

ELEMENT TYPE	MORALE	EXP
Rifleman	8	NOV



14	10	8	2

Special Abilities

One member of the element may be a Grenadier.

ELEMENT TYPE	MORALE	EXP
Rifleman	12	AVG



16	12	10	2

Special Abilities

One member of the element may be a Grenadier.

ELEMENT TYPE	MORALE	EXP
Rifleman	16	VET



18	14	12	2

Special Abilities

One member of the element may be a Grenadier.

ELEMENT TYPE	MORALE	EXP
Scout	8	NOV



16	12	8	2

Special Abilities

Scouts are trained to creep forward and observe the enemy and use the best cover available. All spot rolls against Scouts that have not fired in this activation at -4.

ELEMENT TYPE	MORALE	EXP
Scout	12	AVG



18	14	10	2

Special Abilities

Scouts are trained to creep forward and observe the enemy and use the best cover available. All spot rolls against scouts that have not fired in this activation at -4.

ELEMENT TYPE	MORALE	EXP
Scout	16	VET



20	16	12	2

Special Abilities

Scouts are trained to creep forward and observe the enemy and use the best cover available. All spot rolls against scouts that have not fired in this activation at -4.

ELEMENT TYPE	MORALE	EXP
Sniper	16	AVG



16	12	10	2

Special Abilities

A two-man team, one shooter and one spotter. If the shooter is killed the spotter takes over. Add +8 to Firearms combat and +4 spot skills. The Sniper always counts as hidden when in cover.

ELEMENT TYPE	MORALE	EXP
Sniper	20	VET



18	14	12	2

Special Abilities

A two-man team, one shooter and one spotter. If the shooter is killed the spotter takes over. Add +8 to Firearms combat and +4 spot skills. The Sniper always counts as hidden when in cover.

ELEMENT TYPE	MORALE	EXP
Heavy Weapon	8	NOV



14	10	8	2

Special Abilities

+2 to Firearms skill.

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ELEMENT TYPE	MORALE	EXP
Heavy Weapon	12	AVG



16	12	10	2

Special Abilities
+2 to Firearms skill.

ELEMENT TYPE	MORALE	EXP
Heavy Weapon	16	VET



18	14	12	2

Special Abilities
+2 to Firearms skill.

ELEMENT TYPE	MORALE	EXP
Officer	12	NOV



14	10	8	2

Special Abilities
Forward Observation: 12
Has the ability to provide additional 1 AP to any soldier within 24 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
Officer	16	AVG



16	12	10	2

Special Abilities
Forward Observation: 14
Has the ability to provide additional 2 AP to any soldier within 24 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
Officer	20	VET



18	14	12	2

Special Abilities
Forward Observation: 16
Has the ability to provide additional 1 AP to any soldier within 24 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
NCO	10	NOV



14	10	8	2

Special Abilities
Has the ability to provide additional 1 AP to any team within 18 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
NCO	14	AVG



16	12	10	2

Special Abilities
Has the ability to provide additional 2 AP to any team within 18 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
NCO	18	VET



18	14	12	2

Special Abilities
Has the ability to provide additional 3 AP to any team within 18 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
Junior NCO	9	NOV



14	10	8	2

Special Abilities
Has the ability to provide additional 1 AP to any team within 12 inches. The additional APs can be used to carry out any action.

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ELEMENT TYPE	MORALE	EXP
Junior NCO	13	AVG



16 12 10 2

Special Abilities

Has the ability to provide additional 2 AP to any team within 12 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
Junior NCO	17	VET



18 14 12 2

Special Abilities

Has the ability to provide additional 3 AP to any team within 12 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
HEAVY WEAPON	8	NOV



14 10 8 2

Special Abilities

Mortar/Indirect Weapons gain the skill:
Forward Observation: 12

ELEMENT TYPE	MORALE	EXP
HEAVY WEAPON	12	AVG



16 12 10 2

Special Abilities

Mortar/Indirect Weapons gain the skill:
Forward Observation: 14

ELEMENT TYPE	MORALE	EXP
HEAVY WEAPON	16	VET



18 14 12 2

Special Abilities

Mortar/Indirect Weapons gain the skill:
Forward Observation: 14

ELEMENT TYPE	PEN	MORALE	EXP
Jeep	2	8	NOV



14 10 12

T O F O S O R O

Special Abilities

Fast Speed 18"/24" per AP
Open Topped

PTS

20

ELEMENT TYPE	PEN	MORALE	EXP
Jeep	2	8	AVG



16 12 14

T O F O S O R O

Special Abilities

Fast Speed 18"/24" per AP
Open Topped

PTS

40

ELEMENT TYPE	PEN	MORALE	EXP
Jeep	2	8	VET



18 14 16

T O F O S O R O

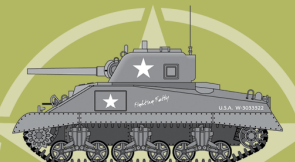
Special Abilities

Fast Speed 18"/24" per AP
Open Topped

PTS

60

ELEMENT TYPE	PEN	MORALE	EXP
Sherman IIA	10	8	NOV



14 10 12

T 7 F 7 S 4 R 4

Special Abilities

Medium Speed 12"/18" per AP
Tracks/wood/sandbags +2 to armour

PTS

320

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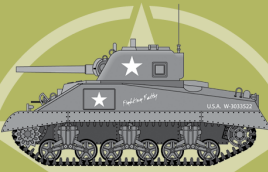
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ELEMENT TYPE	PEN	MORALE	EXP
Sherman IIA	10	12	AVG

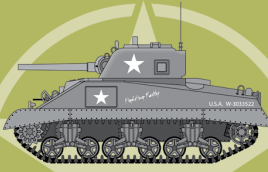


16	12	14

T	7	F	7	S	4	R	4
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Special Abilities	PTS
Medium Speed 12"/18" per AP Tracks/wood/sandbags +2 to armour	640

ELEMENT TYPE	PEN	MORALE	EXP
Sherman IIA	10	16	VET



18	14	16

T	7	F	7	S	4	R	4
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Special Abilities	PTS
Medium Speed 12"/18" per AP Tracks/wood/sandbags +2 to armour	960

ELEMENT TYPE	PEN	MORALE	EXP
Sherman Firefly	14	8	NOV

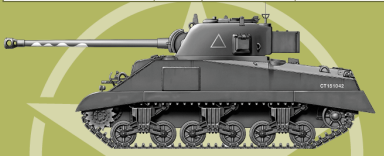


14	10	12

T	7	F	6	S	4	R	4
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Special Abilities	PTS
Medium Speed 12"/18" per AP Tracks/wood/sandbags +2 to armour	350

ELEMENT TYPE	PEN	MORALE	EXP
Sherman Firefly	14	12	AVG



16	12	14

T	7	F	6	S	4	R	4
---	---	---	---	---	---	---	---

Special Abilities	PTS
Medium Speed 12"/18" per AP Tracks/wood/sandbags +2 to armour	700

