


1 ASSAULT 1



1 ASSAULT 1

This card features a central graphic of two arrows pointing towards each other, enclosed within two concentric circles and a crosshair. The background is a textured, light yellowish-green. The number '1' and the word 'ASSAULT' are printed in a bold, sans-serif font on both the left and right sides of the card.

2 ASSAULT 2



2 ASSAULT 2

This card features a central graphic of two arrows pointing towards each other, enclosed within two concentric circles and a crosshair. The background is a textured, light yellowish-green. The number '2' and the word 'ASSAULT' are printed in a bold, sans-serif font on both the left and right sides of the card.

3 ASSAULT 3



3 ASSAULT 3

This card features a central graphic of two arrows pointing towards each other, enclosed within two concentric circles and a crosshair. The background is a textured, light yellowish-green. The number '3' and the word 'ASSAULT' are printed in a bold, sans-serif font on both the left and right sides of the card.

3 ASSAULT 3



3 ASSAULT 3

This card features a central graphic of two arrows pointing towards each other, enclosed within two concentric circles and a crosshair. The background is a textured, light yellowish-green. The number '3' and the word 'ASSAULT' are printed in a bold, sans-serif font on both the left and right sides of the card.


4 ASSAULT 4



4 ASSAULT 4

This card features a central graphic of two arrows pointing towards each other, enclosed within two concentric circles and a crosshair. The background is a textured, light yellowish-green. The number '4' and the word 'ASSAULT' are printed in a bold, sans-serif font on both the left and right sides of the card.


4 ASSAULT 4



4 ASSAULT 4

This card features a central graphic of two arrows pointing towards each other, enclosed within two concentric circles and a crosshair. The background is a textured, light yellowish-green. The number '4' and the word 'ASSAULT' are printed in a bold, sans-serif font on both the left and right sides of the card.

5 ASSAULT 5



5 ASSAULT 5

This card features a central graphic of two arrows pointing towards each other, enclosed within two concentric circles and a crosshair. The background is a textured, light yellowish-green. The number '5' and the word 'ASSAULT' are printed in a bold, sans-serif font on both the left and right sides of the card.

5 ASSAULT 5



5 ASSAULT 5

This card features a central graphic of two arrows pointing towards each other, enclosed within two concentric circles and a crosshair. The background is a textured, light yellowish-green. The number '5' and the word 'ASSAULT' are printed in a bold, sans-serif font on both the left and right sides of the card.



6 ASSAULT 6



6 ASSAULT 6

6 ASSAULT 6



6 ASSAULT 6

1 MOVEMENT 1



1 MOVEMENT 1

2 MOVEMENT 2



2 MOVEMENT 2

3 MOVEMENT 3



3 MOVEMENT 3

4 MOVEMENT 4



4 MOVEMENT 4

4 MOVEMENT 4



4 MOVEMENT 4

4 MOVEMENT 4



4 MOVEMENT 4





5 MOVEMENT **5**

5 MOVEMENT **5**

5 MOVEMENT **5**

5 MOVEMENT **5**

6 MOVEMENT **6**

6 MOVEMENT **6**

6 MOVEMENT **6**

6 MOVEMENT **6**

1 FIRE **1**

1 FIRE **1**

2 FIRE **2**

2 FIRE **2**

3 FIRE **3**

3 FIRE **3**

3 FIRE **3**

3 FIRE **3**





4 FIRE 4

4 FIRE 4

5 FIRE 5

5 FIRE 5

6 FIRE 6

6 FIRE 6

2 SUPPRESSION FIRE 2

2 SUPPRESSION FIRE 2

4 FIRE 4

4 FIRE 4

4 AMBUSH 4

4 AMBUSH 4

4 AMBUSH 4

4 AMBUSH 4

1 SUPPRESSION FIRE 1

1 SUPPRESSION FIRE 1



1 AMRUSH 1



1 AMRUSH 1

1 AMRUSH 1



1 AMRUSH 1

2 AMRUSH 2



2 AMRUSH 2

2 AMRUSH 2



2 AMRUSH 2

3 AMRUSH 3



3 AMRUSH 3

3 AMRUSH 3



3 AMRUSH 3

4 AMRUSH 4



4 AMRUSH 4

4 AMRUSH 4



4 AMRUSH 4



1 ASSAULT 1



1 ASSAULT 1

2 ASSAULT 2



2 ASSAULT 2

3 ASSAULT 3



3 ASSAULT 3

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4 ASSAULT 4

5 ASSAULT 5



5 ASSAULT 5

5 ASSAULT 5



5 ASSAULT 5



6 ASSAULT 6



6 ASSAULT 6

6 ASSAULT 6



6 ASSAULT 6

1 MOVEMENT 1



1 MOVEMENT 1

2 MOVEMENT 2



2 MOVEMENT 2

3 MOVEMENT 3



3 MOVEMENT 3

4 MOVEMENT 4



4 MOVEMENT 4

4 MOVEMENT 4



4 MOVEMENT 4

4 MOVEMENT 4



4 MOVEMENT 4





5 MOVEMENT **5**

5 MOVEMENT **5**

5 MOVEMENT **5**

5 MOVEMENT **5**

6 MOVEMENT **6**

6 MOVEMENT **6**

6 MOVEMENT **6**

6 MOVEMENT **6**

1 FIRE **1**

1 FIRE **1**

2 FIRE **2**

2 FIRE **2**

3 FIRE **3**

3 FIRE **3**

3 FIRE **3**

3 FIRE **3**





4 FIRE 4

4 FIRE 4

5 FIRE 5

5 FIRE 5

6 FIRE 6

6 FIRE 6

2 SUPPRESSION FIRE 2

2 SUPPRESSION FIRE 2

4 FIRE 4

4 FIRE 4

4 AMBUSH 4

4 AMBUSH 4

4 AMBUSH 4

4 AMBUSH 4

1 SUPPRESSION FIRE 1

1 SUPPRESSION FIRE 1



1 AMRUSH 1



1 AMRUSH 1

1 AMRUSH 1



1 AMRUSH 1

2 AMRUSH 2



2 AMRUSH 2

2 AMRUSH 2



2 AMRUSH 2

3 AMRUSH 3



3 AMRUSH 3

3 AMRUSH 3



3 AMRUSH 3

4 AMRUSH 4



4 AMRUSH 4

4 AMRUSH 4



4 AMRUSH 4



OPERATION WORLD WAR TWO

AWARENESS

TARGET	COVER	ACTION	DAYLIGHT	NIGHT-TIME
Vehicle	In cover	Stationary	50	30
		Moved	100	60
		Fired	200	150
	In the open	Stationary	100	60
		Moved	150	100
		Fired	300	200
Infantry (+Art, stationary motorbike)	In cover	Stationary	30	10
		Moved	60	30
		Fired	120	90
	In the open	Stationary	60	40
		Moved	100	60
		Fired	150	120

Modifiers: -25cm if Armoured vehicle and no exposed crew. +10cm if OP.

MOVEMENT

VEHICLE	SLOW	FAST	ASSAULT
Heavy Tank	15	30	20
Medium Tank	18	35	25
Light Tank	20	40	30
Half-track	25	45	35
Armoured Car	30	50	40
Car	30	60	40
Truck	25	50	35
Motorbike	35	60	45
Artillery	5	10	-
Infantry	10	20	15

- Vehicles (that are not moving Slowly) can turn twice 90°. Each turn costs 5cm.
- Reversing must be done Slowly.
- To load or unload from a vehicle, the vehicle must move Slowly; units that are loading or unloading lose 5cm.
- The commander must be exposed to allow vehicles move faster than Assault speed.

