

Bottom

top

Light Infantry	Heavy Infantry	Tanks/Halftrack	Defend/Gun
Assault or move and fire if out of range.	MG - Op Fire/cons. fire Mortar - Fire	Overrun or Fire	Combined. Fire
Fire combined	Concentrated Fire	Comb Fire or move and fire	Concentrated Fire
Concentrated Fire	Fire Combined or concentrated Fire	Con. Fire or move and fire	Concentrated Fire
Move + fire	OP stance or con. fire	Fire + Move2 Cover	Fire +move
Op Fire (Initiative) or Concentrated fire	Regular Fire or move	Move + Fire	Op Fire
Fire + Move 2 object	Move to objective	Op Fire	Move back
Stay put & Fire	Stay put & Fire	Stay put & Fire	Stay put & Fire

Action Chart Modifiers (stands with casualties or vehicle damage use red row)
Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking
Up 2 - enemy in normal range, adjacent to enemy, officer on stand
Up 1 - Elite on stand, adjacent to friendlies, height adv. Defending objectives/ scenario defensive
Up 3 - within 2 of the enemy **Down 1d6** - defending Obj. in cover (full move out of range)

Light Infantry	Heavy Infantry	Tanks/Halftrack	Defend/Gun
Assault or move and fire if out of range.	MG - Op Fire/cons. fire Mortar - Fire	Overrun or Fire	Combined. Fire
Fire combined	Concentrated Fire	Comb Fire or move and fire	Concentrated Fire
Concentrated Fire	Fire Combined or concentrated Fire	Con. Fire or move and fire	Concentrated Fire
Move + fire	OP stance or conc. fire	Fire + Move2 Cover	Fire +move
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Fire + Move 2 object	Move to objective	Op Fire	Move back
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Action Chart Modifiers (stands with casualties or vehicle damage use red row)
Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking
Up 2 - enemy in normal range, adjacent to enemy, officer on stand
Up 1 - Elite on stand, adjacent to friendlies, height adv. Defending objectives/ scenario defensive
Up 3 - within 2 of the enemy **Down 1d6** - defending Obj. in cover all modifiers are cumulative

Target and Fire Type		YES/NO Probability Generator		
Closest unit		Probably	Unsure	Probably Not
Target Modifiers (cumulative) Down 1 MG in OP Fire Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent		Decisive Yes	Yes	Decisive No
Normal fire		<u>Opportunity Fire</u> (2d6 for MG)(1d6 for Infantry) Count hexes the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart <u>Combined Fire: Use Probability Generator</u> Units in same hex use “Probably” to join attack Units adjacent hex use “Unsure” to join attack Other units use “Probably Not” to join attack Continue chicking units till you get a NO result <u>Damaged units:</u> Bot will consolidate units with 1 active troop to the nearest friendly -use “Probably” for yes/no chart.		
Normal fire				
Normal fire				
Suppressive Fire				
Suppressive Fire				
Suppressive Fire				
Suppressive Fire				
All Initiative tokens				

Target and Fire Type	YES/NO Probability Generator		
Closest unit	Probably	Unsure	Probably Not
Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent	Decisive Yes	Yes	Decisive No
Normal fire	Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexes the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart		
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Normal fire	Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.		
Suppressive Fire			
Suppressive Fire			
Suppressive Fire			
1 Initiative token			

Light Infantry		Heavy Infantry		Tanks/Halftrack		Defend/Gun	
Assault or move and fire if out of range.		MG - Op Fire/cons. fire Mortar - Fire		Overrun or Fire		Combined. Fire	
Fire combined		Concentrated Fire		Comb Fire or move and fire		Concentrated Fire	
Concentrated Fire		Fire Combined or concentrated Fire		Con. Fire or move and fire		Concentrated Fire	
Move + fire		OP stance or conc. fire		Fire + Move2 Cover		Fire +move	
Op Fire (Initiative) or Concentrated fire		Regular Fire or move		Move + Fire		Op Fire	
Fire + Move 2 object		Move to objective		Op Fire		Move back	
Stay put & Fire		Stay put & Fire		Stay put & Fire		Stay put & Fire	

Action Chart Modifiers (stands with casualties or vehicle damage use red row)
Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking
Up 2 - enemy in normal range, adjacent to enemy, officer on stand
Up 1 - Elite on stand , adjacent to friendlies, height adv. Defending objectives/ scenario defensive
Up 3 - within 2 of the enemy **Down 1d6** - defending Obj. in cover (full move out of range)

Target and Fire Type		YES/NO Probability Generator		
Biggest threat		Probably Unsure Probably Not		
Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent		Decisive Yes Yes Decisive No		
Normal fire		Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexs the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart Combined Fire: Use Probability Generator Units in same hex use "Probably" to join attack Units adjacent hex use "Unsure" to join attack Other units use "Probably Not" to join attack Continue chicking units till you get a NO result Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.		
Normal fire				
Normal fire				
Suppressive Fire				
Suppressive Fire				
Suppressive Fire				
2 Initiative tokens over current enemy				