ELEMENT TYPE	PEN	MORALE	EXP
Sherman Firefly	14	16	VET



18	14	16

T	7	F	6	S	4	R	4
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Special Abilities	PTS
Medium Speed 12"/18" per AP Tracks/wood/sandbags +2 to armour	1050

ELEMENT TYPE	PEN	MORALE	EXP
Bren Carrier	2	8	NOV



14	10	12

T	-	F	1	S	1	R	1
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Special Abilities	PTS
Medium Speed 12"/18" per AP Open Topped	50

ELEMENT TYPE	PEN	MORALE	EXP
Bren Carrier	2	8	NOV



14	10	12

T	-	F	1	S	1	R	1
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Special Abilities	PTS
Medium Speed 12"/18" per AP Open Topped	50

ELEMENT TYPE	PEN	MORALE	EXP
Bren Carrier	2	12	AVG



16	12	14

T	-	F	1	S	1	R	1
---	---	---	---	---	---	---	---

Special Abilities	PTS
Medium Speed 12"/18" per AP Open Topped	100

ELEMENT TYPE	PEN	MORALE	EXP
Bren Carrier	2	16	VET



18	14	16

T	-	F	1	S	1	R	1
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Special Abilities	PTS
Medium Speed 12"/18" per AP Open Topped	150

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ELEMENT TYPE	PEN	MORALE	EXP
M10 (Achilles)	14	8	NOV



14	10	12

T	6	F	6	S	3	R	2
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Special Abilities	PTS
Medium Speed 12"/18" per AP, Open Topped Tracks/wood/sandbags +2 to armour	310

ELEMENT TYPE	PEN	MORALE	EXP
M10 (Achilles)	14	12	AVG



16	12	14

T	6	F	6	S	3	R	2
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Special Abilities	PTS
Medium Speed 12"/18" per AP, Open Topped Tracks/wood/sandbags +2 to armour	620

ELEMENT TYPE	PEN	MORALE	EXP
M10 (Achilles)	14	16	VET



18	14	16

T	6	F	6	S	3	R	2
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Special Abilities	PTS
Medium Speed 12"/18" per AP, Open Topped Tracks/wood/sandbags +2 to armour	930

ELEMENT TYPE	PEN	MORALE	EXP
Churchill vi, vii	8	8	NOV

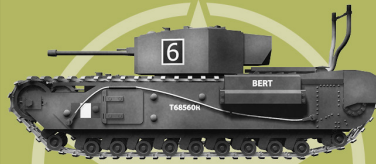


14	10	12

T	9	F	11	S	8	R	5
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Special Abilities	PTS
Slow 6"/12" per AP	420

ELEMENT TYPE	PEN	MORALE	EXP
Churchill vi, vii	8	12	AVG



14	10	12

T	9	F	11	S	8	R	5
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Special Abilities	PTS
Slow 6"/12" per AP	840

ELEMENT TYPE	PEN	MORALE	EXP
Churchill vi, vii	8	16	VET



18	14	16

T	9	F	11	S	8	R	5
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Special Abilities	PTS
Slow 6"/12" per AP	1260

ELEMENT TYPE	PEN	MORALE	EXP
Churchill vii-xi	9	8	NOV



14	10	12

T	15	F	15	S	10	R	5
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Special Abilities	PTS
Slow 6"/12" per AP	590

ELEMENT TYPE	PEN	MORALE	EXP
Churchill vii-xi	9	12	AVG

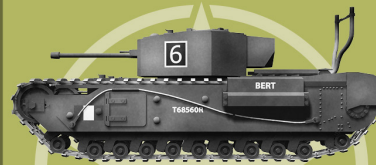


16	12	14

T	15	F	15	S	10	R	5
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Special Abilities	PTS
Slow 6"/12" per AP	1180

ELEMENT TYPE	PEN	MORALE	EXP
Churchill vii-xi	9	16	VET



18	14	16

T	15	F	15	S	10	R	5
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Special Abilities	PTS
Slow 6"/12" per AP	1770

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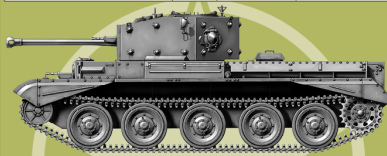
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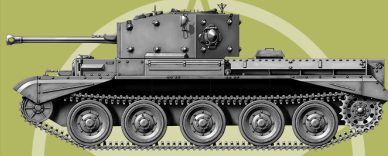
ELEMENT TYPE	PEN	MORALE	EXP
Cromwell I,II,III,IV,VI,VIII	8	8	NOV



T	8	F	6	S	3	R	5
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Special Abilities	PTS
Medium 12"/18" per AP	300

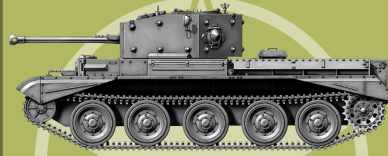
ELEMENT TYPE	PEN	MORALE	EXP
Cromwell I,II,III,IV,VI,VIII	8	12	AVG



T	8	F	6	S	3	R	5
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Special Abilities	PTS
Medium 12"/18" per AP	600

ELEMENT TYPE	PEN	MORALE	EXP
Cromwell I,II,III,IV,VI,VIII	8	16	VET



T	8	F	6	S	3	R	5
---	---	---	---	---	---	---	---

Special Abilities	PTS
Medium 12"/18" per AP	900

ELEMENT TYPE	PEN	MORALE	EXP
Cromwell V, VI	9	12	AVG



T	8	F	6	S	3	R	5
---	---	---	---	---	---	---	---

Special Abilities	PTS
Medium 12"/18" per AP	600

ELEMENT TYPE	PEN	MORALE	EXP
Cromwell V, VI	9	16	VET



T	8	F	6	S	3	R	5
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Special Abilities	PTS
Medium 12"/18" per AP	900

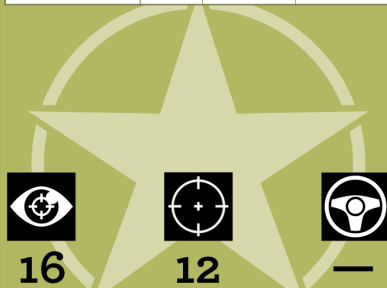
ELEMENT TYPE	PEN	MORALE	EXP
British 6pdr AT Gun	9	8	NOV



T	-	F	1	S	-	R	-
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Special Abilities	PTS
None	100

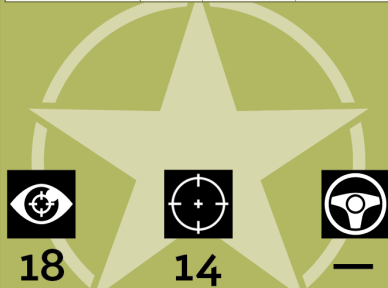
ELEMENT TYPE	PEN	MORALE	EXP
British 6pdr AT Gun	9	12	AVG



