

SEQUENCE OF PLAY

1. Mark Special Fire(SF) Modes:

- a. Criteria – At the beginning of every turn, players of both sides should mark any of their pieces that will be using Special Fire modes during the upcoming turn.
- b. Types
 - i. Opportunity Fire (SF) INFANTRY(p.9)
 1. The figure may not have a valid target in LOS and effective range.
 2. The figure must be in good order (not wounded or broken).
 3. Crew weapons must have a full crew, their weapon must be setup and loaded.
 4. The figure must forego its normal turn.
 5. The figure loses one action. Once a target comes into sight only one action of fire is allowed.
 6. Op-Fire Spotting – The figure will make a Sighting Check whenever an enemy figure or figures takes an action within its LOS. Therefore, may take as many spotting checks as enemy actions taken within its LOS.
 - ii. Ambush Fire (SF) INFANTRY(p.10)
 - iii. Pinning Fire (SF) INFANTRY(p.11) i.e. Raking Fire, Plunging Fire, Spraying Fire

2. Rally Phase: Troop Quality, see QRDC for INFANTRY and CREW values.

- Roll the Rally Check for all Broken individual figures, determine if Self Rally or Leader Rally in affect. Must be prone and in cover that provides at least +3 protection before prone bonus. Broken figures continue moving (2 Actions worth in this phase) until such cover is reached. NOTE: Wounded figures add +5 to their morale roll. Leaders within LOS and Command Range, can use their leadership modifier to assist in the Rally attempt.
- **Self-Rally** – Must start in cover and prone. Roll d20 equal to or less than half Morale to rally. To determine the half Morale Check, subtract or add any modifiers before halving. Leaders, see Leader Rally.
- **Leader Rally** – To be eligible figure must start the turn in the Command Range and LOS of a Leader. Roll d20 equal to or less than the figure's morale. To determine the Morale Check subtract or add any modifiers, including Leadership modifiers. If more than one leader available, use best leadership. Leaders can only affect a number of figures equal to the leader's morale. NOTE: Leaders may "Leader Rally" themselves.

BROKEN p.3 – A figure that is in cover and fails a MC the controlling player can choose to have the figure drop prone and stay; however the figure is still Broken and will not rise up until Rallied. If a figure is prone and behind cover when he fails a MC he no longer has the choice to stay under that cover. The figure will break and run. Cover must offer a +3 modifier before the prone bonus to count as cover for Broken figures.

3. Squad / Team (e.g. MG crew, bazooka men, artillery crew) Morale:

- Roll for any units of armor or infantry that have fallen below their Break Point.
- Influenced by how many figures are disabled (KIA, HW, Broken, Captured).
- If the number of disabled figures equals or exceeds the squad's break point, then make a squad MC.
- Roll a d20, using the morale of the highest surviving leader, including leadership modifier to die roll. Pass = or less than morale value. Break/Fail if more than the morale value and the unit becomes BROKEN.
- Roll of a natural 1, all surviving squad members become FANATIC.
- Roll of a natural 20, all surviving squad members become CRAVEN COWARDS.

NOTE: Ripple Effect - Whenever a squad has a number of friendly figures equal to more than half of its own number (current) break and run within Command Range (of the failed unit) and LOS it must take a Squad Morale Check.

4. Artillery Phase:

- a. Artillery Observers plot new fire missions *for next turn*.
- b. Resolve any fire missions scheduled for this turn.

5. **Action Phase:** (2 actions/card, unless wounded only 1 action, any combination of move & fire)

SIGHTING CHECKS – Requires clear LOS (see Terrain), any piece may make a Sighting Check at the beginning of every action.

- a. MOVE – Infantry may move up to 5", pending terrain modifiers.
- b. CRAWL – Infantry may move up to 2" while prone.
- c. RISE – The figure may rise from the prone position at the cost of one action.
- d. PRONE – Figure may drop prone at the beginning or end of any action at no cost. NOT an Action.
- e. FIRE – Roll to hit, will vary depending on weapon used and ROF.
- f. THROW – The figure may throw a grenade up to 6".
- g. MOUNT – The figure may mount or dismount a stopped vehicle.
- h. LOAD – The figure may load a crew weapon or a personal weapon, e.g. bazooka, rifle grenade
- i. UNJAM – The figure may unjam a jammed weapon.
- j. SETUP – It takes one action to set up an air cooled MG on a tripod, two actions for a water cooled. See weapons chart for how many actions with a full crew it takes. This will be worsened by one additional action for each crewman missing from the original compliment (i.e. number). E.g. minus 2 crew, takes two more actions to perform.
- k. BREAKDOWN – It takes one action to breakdown a MG. This will be worsened by one additional action for each crewman missing from the original compliment (i.e. number). E.g. minus 2 crew, takes two more actions to perform.
- l. OTHER – Catch all bucket here, that the GM allows or both sides agree. E.g. Using a radio, crossing a wall, climbing a tree, boosting a buddy over an obstacle. See also *Skill Check(p.4)* and *Gut Check(p.5)*.

