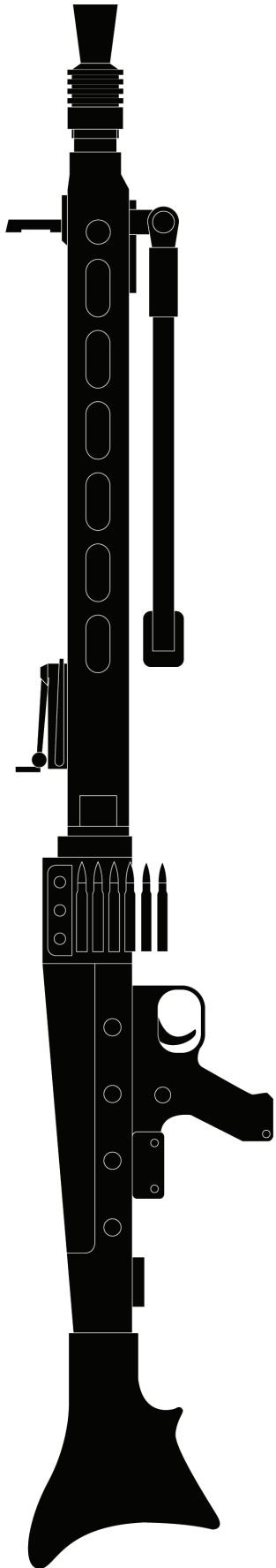


QUICK REFERENCE SHEETS



AP EXPENDITURE

Actions	AP Cost
Move (6")	1
Charging	1
Passing on information	1
Turning greater than 180°	1
Spotting	1
Shooting (Fire) / Shooting (Firing) a second time	1/2
Melee attack	1
Go Firm	1
Climbing a low obstacle (less 1m)	1
Climbing a high obstacle (per story)	3
Climbing through a window	3
Throw a grenade	2
Place a mine	1
Set up an LMG	1
Set up an MMG/HMG	3
Embark a Vehicle	3
Disembark a Vehicle	3
Break up a team	3
Forward Observation	3
Reload	1
Form a team	3

MORALE MODIFIERS

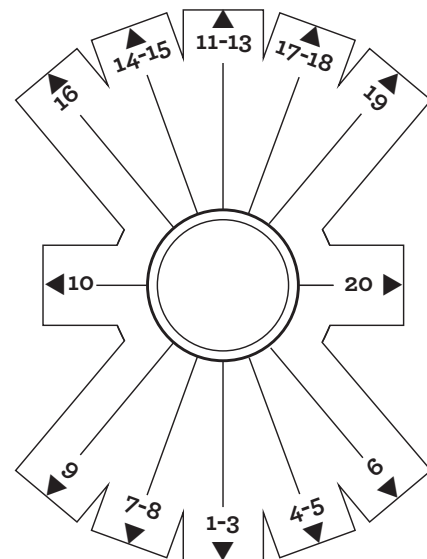
Description	Modifier
Cover	+2
Novice Officer/NCO/Junior NCO	+1
Average Officer/NCO/Junior NCO	+2
Veteran Officer/NCO/Junior NCO	+3
For each Morale marker	-1
For each Suppressive marker	-6

SPOTTING MODIFIERS

Target	Spot	Attacker	Spot
Target is Moving	+4	Attacker is Moving	-4
Target is in Concealment	-6	Attacker is Higher	+4
Target is Hidden	-15	Attacker is Lower	-2
Target has Gone Firm	-4	For each additional AP added	+4
Fired a Suppression weapon	+6		
Target is a Vehicle	+4		

SHOOTING MODIFIERS

Target	Shoot	Attacker	Shoot
Target is Moving	-4	Attacker is Moving	-4
Target is in Cover	-6	Attacker is Higher	+4
Target is Hidden	-15	Attacker is Lower	-2
Target has Gone Firm	-4	For each additional AP added	+4



STATUS DAMAGE

Status	Result	Modifier
1-6	Hesitant The level of fire is such that the element has become Hesitant. They drop prone and can only crawl to Move but can attack as normal, but with a -4 to all skills.	-4 to all skills
7-12	Pinned The level of fire is such that the element has been forced prone and can do nothing this Activation. At the beginning of their next Combat Phase, the element needs to make a successful Morale roll. If the enemy is within 4" then the element surrenders.	-6 to all skills
13+	Combat Ineffective The character is either dead, wounded, or has run away from the battle. The element is treated as Pinned. Each casualty reduces the element's Morale by -2 until the end of the game. Remove a single miniature from the game board	Remove miniature -2 Element Morale

