

INCREMENTAL IFT

Backblast dr										Baz										PFk										Pf										DC										A-T												
ATR										MOL										A-P										A-P										sN																				Set DC		
★Ve	3	3	4	4	4	4	5	5	5	6	6	7	7	7	7	8	8	8	8	9	9	9	9	10	10	10	10	11	11	11	11	11	11	12	12	12	12	12	13	13	★Ve																					
mm	20	25	30	—	—	—	37	—	45	50	57	60	—	65	—	70	—	75	—	80	85	88	95	100	105	107	—	120	—	128	—	140	—	150	160	170	—	183	—	200+	mm																					
FP	1	1½	2	2½	3	3½	4	4½	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36+	FP																					
≤0	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	6KIA	6KIA	6KIA	6KIA	6KIA	6KIA	7KIA	≤0																						
1	K/1	K/1	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	6KIA	1																					
2	1MC	K/1	K/1	K/2	K/2	K/2	K/2	K/2	K/2	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	2																						
3	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	K/2	K/2	K/2	K/3	K/3	K/3	K/3	K/3	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	3																					
4	NMC	NMC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	3MC	K/3	K/3	K/3	K/4	K/4	K/4	K/4	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	4																					
5	PTC	PTC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	4MC	4MC	4MC	4MC	K/4	K/4	K/4	K/4	K/4	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	5																				
6			PTC	PTC	PTC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	K/4	K/4	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA	6																			
7						PTC	PTC	PTC	PTC	PTC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	7																	
8									PTC	PTC	PTC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	8																	
9											PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	9																	
10														PTC	PTC	PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	10																	
11																			PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	11																		
12																																												12																		
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Basic fire mods.

Same location: FP x 3
 Point blank: FP x 2
 Long range: FP / 2
 Advancing: FP / 2
 Concealed target: FP / 2
 Pinned firer: FP / 2
 Single SMC firing MG: FP / 2

Target based mods.

Terrain Effect: +T
 Moving, not assault: -1
 Moving open ground: -1
 Smoke (+1 out): +S
 Hindrance (S+H max 5): +H
 Carrying flamethrower: -1

Firerbased mods.

Leadership: +L
 Hero DRM: -1
 CX: +1
 Encircled: +1
 Cowering, equal dice: 1 column left (inexperienced 2)

TURN SEQUENCE INFOGUIDE

Made by Janusz Maxe, 2001

Rally

- Reinforcements.
- Deploy/combine with leader.
- Recover/rearrange weapons.
- Own turn, 1 selfrally.
- Self rally +1 DMR.
- Leaders rally all units in same location.
- -1 in woods/building.
- Remove DM.
- Wall advantage.

Prep fire

- Ordnance smoke first.
- OBA second.
- Designate opp.firers.
- Dismantle SW.
- Full FP, CX in effect:
- Check for Cowering.
- Check for ROF.
- Check for SAN.
- Check for ELR.

Movement

- 4 MF for MMC's.
- 6 MF for SMC.
- +2 MF if with leader.
- +2 MF for start CX.
- +1 MF for later CX.
- +1 Roadbonus.
- Assault move<all MF
- Smoke 2 or 1 MF.
- Dash 2 hexes across road.
- 1 MF recover SW.
- -1 FFNAM in effect.

Defensive Fire

- 1 shot per MF.
- Subseq. vs. closest moving enemy.
- Fin.prot vs. adjacent.
- Cower=Final Fire.
- Lay residual FP.
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- Ordnance smoke first.
- OBA second.
- Dismantle SW.

Advancing Fire

- ½ FP
- Assault fire FRU+1
- no M/HMG or mrt.
- No ROF.
- Opp.fire are exempt from all above rules, as well as CX.

Rout

- Voluntarily break.
- Must rout if in OG or adjacent to enemy.
- May rout if DM.
- Towards nearest woods or building.
- Not towards enemy.
- Surrenders if enemy adjacent and forced to take interdiction.

Advance

- Transfer SW.
- If cost 4+ or ≥ than available MF, then becomes CX.
- PAATC to enter enemy AFV hex.
- Ambush if enter wood or building, or either unit is concealed.

Close combat

- Declare withdrawal.
- Hand-to-hand?
- Concealment gain in concealment terrain, otherwise dr.