PROTECTION TABLE (1/2 behind medium cover)

Roll 1d10; 1-3: The element absorbs the shot, no damage; 4-10: Continue normally, roll to hit the target.

DRIVING SKILL TEST (DST)

Move 5cm then 1d10; 3+ OK; 1-2 Stuck. If wide tracks 2+ OK. When Stuck next turn roll 1d10: >= Training OK, forward 1d10cm; < Training, vehicle is IMMOBILISED.

CLOSE-ASSAULT TEST

Roll 1d10: >= Training, model assaults. < Training, model does not assault.

PRECISION TEST

Roll 1d10; >= Training you hit the enemy. < Training you hit intervening vehicle.

STEADY NERVE TEST

Roll 1d10; >= Training, OK. < Training, crew and unit are Pinned! inside vehicle.

CLOSE COMBAT

Leader	+1
Pistol	+1
Model is Pinned! or Panicked	-3
Enemy outside building, ruin, fortified position etc	+4
Protected by a wall or improvised barrier (only 1st turn)	+2
Every friendly model in contact after the first	+1
Better Training than the enemy model	+1
Trained with the bayonet	+1

Damage is rolled for on the Small Arms Damage Table

MORALE TEST

All leaders in unit are KIA or Pinned!	-1
Infantry unit is not in cohesion	-1
Only one man left in the unit	-4
The unit has lost more than 50% of its models (also vehicles)	-3
Vehicle is IMMOBILISED	-1

BAPTISM OF FIRE TABLE

1-2	The unit flees. Remove them from play.
3-7	This turn the unit has a Training of 6+.
8-9	This turn the unit has a Training of 4+.
10	This turn the unit has a Training of 2+.

DEVIATION OF INDIRECT FIRE

Up to 30cm (1-2=NE)	1d10
31-60cm (1-2=NE)	2x1d10
61-120cm (1-2=NE)	3x1d10
121cm+ (1-2=NE)	4x1d10
No line of sight	+1x1d10

COMMUNICATION

Method	Failed	Success
Radio	1-5	6-10
Voice	1-4	5-10
Runner	1-4	5-10

Long range radio +1

Only HQ and OP can send a communication, if 2 communications ok repeat shot.

INFANTRY DODGE TEST

If greater than the Training the model avoids the vehicle.
If equal to the Training then the model is Pinned!
If less than the Training then the model dies.

MOTORBIKE DODGE TEST

If greater than the Training the motorbike swerves away.
If equal to the Training then motorbike destroyed but passengers are Pinned!
If less than the Training then the tank destroys the motorbike and kills passengers.

TERRAIN AND COVER

Terrain	Cover	Infantry	Heavy Tank	Medium Tank	Light Tank	Armoured Car	Half-track	Truck	Car	Motorbike	Artillery
Anti-tank obstacle	Light	-	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable	Slow	Impassable
Barbed Wire	-	-5	Remove	Remove	Remove	Slow + Remove	Slow + Remove	Slow + Remove	Slow + Remove	Impassable	Impassable
Bocage	Medium	-10	Slow + 2 DST	Slow + 2 DST	Slow + 2 DST	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable
Broken ground	Light	Slow	Slow	Slow	Slow	Slow + 2 DST	Slow + DST	-10 + Slow + 2 DST	-5 + Slow + 2 DST	-5 + Slow + 2 DST	Impassable
Building	Medium	-5	Slow + Crash into building	Slow + Crash into building	Slow + Crash into building	Impassable	Impassable	Impassable	Impassable	Impassable	Slow
Ruined building	Medium	-5	Slow + DST	Slow + DST	Slow + DST	Impassable	Impassable	Impassable	Impassable	Impassable	Slow
Bunker	Heavy	Slow	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable
Cemetery	Light	-	Slow	Slow	Slow	Slow	Slow	Slow	Slow	Slow	Slow
Crater	Medium	-	Slow	Slow	Slow	-5 + Slow	Slow	-10 + Slow	-5 + Slow	-5 + Slow	Slow
Cultivated field	Light	-5	-5 + Remove	-5 + Remove	-5 + Remove	-5 + Remove	-5 + Remove	-5 + Remove	-5 + Remove	-5	-5
Ditch	Light	-5	Slow	Slow	Slow	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable
High hedge	Light	-10	Slow + Remove	Slow + Remove	Slow + Remove	Slow + 2 DST	Slow + DST	Slow + 2 DST	Impassable	Impassable	Impassable
Low hedge	Light	-5	Slow + Remove	Slow + Remove	Slow + Remove	Slow + DST + Remove	Slow + Remove	Slow + DST	Slow + 2 DST	Impassable	Impassable
Improvised barrier	Light	-5	Slow + Remove	Slow + Remove	Slow + Remove	Slow + DST + Remove	Slow + DST + Remove	Slow + DST + Remove	Slow + DST + Remove	Impassable	Impassable
Marsh*	-	Slow	Slow + DST	Slow + DST	Slow + DST	Slow + 2 DST	Slow + DST	Slow + 2 DST	Slow + 2 DST	Slow + DST	Slow
Path	-	+5	-	-	-	+5	+5	+5	+5	+5	-
Road	-	+5	+5	+5	+5	+10	+5	+10	+10	+10	-
Sandbag position	Medium	-5	Slow + Remove	Slow + Remove	Slow + Remove	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable
Sea, River, Lake	River bank is Light	Slow #	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable
Stream or shore	-	Slow	Slow	Slow	Slow	-5 + Slow + DST	-5 + Slow	-5 + Slow + DST	-5 + Slow + DST	-5 + Slow + DST	Slow
Trench	Medium	-5	Slow + DST	Slow + DST	Slow + DST	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable
High Wall	Medium	-10	Slow + Remove	Slow + DST + Remove	Slow + DST + Remove	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable
Low Wall	Medium	-5	Slow + Remove	Slow + DST + Remove	Slow + DST + Remove	Impassable	Impassable	Impassable	Impassable	Impassable	Impassable
Woods	Light	-5	Slow	Slow	Slow	Slow	Slow	Slow	Slow	Slow	Slow
Vehicles	**	-5	See text	See text	See text	See text	See text	See text	See text	See text	See text

* Vehicles can only move along a path in Marshes, otherwise they are Impassable # Only swimming ** Tanks = Heavy cover, Armoured vehicles = Medium cover, Other vehicles = Light cover.

