Strength Roll Modifiers Table

+/- On Die Roll	
+1	Short Range (<= 1/2 Effective Range)
-2	Long Range (<= 2x Effective Range)
-1	Attack Order
-2	Move Order
-1	Green

Defence Roll Modifiers Table

+/- On Die Roll	
+1	Light Cover
+2	Heavy Cover
+1	Defence Order
+1	Move Order
+1	Veteran

Attack Results Table

Strength Roll > Defence Roll & Even = KO

Strength Roll > Defence Roll & Odd = 2 Shock

Strength Roll <= Defence Roll & Odd = 1 Shock

Strength Roll <= Defence Roll & Even = No Effect

Strength Roll <1/2 Defence Roll = No Effect

Engagement Roll Table

D20 Versus Platoon's Engagement Value

Small = 1, Medium = 2, Large = 3, x2 if Fired

Modifiers

-1	Per Intervening Cover
+1	Per 3 Sections Within LOS of Target Platoon
+5	Elevated
+1	Per Additional Command Point Spent

Target's Order

-2	Defend
+3	Attack
+6	Move

Spotter's Order

+2	Defend
+3	Attack (If the target platoon is within 1RB of the platoon's objective)
-3	Move

Close Assault Table

The winner may take the defender's space

The loser falls back 10cm and receives 1 shock

If the winner rolled less than 4, receive 1 shock

Winner Result Vs Loser Result	Loser's Shock
2:1	1
3:1	2
4:1	3
5:1	4

Close Assault Modifiers Table

Attacker Modifiers

+1	Flank
+1	Light/Heavy Cover
+1	Support
+1	Veteran
-1	Green
-1	Move Order

Defender Modifiers

+1	Light Cover
+2	Heavy Cover
+1	Veteran
-1	Green
+1	Defend Order
+1	Support
-1	Per Shock

Officer Corps Table

Level	Die	Hand
Brilliant	D8	6
Competant	D6	5
Incompetant	D4	4

Command Roll Table

Commander's Die Roll

Result >NCO Quality = Success

Modifiers

-2	Non CO Spotter/CO Off Table
-1	Per Time Unit Has Performed a Fire Mission
-1	Danger Close (The strike point within 1RB of friendlies)

NCO Quality	Target
Skilled	1
Trained	2
Raw	3

Morale Roll Table

Commander's Die Roll

Result <1 = Add FUBAR to deck

Modifiers

-1	Per Section KO/Broken
-1	Per Section with shock
-1	Within 1RB of enemy

Morale Check Conditions

One or more sections with shock

A section Koed since the last morale card

Shock Break Point Table

Troop Quality	Break Point
Veteran	4
Regular	3
Green	2

Movement Modifiers Table

Terrain	Tracked	Wheeled	Foot	Hover
Light Woods	0.5	0.25	1	0
Heavy Woods	0.25	0	1	0
Shallow Water	0.5	0.25	1	1
Deep Water	0	0	0	1
Rough Ground	0.5	0.25	1	1
Road	1.25	1.5	1	1

Transport Capacity Table

Can Carry	Small	Medium	Large	Small Titan	Medium Titan	Large Titan
Small	0	0	0	0	0	0
Medium	1	0	0	0	0	0
Large	2	1	0	0	0	0
Small Titan	3	2	1	0	0	0
Medium Titan	4	3	2	1	0	0
Large Titan	5	4	3	2	1	0

Reaction Range Table

Troop Quality	Range
Veteran	3
Regular	2
Green	1

Initiative Movement Table

Leader Initiative	Movement Arc
Bold	180^0
Cautious	90^0
Timid	45^0

Initiative Range Table

Leader Initiative	Range from Objective
Bold	3
Cautious	2
Timid	1

Titan Attributes Table

Size Category	Engagement	Break Point	Movement	Attacks
Small Titan	4	+1 Shock	1 Shock	2
Medium Titan	5	+2 Shock	2 Shock	3
Large Titan	6	+3 Shock	3 Shock	4

Titan Effect Table

Roll	Result
1	Receive 3 Shock
2	Lose 1 Random Attack
3	Lose 1 Random Attack
4	Immobilized
5	Immobilized
6	KO

Fire Support Table

Abundant	-1
Average	-2
Scarce	-3

Doctrine Deck Table

Card	Inflexible	Average	Flexible
CO Action	3	3	3
Company Action	2	1	0
Platoon Action	2	6	10
Morale	2	2	2
Fire Support	3	3	3
Opportunity	1	1	1
Firefight	2	2	2
Centre of Gravity	2	2	2

Defender Support Table

Defensive Work	Cost
Anti-Personnel Minefield	10pts
Anti-Tank Minefield	10pts
Mixed Minefield	15pts
Dummy Minefield	5pts
Small Entrenchments	5pts
Medium Entrenchments	10pts
Large Entrenchments	15pts
Soft Obstacle	10pts
Hard Obstacle	10pts

