QUICK REFERENCE SHEET

TURN SEQUENCE

1. Create a pool of Command tokens. One per Unit (not Transports or Attack Helicopters) + 2 for Command Unit.

2. Roll 1D10 for initiative. The player with initiative is called the Active Player, the player without is the Reacting player.

3. The Active player may play command tokens to either activate a unit or make a Battlegroup Morale Check.

4. The Active player continues to repeat Step 3 until they either run out of command tokens, voluntarily hand over initiative to the Reacting player or the Reacting player has seized the initiative by rolling a natural '6'result on a reaction roll. Once the Active player has passed over the initiative, the Reacting player becomes the active one. They must spend at least one command token before passing the initiative back.

5. Continue with step 3 & 4 until both players have run out of command tokens.

ACTIVATING A UNIT

• First Activation Token on a unit requires no Command check.

• Subsequent actions require a test to succeed; Roll 1d6 and score higher than current number of Command tokens + Morale markers on the unit. (Do not count Command token used for this activation) Roll of '6' always succeeds.

REACTING

Reacting player may react to an action by spending a command token on the reacting unit; roll 1d6 and score the following to react (adding +1 to the score required for each Command token/morale token the reacting unit currently has). Roll of '6' always succeeds and additionally gives reacting player the initiative.

• To react to a MBT/Light Vehicle/APC activating in the open a **3+**
• To react to an Infantry Team/Support Team activating in the open a **4+**
• To react to an MBT/Light Vehicle / APC activating from cover or obscured a **4+**
• To react to an Infantry team activating from cover or obscured a **5+**

MOVING

Units move according to type. May move at 'Normal' and Fire or 'Rapid' and not Fire.

MOVEMENT RATE TABLE

Type	Normal	Rapid	Rapid Road
Infantry & Support Teams	6"	9"	12"
Light Vehicles, APC, & Fast MBT	12"	18"	24"
MBT	10"	15"	20"

MOVING THROUGH TERRAIN TEST

Vehicle Type	Rough	Very Rough
Wheeled	6	Impassable
ATV	3+	4+
Tracked	2+	3+

Type	Rough	Very Rough
Infantry/Support Team	No Test	4+

FIRING

D10s are rolled to see if a unit hits when performing a Fire action. The charts below shows the number of d10s that are rolled when a unit fires.

Firing at a vehicle:

Firing Unit	Range up to 12"	Range 12" & above
Vehicle (Gun or ATGM)	1d10	1d10
Vehicle Autocannon	2d10	2d10
Stationary Infantry	1d10	N/A
Moving Infantry	1d10	N/A
Stationary Support	1d10*	1d10

*Note that Support Teams armed with ATGM cannot fire at targets at 12" or less.

Firing at an Infantry/Support Team:

Firing Unit	Range up to 12"	Range 12" & above
Vehicle (Gun or ATGM)	2d10	1d10
Vehicle Autocannon	2d10	2d10
Stationary Infantry	2d10	1d10
Moving Infantry	1d10	1d10
Stationary Support	1d10*	1d10

*Note that Support Teams armed with ATGM cannot fire at targets at 12" or less.

The base score to hit for each unit is listed in the ORBAT tables. The die roll required to hit is subject to the modifiers shown below. The"firer moved"penalty is only applied if the firer moved during the current activation (not the current turn). It applies whether the unit moves and fires or fires and moves in an activation.

Firing Modifiers:

MBT, APC, Light vehicle moved this activation	-1
Reaction firing against a target that is moving in its activation	-1
Unit within terrain or LOS more than 50% obscured by terrain of smoke or other obstacles (Units with thermal sights ignore)	-1
Enemy dismounted Infantry or Support Team within 12" of firing unit. This is ignored if friendly Infantry or Support Team equidistant or closer at the moment the unit shoots	-1
ATGM firing at a range of < 12"	No Fire
Per Morale marker on firing unit	-1

VEHICLE DAMAGE AND PENETRATION

- Any successful hit by a firing unit whose weapon value +10 exceeds target units armour; place one morale token on target.
- Roll d10 and add to firing unit's Weapon value.
- If the calculated value less than vehicle's armour, no additional effect.
- If the calculated value equal to target vehicle armour add enough morale tokens to equal unit's morale value.
- If calculated value greater than target vehicles armour roll on Penetration Results Table.

Penetration Results:

Roll 1d6			
1-4	**Foom!** The vehicle is destroyed. If the vehicle is an APC, any transported infantry detachments or support teams immediately disembark and gain enough morale markers to equal their morale value.	5-6	**Kaboom!** The vehicle blows up in a spectacular and violent fashion causing consternation to nearby friendly units. If the vehicle is an APC all transported Infantry detachments or Support Teams are considered destroyed and all friendly units within 4" and in LOS of the destroyed vehicle suffer one morale marker.

Soviet Vehicle Vulnerability Modifier: Soviet MBTs and Light vehicles add +1 to the Die roll when rolling for Penetration results.

UNIT FIRING AT INFANTRY/SUPPORT TEAM

Any hit against an Infantry or Support base automatically places one morale marker on the target. This may then be converted by consulting the table below and rolling further d6.

Firer	Range up to 12"	Range 12" & above	Hit Convert	Target is in -		
				Open	Cover	Fortification
Infantry - Stationary	2d10	1d10	1d6	4,5,6	5,6	6
Infantry - Moving	1d10	1d10	1d6	4,5,6	5,6	6
Gun - AT under 7	2d10	1d10	1d6	4,5,6	5,6	6
Gun - AT 7 and above	2d10	1d10	2d6	4,5,6	4,5,6	5,6

*Note ATGM may only target infantry in fortifications/buildings