T	-	F	1	S	-	R	-
---	---	---	---	---	---	---	---

Special Abilities	PTS
None	200

ELEMENT TYPE	PEN	MORALE	EXP
British 6pdr AT Gun	9	16	VET



T	-	F	1	S	-	R	-
---	---	---	---	---	---	---	---

Special Abilities	PTS
None	300

ELEMENT TYPE	PEN	MORALE	EXP
British 17pdr AT Gun	14	8	NOV



T	-	F	1	S	-	R	-
---	---	---	---	---	---	---	---

Special Abilities	PTS
None	150

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ELEMENT TYPE	PEN	MORALE	EXP
British 17pdr AT Gun	14	8	NOV

14 10 —

T - F 1 S - R -

Special Abilities	PTS
None	150

ELEMENT TYPE	PEN	MORALE	EXP
British 17pdr AT Gun	14	12	AVG

16 12 —

T - F 1 S - R -

Special Abilities	PTS
None	300

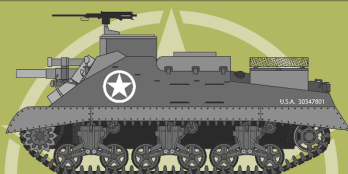
ELEMENT TYPE	PEN	MORALE	EXP
British 17pdr AT Gun	14	16	VET

18 14 —

T - F 1 S - R -

Special Abilities	PTS
None	450

ELEMENT TYPE	PEN	MORALE	EXP
M7 Priest	10	8	NOV

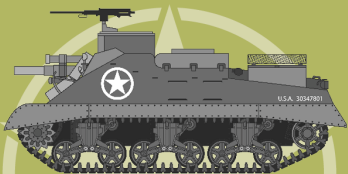


14 10 12

T - F 6 S 4 R 2

Special Abilities	PTS
Medium 12"/18" per AP	220

ELEMENT TYPE	PEN	MORALE	EXP
M7 Priest	10	12	AVG

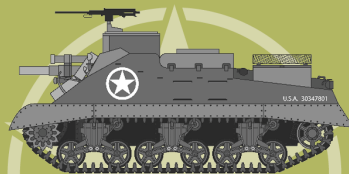


16 12 14

T - F 6 S 4 R 2

Special Abilities	PTS
Medium 12"/18" per AP	440

ELEMENT TYPE	PEN	MORALE	EXP
M7 Priest	10	16	VET

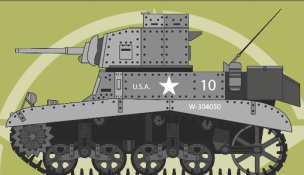


18 14 16

T - F 6 S 4 R 2

Special Abilities	PTS
Medium 12"/18" per AP	660

ELEMENT TYPE	PEN	MORALE	EXP
M3 Stuart	6	8	NOV

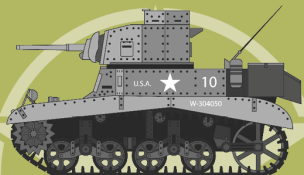


14 10 12

T 4 F 4 S 3 R 3

Special Abilities	PTS
Fast Speed 18"/24" per AP	200

ELEMENT TYPE	PEN	MORALE	EXP
M3 Stuart	6	12	AVG

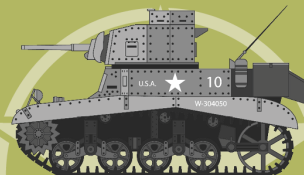


16 12 14

T 4 F 4 S 3 R 3

Special Abilities	PTS
Fast Speed 18"/24" per AP	400

ELEMENT TYPE	PEN	MORALE	EXP
M3 Stuart	6	16	VET



18 14 16

T 4 F 4 S 3 R 3

Special Abilities	PTS
Fast Speed 18"/24" per AP	600

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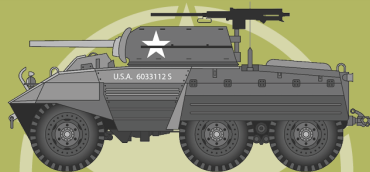
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ELEMENT TYPE	PEN	MORALE	EXP
M8 Greyhound Amoured Car	6	8	NOV

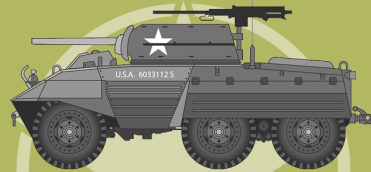


14 10 12

T 2 F 2 S 1 R 1

Special Abilities	PTS
Fast Speed 18"/24" per AP	120

ELEMENT TYPE	PEN	MORALE	EXP
M8 Greyhound Amoured Car	6	12	AVG

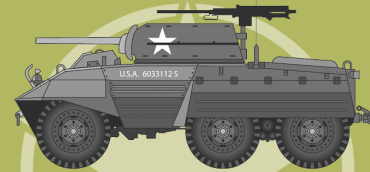


16 12 14

T 2 F 2 S 1 R 1

Special Abilities	PTS
Fast Speed 18"/24" per AP	240

ELEMENT TYPE	PEN	MORALE	EXP
M8 Greyhound Amoured Car	6	16	VET

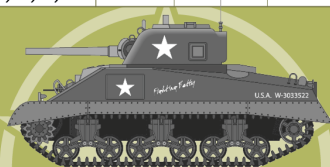


18 14 16

T 2 F 2 S 1 R 1

Special Abilities	PTS
Fast Speed 18"/24" per AP	360

ELEMENT TYPE	PEN	MORALE	EXP
Sherman I,II,III,IV,V	8	8	NOV

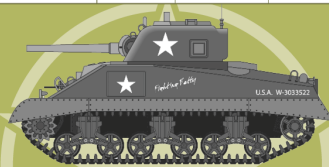


14 10 12

T 8 F 5 S 4 R 4

Special Abilities	PTS
Medium 12"/18" per AP Tracks/wood/sandbags +2 to armour	290

ELEMENT TYPE	PEN	MORALE	EXP
Sherman I,II,III,IV,V	8	12	AVG

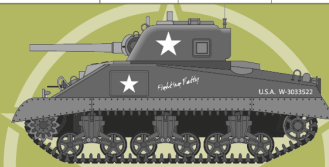


16 12 14

T 8 F 5 S 4 R 4

Special Abilities	PTS
Medium 12"/18" per AP Tracks/wood/sandbags +2 to armour	580

ELEMENT TYPE	PEN	MORALE	EXP
Sherman I,II,III,IV,V	8	16	VET

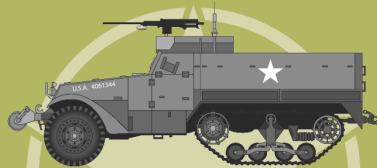


18 14 16

T 8 F 5 S 4 R 4

Special Abilities	PTS
Medium 12"/18" per AP Tracks/wood/sandbags +2 to armour	870

