

## GAME PROCEDURE TABLE

<b>GAME TURN:</b>	1 - Maneuver-chips assignment (1 for each platoon-unit less); 2 - Indirect fire planning; 3 - Maneuvers phases (1 platoon/battery at a time for both armies) of all units on battlefield; 4 - Artillery indirect fire; 5 - End turn of game.
<b>MANEUVER - CHIPS ASSIGNMENT:</b>	- Players count how many platoon-units there are in the respective Armies, the one with the smallest army takes 1 maneuver-chip for each platoon less. A maneuver-chip may be played rather than performing a platoon maneuver.
<b>INDIRECT FIRE PLANNING:</b>	- Table "COMUNICATION": to verify communication distance between team which is requesting indirect artillery fire and the artillery unit; - Table "TEST": to perform <b>DFR</b> or <b>IFR</b> communication test to submit indirect fire request to the artillery unit; - If test fails, indirect artillery fire is not available, otherwise player can place on battlefield five I.F. target markers per artillery battery/platoon.
<b>MANEUVER PHASES:</b> (players alternated)	- First player declares maneuver of a platoon/battery or it plays a maneuver chip; - Second player declares maneuver of a platoon/battery which has to fight to contrast the maneuver of the first player, or it plays a maneuver chip; - Table "TEST": to perform a <b>Readiness Test</b> , to determine the exact actions sequence of all team-units involved in the same maneuver phase; - Actions performing of all team-units (or vehicles) based on priority determined by results of tests <b>RT</b> ; - Repeat procedure until all platoons/batteries of both players have performed a maneuver.
<b>SIMPLE MANEUVERS:</b>	- <u>Fleeing-units recovery</u> - Team perform a <b>Courage Test</b> for each leader, if a <b>CT</b> successful, team may perform a "Tactical" movement. - <u>Lurk</u> - a team unit (or vehicle) stays motionless and ready to fire, performing no action; - <u>Conceal</u> - team unit (only infantry or artillery up to caliber 60mm) moves without exceeding the "Slow" movement of the "Unit chart"; - <u>Fire</u> - team unit (or vehicle) fires the "Stationary" number of shots, with each single weapon listed into the "Unit chart". - <u>Move</u> - team unit (or vehicle) moves from 1 cm up to the "Tactical" number of cm into the section "Movement" of the "Unit chart"; - <u>Hook on</u> - carrier vehicle hooks artillery piece, it cannot move and it must begin maneuver-segment with the rear near the tails of the artillery piece; - <u>Unhook</u> - carrier vehicle unhook artillery piece, vehicle cannot move in the same maneuver-segment; - <u>Embark</u> - infantry/mortars team climbs into the carrier vehicle, all miniatures must start the movement within 8 cm from sides or rear of vehicle; - <u>Disembark</u> - infantry/mortars team dismount from the vehicle, all miniatures must be placed within 16 cm from the sides or the rear of the vehicle.
<b>COMPLEX MANEUVERS:</b>	- <u>Move and fire</u> - (or vice versa) team unit performs a "Brief" movement, then it fires the "Moving" number of shots for each weapon into the unit chart; - <u>Fire and conceal</u> - team unit (only infantry and some artillery) fires the "Moving" number of shots, then it performs a "Slow" movement; - <u>Unhook and fire</u> - (or vice versa) vehicle unhook the artillery piece without moving, while it fires the "Stationary" number of shots with each weapon; - <u>Hook and fire</u> - (or vice versa) vehicle hooks on the artillery piece without moving, while it fires the "Stationary" number of shots with each weapon; - <u>Load and fire</u> - (or vice versa) vehicle picks up the infantry/mortars team, while it fires the "Stationary" number of shots with each weapon; - <u>Unload and move</u> - (or vice versa) vehicle unloads the team then it performs a "Brief" movement, also it may fire the "Moving" number of shots; - <u>Assault</u> - team or armored vehicle fires the "Moving" shots number and performs a "Tactical" movement to take contact with an enemy unit.