Scenario Table

Difference	Scenario Options
1	Meeting Engagement
2-3	Meeting Engagement, Frontal Attack
4-5	Meeting Engagement, Frontal Attack, Flank Attack
6-7	Meeting Engagement, Frontal Attack, Flank Attack, Assault

Centre of Gravity Placement

Priority	Terrain Feature
1st/2nd/3rd CoG	Bridge or Crossroads
2nd/3rd CoG	Hill or Building
3rd CoG	Woods or Field

Skirmish Gaming Pre-Battle Steps

1. Force Composition
2. Support Options
3. Planning

Scenario Gaming Pre-Battle Steps

1. Time Allocation
2. HQ Readiness
3. Battlefield Shaping
4. Pre-Contact Maneuver
5. The Battlefield
6. Force Composition
7. Recce
8. Planning
9. Briefing

Time Allocation Options Table

HQ Readiness

Battlefield Shaping

Force Composition

Combat Drills

Leader Briefings

Battlefield Recce

Battlefield Shaping Efforts

Pre-emption
If the effort is a success, the player receives a +3 to the command die roll during the pre-contact

Dislocation
If the effort is a success, the player may move a single CoG at the end of the battlefield step. The player may move the CoG up to 2RB bands away but not within 1RB of the table edge.

Deception
If the effort is a success, when the opponent attempts to conduct a Move action to bring a platoon onto the table, the player must roll a d6. If the result is 1-3, the platoon does not enter the table and the move is wasted.

Logistics Disruption
If the effort is a success, a -4 modifier is applied to the opponent's troop quality roll during the force composition step.

Communications Disruption
If the effort is a success, all the opponent's Issue Orders command rolls during the game fail when the result is odd.

Artillery Support Disruption
If the effort is a success, a +2 is applied to the delay of all the opponent's artillery support missions.

Air Support Disruption
If the effort is a success, a +2 is applied to the delay of all the opponent's air support missions.

PsyOps
If the effort is a success, a -4 is applied to the opponent's leader quality rolls during the force composition step.

Preliminary Bombardment
If the effort is a success. a d3 is rolled and the result is the number of FUBAR cards that are added to the opponent's deck.

Section Information

●	Small	◉	Medium
◎	Large	■	Small Titan
▣	Medium Titan	▣	Large Titan
Tracked	Tracked	Wheeled	Wheeled
Foot	Foot	Towed	Towed
Hover	Hover	Soft	Soft
Hard	Hard	Close Assault	Close Assault
Soft Attack	Soft Attack	Hard Attack	Hard Attack
HE Attack	HE Attack	AA Attack	AA Attack

Attack Traits

Indirect	Indirect	90°	Limited Arc
Smoke	Smoke	HEAT	HEAT
①	One Shot	Rocket	Rocket
Autoloader	Autoloader	Stabilised	Stabilised
Phosphorous	Phosphorous	Saturation	Saturation
Smart	Smart	Top Down	Top Down
Mega	Mega		

Section Traits

☆	Elite	⚠	Raw
Imposing	Imposing	Recce	Recce
Engineer	Engineer	FAO	FAO
FAC	FAC	Adjutant	Adjutant
Transport	Transport	Prime Mover	Prime Mover
Open Top	Open Top	Comms	Comms
Amphibious	Amphibious	Smoke Dischargers	Smoke Dischargers
Hardened	Hardened	Reactive Armour	Reactive Armour
Thermal Vision	Thermal Vision	RADAR	RADAR
NBC	NBC	Active Missile Defence	Active Missile Defence
Active General Defence	Active General Defence	Force Shield	Force Shield
Drone	Drone	Leap	Leap
Active Camouflage	Active Camouflage	Basic Network	Basic Network
Advanced Network	Advanced Network		

Artillery Traits

Active Camouflage	Active Camouflage	Basic Network	Basic Network
Advanced Network	Advanced Network		

Air Support Traits

Advanced Network	Advanced Network	Advanced Network	Advanced Network
Advanced Network	Advanced Network	Advanced Network	Advanced Network
Advanced Network	Advanced Network		

Artillery Attack Traits

Smoke		HEAT	
One Shot		Phosphorous	
Saturation		Smart	
Mega		Chemical	
FASCAM			

Air Support Attack Traits

Smoke		HEAT	
One Shot		Phosphorous	
Saturation		Smart	
Mega		Chemical	
Anti-RADAR			

Army Traits

Elite		Raw	
Elite		Raw	
Elite		Raw	
Elite		Raw	
Elite		Raw	
Elite		Raw	
Elite		Raw	
Elite		Raw	
Elite		Raw	

Scarce Artillery	
Average Artillery	
Abundant Artillery	
Scarce Air Support	
Average Air Support	
Abundant Air Support	