

Turn Sequence

Event	Draw event card
Action	Friendly elements perform an action. Enemy elements may react.
Close Combat	Hand-to-hand combat & tank overruns.
End	Advance after combat. Check victory conditions.

AP, HE or Small Arms Fire

The firer rolls 1d10 and adds the following...

+ HESA	Firer's HESA value
+1	Not Suppressed & Target within range 4
+1	No part of the firer is to the target's front
+ or -	Firer's Troop Quality

The target rolls 1d10 and adds the following...

+ Def	Target's Def value
+1	Target is in soft cover
+2	Target in hard cover, hull-down or smoke
+1	The Firer moved
+1	Firing AP at Target over half range.
+ or -	Target's Troop Quality

Tank Hunting

The tank hunter rolls 1d10 and adds the following...

+ 4	Tank Hunting AP value 4+
+1	Target in cover or smoke
+2	Tank Hunter is an engineer section
+1	Tank Hunter not to the target's front
+1	Target is open topped
+1	Target has no machine-gun
+ or -	Tank Hunter's Troop Quality

The target rolls 1d10 and adds the following...

+ Def	Target's Def value maximum 4
+ or -	Target's Troop Quality

Firing Result

Result	HE/SA...	AP...	Tank Hunting...
0 or less	No Effect	No Effect	Fall-back
1 or 2	Fall-back	No Effect	No Effect
3 or 4		Suppressed	
5 +		Out Of Action	

Hand-to-Hand Combat

The attacker rolls 1d10 and adds the following...

+ HESA	Attacker's HESA value or 4 CSW,Cmd
+2	Cavalry that initiate close combat
+2	Attacker is Engineers
+1	Inf or Eng attacking through a smoke.
+1	Commander within 4
+ or -	Attacker's Troop Quality

The defender rolls 1d10 and adds the following...

+ HESA	Defender's HESA value or 4 CSW,Cmd
+2	Defender is Engineers
+1	Defender is in soft cover
+2	Defender is in hard cover
+1	Commander within 4
+ or -	Defender's Troop Quality

Tank Overrun

The attacker rolls 1d10 and adds the following...

+ 8	Attacker's always uses 8
+ or -	Attacker's Troop Quality

The defender rolls 1d10 and adds the following...

+HESA	Defender's HESA value or 4 CSW,Cmd
+1	Commander within 4
+ or -	Defender's Troop Quality

Close Combat Result

Lose by	Effect...
1 or 2	Fall-back
3 or 4	Suppressed
5 +	Out Of Action

Recover / Rally

Roll 1d10 and apply any modifiers...

+1	Commander within 4 performing a Rally
-1	For every 3 friendly elements lost
-1	Unsupported.
+ or -	Recovering Element's Troop Quality

Result...	Effect...
1 or less	Out Of Action
2 – 5	No Effect
6 – 8	Unsuppressed
9 or more	Unsuppressed may perform another action immediately.

Move

	Road	Flat	Open	Rough	Diff	Linear & BUA
Cmd	8	8	8	8	8	½
Mech	8	8	8	4	4	½
Inf	4	4	4	4	4	½
Fast	10	10	10	4	4	½
Slow	4	4	4	4	4	½
WhX	10	8	8	4	4	½
Wh	10	8	4	2	0	½
HD	4	4	4	2	0	½
CSW	1	1	1	1	1	½