AFV related actions (p.4 Armored Combat):

- m. UNBUTTON – Takes one action for the crew to open all of the vehicle hatches and vision ports. The driver can move the vehicle, but no other actions allowed.
- n. BUTTON-UP – A vehicle may button-up at the beginning or end of any action for no cost. Cannot use the road bonus while buttoned up. Will receive a penalty on all main gun shots.
- o. FIRE MAIN GUN – It consumes one action to fire the main gun. Penalty for being buttoned up. This is performed by the Gunner.
- p. AIM the MAIN GUN – Gunner & Commander both needed. Not allowed if the gun is being reloaded or the vehicle moves. The gunner may not spend an action of aiming without the direction of the commander.
- q. DIRECT FIRE – A commander may spend an action directing the fire or aiming of the main gun. Any Fire Main Gun action taken without the direction of the commander suffers the "No Commander" penalty. A tank leader may only use his leadership modifier on a main gun shot if he is directing fire in that action.
- r. FIRE AAMG – An exposed figure in the commander's cupola may fire the AAMG, if present.
- s. Fire Hull MG – Radio Operator can take an action to fire the hull mounted MG.
- t. FIRE CO-AX MG – Gunner may fire if he is not taking an action to fire or aim the main gun.
- u. LAUNCH SMOKE – Commander or Loader take one action to launch vehicle mounted smoke.
- v. LOAD MAIN GUN – See Vehicle/Gun chart "Load" for number of actions to load the weapon, takes at least one action.
- w. EXIT VEHICLE – Takes an action, applies to any vehicle. The vehicle may not move during this action.
- x. ENTER VEHICLE - Takes an action, applies to any vehicle. The vehicle may not move during this action.
- y. MOVE – Any turns less than 90 are part of normal movement. Only fully tracked vehicles may pivot in order to make a 90 or 180 degree turn. **90 Turn** – half of the vehicle movement spent. **180 Turn** – It takes a full action to complete. **Dead Tracks** – When a fully tracked vehicle loses the use of one of its tracks, it is considered a Dead Track. When this happens a fully tracked vehicle may still pivot in place with one good track. It takes one action to pivot up to 90 with a Dead Track. **REVERSE** – Any vehicle may move in reverse at half forward speed. If a BOG CHECK is required while in REVERSE a +2 penalty is incurred. All terrain effects for movement must be taken into account.
- z. OTHER – by scenario or GM design. E.g. using a radio, crossing a wall, climbing a tree, boosting a buddy over an obstacle. Digging out a bogged tank, repairing a track, are some vehicle related examples.

SPECIAL FIRE MODES

OPPORTUNITY FIRE (p.9-10 – Infantry) figures forego their normal card activation for the turn.

- Must have weapon to fire. E.g. rifles, MG's(setup), handheld AT (loaded), flamethrowers, other projectile weapons. Including grenades, but no other types of explosives such as demo-packs, mines, Bangalore torpedoes.
- May not have a target in LOS and Effective range, when setting Op Fire.
- Figure must be in good order, i.e. not wounded, not broken. Crewed weapons, must have full crew.
- Figures in Op Fire can only be triggered by enemy taking an Action in LOS and spotted.
- Figures in Op Fire are only allowed ONE ACTION.
- Figures will make a Sighting Check whenever an enemy figure takes an Action in LOS.

PINNING FIRE (p.11 – Infantry) Not allowed by Armored Vehicle MG's. Allowed through Smoke. No penalties firing through Smoke. If cone of fire smaller than Smoke, randomly determine where cone of fire is, i.e. firer cannot set specific location for the cone. **GUN DUELS** – when opposing cones cover MG's, conduct To Hit vs. crew during Mark SF modes phase, per normal Pinning Fire rules. Cones may be removed as a result of crew casualties/results.

Pinning Fire Jamming (Raking/Plunging only) – When a JAM is rolled, roll an immediate Skill Check, using the loader's morale. If the check is passed, no jam occurs. If the check is failed a jam occurs as normal.

Stopping Pinning Fire – gun crew forced off the gun or takes casualties. A JAM result.

Raking Fire – designed to deny the enemy an avenue of approach. Max Range = Effective Range

- Cone of fire is normally set for the same level of the firer, if at a building, must pick floor to apply to.
- Will force figures Prone within the affected zone whose cover modifier is less than +7.
- Figures in affected zone, wanting to perform an Action, must pass a half MC, unless Crawling, then no MC.
- If the MC is failed, then it is considered an Action spent.
- If Action taken, unless Crawling, then a single To Hit roll is made by the firing weapon for each Action taken within this zone. Cover modifiers are taken into account.

Plunging Fire – used at longer ranges. Range = Longer than Effective, shorter than Extreme

- If Action taken, then a single To Hit roll is made by the firing weapon for each Action taken within this zone. Cover modifiers are taken into account, NO PRONE Cover modifier/bonus applied to To Hit.
- Fire can arch over terrain features of 1 Level of height. Higher terrain will block.

Spraying Fire – small arms fire, e.g. SMG. Max Range = Effective Range

- Any figure caught in Spraying Fire must pass a half MC.
- If the MC is failed, the figure must go Prone.
- If the MC is passed, then the figure has the choice of going Prone or not.
- Every Action spent within the cone of Spraying Fire is subject to a single To Hit roll, that takes all normal To Hit modifiers into account and is then halved. (no mention of rounding in the book)