MELEE

MELEE MODIFIERS

• Prone and in melee	-1
• Each point of Impact less than enemy	-1
• In melee with 2+ enemies	-1
• In melee with 3+ enemies	-2

MELEE RESULTS TABLE

2   MELEE RESULTS TABLE

Pass same number of d6
• All Miss and melee continues next turn.

One side passes 1d6 more than the other and "wins" the round of melee.
• Winner rolls on the Melee Damage Table to inflict wound.

One side passes 2d6 more than the other and "wins" the round of melee.
• Winner rolls 1d6 versus Impact of weapon. Score a "1" and the figure is dead, otherwise figure is Out of the Fight.

MELEE WEAPONS

Melee Weapons	Range	Targets	Impact
Hand held Knife/Bayonet	x	1	2
Fixed Bayonet/Sword	x	1	3

MELEE DAMAGE TABLE

1   MELEE DAMAGE TABLE

Score is equal or less than weapons Impact:
• **If a "1" is rolled figure is Obviously dead!** Nature of the wound is so obvious that there's no question about it.
• **Otherwise the figure is Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! May no longer function.

Score greater than Impact of weapon:
• **Knock Down!** Figure is knocked prone and must take Knock Down Test when next activated.

GRENADES/ OTHER WEAPONS

Grenades and Other Weapons	Range	Targets	Impact
Grenade	6	5" circle	2/APW 2
Rifle Launched Grenades	20	5" circle	2/APW 2
Flame Thrower	12	3" wide	5/APW 5
Molotov Cocktail	4	3" circle	5/APW 5
Satchel & Demo Charges	1	1" circle	5/APW 5

SMALL ARMS

Small Arms	Range	Targets	Impact
Small Caliber Pistol	6	2	0
Medium Caliber Pistol	12/24(1)	2	1
Large Caliber Pistol	12	2	2
Medium Caliber MP	12/24(1)	2/3	1
Medium Caliber SMG	24	3	1
Large Caliber SMG	24	3	2
Combat Shotgun	12	2	2
BA Rifle or Carbine	48/60(2)	1	3
SA Rifle or Carbine	48/60(2)	2	3
SA Medium Caliber Carbine	24	2	1
SF Medium Caliber Carbine	24	2/3*	1
SF Rifle (M-14, AK-47 etc.)	48	2/3*	3
SF Rifle (MP-16)	48	2.3*	2

(1) Range of 24" when used with a detachable stock.
(2) Range is 60" when used with a sniper scope.
* Target 3 applies only when weapon is being used on fully automatic mode.

MACHINE GUNS

Machine Guns	Range	Targets	Impact
LMG (M-60/RDP)*	48	5/6	3
LMG (Other)	48	4	3
BAR	48	3	3
MMG	48	5	3
HMG	60	4	5/APW2

* MG-34's and 42's served as light, medium, and vehicle mounted MG's. They are listed here for convenience. MG-34 is Target 5. MG-42 is Target 6.

ANTI-TANK WEAPONS

Anti-Tank Weapons	Range	Targets	Impact
Bazooka	20	1	APW 7
Anti-tank Grenade Tossed/ Launched	2/20	1" circle	APW 5

FAST MOVE

2 LD   FAST MOVE TEST

Pass 2d6
• Figure successfully Fast Moves up to 16".

Pass 1d6
• Figure successfully Fast Moves up to 12".

Pass 0d6
• Figure moves up to 8" counting as if making a Fast Move for shooting resolution.

INFANTRY QRS:

INFANTRY QRS:

RANGED FIRE

1	Ranged Combat To Hit Table *1d6 + Rep*
#	Results
3 to 7	• Miss.
8	• Target in cover miss. • Target concealed miss. • Target prone miss. • Target or shooters moving fast miss. • Second or higher target miss. • Otherwise hit.
9	• Target in cover miss. • Third or higher target miss. • Otherwise hit.
10+	• Hit.

1   RANGED COMBAT DAMAGE TABLE

Score is equal or less than weapons Impact:
- **If a "1" is rolled figure is Obviously Dead!** Nature of the wound is so obvious that there's no question about it.
- **Otherwise the figure is Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! May no longer function.

Score greater than Impact of weapon:
- **Knock Down!** Figure is knocked prone and must take Knock Down Test when next activated.

2   KNOCK DOWN TEST
Taken versus the Rep of the figure

Pass 2d6
- All back in the fight. Carry on as desired.

Pass 1d6
- Remain down and may try again next turn.

Pass 0d6
- Knocked downs are "out of the fight".

GRENADES

2   "WHERE'D THE GRENADE GO?" TABLE

Pass 2d6
- Total miss and grenade explodes harmlessly.

