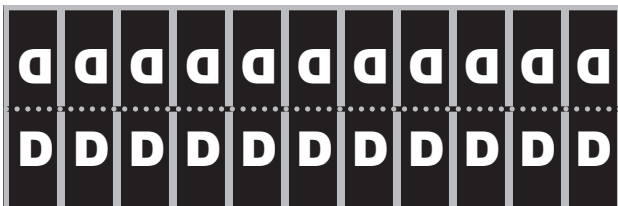
Use the Target Front template to determine a stand's defense value when it has been hit.



Use the Firing Arc template for weapons with facing restrictions.

Copy markers and templates onto card stock for your personal use.

ARC FIRING



SEQUENCE OF PLAY

1. **INITIATIVE PHASE** - 1D6 + force cohesion level. High total has the initiative.
2. **POSTURE DETERMINATION PHASE** - Mark each stand or group in movement posture. Other stands are in firing posture.
3. **FIRE PHASE** - Players alternate attempts to fire on the enemy. See Fire Procedure chart.
4. **MOVEMENT PHASE** - Find # of orders. Alternate executing ordered moves, Opportunity Fire, Covering Fire, and independent moves, in that order.
5. **MARKER REMOVAL PHASE** - Remove posture markers. Roll 1D20, modify by +4 and/or +3 (S/D states) to remove "S" and "D" markers. "D" markers can be removed *only* with "natural" roll of 1.

FIRE PROCEDURE

1. Designate target stand & firing stand. Check LOS.
2. Roll 1D20, modify for firing stand's S/D state, and target's terrain. Successful roll, go to next step.
3. Find firer's firepower value and target's defense value. 50% defense value if target's flank (outside target front) is hit.
4. Subtract defense value from firepower value for "combat differential."
5. Measure range between stands, see Range Effects Chart for combat roll modifier.
6. Roll 2D6, modify for target's terrain & range effect.
7. Cross-reference combat differential with modified 2D6 roll on Combat Results Table and apply the result.

GHQ COST MODIFIERS

GHQ Quality	Cost Modifier
-2 GHQ	x 1.2 points
-1 GHQ	x 1.6 points
+0 GHQ	x 2.0 points
+1 GHQ	x 2.4 points
+2 GHQ	x 2.8 points
+3 GHQ	x 3.2 points

MOVEMENT ORDERS

2D6 roll +/- GHQ quality value	3 or less	4, 5, or 6	7-8	9-10	11-12	13 or more
# of orders this turn	0	1	2	3	4	5

MOVEMENT COHESION

Stand or Group Condition	Effect
Eliminated GHQ stand	no orders allowed
An attached GHQ stand	-2 1D20 modifier
Stand/group w/order	no modifier
Stand/group w/o order	+3 1D20 modifier
Stand is suppressed	+4 1D20 modifier
Stand is disorganized	+3 1D20 modifier

MOVEMENT PROCEDURE

1. Roll 2D6, add GHQ quality level. See Movement Orders table for # of orders. No GHQ stand, no orders allowed.
2. Using 1 order, roll 1D20 for group and modify by -2 for attached GHQ.
 - Group roll fails: no stands can move
 - Group roll succeeds: Go to step 3 to try to move each stand.
3. Suppressed stand: +4 to modified group roll. Disorganized stand: +3 to modified group roll.
 - Stand's result fails: stand cannot move.
 - Stand's result succeeds: stand can move, go to next step.
4. See Terrain Effects chart for cost in points for intended path. Move stand along path, using up to its movement points total.
5. All orders used, attempt independent once w/+3 modifier, plus other required modifiers (see steps 2-4).
6. Stands in firing posture that have not yet fired may try OF.
7. Stands attacked by OF may try CF w/+3 modifier, plus req. mods.

MARKER REMOVAL PROCEDURE

1. Remove all "movement" posture and "fired" markers.
2. Roll 1D20 (modified) for each stand with "S" and/or "D" markers.
 - **Success:** remove one "S" – Recovery!
 - **Natural 1:** remove both "S" & "D" from stand – Rally!
 - **Natural 20:** (S) result – Panic! (*See below for effect.*)