<b>UNIT MOVEMENT:</b>	- Section "Movement" of the unit chart: to know distance, measured in cm, which team unit can move during the movement segment; - Table "TERRAIN EFFECTS": to determine if team unit (or vehicle) can transit on specific terrain type and the appropriate movement mode; - if terrain is mined, "MINEFIELD EFFECTS" table must be consulted for each unit which moves on it.
<b>LIGHT WEAPONS DIRECT FIRE:</b>	- Table "SPOTTING": to verify if team or vehicle can spot the type of enemy unit on a specific terrain type; - Section "WEAPONS" of the unit chart: to determine how many light weapons can fire and how many ammunition for each type; - Table "LIGHT WEAPON FIRE": to determine effect of fire on target unit.
<b>HEAVY WEAPONS DIRECT FIRE:</b>	- Table "SPOTTING": to verify if team unit or vehicle can spot the type of enemy unit on the respective terrain type; - Section "Weapons" of the unit chart: to determine how many heavy weapons can fire and how many ammunition for each type; - Table "HEAVY WEAPONS FIRE": to determine if target units is hit and which part of it; - if target is missed by ammunition "HE" type, use table "HEAVY WEAPONS SCATTER"; - if target is armored or it is a building, use table "ARMOUR PENETRATION"; - Table "HEAVY WEAPONS EFFECTS": to determine which kind of damages and/or casualties are inflicted to the target unit; - if target is a building, use table "HEAVY WEAPONS EFFECTS AGAINST BUILDINGS"; - Table "TEST": CF (can't fire) for each shell that hits a target which it has not fired yet in the current turn (also if shot does not damage the target);
<b>FRAGMENTS OF AMMUNITION HE:</b>	- Section "Weapons" of the unit chart (fragments); - Table "HEAVY WEAPONS FIRE": to determine if target is hit by fragments of ammunition HE (see column including fragmentation symbol); - if the target is armored or it is a building, use table "ARMOUR PENETRATION" (see row including fragmentation symbol); - if target is a building, use table "HEAVY WEAPONS EFFECTS AGAINST BUILDINGS"; - Table "HEAVY WEAPONS EFFECTS": to determine which kind of damages and/or casualties are inflicted to the target; - Table "TEST": CF (can't fire) for each shot that hits a target which it has not fired yet in the current turn (also if fragments do not damage target);
<b>INCENDIARY WEAPONS:</b>	- Section "Weapons" of the unit chart: to determine dimension of area burned by flames. - Table "INCENDIARY WEAPONS EFFECTS": to determine which kind of damages and/or casualties are inflicted to the targets within burned area.
<b>ASSAULT:</b>	- <u>Infantry team against infantry or artillery</u> : table "TEST" to perform a <b>CT</b> test for the unit, then to perform a <b>Melee Test</b> for each miniature involved; - <u>Infantry against open topped vehicles</u> : table "TEST" to perform a <b>CT</b> test for the unit, then table "HEAVY WEAPONS FIRE", if hit miss the target use table "HEAVY WEAPONS SCATTER", then table "HEAVY WEAPONS EFFECTS"; - <u>Infantry against vehicles and buildings</u> : use procedure "HEAVY WEAPONS DIRECT FIRE" and/or "FRAGMENTS OF AMMUNITION HE"; - <u>Armored vehicles against infantry or not armored vehicles</u> : use table "TEST" to perform an <b>Dodge Test</b> , for each model under overrun attack, then if it is rammed, use table "HEAVY WEAPONS EFFECTS" to determine kind of damages and/or casualties.
<b>INDIRECT FIRE:</b>	- Table "TEST": to perform an <b>RT</b> , to establish fire priority for artillery units placed on game board, then for out game board ones; - Table "HEAVY WEAPONS SCATTER": to find the impact point for each grenade around at proper indirect fire marker; - If an unit is directly hit by an artillery shell see procedure "HEAVY WEAPONS DIRECT FIRE" otherwise "FRAGMENTS OF AMMUNITION HE".