DAMAGE TABLE

	Roll	Heavy tank	Medium tank	Light tank	Armoured car	Half-track	Truck	Car	Motorbike	Artillery	Infantry
Small Arms	1	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE
	2	NE	NE	NE	NE	NE	NE	NE	NE	NE	Pinned!
	3	NE	NE	NE	NE	NE	Wheel	Wheel	Wheel	NE	Pinned! if LMH/KIA
	4	NE	NE	NE	NE	NE	Wheel	Wheel	Wheel	1 Assistant	Pinned! if LMH/KIA
	5	NE	NE	NE	Wheel	Tracks	Tracks + Wheel	Wheel	1 Crew	1 Assistant	Pinned! if MH/KIA
	6	NE	NE	Tracks + Steady Nerve Test	Wheel + Steady Nerve Test	Tracks + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew	1 Assistant	Pinned! if MH/KIA
	7	Tracks + Steady Nerve Test	Tracks + Steady Nerve Test	Tracks + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew	1 Assistant	Pinned! if H/KIA
	8	Tracks + Steady Nerve Test	Tracks + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	Immobilised + 1 Crew	1 Assistant	Pinned! if H/KIA
	9	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew	1 Assistant	KIA
	10	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew + Steady Nerve Test	Immobilised + 1 Crew	1 Assistant	KIA
Heavy weapons	Roll	Heavy tank	Medium tank	Light tank	Armoured car	Half-track	Truck	Car	Motorbike	Artillery	Infantry
	1	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE
	2	Tracks + Steady Nerve Test	Tracks + Steady Nerve Test	Tracks + Steady Nerve Test	Wheel + Steady Nerve Test	Wheel + Steady Nerve Test	Wheel + Steady Nerve Test	Wheel + Steady Nerve Test	Wheel	1 Assistant	Pinned!
	3	Tracks + Steady Nerve Test	Tracks + Steady Nerve Test	Tracks + Steady Nerve Test	Wheel + Steady Nerve Test	Tracks + Steady Nerve Test	3 Crew + Steady Nerve Test	Secondary weapon + 3 Crew + Steady Nerve Test	1 Crew	1 Assistant	Pinned! if LMH/KIA
	4	Secondary weapon + 2 Crew + Steady Nerve Test	Secondary weapon + 2 Crew + Steady Nerve Test	Secondary weapon + 2 Crew + Steady Nerve Test	Secondary weapon + 2 Crew + Steady Nerve Test	Secondary weapon + 3 Crew + Steady Nerve Test	Immobilised + 3 Crew + Steady Nerve Test	Immobilised + 3 Crew + Steady Nerve Test	2 Crew	2 Assistants	Pinned! if MH/KIA
	5	Immobilised + 2 Crew + Steady Nerve Test	Immobilised + 2 Crew + Steady Nerve Test	Immobilised + 2 Crew + Steady Nerve Test	Immobilised + 2 Crew + Steady Nerve Test	Immobilised + 3 Crew + Steady Nerve Test	Immobilised + 5 Crew + Steady Nerve Test	Immobilised + 3 Crew + Steady Nerve Test	Immobilised + 1 Crew	2 Assistants	Pinned! if H/KIA
	6	Main weapon + 2 Crew + Steady Nerve Test	Main weapon + 2 Crew + Steady Nerve Test	Main weapon + 2 Crew + Steady Nerve Test	Main weapon + 2 Crew + Steady Nerve Test	Main weapon + 3 Crew + Steady Nerve Test	Main weapon + 5 Crew + Steady Nerve Test	Main weapon + 3 Crew + Steady Nerve Test	Immobilised + 2 Crew	Main weapon + 1 Assistant	KIA
	7	Immobilised + Main weapon + 3 Crew + Steady Nerve Test	Immobilised + Main weapon + 3 Crew + Steady Nerve Test	Immobilised + Main weapon + 3 Crew + Steady Nerve Test	Immobilised + Main weapon + 3 Crew + Steady Nerve Test	Immobilised + Main weapon + 4 Crew + Steady Nerve Test	Immobilised + Main weapon + 5 Crew + Steady Nerve Test	Immobilised + Main weapon + 4 Crew + Steady Nerve Test	Main weapon + 2 Crew	Main weapon + 2 Assistants	KIA
	8	Immobilised + Main weapon + Secondary weapon + 3 Crew + Steady Nerve Test	Immobilised + Main weapon + Secondary weapon + 3 Crew + Steady Nerve Test	Immobilised + Main weapon + Secondary weapon + 3 Crew + Steady Nerve Test	Immobilised + Main weapon + Secondary weapon + 3 Crew + Steady Nerve Test	Immobilised + Main weapon + Secondary weapon + 4 Crew + Steady Nerve Test	Immobilised + Main weapon + Secondary weapon + 5 Crew + Steady Nerve Test	Immobilised + Main weapon + Secondary weapon + 4 Crew + Steady Nerve Test	Immobilised + Main weapon + 2 Crew	Catastrophe!	KIA
	9	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!
10	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	Catastrophe!	KIA

MODIFIERS TO HIT

GENERIC	
Firing unit is not in line of sight and/or aware of the target when the order is given.	-1
Firing unit has been given an Assault Order.	-1
Target is beyond the weapon's normal range but within extreme range.	-2
Shaped charges and flamethrowers do not apply this modifier.	+3
Small arm fires at an infantry unit with at least one model within 5cm. Flamethrowers do not apply this modifier.	-2
Firing model has been given an Ambush order and the target has at least one model within the weapon's close range.	+1
Shaped charges and flamethrowers do not apply this modifier.	-3
Direct or indirect fire against a bunker. Does not apply to flamethrowers nor adjacent models.	-2
Direct or indirect fire against target is in a sandbagged position or a trench.	-2
Does not apply to flamethrowers nor adjacent models.	-2
Direct fire against transported troops or exposed crew. Does not apply to flamethrowers or adjacent models.	-3
Indirect fire against infantry in open-topped vehicle. Does not apply to adjacent models.	-1
Firing unit or target have moved more than 25cm (cumulative.)	-1
GUNS AND SHAPED-CHARGE WEAPONS	
Direct Fire against vehicle more than 10cm away but within 30cm.	+1
Direct Fire against a vehicle within 10cm.	+2
Shaped charge weapon or anti-tank rifle against a vehicle within 10cm.	+1
High-explosives against infantry with at least one model within 10cm.	-2
Armour-piercing with short barrel.	+1
Armour-piercing with long barrel.	+1
Armour-piercing with extra-long barrel.	+2
TARGET ARMOUR	
Extra-light	+1
Light	+2
Medium	+1
Heavy	-1
Extra-heavy	-2
Super-extra-heavy	-3
CHARACTERISTICS	
Tank Hunters close-assaulting armoured vehicle or using shaped charges	+1
Stationary model with sight firing vs. Infantry	+1
Improved shells, Armour piercing	+1
Magnetic mines vs. vehicles (no zimmerit)	+1
Marksmen using Ambush vs. Infantry	+1
Anti-aircraft first turn against Paratroopers or Airborne troops	+2
Poor training, direct fire	-1
DO NOT APPLY -1 PENALTY FOR ASSAULT IF	
Vehicle with Gyrostabiliser ASSAULTS with main weapon	
Halftrack (assault) ASSAULTS with main weapon	
Self-propelled gun (Assault) ASSAULTS with main weapon	

DIRECT FIRE GUN AGAINST THE SAME TARGET

After firing once, in following turns you can re-roll to Hit if target still in line of sight.

DAMAGE MODIFIERS

GENERIC		
Firing unit was given a Suppression Fire Order and is not aware of the target.	-3	
Target is an armoured vehicle and the shot comes from the front.	-1	
Target is an armoured vehicle and the shot comes from behind.	+1	
Target is infantry that is STATIONARY or that has moved slowly.	-1	
Firing model is using a burst weapon against infantry in a wood.	+1	
Model is in the burst area of a vehicle that has suffered a Catastrophe!	-1	
MACHINE GUNS AGAINST INFANTRY		
Medium machine gun	+1	
Heavy machine gun	+2	
TARGET ARMOUR		
Weapon	Target	
Heavy gun	Heavy tank	0
	Medium tank	+1
	Light tank, Armoured car, Half-track	+2
	Unarmoured vehicle	+3
Medium gun	Heavy tank	-1
	Medium tank	0
	Light tank, Armoured car, Half-track	+1
	Unarmoured vehicle	+2
Light gun	Heavy tank	-2
	Medium tank	-1
	Light tank, Armoured car, Half-track	0
	Unarmoured vehicle	+1
CHARACTERISTICS		
Soft skin	+1	
Ronson, unprotected ammunition, external fuel tanks (if present): crew damage	+1	
Open topped vehicle, penetration roll	+1	
Magnetic mines vs. vehicles (no zimmerit)	+1	
Stationary model with sight firing vs. Infantry	+1	