COMBAT RESULTS

		Combat Differential												
		-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Modified 2D6 Combat Roll	19	-	-	-	-	-	-	-	-	-	-	-	-	S
	18	-	-	-	-	-	-	-	-	-	-	-	S	S
	17	-	-	-	-	-	-	-	-	-	-	S	S	(S)
	16	-	-	-	-	-	-	-	-	-	S	S	(S)	(S)
	15	-	-	-	-	-	-	-	-	S	S	(S)	(S)	D
	14	-	-	-	-	-	-	-	-	S	(S)	(S)	D	D
	13	-	-	-	-	-	-	-	S	(S)	(S)	D	D	D
	12	-	-	-	-	-	-	S	S	(S)	D	D	D	D
	11	-	-	-	-	-	S	S	(S)	D	D	D	D	E
	10	-	-	-	-	S	S	(S)	(S)	D	D	D	E	E
	9	-	-	-	-	S	(S)	(S)	E	D	D	E	E	E
	8	-	-	-	S	(S)	(S)	D	E	D	E	E	E	E
	7	-	-	S	S	(S)	D	D	E	E	E	E	E	E
	6	-	S	S	(S)	D	D	D	D	E	E	E	E	E
	5	S	S	(S)	(S)	D	D	D	E	E	E	E	E	E
4	S	(S)	(S)	D	D	D	E	E	E	E	E	E	E	
3	(S)	(S)	D	D	D	E	E	E	E	E	E	E	E	
2	(S)	D	D	D	E	E	E	E	E	E	E	E	E	
1	D	D	D	D	E	E	E	E	E	E	E	E	E	
0	D	D	D	E	E	E	E	E	E	E	E	E	E	
	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	

- For combat differentials greater than 9 consult the "+9" column.
- Modified 2D6 rolls may not exceed +19.

- = No Effect

For tank stands there is no effect.

S = Suppressed

Modify all this stand's 1D20 rolls by +4, unless it recovers.

(S) = Suppressed

If stand already has "S," treat as a "D" result. Otherwise, treat as "S."

D = Disorganized

Modify all this stand's 1D20 rolls by +3, unless it rallies. If the stand already has "D," the stand is eliminated.

E = Eliminated

Remove stand from the game.

TERRAIN EFFECTS

Terrain Type (all effects are cumulative)	Movement point cost per inch	Firing stand's 1D20 & 2D6 roll modifiers (for target in this terrain)	Blocked Line of Sight
	Tracked Unit		
Clear	1	none	no
Smoke	+1	Firing into or out of smoke: +3	yes †
Light Buildings	1	+2	yes †
Heavy Buildings	1	+4	yes †
Woods	3	+2	yes †
Grove	2	+1	yes †
Good Road	0.5	none §	no
Poor Road	1	none §	no
Track	1	none §	no
Marsh	5	+2	no
Ford, Soft Sand, or Mud	4	Target in movement posture: -1	no
Rough Terrain 1	1	+1	no
Rough Terrain 2	2	+2	no
Rough Terrain 3	4	+4	yes †
Slope	+1	none	yes
Hilltop or Ridge Crest	+1	+2 **	yes
Wreck	0	+1	no

RANGE EFFECTS

Range to Target	1" or less	2"-5"	6"-10"	11"-15"	each additional 5"
2D6 Modifier	-1	0	+1	+2	+3

Rough Terrain 1: Includes tall grass, scrub, or any uneven ground providing cover no more than waist-high.

Rough Terrain 2: Includes areas of uneven ground, rocks, scrub, or light rubble.

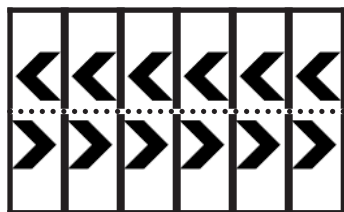
Rough Terrain 3: Includes areas of heavy undergrowth, boulders, or heavy rubble.

The terrain the firing stand is in may block its line of sight but will not affect its firing cohesion (1D20) or combat result (2D6) die rolls. The target's terrain may affect the firer's cohesion and combat die rolls.

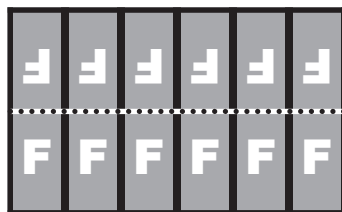
** Applies only to fire going through the ridge crest or from below the hill top.

§ Stands moving at the road or track rate do not gain any defensive benefits from the terrain through which that road or track passes. Stands on a road or track, which are stationary or paying the terrain cost while moving, do.

† This is "concealing" terrain: If the targeted stand is in this terrain and has fired in this turn, ignore the modifier normally applied to the firing stand's 1D20 cohesion roll.



Use these markers or green beads to indicate stands/groups in movement posture.



Use these markers or red beads to show that a stand has attempted to fire.