FAILED MORALE TEST

Failed Test Exceeds Morale By	Effects
1-2	Let Loose The element loses all AP, must Go Firm, and receives a Reload marker. They have also emptied the magazine/belt of their weapon and must Reload in their next Activation—this takes 1 AP for a rifle, SMG, or assault rifle, but 3AP for any heavy weapon. The player distributes three Morale or Suppression markers (depending on the weapon) to any enemies that are in LoS, Spotted or not, working from the nearest first. Only one token is given per element.
3-4	Hesitant The level of fire is such that the element has become Hesitant. They drop prone, can only crawl to Move, but can attack as normal with a -2 to all skills.
5-6	Go Firm The element can, but doesn't have to, move up to 6in to find the best Cover. This may be towards the enemy (1AP). They then elect to Go Firm. They are using the available Cover to the maximum advantage. They gain a +4 Cover modifier. They can fire at any previously Spotted enemy at -4 to all skills.
7-8	Withdraw The level of fire is such that the element has been forced to Withdraw back from this position. The element must move back a full 12" until they no longer can draw LoS from the attacking element. If it is not possible to withdraw out of LoS, then the element is treated as Pinned.
9	Pinned The level of fire is such that the element has been Pinned and can do nothing this Activation Phase. At the beginning of their next Combat Phase, the character needs to make a successful Morale test, or they will remain in place, unable to do anything. If the enemy is within 4" of the character and has clear LoS, the Pinned element must surrender.

WEAPONS

Below is the Firearms table; it shows each of the core weapon types and provides: an example of the weapon, any areas of effect, the range, and the weapon cost.

FIREARMS (AP COST SHOWN AS 1ST SHOT/2ND SHOT)

Weapon	Damage	Area of Effect	Range	PEN Value	Special Rules	Examples	Cost
Bolt Action Rifle	1d20	-	500m/250"	0		K98, Lee Enfield, M1903 Springfield	10
Battle Rifle	1d20	1" Radius	500m/250"	0		M1 Garand, M1 Carbine, Gewehr 43, STG 44,	15
SMG	2d20	2" Radius	300m/150"	0	Suppression	MP40, Sten, Thompson M1, M3	20
Pistol	1d20	-	30m/15"	0		M1911, Luger, Webley	5

MACHINE GUNS (B=BIPOD, T=TRIPOD)

Weapon	Damage	Area of Effect	Range	PEN Value	Special Rules	Examples	Cost
Automatic Rifle	2d20	2" Radius	450m/225"	1	Suppression	M1918 BAR	20
LMG	3d20	3" x 2"	800m/400"	1	Suppression	MG-42(B), MG-34 (B)	30
MMG	3d20	4" x 2"	1200m/600"	2	Suppression	Vickers MG, M1919 .30 Calibre, MG34 (T), MG42 (T)	35
HMG	3d20	5" x 3"	2000m/1000"	3	Suppression	M2HB, M2A1	40

SPECIALIST WEAPONS

Weapon	Damage	Area of Effect	Range	PEN Value	Special Rules	Examples	Cost
Rifle Grenade Launcher	2d20	KZ 3"	DZ 8"	9	Suppression	M7, Schießbecher	20
Sniper Rifle	1d20+4		1500m/750"	0	Suppression	Scoped K98, Scoped M1903, Scoped Lee-Enfield	20

ANTITANK WEAPONS

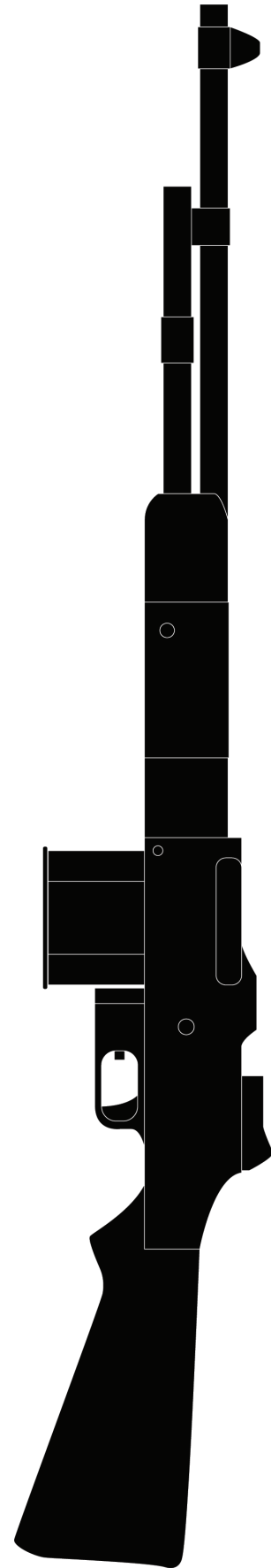
Weapon	Damage	Area of Effect	Range	PEN Value	Special Rules	Cost
M9 Bazooka	KZ 2d20/DZ 1d20	KZ 3"/DZ 12"	120m/60"	10	Suppression	40
Panzerfaust	KZ 2d20/DZ 1d20	KZ 3"/DZ 12"	150m/75"	14	Suppression	40
Panzerschreck	KZ 2d20/DZ 1d20	KZ 3"/DZ 12"	150m/75"	16	Suppression	40
PIAT	KZ 2d20/DZ 1d20	KZ 3"/DZ 12"	105m/52"	10	Suppression	40