ELEMENT TYPE	PEN	MORALE	EXP
M3 Halftrack	2	8	NOV

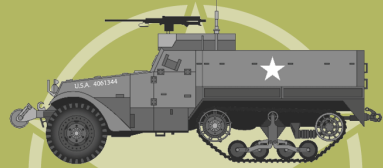


14 10 12

T - F 2 S 1 R 1

Special Abilities	PTS
Medium 12"/18" per AP, open topped	60

ELEMENT TYPE	PEN	MORALE	EXP
M3 Halftrack	2	12	AVG

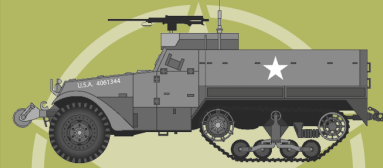


16 12 14

T - F 2 S 1 R 1

Special Abilities	PTS
Medium 12"/18" per AP, open topped	120

ELEMENT TYPE	PEN	MORALE	EXP
M3 Halftrack	2	16	VET



18 14 16

T - F 2 S 1 R 1

Special Abilities	PTS
Medium 12"/18" per AP, open topped	180

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II



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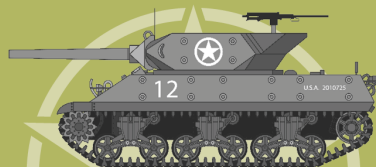
NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II



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SQUAD BASED COMBAT IN WORLD WAR II



ELEMENT TYPE	PEN	MORALE	EXP
M10 Wolverine	10	8	NOV

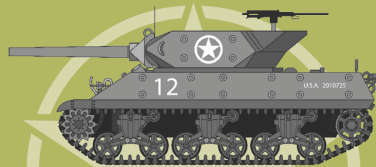


14 10 12

T 6 F 4 S 3 R 3

Special Abilities	PTS
Fast Speed 18"/24" per AP Tracks/wood/sandbags +2 to armour	260

ELEMENT TYPE	MORALE	EXP
M10 Wolverine	12	AVG

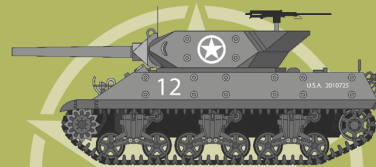


16 12 14

T 6 F 4 S 3 R 3

Special Abilities	PTS
Fast Speed 18"/24" per AP, open topped Tracks/wood/sandbags +2 to armour	520

ELEMENT TYPE	MORALE	EXP
M10 Wolverine	16	VET



18 14 16

T 6 F 4 S 3 R 3

Special Abilities	PTS
Fast Speed 18"/24" per AP, open topped Tracks/wood/sandbags +2 to armour	780

VEHICLE SPOTTING/ SHOOTING

Description	Spotting/Shooting
TARGET	
Target Vehicle is Moving	+4/-4
Shot main weapon	+6
Target Vehicle is in Cover/ Concealment	-6/-6
Target Vehicle is Hidden	-15
Target Vehicle is in or behind smoke	-10
ATTACKER	
Attacking Vehicle is Moving	-4/-10
For each additional AP added	+4
Unbuttoned tank commander	+4

VEHICLE DAMAGE TABLE

1D20	RESULT	EFFECT
1-5	Spalling	On a subsequent roll of 1-15, the crew are injured. This reduces the operational ability of the Vehicle to 2AP.
6-10	Mobility Kill	The Vehicle may not Move again for the duration of the game but can still Shoot. The Vehicle receives a Suppression marker.
11-15	Mission Kill	The Vehicle is critically damaged and is out of action. On a subsequent roll of 1-15, the passengers are Combat Ineffective. All surviving passengers automatically bail out—Disembark—and are Pinned.
16+	Catastrophic Kill	The hit explodes into the Vehicle's interior, detonating fuel and ammunition in a massive explosion.

SPOTTING & SHOOTING

Target	Spot	Attacker	Spot
Moving	+4	Moving	-4
Concealment	-6	Higher	+4
Hidden	-15	Lower	-2
Gone Firm	-4	Additional AP added	+4
Fired a Suppression weapon	+6		
A Vehicle	+4		

Target	Shoot	Attacker	Shoot
Moving	-4	Moving	-4
Cover	-6	Higher	+4
Hidden	-15	Lower	-2
Gone Firm	-4	Additional AP added	+4

STATUS

Status	Result	MOD
1-6	Hesitant	-3
7-12	Pinned	-6
13+	Cbt Ineffective	-

Hesitant

- The element drops prone, can only crawl move but can attack as normal but with a -3 to all skills.
- The element gains an additional +4 cover benefit.

Pinned

- The element has been forced prone and can do nothing this action. Next combat phase make a morale test at -6 or remains in place unable to activate.
- The element gains an additional +4 cover benefit.
- If the enemy is within 4" the character must surrender.

WEAPONS

Weapon	Damage	Area	PEN	Morale
Pistol	1d20	-	0	M
Rifle	1d20	-	0	M
Sniper rifle	1d20+4	-	0	S
Battle rifle	1d20	1" radius	0	S
SMG	2d20	2" radius	0	S
Auto Rifle	2d20	2" radius	1	S
LMG	3d20	3"x 2"	1	S
MG	3d20	4"x 2"	2	S
MMG	3d20	5"x 2"	2	S
HMG	7D10	6"x1"	3	S
Panzerfaust	KZ2d20/ DZ1d20	KZ3"/ DZ12"	14	S
Panzerschreck	KZ2d20/ DZ1d20	KZ3"/ DZ12"	16	S
PIAT/Bazooka	KZ2d20/ DZ1d20	KZ3"/ DZ12"	10	S

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II



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SQUAD BASED COMBAT IN WORLD WAR II



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ELEMENT TYPE	MORALE	EXP
Rifleman	8	NOV



Special Abilities
One member of the element may be a Grenadier.

ELEMENT TYPE	MORALE	EXP
Rifleman	12	AVG



Special Abilities
One member of the element may be a Grenadier.

ELEMENT TYPE	MORALE	EXP
Rifleman	16	VET



Special Abilities
One member of the element may be a Grenadier.

ELEMENT TYPE	MORALE	EXP
Sniper	16	AVG



Special Abilities
A two-man team, one shooter and one spotter. If the shooter is killed the spotter takes over. Add +8 to Firearms combat and +4 spot skills. The Sniper always counts as hidden when in cover.

ELEMENT TYPE	MORALE	EXP
Sniper	20	VET



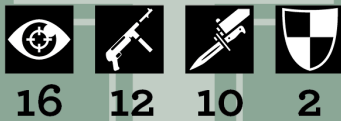
Special Abilities
A two-man team, one shooter and one spotter. If the shooter is killed the spotter takes over. Add +8 to Firearms combat and +4 spot skills. The Sniper always counts as hidden when in cover.

ELEMENT TYPE	MORALE	EXP
Heavy Weapon	8	NOV



Special Abilities
Mortar/Indirect Weapons gain the skill:
Forward Observation: 14

ELEMENT TYPE	MORALE	EXP
Heavy Weapon	12	AVG



Special Abilities
Mortar/Indirect Weapons gain the skill:
Forward Observation: 14

ELEMENT TYPE	MORALE	EXP
Heavy Weapon	16	VET



Special Abilities
Mortar/Indirect Weapons gain the skill:
Forward Observation: 14

ELEMENT TYPE	MORALE	EXP
Heavy Weapon	8	NOV



Special Abilities
+2 to Firearms skill.