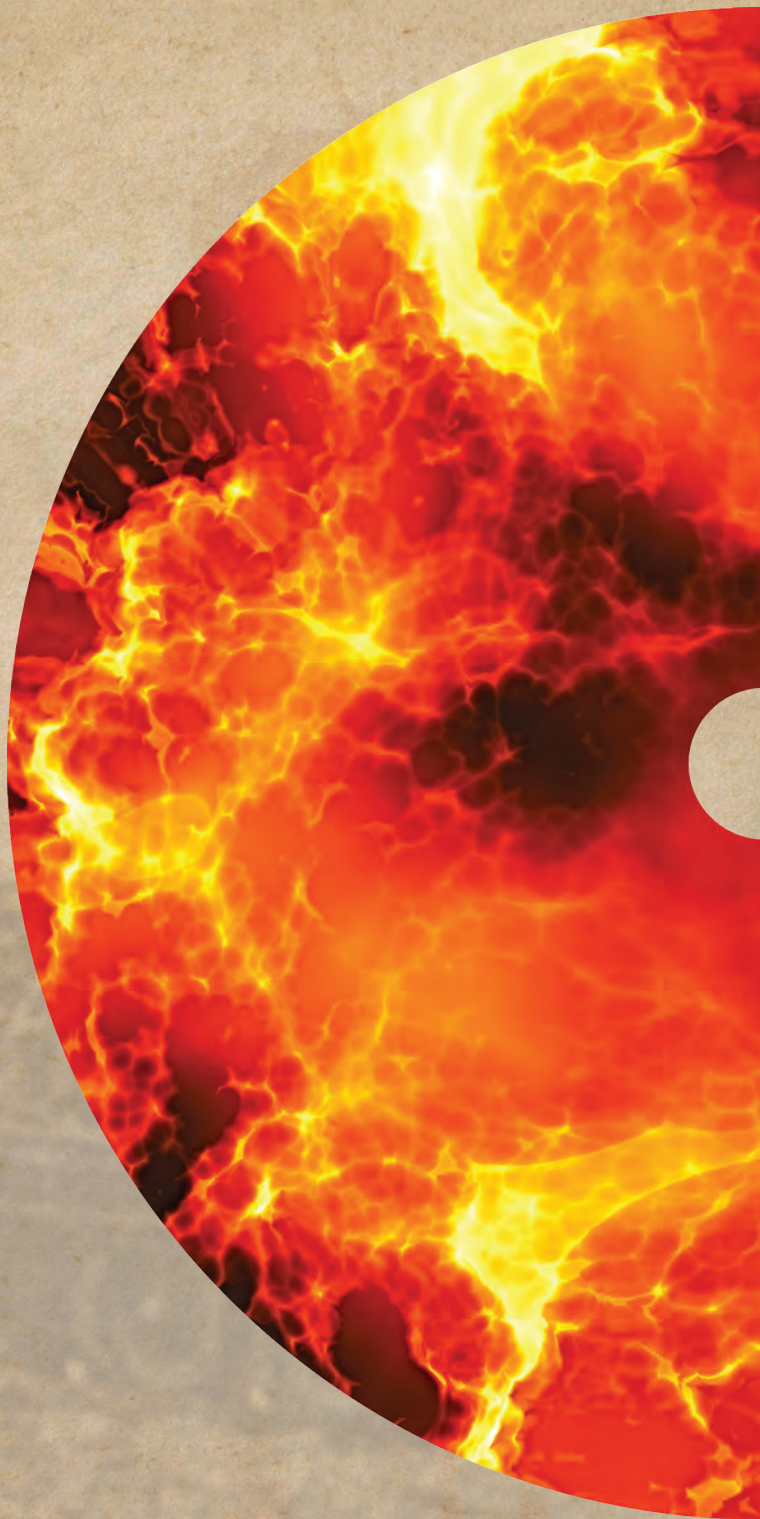
POLITICAL MOTIVATION TABLE (1d10)

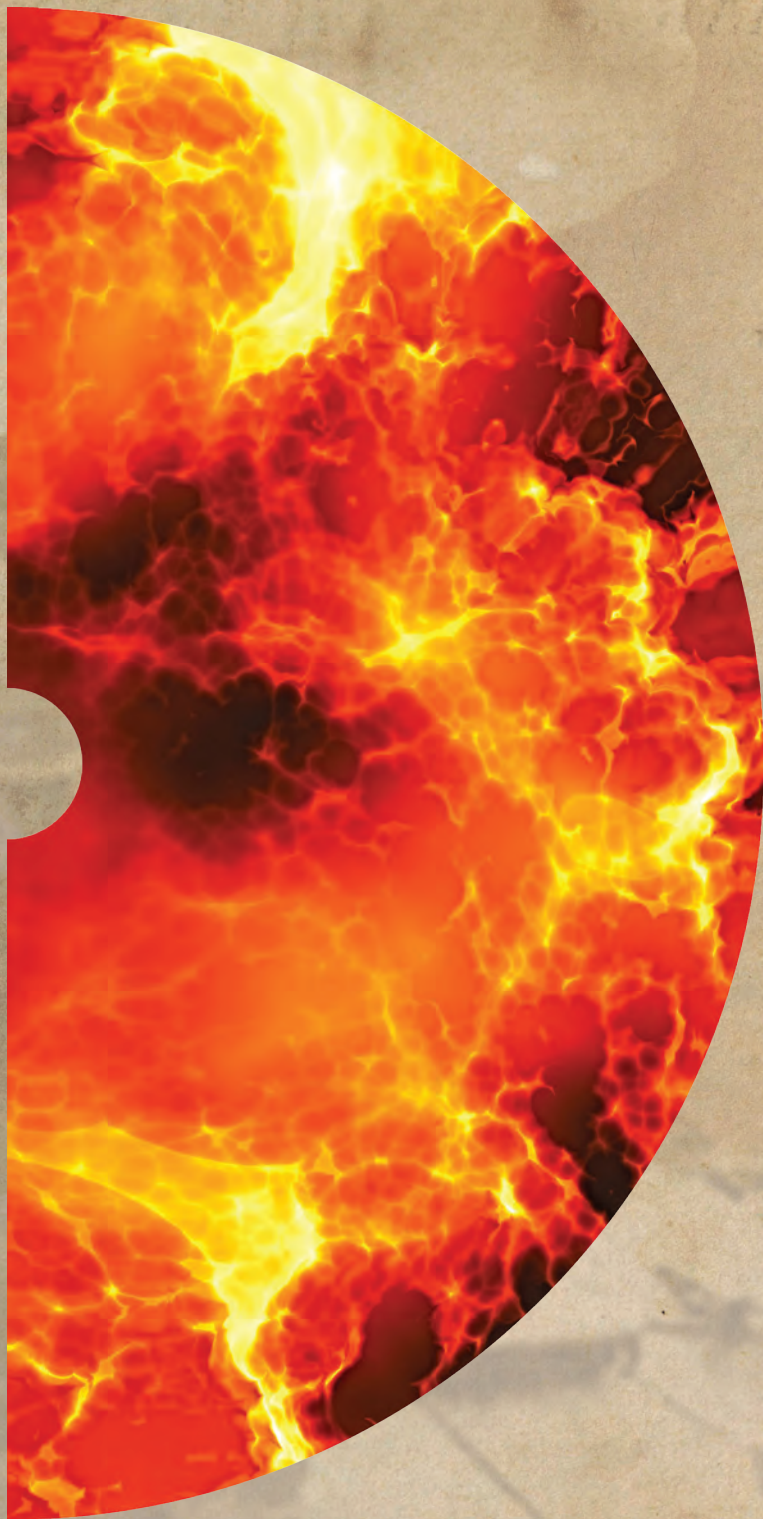
1-2	The unit deserts after killing the Commissar. Remove the unit.
3-7	2 men killed, repeat Morale Test immediately. If you fail roll again on this table with a -1.
8-9	2 men killed. The men return to battle.
10	Political Fanaticism. All orders considered as Assaults. No more Morale Tests. Treat Pinned! results as NE.