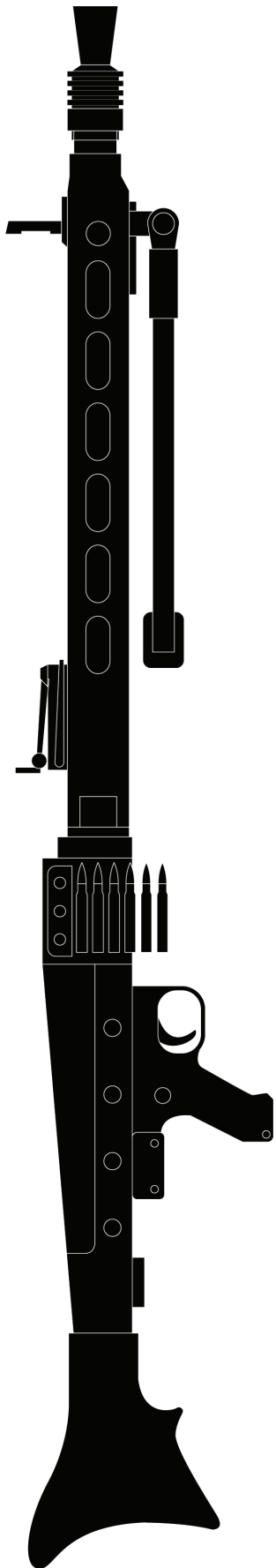
AREA OF EFFECT WEAPONS

When firing an area of effect weapon, players must aim at a single character. If they Hit, the target takes the full Damage shown in the Firearms table. If other characters are in the area of effect, players should roll Damage for each character in the zone.

FAILED MORALE TEST

Failed Test Exceeds Morale By	Effects
1-2	<p>Let Loose</p> <p>The element loses all AP, must Go Firm, and receives a Reload marker. They have also emptied the magazine/belt of their weapon and must Reload in their next Activation—this takes 1 AP for a rifle, SMG, or assault rifle, but 3AP for any heavy weapon. The player distributes three Morale or Suppression markers (depending on the weapon) to any enemies that are in LoS, Spotted or not, working from the nearest first. Only one token is given per element.</p>
3-4	<p>Hesitant</p> <p>The level of fire is such that the element has become Hesitant. They drop prone, can only crawl to Move, but can attack as normal with a -2 to all skills.</p>
5-6	<p>Go Firm</p> <p>The element can, but doesn't have to, move up to 6in to find the best Cover. This may be towards the enemy (1AP). They then elect to Go Firm. They are using the available Cover to the maximum advantage. They gain a +4 Cover modifier. They can fire at any previously Spotted enemy at -4 to all skills.</p>
7-8	<p>Withdraw</p> <p>The level of fire is such that the element has been forced to Withdraw back from this position. The element must move back a full 12" until they no longer can draw LoS from the attacking element. If it is not possible to withdraw out of LoS, then the element is treated as Pinned.</p>
9	<p>Pinned</p> <p>The level of fire is such that the element has been Pinned and can do nothing this Activation Phase. At the beginning of their next Combat Phase, the character needs to make a successful Morale test, or they will remain in place, unable to do anything. If the enemy is within 4" of the character and has clear LoS, the Pinned element must surrender.</p>





STATUS DAMAGE

Status	Result	Modifier
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13+	Combat Ineffective The character is either dead, wounded, or has run away from the battle. The element is treated as Pinned. Each casualty reduces the element's Morale by -2 until the end of the game. Remove a single miniature from the game board	Remove miniature -2 Element Morale

GENERIC GRENADES

Weapon	Range	KZ	DZ	Infantry Damage Roll	Morale markers	Cost
Grenade	30m 15"	2.5" Radius	6" Radius	KZ 2d20/DZ 1d20 PEN 2	Suppression marker	10pts
Rifle Grenade	250m 125"	2.5" Radius	7.5" Radius	KZ 2d20/DZ 1d20 PEN 5	Suppression marker	20pts

DETAILED GRENADES (OPTIONAL)

Weapon	Range	KZ	DZ	Infantry Damage Roll	Morale markers	Cost
Mills bomb	30m 15"	2.5" Radius	20" Radius	KZ 2d20/DZ 1d20 PEN 2	Suppression marker	10pts
Mark II	30m 15"	2.5" Radius	12" Radius	KZ 2d20/DZ 1d20 PEN 2	Suppression marker	10pts
Model 24/39/43	40m 20"	2.5" Radius	5" Radius	KZ 2d20/DZ 1d20 PEN 2	Suppression marker	10pts
Rifle Grenade	250m 125"	2.5" Radius	7.5" Radius	KZ 2d20/DZ 1d20 PEN 5	Suppression marker	20pts