COMBAT SKILL		
Skills		CS
RECRUIT	-No skilled teams	0
SKILLED	-Low skilled teams	1
VETERAN	-Normal skilled teams	2
ELITE	-High skilled teams	3

COMMANDER RANK	
Ranks	CR
CORPORALS	0
SERGEANTS and POLITICAL COMMISSAIR	1
LIEUTENANT	2
CAPTAIN and higher ranks	3

TERRAIN EFFECTS									
TERRAIN		UNITS MOVEMENT ALLOWANCE							
TYPE	SHELTER	Tanks	Half-tracks	Armored cars	Trucks/Tractors	Jeeps/Cars	Bikes	Artillery units	Infantry/mortars
Flat - clear	-	tactical	tactical	tactical	tactical	tactical	tactical	tactical	tactical
Flat - crops	-	tactical	tactical	brief	brief	brief	brief	brief	tactical
Flat - trees	S soft	brief	brief	brief	slow	brief	slow	slow	tactical
Flat - rough	M medium	brief	slow	slow	slow	slow	slow	impassable	brief
Slope - clear	S soft	brief	brief	brief	brief	brief	brief	slow	brief
Slope - trees	S soft	slow	slow	impassable	impassable	impassable	impassable	impassable	brief
Slope - rocks	M medium	impassable	impassable	impassable	impassable	impassable	impassable	impassable	brief
High rocks - cliffs	M medium	impassable	impassable	impassable	impassable	impassable	impassable	impassable	slow +DT
Hill top - clear	-	tactical	tactical	tactical	tactical	tactical	tactical	tactical	tactical
Hill top - trees	S soft	brief	brief	brief	slow	brief	slow	slow	tactical
Ford	-	brief	brief	slow	slow	slow	slow	slow	brief
Swamp	S soft	impassable	impassable	impassable	impassable	impassable	impassable	impassable	slow
Stream	-	impassable	impassable	impassable	impassable	impassable	impassable	impassable	impassable
Brick house	M medium	impassable	impassable	impassable	impassable	impassable	impassable	impassable	tactical
Wooden house	S soft	brief / ruins	impassable	impassable	impassable	impassable	impassable	impassable	tactical
Wall	M medium	brief / remove	slow / remove	impassable	impassable	impassable	impassable	impassable	brief
Hedges	-	tactical / remove	tactical / remove	tactical / remove	tactical / remove	slow	impassable	slow	brief
Bunker	H hard	impassable	impassable	impassable	impassable	impassable	impassable	impassable	tactical
Trenches	M medium	slow	impassable	impassable	impassable	impassable	impassable	impassable	tactical
Sand bags	M medium	brief / remove	slow / remove	impassable	impassable	impassable	impassable	impassable	tactical
Anti tank obstacles	S soft	impassable	impassable	impassable	impassable	impassable	slow	impassable	tactical
Barbed wire	-	brief / remove	brief / remove	slow	impassable	impassable	impassable	impassable	slow +DT
Minefield	-	slow +DT	slow +DT	slow +DT	slow +DT	slow +DT	slow +DT	slow +DT	slow +DT
Barricades	S soft	brief / move	brief / move	brief / move	impassable	impassable	impassable	impassable	slow
Vehicle wrecks	S soft	brief / move	brief / move	impassable	impassable	impassable	impassable	impassable	brief
Armored wrecks	M medium	impassable	impassable	impassable	impassable	impassable	impassable	impassable	brief
Roads	-	2 cm each 1	2 cm each 1	3 cm each 1	3 cm each 1	3 cm each 1	3 cm each 1	tactical	tactical

tactical infantry movement =16 cm; tactical vehicles movements see unit charts; brief movement = tactical movement / 2 ; slow movement = tactical movement / 4  
DT = units must perform an "avoid test", if test fails, team or vehicle jump on mine (use "Minefield effect table"), infantry team cannot climb or pass obstacles.