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SQUAD BASED COMBAT IN WORLD WAR II

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SQUAD BASED COMBAT IN WORLD WAR II

ELEMENT TYPE	MORALE	EXP
Heavy Weapon	12	AVG



Special Abilities

+2 to Firearms skill.

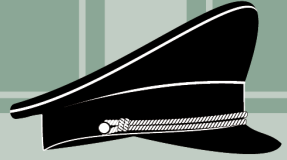
ELEMENT TYPE	MORALE	EXP
Heavy Weapon	16	VET



Special Abilities

+2 to Firearms skill.

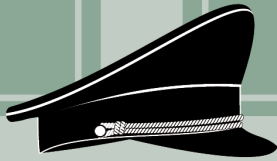
ELEMENT TYPE	MORALE	EXP
Officer	12	NOV



Special Abilities

Forward Observation: 12
Has the ability to provide additional 1 AP to any team within 24 inches. The additional APs can be used to carry out any action.

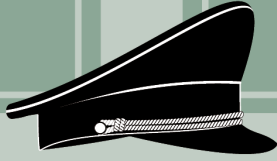
ELEMENT TYPE	MORALE	EXP
Officer	16	AVG



Special Abilities

Forward Observation: 14
Has the ability to provide additional 2 AP to any team within 24 inches. The additional APs can be used to carry out any action.

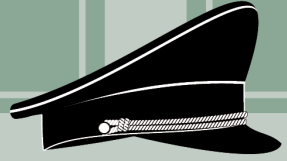
ELEMENT TYPE	MORALE	EXP
Officer	20	VET



Special Abilities

Forward Observation: 16
Has the ability to provide additional 3 AP to any team within 24 inches. The additional APs can be used to carry out any action.

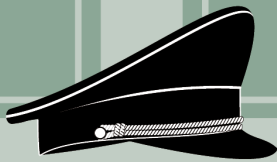
ELEMENT TYPE	MORALE	EXP
NCO	10	NOV



Special Abilities

Has the ability to provide additional 1 AP to any team within 18 inches. The additional APs can be used to carry out any action.

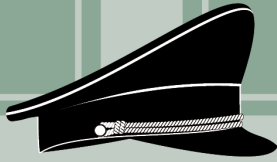
ELEMENT TYPE	MORALE	EXP
NCO	14	AVG



Special Abilities

Has the ability to provide additional 2 AP to any team within 18 inches. The additional APs can be used to carry out any action.

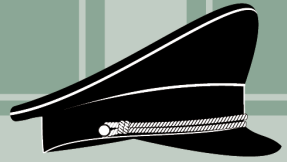
ELEMENT TYPE	MORALE	EXP
NCO	18	VET



Special Abilities

Has the ability to provide additional 3 AP to any team within 18 inches. The additional APs can be used to carry out any action.

ELEMENT TYPE	MORALE	EXP
Junior NCO	9	NOV



Special Abilities

Has the ability to provide additional 1 AP to any team within 12 inches. The additional APs can be used to carry out any action.

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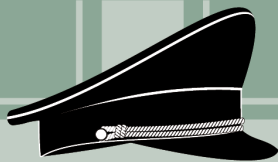
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SQUAD BASED COMBAT IN WORLD WAR II

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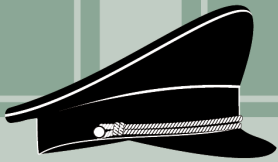
ELEMENT TYPE	MORALE	EXP
Junior NCO	13	AVG



16	12	10	2

Special Abilities
 Has the ability to provide additional 2 AP to any team within 12 inches. The additional APs can be used to carry out any action.

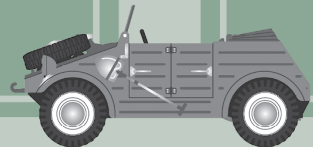
ELEMENT TYPE	MORALE	EXP
Junior NCO	17	VET



18	14	12	2

Special Abilities
 Has the ability to provide additional 3 AP to any team within 12 inches. The additional APs can be used to carry out any action.

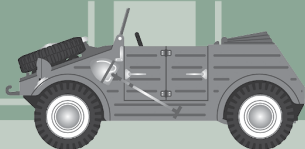
ELEMENT TYPE	PEN	MORALE	EXP
Kubelwagen	0	8	NOV



14	10	12

T	-	F	2	S	1	R	1
Special Abilities							PTS
Medium Speed 12"/16" per AP							10

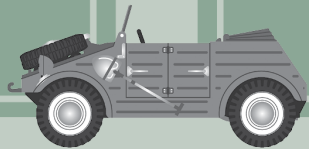
ELEMENT TYPE	PEN	MORALE	EXP
Kubelwagen	0	12	AVG



16	12	14

T	-	F	2	S	1	R	1
Special Abilities							PTS
Medium Speed 12"/16" per AP							20

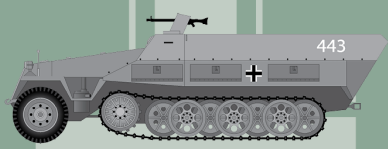
ELEMENT TYPE	PEN	MORALE	EXP
Kubelwagen	0	16	VET



18	14	16

T	-	F	2	S	1	R	1
Special Abilities							PTS
Medium Speed 12"/16" per AP							30

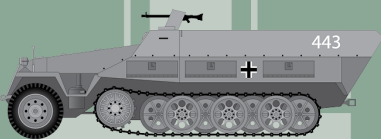
ELEMENT TYPE	PEN	MORALE	EXP
Hanomag	2	8	NOV



14	10	12

T	-	F	2	S	1	R	1
Special Abilities							PTS
Medium Speed 12"/16" per AP, open topped							60

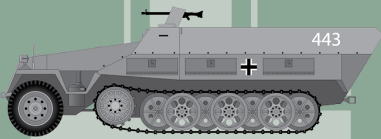
ELEMENT TYPE	PEN	MORALE	EXP
Hanomag	2	12	AVG



16	12	14

T	-	F	2	S	1	R	1
Special Abilities							PTS
Medium Speed 12"/16" per AP, open topped							120

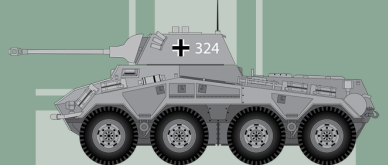
ELEMENT TYPE	PEN	MORALE	EXP
Hanomag	2	16	VET



18	14	16

T	-	F	2	S	1	R	1
Special Abilities							PTS
Medium Speed 12"/16" per AP, open topped							180

ELEMENT TYPE	PEN	MORALE	EXP
SDKFZ234/x	10	8	NOV



14	10	12

T	3	F	3	S	1	R	1
Special Abilities							PTS
Fast Speed (18"/24" per AP)							170

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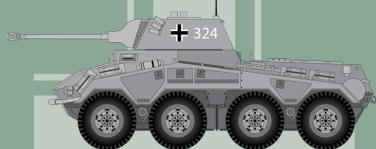
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SQUAD BASED COMBAT IN WORLD WAR II