Pass 1d6
- Look out! Grenade may have landed on an intervening group either friendly or enemy. Pick the next closest group to original target and roll on Ranged To Hit table counting a Miss result as grenade explodes harmlessly. Any hits are applied to the new target.

Pass 0d6
- Fire in the hole! Thrower "fumbles" toss. Each figure in a blast radius centered on the thrower must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

GRENADES

2   "BOMBS AWAY" CHECK

Pass 2d6
- Success! Roll on Ranged To Hit table counting the target as if in the open. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

Pass 1d6
- Partial success! Roll on Ranged To Hit table counting the target as if in cover regardless of actual circumstances. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

Pass 0d6
- Fire in the hole! Thrower "fumbles" toss. Each figure in the blast radius with the thrower in the center must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

OUTGUNNED

OUTGUNNED RATINGS
"Star" is never outgunned.
- OGR 5 = Flamethrowers, Grenades, Satchel Charges, and all Antitank weapons.
- OGR 4 = HMG, MMG, and LMG.
- OGR 3 = SFR, MP and SMG
- OGR 2 = Semi-automatic rifles and carbines.
- OGR 1 = Other weapons not listed.

INFANTRY QRS:

IN SIGHT

2	**"IN SIGHT" CHECK**

TAKEN BY THE INACTIVE SIDE ONLY
+1d6 if providing suppressing /covering fire.

Pass 2d6
- All targets seen and tester may fire.
- Hidden figures may opt to hold fire until after all other figures have fired.

Pass 1d6
- Fire at –1 Rep and at full rate of fire.
- Hidden figures may opt to hold fire until after all other figures have fired.

Pass 0d6
- All figures may not fire.

RECEIVED FIRE

2	**"RECEIVED FIRE" CHECK**

"Star" may choose his reaction.

Pass 2d6
- Chargers will continue.
- Retrieving wounded will continue.
- Outgunned or unable to fire will Duck Back
- Others finish move and fire.

Pass 1d6
- Chargers armed with ranged weapons will stop in place and fire instead while those not so armed will continue the charge.
- Retrieving wounded will continue.
- Those in cover will return fire counting –1 to Rep.
- Others will Duck Back.

Pass 0d6
- Chargers will Duck Back.
- Those in cover will Hunker Down.
- Retrieving wounded will go prone.
- Others will Runaway.

WANTING TO CHARGE

2 LD	**"WANTING TO CHARGE" CHECK**

"Star" may choose his reaction.

Pass 2d6
- All will charge into hand-to-hand combat.

Pass 1d6
- Those in cover will remain in place and if possible will fire instead.
- Others charge.

Pass 0d6
- All will remain in place.

BEING CHARGED

2	**"BEING CHARGED" CHECK**

"Star" may choose his reaction.

Pass 2d6
- Those that can will fire and prepare for melee.
- Others will remain in place and prepare to melee.

Pass 1d6
- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6
- Those in cover will prepare to melee.
- Others Runaway.

SURPRISE

2	**SURPRISE CHECK**

Pass 2d6
- Those charged will turn to face enemy and counts at –1 to Rep for first turn of melee.
- Those fired at will take "Received Fire" test at –1 to Rep.

Pass 1d6
- Those charged are surprised and cannot react. Counts only 1d6 in melee the first round.
- Those fired at will Duck Back.

Pass 0d6
- Those charged are totally surprised, and counts 0d6 in melee the first round.
- Those fired at will Hunker Down.

RALLY

2 LD	**"RALLY" CHECK**

"Star" may choose his reaction.

Pass 2d6
- All back in the fight. Carry on as desired.

Pass 1d6
- Those in cover/buildings back in fight.
- Others are removed from play.

Pass 0d6
- Remove figure from play.

VEHICLE IN SIGHT

2	**VEHICLE "IN SIGHT" CHECK**

TAKEN BY THE INACTIVE SIDE ONLY
-1 to Rep if "buttoned up"
-1 to Rep if "In Sight" is taken from Gunner position

Pass 2d6

- All targets seen and tester may fire.

Pass 1d6

- Fire at –1 Rep .

Pass 0d6

- All cannot fire.

FIRING MAIN GUN

2	**PLACE ROUND TABLE VS. GNR**

GNR Rep –1 at over 48"

Pass 2d6

- Hit Target aimed for.

Pass 1d6

- Miss if target or shooter "Fast Moved".
- Hit other targets if at 12" range or less.
- Otherwise Roll 1d6
  Hit Turret* on 1 or 2
  Hit Hull on 3 – 6 (If "hull down" then Clank test)

Pass 0d6

- Miss, target ignores fire.