SPOTTING						
Type of unit to spot	On terrain type	Status unit to spot	NORMAL		REDUCED	
			from out of area cm	from within area cm	from out of area cm	from within area cm
Tank, Self propelled gun, Half-track, Truck (1/3 visible silhouette at least)	Clear, crops, roads	stationary	150	150	100	100
		moving	400	400	320	320
		firing	600	600	480	480
	Trees, ruins, houses, trenches	stationary	60	24	40	12
		moving	180	40	120	20
		firing	240	50	180	30
Small Tank or SPG, Armored-car, Jeep, Car, Artillery (1/3 visible silhouette at least)	Clear, crops, roads	stationary	100	100	60	60
		moving	240	240	180	180
		firing	400	400	280	280
	Trees, ruins, houses, trenches	stationary	40	21	20	9
		moving	120	30	80	15
		firing	180	40	160	20
Infantry, Mortars, Bike (half base visible at least)	Clear, roads	stationary	80	80	40	40
		moving	120	120	70	70
		firing	160	160	120	120
	Trees, rocks, ruins / houses, trenches	stationary	20	12	10	6
		moving	40/20	18/12	20/10	12/6
		firing	80	24	40	18
	Rough, crops, others	stationary	40	18	20	12
		moving	80	24	40	18
		firing	140	70	80	50

Any vehicle located in range of 4 cm from an infantry unit which is not fleeing, it automatically acquires the same sighting capacity

MINEFIELD EFFECTS				
DIE	TYPE OF UNIT			
D6	Tank, self propelled gun	Armored car, half-track	Truck, car, jeep, bike	Infantry team, artillery team
1	-	immobilized	destroyed + 2dead	1 dead
2	track broken	immobilized	destroyed + 3dead	1 dead
3	track broken	immobilized	destroyed + 4dead	2 dead
4	track broken	destroyed+saved	destroyed + dead	2 dead
5	immobilized	destroyed+dead	exploded	3 dead
6	destroyed+saved	exploded	exploded	3 dead

saved = all crew survived; dead = all crew dead, always perform CT test

CREW CASUALTIES	
DEAD	VEHICLES, ARTILLERY AND MORTARS UNITS
1 dead or more	Unit will get 1 in place of rolling a die when it performs Readiness Tests (CR + CV + 1).
50% dead or more	Unit can no longer perform complex maneuvers, but just the simple ones.
just 1 survived	Unit can no longer fire heavy weapons, but just light ones.

All effects are cumulative

COMMUNICATIONS		
TYPE OF UNIT	Maximum distance	
	Direct sight line	Interrupt sight line
Between miniatures of the same team or crew	16 cm	8 cm
Teams units or models of the same platoon	32 cm	16 cm
Teams units or models of the same platoon with radio	128 cm	64 cm

Communications always have successful between soldiers of different units, in range of 8 cm. Entrenched units always have 128 cm communication range.

HEAVY WEAPONS SCATTER / INACCURACY	
Target missed by indirect HE fire	Shot explodes on the ground D8 - CS cm away from target, distance starts from the edge of model toward direction of D8 harrow*.
Target missed by hand launched HE device	Device explodes on the ground D8 - CS cm away from target, distance starts from the edge of model toward direction of D8 harrow*.
Mortars direct fire inaccuracy	Grenade explodes D10 + D6 - CS cm away from target, distance starts from the center of model toward direction of D10 harrow.
Indirect fire scatter of on-field artillery	Shot explodes D12 + D10 - CS - CR cm from marked point, toward direction of D10 harrow. Exact point is hit for results less then 1.
Indirect fire scatter of out-field artillery	Shot explodes 2D12 + D10 - CS - CR cm from marked point, toward direction of D10 harrow. Exact point is hit for results less then 1.
*If die direction is toward the target, shot hits nothing by flying over it. If shot hits the open top of a vehicle, "Armor table" must not be used.	