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SQUAD BASED COMBAT IN WORLD WAR II

ELEMENT TYPE	PEN	MORALE	EXP
SDKFZ234/x	10	12	AVG



16



12

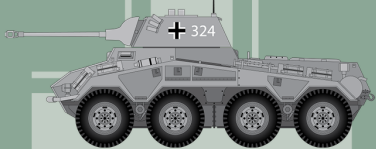


14

T 3 F 3 S 1 R 1

Special Abilities	PTS
Fast Speed (18"/24" per AP)	340

ELEMENT TYPE	PEN	MORALE	EXP
SDKFZ234/x	10	16	VET



18



14

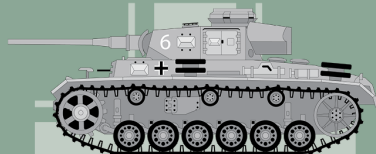


16

T 3 F 3 S 1 R 1

Special Abilities	PTS
Fast Speed (18"/24" per AP)	510

ELEMENT TYPE	PEN	MORALE	EXP
Panzer III/x	7	8	NOV



14



10

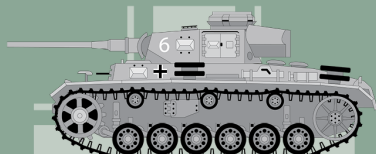


12

T 6 F 7 S 3 R 5

Special Abilities	PTS
Medium Speed 12"/16" per AP	280

ELEMENT TYPE	PEN	MORALE	EXP
Panzer III/x	7	12	AVG



16



12

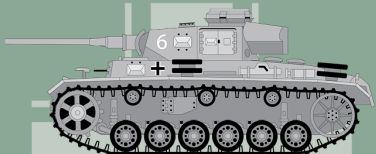


14

T 6 F 7 S 3 R 5

Special Abilities	PTS
Medium Speed 12"/16" per AP	560

ELEMENT TYPE	PEN	MORALE	EXP
Panzer III/x	7	16	VET



18



14

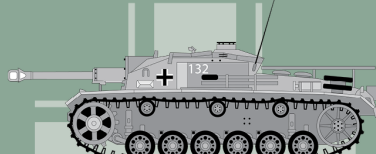


16

T 6 F 7 S 3 R 5

Special Abilities	PTS
Medium Speed 12"/16" per AP	840

ELEMENT TYPE	PEN	MORALE	EXP
STUG III/x	5	8	NOV



14



10

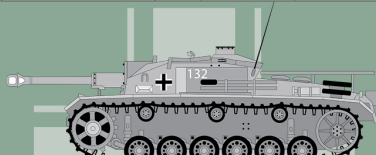


12

T - F 5 S 3 R 3

Special Abilities	PTS
Medium Speed 12"/16" per AP	160

ELEMENT TYPE	PEN	MORALE	EXP
STUG III/x	5	12	AVG



16



12

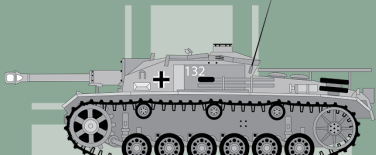


14

T - F 5 S 3 R 3

Special Abilities	PTS
Medium Speed 12"/16" per AP	320

ELEMENT TYPE	PEN	MORALE	EXP
STUG III/x	5	16	VET



18



14

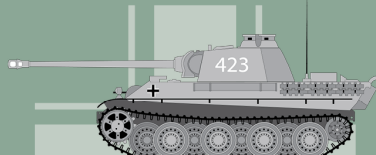


16

T - F 5 S 3 R 3

Special Abilities	PTS
Medium Speed 12"/16" per AP	480

ELEMENT TYPE	PEN	MORALE	EXP
Panther/x	15	8	NOV



14



10



12

T 11 F 8 S 4 R 4

Special Abilities	PTS
Medium Speed 12"/16" per AP	420

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SQUAD BASED COMBAT IN WORLD WAR II

ELEMENT TYPE	PEN	MORALE	EXP
Panther/x	15	12	AVG



16



12

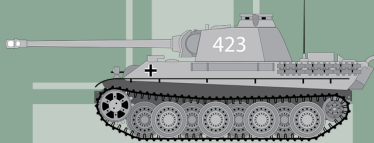


14

T 11 F 8 S 4 R 4

Special Abilities	PTS
Medium Speed 12"/16" per AP	840

ELEMENT TYPE	PEN	MORALE	EXP
Panther/x	15	16	VET



18



14

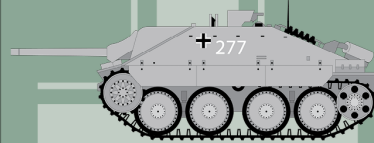


16

T 11 F 8 S 4 R 4

Special Abilities	PTS
Medium Speed 12"/16" per AP	1260

ELEMENT TYPE	PEN	MORALE	EXP
Hetzer	11	8	NOV



14



10

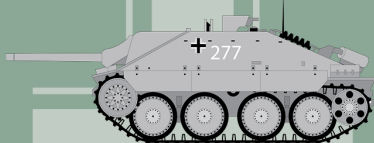


12

T - F 12 S 2 R 1

Special Abilities	PTS
Medium Speed 12"/16" per AP	270

ELEMENT TYPE	PEN	MORALE	EXP
Hetzer	11	12	AVG



16



12

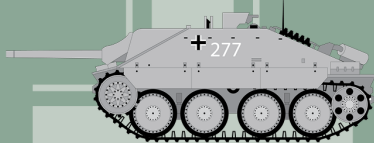


14

T - F 12 S 2 R 1

Special Abilities	PTS
Medium Speed 12"/16" per AP	540

ELEMENT TYPE	PEN	MORALE	EXP
Hetzer	11	16	VET



18



14

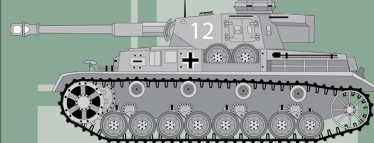


16

T - F 12 S 2 R 1

Special Abilities	PTS
Medium Speed 12"/16" per AP	810

ELEMENT TYPE	PEN	MORALE	EXP
Panzer IV/x	10	8	NOV



14



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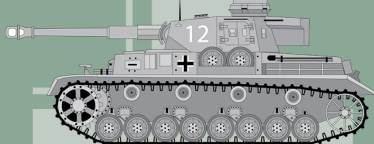


12

T 5 F 8 S 3 R 2

Special Abilities	PTS
Medium Speed 12"/16" per AP	250

ELEMENT TYPE	PEN	MORALE	EXP
Panzer IV/x	10	12	AVG



16



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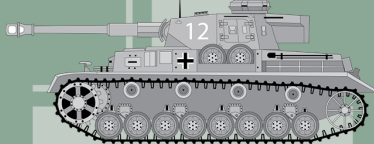