*Turret hit increases AR of target by 1 point.

SQUAD ANTI-TANK

2	**SQUAD ANTI-TANK FIRE TABLE**

Rep –1 at up to half range
Rep –2 at greater than half range

Pass 2d6

- Hit Target Aimed for.

Pass 1d6

- Miss "Fast Moving" target.
- Otherwise Roll 1d6
  Hit Turret* on 1 or 2
  Hit Hull on 3 – 6
  (If "hull down" then Clank test)

Pass 0d6

- Miss, target ignores fire.

*Turret hit increases AR of target by 1 point.

PENETRATION TABLE

2	**PENETRATION RESULTS TABLE**

(2d6 vs. Difference of APR to AR or DV)**
Defensive value of building.

Pass 2d6

- Round penetrates the vehicle and all crew killed. Building area under fire collapses and all inside area killed.

Pass 1d6

- Round disables the vehicle and each crewmember must roll 1d6 versus the penetration difference. If pass 1d6 then crewmember is dead. Otherwise they must bail out. Treat buildings as the same.

Pass 0d6

- Round does not penetrate vehicle but crew takes a "Clank" test on the table below. Occupants of building area under fire take "Received Fire" test.

LOADING

2	**LOADING TABLE – vs. LDR**

(Taken immediately after the gun is fired)

Pass 2d6

- Reloaded and can fire in reaction or when next Active.

Pass 1d6

- Reloaded, but can only fire when next Active.
- Deployed anti-tank gun reloaded and can fire in reaction or when next Active.

Pass 0d6

- Failed – Try to load next Activation.
- Deployed anti-tank gun reloaded but can only fire when next Active.

CLANK TEST

2	**CLANK TEST - vs. TC**

"Star" may choose his reaction.

Pass 2d6

- Undergunned will Retire out of sight.
- Unable to return fire, or unloaded carry on.
- If loaded return fire, rotating turret if necessary.

Pass 1d6

- Undergunned will Retire out of sight.
- If main weapon facing attacker, return fire.
- If main weapon not facing attacker carry on.

Pass 0d6

- Undergunned or fired on by penetrable enemy will Runaway.
- Others Retire out of sight.

ARMOR QRS:

FIRE AT BUILDINGS

2 FIRING AT BUILDINGS TABLE – vs. GNR

Pass 2d6
- Hit spot aimed for.

Pass 1d6 - Roll 1d6 and consult below.
- (1-2) Wide 1d6" to the left.
- (3 –4) Wide 1d6" to right.
- (5 – 6) Overshot one level up.

Pass 0d6
- What were you doing? Miss target completely!

RUN OVER TABLE

1 "RUN OVER" TABLE – vs. DVR

Pass 1d6
- If traveling at 1/2 speed or less, tank obliterates object and continues through.
- If traveling over ½ speed it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count knocked prone until next Activation.

Pass 0d6
- If traveling at 1/2 speed or less it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count knocked prone until next Activation.
- If traveling over 1/2 speed then "Stuck!" Vehicle grinds to stop 1" forward and becomes immobile. Cannot proceed and must attempt to reverse out next Activation. All crew roll 1d6 versus Rep. If pass then carry on but if fail count knocked prone until next Activation.

ARMOR QRS:

LOSING CONTROL

2 LOSING CONTROL- VS. DVR

Pass 2d6
- All vehicles continue at same speed making turn without problems.

Pass 1d6
- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit, test for damage to the occupants of the vehicle. Each figure rolls on Damage Table counting +1 to Rep.
- Tracked vehicles (except half-tracks) will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit, test for damage to the occupants of the vehicle. If hitting a solid object Driver must take an immediate "Run Over" test.

Pass 0d6
- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width and roll over. Each figure rolls on Damage Table versus their Rep as normal.
- Tracked vehicles (except half-tracks) will turn and then veer away outward from the direction of the turn one body width and throw a track. The vehicle is disabled and may no longer move. If hitting a solid object must take an immediate "Run Over" test.

HERO

2 WHO WANTS TO BE A HERO?

Pass 2d6
- Success! Resolve as a hit on the bottom of the vehicle.

Pass 1d6
- Fumble, device lost, and attacker must retire.

Pass 0d6
- Disaster! Attacker rolls on Damage Table counting APR of the device as Impact.

OVERRUN

2 "OVERRUN" CHECK

"Star" may choose his reaction.

Pass 2d6
- Armed with APW will stand and fire.
- Not armed with APW will dodge 3" out of the way without injury counting Duck Back.

Pass 1d6
- Vehicle rolls on To Hit Table using Rep of driver.

Pass 0d6
- Vehicle hits target inflicting 1 Hit per AR of vehicle.