HEAVY WEAPONS FIRE (D8 long range, D10 effective range/fragments, D12 short range)														
Die + CS		Target - unit								Target - building				
Stationary target (☼, π)	Moving target	Big Tank, SPG, Assault gun	Tank, SPG, Assault gun (o SPG)	Small Tank, SPG, Armored car	Half-track	Truck, Tractor	Jeep, car, bike	Soldier (single)	Artillery	Building (center of front wall)	Building (Wall of one floor)	Bunker (center of front wall)	Door, Window, Trench	Slit of bunker, pill box
1-3	1-6	-	-	-	-	-	-	-	-	-	-	-	-	-
4	7	body	-	-	-	-	-	-	-	hit	-	-	-	-
5	8	body	body	-	-	wheel	-	-	-	hit	-	-	-	-
6	9	turret/casemate	turret/casemate	body	body	body	wheel	dead -S	-	hit	hit	-	-	-
7	10	track	track	wheel/track	track	body	body	dead -M	shield	hit	hit	-	-	-
8	11	turret/casemate	turret/casemate	turret/casemate	body	body	body	dead -M	shield	hit	hit	hit	-	-
9	12	body	body	body	body	body	body	dead -H	shield	hit	hit	hit	hit	-
10	13	choice	choice	turret/casemate	body	body	body	dead -H	gun	hit	hit	hit	hit	-
+	+	choice	choice	choice	choice	body	body	dead	gun	hit	hit	hit	hit	hit
☼ = blast fragments of ammunitions HE. π = artificial terrain elements (houses, buildings, trenches, bunkers). SPG = self propelled gun. Dead = miniature is eliminated; S = soldier survives if shelter is soft, medium or hard; M = soldier survives if shelter is medium or hard; H = soldier survives if shelter is hard. HE shots which hit doors or windows explode on floor D6 cm inside building. AP shots which hit doors, windows or slits do not explode, they only kill soldiers along their trajectory. Each unit which has not yet performed maneuver in the current turn of game, it must performs a test CF (can't fire) when hit by heavy weapons fire (even without damages). Shells larger than 70 mm deny soft shelters; Shells larger than 122 mm deny medium shelters. "Choice" can be horizontal armor (or open top) if target is at least 5 cm lower.														

ARMOR PENETRATION (D8 long range, D10 effective range/fragments, D12 short range)																												
Caliber of weapon		ARMOR THICKNESS (measured in cm) and Die scores to penetrate																										
AP mm	HE/AA mm	IMPACT ANGLES < 75°, ☼ and Indirect Fire													IMPACT ANGLES >= 75° and Hb, Ex, Mm													
		1W	2	3B	4	5C	6	7	8A	9-10	11-12	13-14	15-16	>17	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-18	>18
-	11-19	9	-	-	-	-	-	-	-	-	-	-	-	-	7	12	-	-	-	-	-	-	-	-	-	-	-	-
-	20-30	7	11	-	-	-	-	-	-	-	-	-	-	-	6	9	12	-	-	-	-	-	-	-	-	-	-	-
13-20	31-40 / Hb	6	9	12	-	-	-	-	-	-	-	-	-	-	4	6	8	11	-	-	-	-	-	-	-	-	-	-
21-30	41-50 / ☼	5	8	10	12	-	-	-	-	-	-	-	-	-	3	5	7	9	11	-	-	-	-	-	-	-	-	-
31-40 / 2p	51-60	4	7	8	9	12	-	-	-	-	-	-	-	-	1	3	5	7	9	10	11	-	-	-	-	-	-	-
41-50	61-70 / 6p	4	6	7	8	10	11	-	-	-	-	-	-	-	1	1	2	4	7	9	10	11	-	-	-	-	-	-
51-60 / 50L	71-80 / Ex	3	5	6	7	9	10	11	-	-	-	-	-	-	1	1	1	2	4	6	8	9	11	-	-	-	-	-
61-70 / 6p	81-90/17-25p	3	4	5	7	8	9	10	11	-	-	-	-	-	1	1	1	1	3	5	7	8	10	12	-	-	-	-
71-80	91-106 / Mm	2	3	5	6	7	8	9	10	12	-	-	-	-	1	1	1	1	1	3	5	6	8	11	12	-	-	-
81-90/17-25p	107-122	2	3	4	5	6	7	8	9	10	11	-	-	-	1	1	1	1	1	1	2	4	6	8	10	11	-	-
91-106 / 75L	123-155	1	2	3	4	5	6	7	8	9	10	11	-	-	1	1	1	1	1	1	1	2	4	6	8	10	12	-
107-122/ 88L	156- 210	1	1	2	3	4	5	6	7	8	9	10	11	-	1	1	1	1	1	1	1	1	3	5	7	9	11	12
>122	>210	1	1	1	2	3	4	5	6	7	8	9	10	12	1	1	1	1	1	1	1	1	2	3	5	7	9	11
W = wooden walls; B = brick walls; C = cement or stones walls; A = bunker walls. 50L, 75L, 88L = German high performance cannons. 2p, 6p, 17-25p = English cannons. Hb = hand bombs; ☼ = fragments of weapons HE; Ex = explosive bags; Mm = magnetic mines.																												