14

T 5 F 8 S 3 R 2

Special Abilities	PTS
Medium Speed 12"/16" per AP	500

ELEMENT TYPE	PEN	MORALE	EXP
Panzer IV/x	10	16	VET



18



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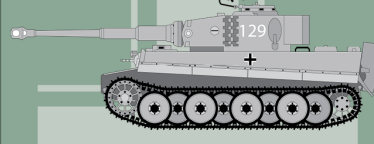


16

T 5 F 8 S 3 R 2

Special Abilities	PTS
Medium Speed 12"/16" per AP	750

ELEMENT TYPE	PEN	MORALE	EXP
Tiger I	11	8	NOV



14



10



12

T 10 F 10 S 8 R 8

Special Abilities	PTS
Medium Speed 12"/16" per AP	470

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II

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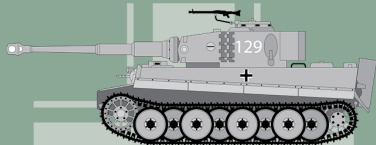
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SQUAD BASED COMBAT IN WORLD WAR II

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SQUAD BASED COMBAT IN WORLD WAR II

ELEMENT TYPE	PEN	MORALE	EXP
Tiger I	11	12	AVG



16



12

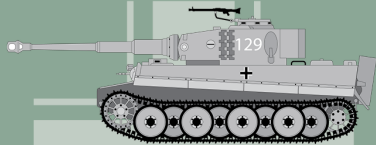


14

T	10	F	10	S	8	R	8
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Special Abilities	PTS
Medium Speed 12"/16" per AP	940

ELEMENT TYPE	PEN	MORALE	EXP
Tiger I	11	16	VET



18



14

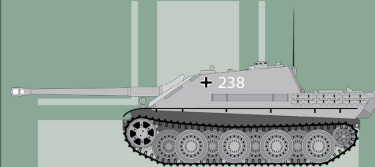


16

T	10	F	10	S	8	R	8
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Special Abilities	PTS
Medium Speed 12"/16" per AP	1410

ELEMENT TYPE	PEN	MORALE	EXP
Jagdpanther	18	8	NOV



14



10

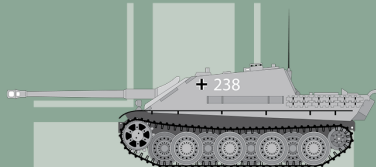


12

T	—	F	8	S	3	R	3
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Special Abilities	PTS
Medium Speed 12"/16" per AP	320

ELEMENT TYPE	PEN	MORALE	EXP
Jagdpanther	18	12	AVG



16



12



14

T	—	F	8	S	3	R	3
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Special Abilities	PTS
Medium Speed 12"/16" per AP	640

ELEMENT TYPE	PEN	MORALE	EXP
Jagdpanther	18	16	VET



18



14

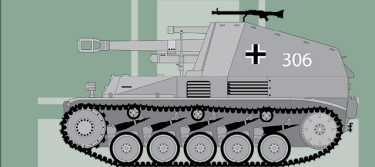


16

T	—	F	8	S	3	R	3
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Special Abilities	PTS
Medium Speed 12"/16" per AP	960

ELEMENT TYPE	PEN	MORALE	EXP
Wespe	11	8	NOV



14



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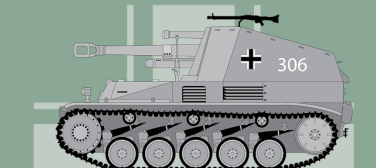


12

T	—	F	3	S	2	R	2
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Special Abilities	PTS
Medium Speed 12"/16" per AP	180

ELEMENT TYPE	PEN	MORALE	EXP
Wespe	11	12	AVG



16



12

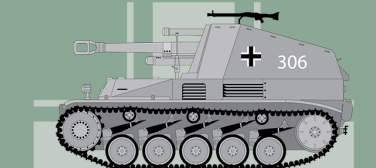


14

T	—	F	3	S	2	R	2
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Special Abilities	PTS
Medium Speed 12"/16" per AP	360

ELEMENT TYPE	PEN	MORALE	EXP
Wespe	11	16	VET



18



14

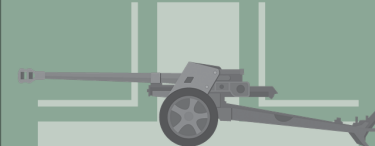


16

T	—	F	3	S	2	R	2
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Special Abilities	PTS
Medium Speed 12"/16" per AP	540

ELEMENT TYPE	PEN	MORALE	EXP
PAK40	16	12	AVG



16



12

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Special Abilities	PTS
None	340

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II

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ELEMENT TYPE	PEN	MORALE	EXP
PAK40	16	16	VET



18



14

T - F 1 S - R -

Special Abilities	PTS
None	510

ELEMENT TYPE	PEN	MORALE	EXP
PAK43	11	8	NOV



14



10

T - F 1 S - R -

Special Abilities	PTS
None	120

ELEMENT TYPE	PEN	MORALE	EXP
PAK43	18	12	AVG



16



12

T - F 1 S - R -

Special Abilities	PTS
None	240

ELEMENT TYPE	PEN	MORALE	EXP
PAK43	18	16	VET



18



14

T - F 1 S - R -

Special Abilities	PTS
None	360

ELEMENT TYPE	PEN	MORALE	EXP
88mm Flak 41	14	8	NOV



14



10

T - F 1 S - R -

Special Abilities	PTS
None	150

ELEMENT TYPE	PEN	MORALE	EXP
88mm Flak 41	14	12	AVG



16



12

T - F 1 S - R -

Special Abilities	PTS
None	300

ELEMENT TYPE	PEN	MORALE	EXP
88mm Flak 41	14	16	VET



18



14

T - F 1 S - R -

Special Abilities	PTS
None	450

VEHICLE SPOTTING/ SHOOTING

Description	Spotting/Shooting
TARGET	
Target Vehicle is Moving	+4/-4
Shot main weapon	+6
Target Vehicle is in Cover/ Concealment	-6/-6
Target Vehicle is Hidden	-15
Target Vehicle is in or behind smoke	-10
ATTACKER	
Attacking Vehicle is Moving	-4/-10
For each additional AP added	+4
Unbuttoned tank commander	+4

VEHICLE DAMAGE TABLE

1D20	RESULT	EFFECT
1-5	Spalling	On a subsequent roll of 1-15, the crew are injured. This reduces the operational ability of the Vehicle to 2AP.
6-10	Mobility Kill	The Vehicle may not Move again for the duration of the game but can still Shoot. The Vehicle receives a Suppression marker.
11-15	Mission Kill	The Vehicle is critically damaged and is out of action. On a subsequent roll of 1-15, the passengers are Combat Ineffective. All surviving passengers automatically bail out—Disembark—and are Pinned.
16+	Catastrophic Kill	The hit explodes into the Vehicle's interior, detonating fuel and ammunition in a massive explosion.