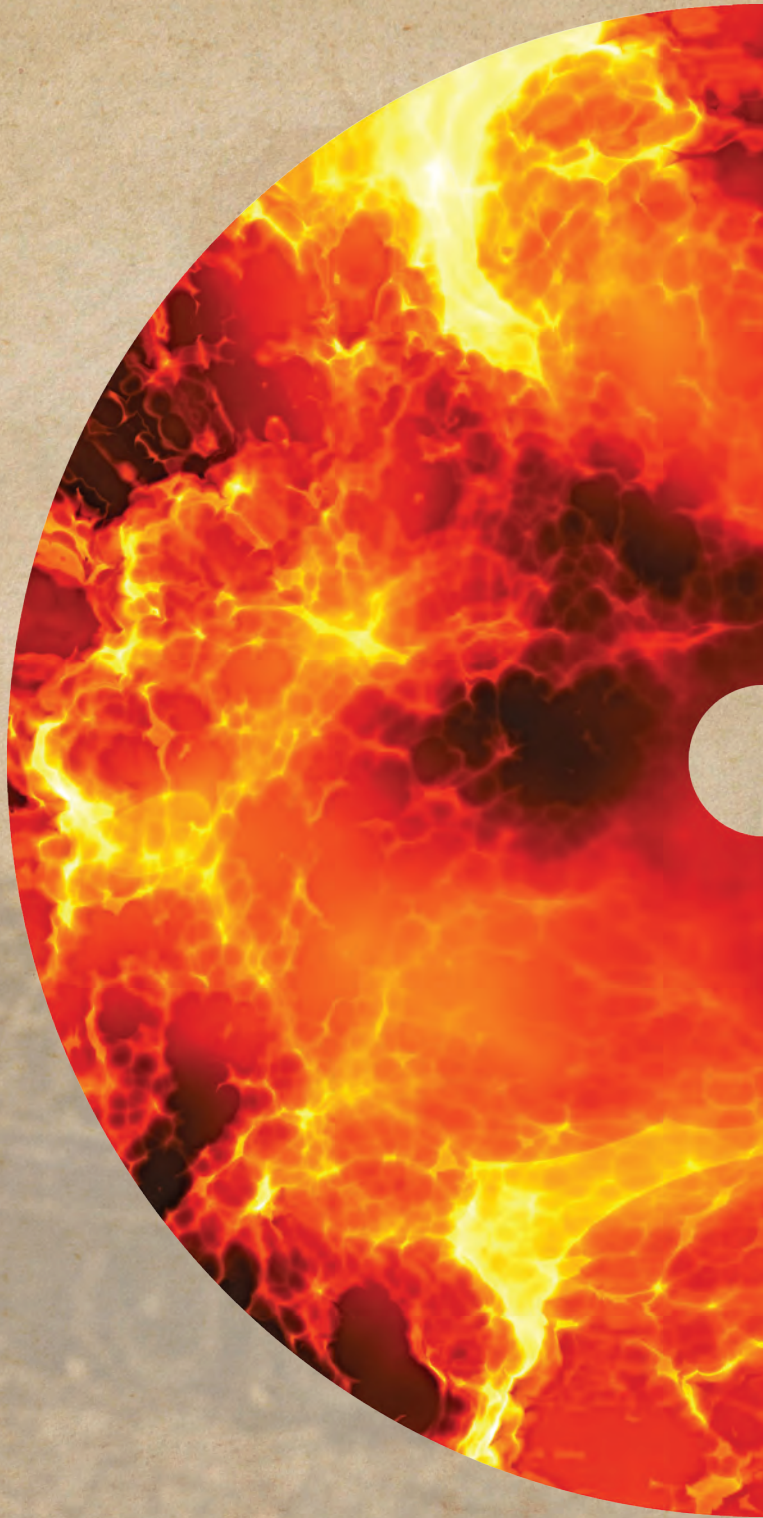
LIGHT FLAME-TROWER DAMAGE

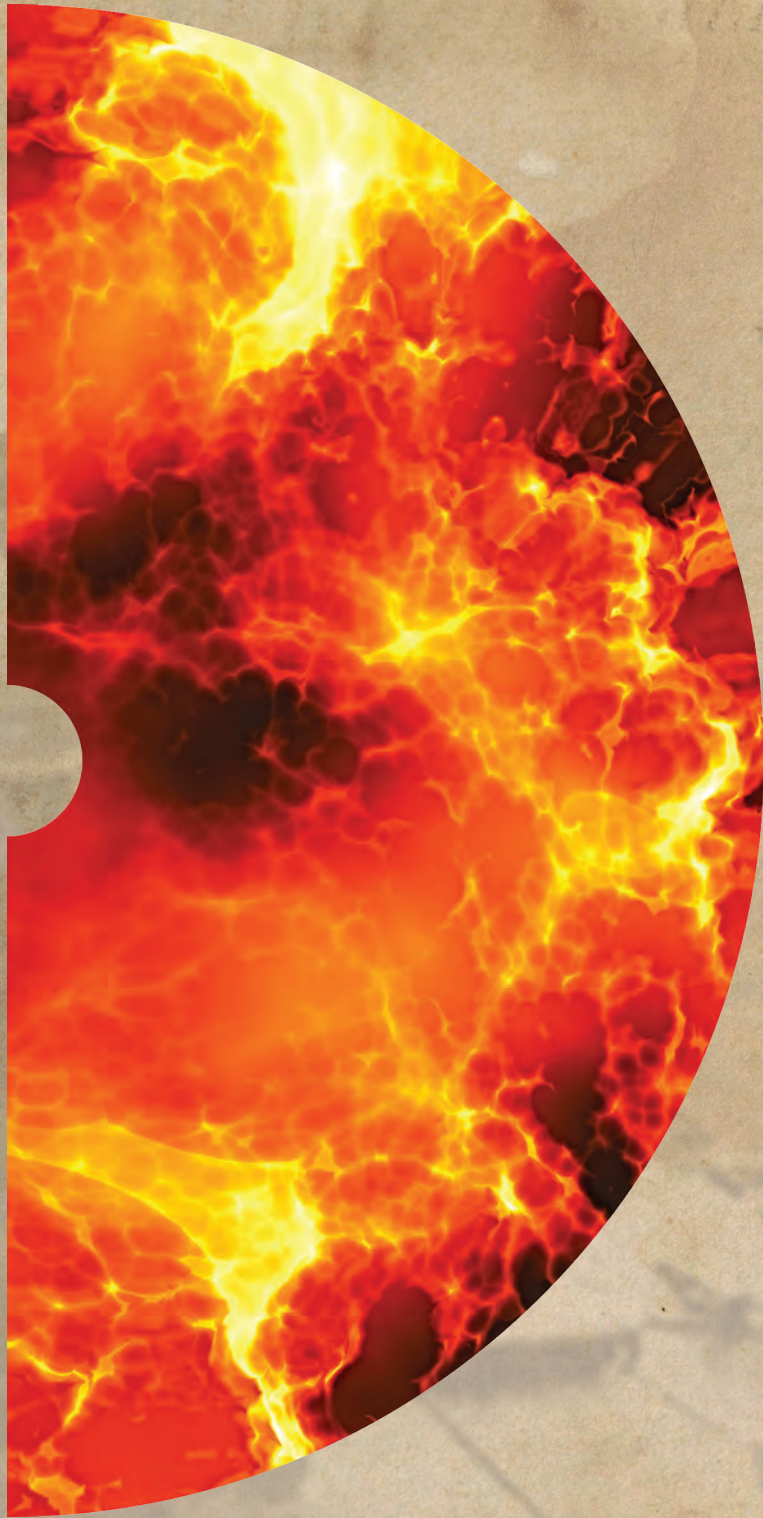
1-4	NE.
5-7	2 crew are Pinned! + Steady Nerve Test
8-9	1 crew is Pinned! + 1 KIA + Steady Nerve Test
10	Catastrophe!
HEAVY FLAME-TROWER DAMAGE	
1-2	NE.
3-5	2 crew are Pinned! + Steady Nerve Test
6-8	2 crew are Pinned! + 2 KIA + Steady Nerve Test
9-10	Catastrophe!