HEAVY WEAPONS EFFECTS										
D10 Die		TARGET'S PART								
Full shot	Fragments	Into the open top	Body of Tank, SPG, Assault-gun, Armored-car	Body of Truck, Half-track,	Turret of Tank, Armored-car	Casemate of Tank, SPG, Assault-gun	Track, crawler	Body of Jeep, Car, Bike Ramming	Wheel	Artillery unit (cannon, howitzer)
1	1-3	brief movement + dead	brief movement + CT	MG destroyed + 2 dead + CT	MG destroyed + 1 dead + CT	cannon blocked + 1 dead + CT	brief movement + CT	immobilized + 1 dead + CT	destroyed + CT	cannon blocked + 1 dead + CT
2-3	4-6	main weapon destroyed + dead	MG destroyed + 1 dead + CT	immobilized + 3 dead + CT	turret blocked + 1 dead + CT	cannon destroyed + 2 dead + CT	slow movement + CT	immobilized + 2 dead + CT	destroyed + CT	carriage blocked + 2 dead + CT
4-5	7-9	destroyed + dead	slow movement + CT	destroyed + 4 dead + CT	cannon destroyed + 2 dead + CT	cannon destroyed + 3 dead + CT	broken + CT	destroyed + dead	destroyed + CT	destroyed + 3 dead + CT
6	10	destroyed + dead	immobilized + 1 dead + CT	destroyed + 5 dead + CT	destroyed + 3 dead + CT	destroyed + 3 dead + CT	broken + CT	destroyed + dead	destroyed + 1 dead + CT	destroyed + 3 dead + CT
7	-	destroyed + dead	destroyed + 2 dead + CT	destroyed + 6 dead + CT	destroyed + 3 dead + CT	destroyed + dead	broken + 1 dead + CT	destroyed + dead	destroyed + 1 dead + CT	destroyed + 4 dead + CT
8	-	exploded + dead	destroyed + 3 dead + CT	destroyed + dead	destroyed + dead	destroyed + dead	broken + 1 dead + CT	exploded + dead	destroyed + 2 dead + CT	destroyed + 4 dead + CT
9	-	exploded + dead	destroyed + dead	exploded + dead	exploded + dead	exploded + dead	broken + 1 dead + CT	exploded + dead	destroyed + 2 dead + CT	destroyed + 5 dead + CT
10	-	exploded + dead	exploded + dead	exploded + dead	exploded + dead	exploded + dead	broken + 1 dead + CT	exploded + dead	destroyed + 2 dead + CT	exploded + dead
Full shot = model directly hit by projectiles, hand bombs, explosive devices; all human casualties of the target unit due to fragments are already included. Fragments = model hit just by blast fragments of HE or AA ammunitions. If courage test (CT) fails unit must retreat back as soon as possible, crew abandon immobilized vehicles.										

EFFECTS AGAINST BUILDINGS						
D10 Die			TYPE OF BUILDING			
Heavy weapon caliber			Wooden-house, Sand-bags	Brick-house, Trench	Palace, Fort	Bunker, Casemate, Pill-box
+120 mm	+70 mm	+30 mm				
1 - 4	1 - 5	1 - 6	blast radius	blast radius	blast radius	blast radius
5	6 - 7	7 - 8	blast radius	blast radius	blast radius	floor
6	8	10	floor	blast radius	blast radius	floor
7	9	-	on fire+CT	floor	floor	floor
8	10	-	destroyed	on fire+CT	floor	floor
9	-	-	destroyed	destroyed	on fire+CT	on fire+CT
10	-	-	destroyed	destroyed	destroyed	destroyed

**Blast radius** = all miniatures which have base in the blast radius are eliminated.  
**Floor** = all miniatures located on floor are eliminated.  
**On fire** = the same effects of "Floor", but building is on fire and all units must exit.  
**Destroyed** = building collapses down and all units inside it are eliminated.