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II

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SQUAD BASED COMBAT IN WORLD WAR II

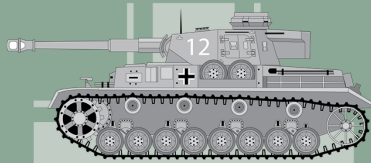
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SQUAD BASED COMBAT IN WORLD WAR II

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SQUAD BASED COMBAT IN WORLD WAR II

ELEMENT TYPE	PEN	MORALE	EXP
Panzer IV/H	11	8	NOV



14



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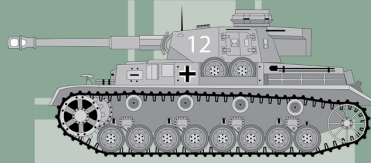


12

T	5	F	8	S	3	R	2
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Special Abilities	PTS
Medium Speed 12"/16" per AP	290

ELEMENT TYPE	PEN	MORALE	EXP
Panzer IV/H	11	12	AVG



16



12

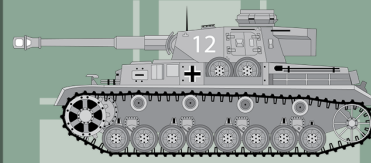


14

T	5	F	8	S	3	R	2
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Special Abilities	PTS
Medium Speed 12"/16" per AP	580

ELEMENT TYPE	PEN	MORALE	EXP
Panzer IV/H	11	16	VET



18



14



16

T	5	F	8	S	3	R	2
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Special Abilities	PTS
Medium Speed 12"/16" per AP	870

STATUS

Status	Result	MOD
1-6	Hesitant	-3
7-12	Pinned	-6
13+	Cbt Ineffective	-

Hesitant

- The element drops prone, can only crawl move but can attack as normal but with a -3 to all skills.
- The element gains an additional +4 cover benefit.

Pinned

- The element has been forced prone and can do nothing this action. Next combat phase make a morale test at -6 or remains in place unable to activate.
- The element gains an additional +4 cover benefit.
- If the enemy is within 4" the character must surrender.

WEAPONS

Weapon	Damage	Area	PEN	Morale
Pistol	1d20	-	0	M
Rifle	1d20	-	0	M
Sniper rifle	1d20+4	-	0	S
Battle rifle	1d20	1" radius	0	S
SMG	2d20	2" radius	0	S
Auto Rifle	2d20	2" radius	1	S
LMG	3d20	3"x 2"	1	S
MG	3d20	4"x 2"	2	S
MMG	3d20	5"x 2"	2	S
HMG	7D10	6"x1"	3	S
Panzerfaust	KZ2d20/ DZ1d20	KZ3"/ DZ12"	14	S
Panzerschreck	KZ2d20/ DZ1d20	KZ3"/ DZ12"	16	S
PIAT/Bazooka	KZ2d20/ DZ1d20	KZ3"/ DZ12"	10	S

SPOTTING & SHOOTING

Target	Spot	Attacker	Spot
Moving	+4	Moving	-4
Concealment	-6	Higher	+4
Hidden	-15	Lower	-2
Gone Firm	-4	Additional AP added	+4
Fired a Suppression weapon	+6		
A Vehicle	+4		

Target	Shoot	Attacker	Shoot
Moving	-4	Moving	-4
Cover	-6	Higher	+4
Hidden	-15	Lower	-2
Gone Firm	-4	Additional AP added	+4

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II

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SQUAD BASED COMBAT IN WORLD WAR II

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SQUAD BASED COMBAT IN WORLD WAR II

Covering Fire!

An element playing this card will, when making an attack, place an additional suppression marker on the enemy element they are firing upon.

The attacking element must contain 2 or more characters or be a Junior NCO or above armed with an SMG.

Defence

An element playing this card makes the best use of the available cover, all enemy attacks incur a -10 to their Firearms roll when firing on this element.

This card cannot be used on an element that has no concealment or cover.

Infiltration

An element playing this card makes the best use of concealment as long as they have not engaged with the enemy.

The elements Concealment modifier increases from -6 to -10 chance to be spotted.

An element using this card must start their activation and end their activation in cover to get the concealment bonus.

Contact!

A Contact card can only be played on an element and not teams. It allows players to activate any element, not previously activated, in their opponents turn.

Unlike a standard interrupt maneuver, the element does not lose its next activation. This card can only be used for combat (Firearms, Building Assault or Melee) and not movement. Each character in the element has 2 AP to use in this contact. The element may not use an AP allocated to the element previously.

The player plays this card at the point in his opponents turn he wishes to interrupt the sequence of play. The activate players stops his turn and the interrupting players now activates his element. Once the interrupting element has completed it turn the original activate player can continue the end of their turn.

Seasoned Troops

When this element comes under fire from a suppressive weapon, they ignore the first suppression marker allocated to them.

Rush

An element playing this card adds 1d6 inches per AP spent on movement for this turn.

This makes them easier to be spotted (+4)

Patrol To Contact

An element playing this card is moving cautiously towards the enemy.

Their movement is halved (3" rather than 6" per AP) but the element gains at +4 to all spot rolls.

Defence

An element playing this card makes the best use of the available cover, all enemy attacks incur a -10 to their Firearms roll when firing on this element.

This card cannot be used on an element that has no concealment or cover.

Recon By Fire

The element is well-versed in enemy doctrines and can guess where the enemy is most likely hiding.

When the element activates they may make a "recon by fire" if armed with rifles and SMG's they attack along 6" wide front, or if armed with an LMG or better a 12" wide front.

This costs 3AP. All enemy units within that zone receive a Suppression marker. Only on a natural roll of a 1 are casualties inflicted.

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II

Doctrine/Tactics

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II

Doctrine/Tactics

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Doctrine/Tactics

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Doctrine/Tactics

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Doctrine/Tactics

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Doctrine/Tactics

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SQUAD BASED COMBAT IN WORLD WAR II

Doctrine/Tactics

NORMANDY
SQUAD BASED COMBAT IN WORLD WAR II

Doctrine/Tactics

Tank Hunters

The element is, through experience or training, experienced in dealing with armour. They know where best to hit tanks to get the greatest effect.

They gain +4 to their firearms skill when engaging in tanks with grenades or other handheld anti-tank weapons.

FIBUA

















































The element, through experience or training, has experience in Fighting in Built Up Areas (FIBUA).

They gain an additional +4 to the Melee skill when engaging the enemy in a building assault.

Assess the Situation

This card can only be played on Junior NCO's, NCO's and Officers. The element has now assessed the situation and is relaying orders to his men.

He can now allocate up to his double his normal command points but with a maximum of 2 points per element.

 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN

NORMANDY

SQUAD BASED COMBAT IN WORLD WAR II

Doctrine/Tactics

NORMANDY

















































SQUAD BASED COMBAT IN WORLD WAR II














































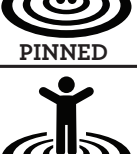





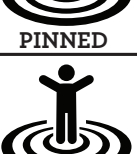














Doctrine/Tactics















































































NORMANDY

SQUAD BASED COMBAT IN WORLD WAR II

Doctrine/Tactics

 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
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 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN

 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN

 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN
 MOVE	 HESITATE	 SUPPRESSED	 PINNED	 MORALE	 HIDDEN