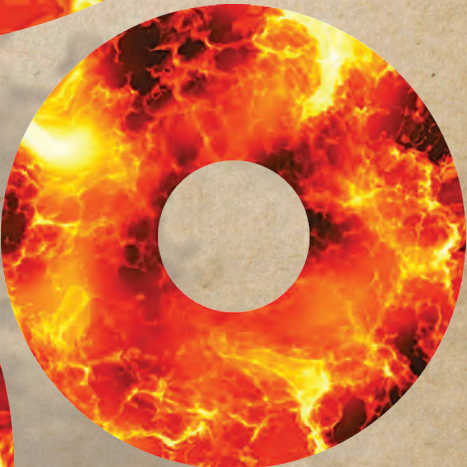
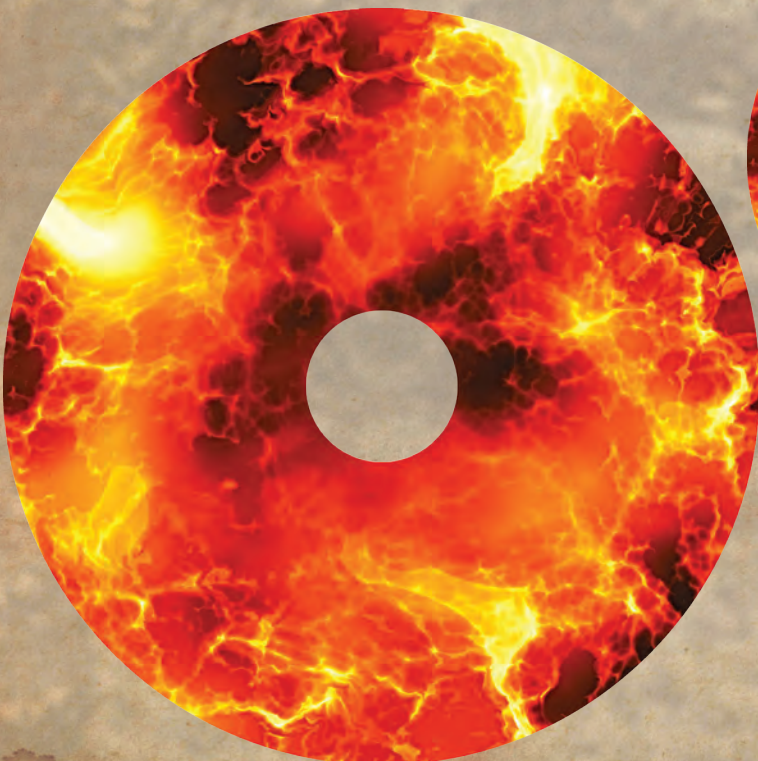
BURST TEMPLATES

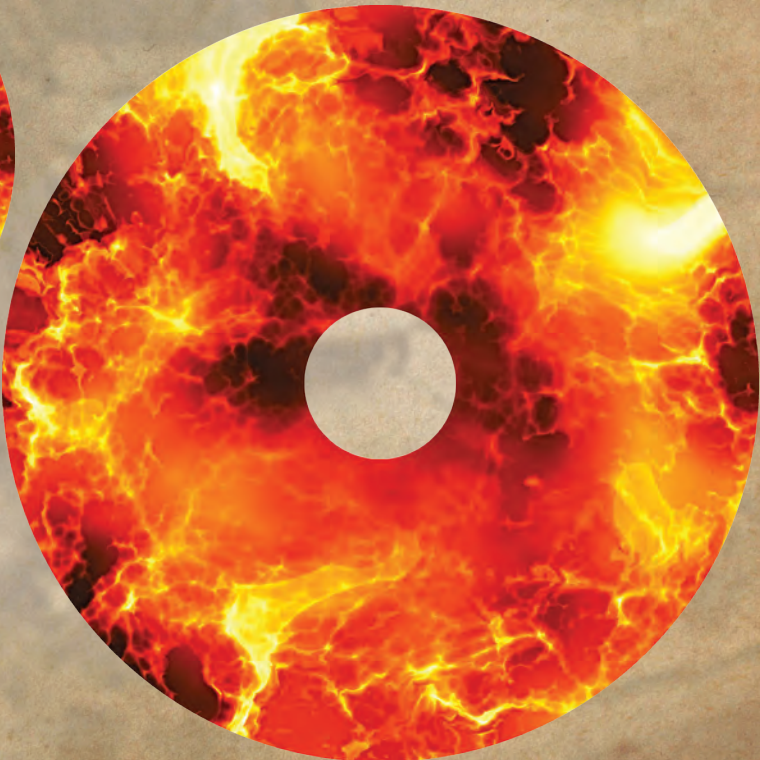
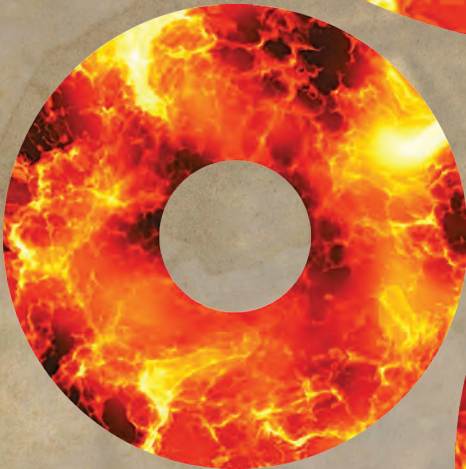
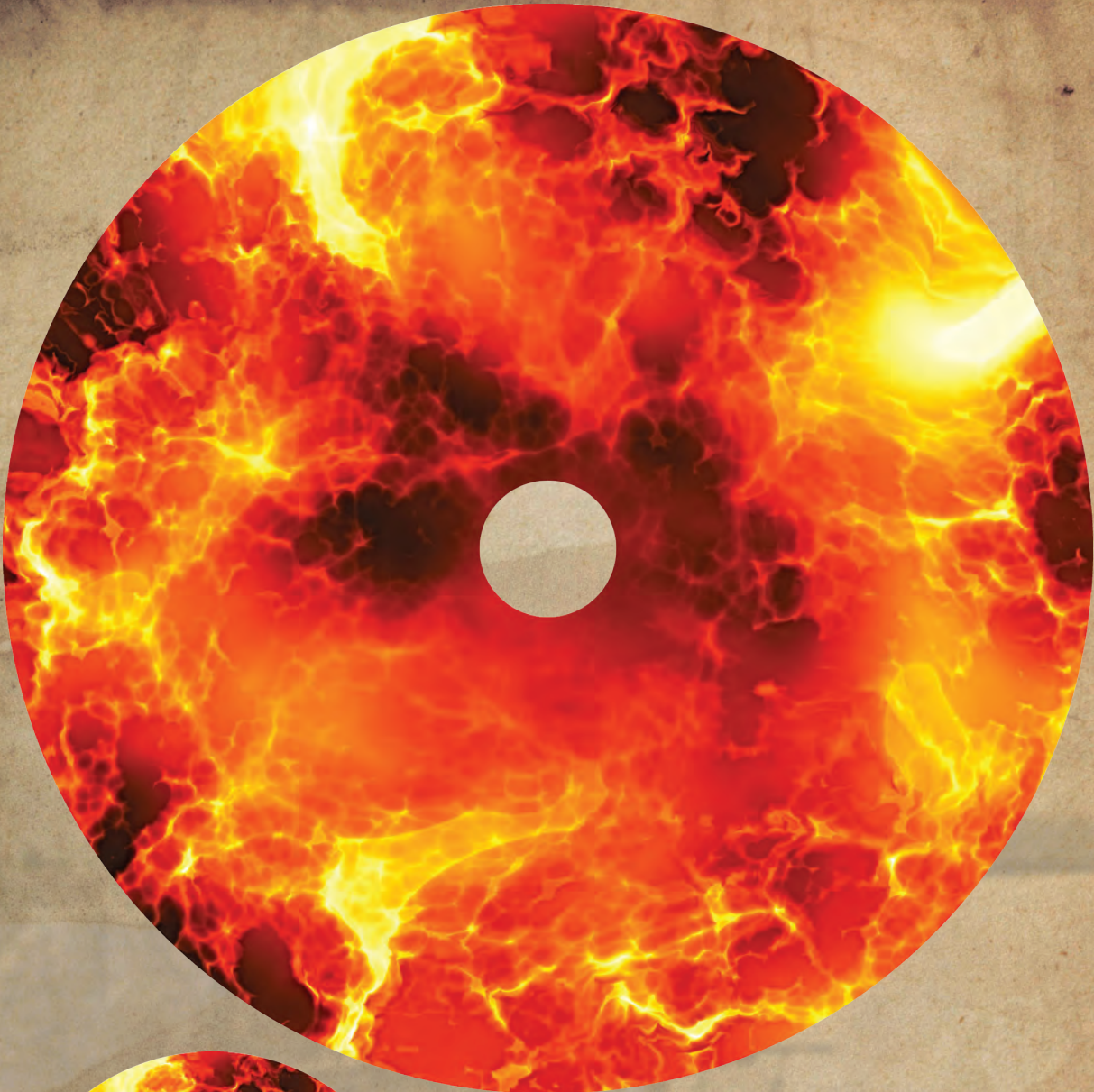