INCENDIARY WEAPONS EFFECTS				
D10 Die	TYPE OF TARGET			
Flame-thrower Molotov-bomb	Tank, SPG, Armored-car	Truck, tractor, Half-track	Jeep, Car, Bike	*Soldier
1 - 2	-	extinguished+SF	extinguished+SF	extinguished+SF
3 - 4	extinguished+SF	2 dead + CT	2 dead + CT	dead /MP
5	extinguished+SF	4 dead + CT	on fire+save+CT	dead /P
6	1 dead + CT	on fire+save+CT	on fire +dead	dead
7	immobilized	on fire +dead	on fire +dead	dead
8	on fire+save+CT	exploded	exploded	dead
9	on fire +dead	exploded	exploded	dead
10	exploded	exploded	exploded	dead

\* Roll a die for each miniature with base within template or radius of flames.  
 Flames can hit units located inside of artificial element only thru open doors, windows or openings in the walls.

TESTS				
TEST NAME	ABBREV.	PURPOSE	DESCRIPTION	SUCCESS CONDITION
Readiness	RT	To determine the maneuver sequence of the squads of a platoon.	Each player rolls a D6	D6 + CS > D6 + CS + CR of opponent
Direct fire request	DFR	To report position of enemy unit to others units in field	Player rolls a D6 and a D10	D6 + CS + CR >= D10
Indirect fire request	IFR	To request indirect fire to artillery batteries located out of board	Player rolls a D6 and a D12	D6 + CS + CR >= D12
Can't fire	CF	To determine if unit hit by heavy weapons shells loses fire turn	Player rolls a D6 and a D10	D6 + CS + CR >= D10
Courage	CT	To avoid that team falls in panic / To perform brave actions	Player rolls a D6 and a D8	D6 + CS + CR >= D8
Precision	PT	To hit the target by using hand bombs / center open top vehicles	Player rolls a D6 and a D10/D12	D6 + CS >= D10/ D12
Dodge	DT	To avoid that unit is rammed/ To avoid mines, barbed wire..	Player rolls a D6 and a D10	D6 + CS >= D10
Melee combat	MC	To eliminate an opposing miniature during an assault	Each player rolls a D6	D6 + CS > D6 + CS of opponent

LIGHT WEAPON FIRE against unarmored vehicles (D8 long, D10 effective, D12 short range)												
DIE + CS		NUMBER OF SHOTS FIRED AND CASUALTIES										
Stationary target	Moving target	1-3	4-7	8-12	13-18	19-25	26-33	34-42	43-52	53-63	64-75	>75
1 - 2	1 - 2	-	-	-	-	1 dead	1 dead	2 dead	2 dead	brief move +3 dead +CT	slow move +3 dead +CT	immobilized +4 dead +CT
3	3 - 4	-	-	-	1 dead	1 dead	2 dead	2 dead	brief move +3 dead +CT	slow move +3 dead +CT	immobilized +4 dead +CT	immobilized +4 dead +CT
4	5 - 6	-	-	-	1 dead	1 dead	2 dead	brief move +3 dead +CT	slow move +3 dead +CT	immobilized +4 dead +CT	immobilized +4 dead +CT	destroyed +5 dead +CT
5	7	-	-	1 dead	1 dead	2 dead	brief move +3 dead +CT	slow move +3 dead +CT	immobilized +4 dead +CT	immobilized +4 dead +CT	destroyed +5 dead +CT	destroyed +5 dead +CT
6	8	-	-	1 dead	2 dead	brief move +2 dead +CT	slow move +3 dead +CT	immobilized +4 dead +CT	immobilized +4 dead +CT	destroyed +5 dead +CT	destroyed +5 dead +CT	destroyed +6 dead +CT
7	9	-	1 dead	1 dead	brief move +2 dead +CT	slow move +3 dead +CT	immobilized +4 dead +CT	immobilized +4 dead +CT	destroyed +5 dead +CT	destroyed +5 dead +CT	destroyed +6 dead +CT	destroyed +6 dead +CT
8	10	-	1 dead	2 dead	brief move +2 dead +CT	slow move +3 dead +CT	immobilized +4 dead +CT	destroyed +5 dead +CT	destroyed +5 dead +CT	destroyed +6 dead +CT	destroyed +6 dead +CT	destroyed +7 dead +CT
9	11	1 dead	1 dead	2 dead	slow move +3 dead +CT	immobilized +4 dead +CT	destroyed +5 dead +CT	destroyed +5 dead +CT	destroyed +6 dead +CT	destroyed +6 dead +CT	exploded + all dead	exploded + all dead
10	12	1 dead	2 dead	brief move +3 dead +CT	immobilized +3 dead +CT	immobilized +5 dead +CT	destroyed +5 dead +CT	destroyed +6 dead +CT	exploded + all dead	exploded + all dead	exploded + all dead	exploded + all dead
+	+	1 dead	2 dead	slow move +3 dead +CT	immobilized +4 dead +CT	destroyed +5 dead +CT	exploded + all dead	exploded + all dead	exploded + all dead	exploded + all dead	exploded + all dead	exploded + all dead

Damages and casualties are determined by just one die roll for all weapons that fire at the same enemy unit by using the same range effectiveness.  
 Casualties cannot exceed number of soldiers transported by vehicle, crew included.  
 If courage test (CT) fails unit must retreat back as soon as possible, crew abandon immobilized vehicles.

LIGHT WEAPON FIRE against infantry/artillery (D8 long, D10 effective, D12 short range)																																		
DIE + CS		NUMBER OF SHOTS FIRED AND CASUALTIES																																
Target status		1-3			4-7			8-12			13-17			18-23			24-30			31-39			40-50			51-62			63-75			>75		
stationary	moving	!	S	MH	!	S	MH	!	S	MH	!	S	MH	!	S	MH	!	S	MH	!	S	MH	!	S	MH	!	S	MH	!	S	MH			
1-2	1-3	-	-	-	-	-	-	-	-	-	1	-	-	1	1	-	2	1	-	2	1	-	3	2	-	3	2	1	4	3	1	4	3	2
3	4-5	-	-	-	-	-	-	-	-	-	1	1	-	2	1	-	2	1	-	3	2	-	3	2	1	4	3	1	4	3	2	5	4	2
4	6	-	-	-	-	-	-	1	-	-	2	1	-	2	1	-	2	2	-	3	2	1	4	2	1	4	3	1	5	4	2	5	4	2
5	7	-	-	-	-	-	-	1	1	-	2	1	-	3	1	-	3	2	1	4	2	1	4	3	1	5	3	2	5	4	2	6	4	3
6	8	-	-	-	1	-	-	1	1	-	2	1	-	3	2	1	3	2	1	4	2	1	5	3	2	5	4	2	6	4	3	7	5	3
7	9	-	-	-	1	1	-	2	1	-	3	2	1	3	2	1	4	2	1	5	3	1	5	3	2	6	4	2	7	5	3	8	5	3
8	10	1	-	-	1	1	-	2	1	1	3	2	1	4	2	1	4	3	1	5	3	2	6	4	2	7	4	3	7	5	3	9	6	4
9	11	1	1	-	2	1	1	2	2	1	3	2	1	4	2	1	5	3	2	6	3	2	6	4	3	7	5	3	8	6	4	10	6	4
10	12	1	1	-	2	1	1	3	2	1	4	2	1	4	3	2	5	3	2	6	4	2	7	4	3	8	5	3	9	6	4	11	7	4
+	+	1	1	1	2	2	1	3	2	1	4	3	2	5	3	2	6	4	2	7	4	3	8	5	3	9	6	4	10	7	4	12	8	5
Damages and casualties are determined by just one die roll for all weapons that fire at the same enemy unit by using the same range effectiveness.																																		
! = no shelter; S = soft shelter; MH = medium or hard shelter. Infantry teams reduced to 50% or less, must perform a CT (courage test) every time it suffers new casualties.																																		