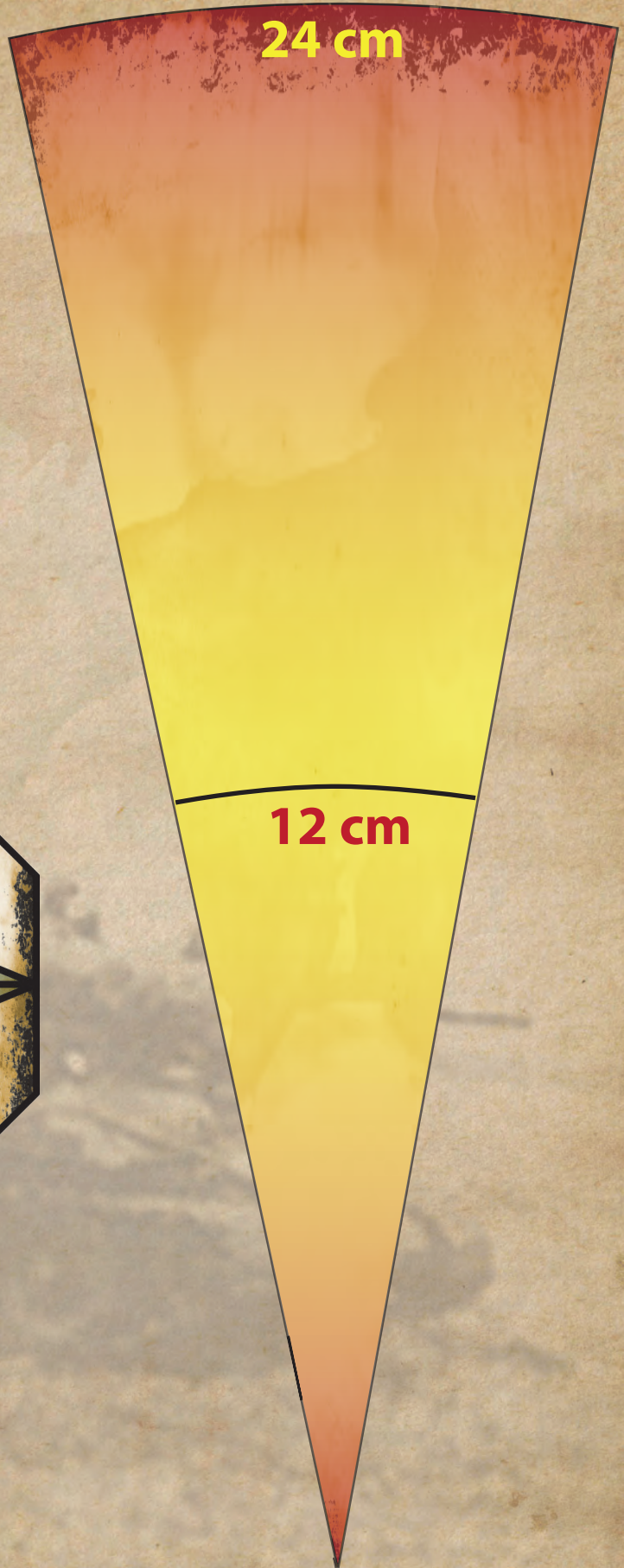


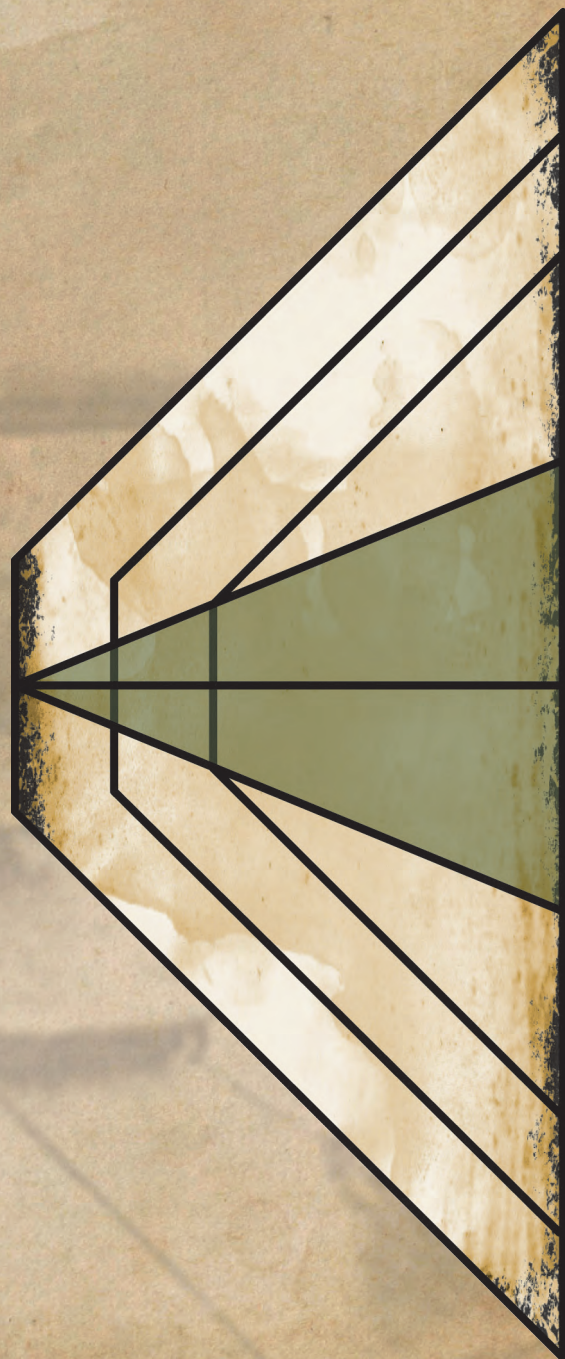
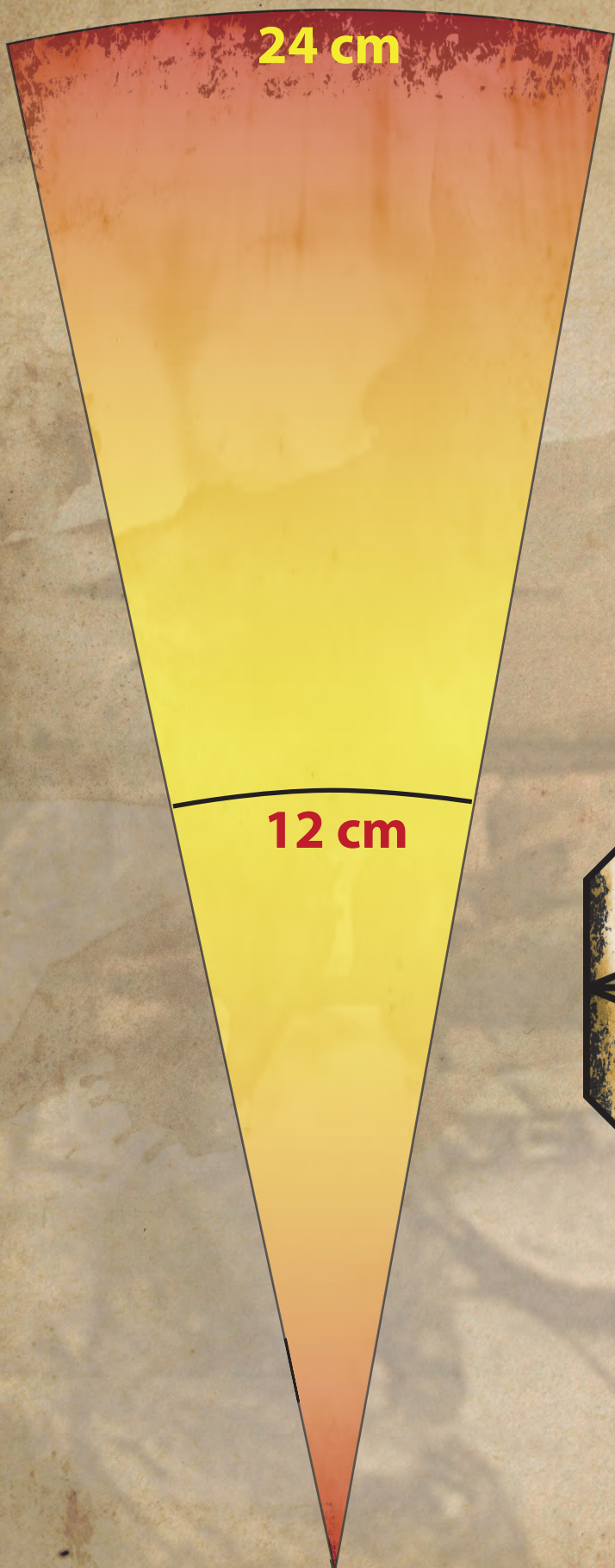




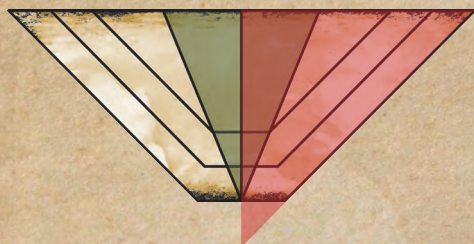








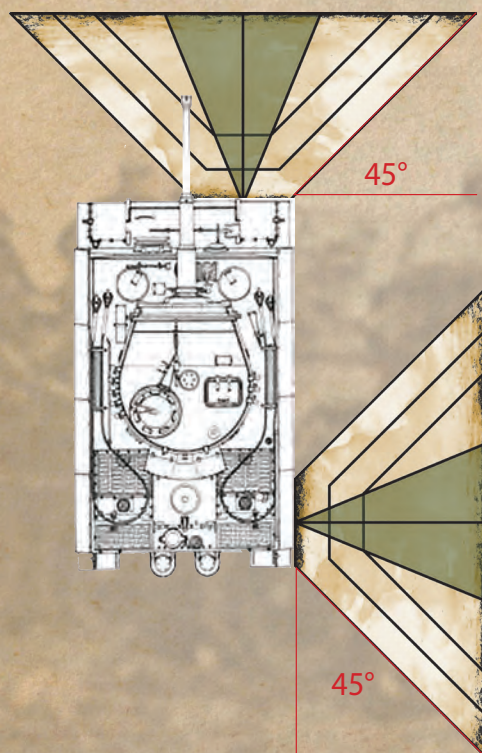
USING THE FIRING AND ARMOUR TEMPLATE



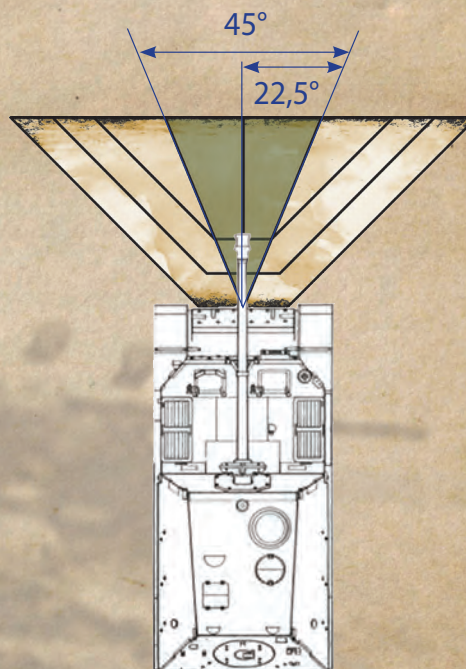
The red area shows 45°, and is mainly used to help you see which side of the target you hit.



The blue area measures a total of 45° and is mainly used for firing arcs. The central line divides the area into two equal areas of 22,5° each.



Used of the template to see which side you hit. The flat side helps you to line the template up with the tank.



The template can be used to measure firing arcs. The whole template measures 90°, half is 45° and the two coloured areas in the middle are 22,5° each.

ARMOUR TEMPLATE