Light Infantry		Heavy Infantry		Tanks/Halftrack		Defend/Gun	
Assault or move and fire if out of range.		MG - Op Fire/cons. fire Mortar - Fire		Overrun or Fire		Combined. Fire	
Fire combined		Concentrated Fire		Comb Fire or move and fire		Concentrated Fire	
Concentrated Fire		Fire Combined or concentrated Fire		Con. Fire or move and fire		Concentrated Fire	
Move + fire		OP stance or conc. fire		Fire + Move2 Cover		Fire +move	
Op Fire (Initiative) or Concentrated fire		Regular Fire or move		Move + Fire		Op Fire	
Fire + Move 2 object		Move to objective		Op Fire		Move back	
Stay put & Fire		Stay put & Fire		Stay put & Fire		Stay put & Fire	

Action Chart Modifiers (stands with casualties or vehicle damage use red row)
Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking
Up 2 - enemy in normal range, adjacent to enemy, officer on stand
Up 1 - Elite on stand , adjacent to friendlies, height adv. Defending objectives/ scenario defensive
Up 3 - within 2 of the enemy **Down 1d6** - defending Obj. in cover all modifiers are cumulative

Target and Fire Type		YES/NO Probability Generator		
Most damaged unit		Probably Unsure Probably Not		
Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent		Decisive Yes Yes Decisive No		
Normal fire		Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexs the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart Combined Fire: Use Probability Generator Units in same hex use "Probably" to join attack Units adjacent hex use "Unsure" to join attack Other units use "Probably Not" to join attack Continue chicking units till you get a NO result Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.		
Normal fire				
Normal fire				
Suppressive Fire				
Suppressive Fire				
Suppressive Fire				
0 Initiative Tokens				

Light Infantry		Heavy Infantry		Tanks/Halftrack		Defend/Gun	
Assault or move and fire if out of range.		MG - Op Fire/cons. fire Mortar - Fire		Overrun or Fire		Combined. Fire	
Fire combined		Concentrated Fire		Comb Fire or move and fire		Concentrated Fire	
Concentrated Fire		Fire Combined or concentrated Fire		Con. Fire or move and fire		Concentrated Fire	
Move + fire		OP stance or conc. fire		Fire + Move2 Cover		Fire +move	
Op Fire (Initiative) or Concentrated fire		Regular Fire or move		Move + Fire		Op Fire	
Fire + Move 2 object		Move to objective		Op Fire		Move back	
Stay put & Fire		Stay put & Fire		Stay put & Fire		Stay put & Fire	

Action Chart Modifiers (stands with casualties or vehicle damage use red row)

Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking

Up 2 - enemy in normal range, adjacent to enemy, officer on stand

Up 1 - Elite on stand , adjacent to friendlies, height adv. Defending objectives/ scenario defensive

Up 3 - within 2 of the enemy **Down 1d6** - defending Obj. in cover (full move out of range)

Target and Fire Type		YES/NO Probability Generator					
<div>Damaged unit</div> <div>Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent</div>		<div>Probably Unsure Probably Not</div> <table><tr><td>Decisive Yes</td><td>Yes</td><td>Decisive No</td></tr></table>			Decisive Yes	Yes	Decisive No
		Decisive Yes	Yes	Decisive No			
		Normal fire					
		Normal fire					
		Normal fire					
		Suppressive Fire					
		Suppressive Fire					
Suppressive Fire							
Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexs the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart							
Combined Fire: Use Probability Generator Units in same hex use "Probably" to join attack Units adjacent hex use "Unsure" to join attack Other units use "Probably Not" to join attack Continue chicking units till you get a NO result							
Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.							
1-3 Initiative tokens (3d)							

Light Infantry		Heavy Infantry		Tanks/Halftrack		Defend/Gun	
Assault or move and fire if out of range.		MG - Op Fire/cons. fire Mortar - Fire		Overrun or Fire		Combined. Fire	
Fire combined		Concentrated Fire		Comb Fire or move and fire		Concentrated Fire	
Concentrated Fire		Fire Combined or concentrated Fire		Con. Fire or move and fire		Concentrated Fire	
Move + fire		OP stance or conc. fire		Fire + Move2 Cover		Fire +move	
Op Fire (Initiative) or Concentrated fire		Regular Fire or move		Move + Fire		Op Fire	
Fire + Move 2 object		Move to objective		Op Fire		Move back	
Stay put & Fire		Stay put & Fire		Stay put & Fire		Stay put & Fire	

Action Chart Modifiers (stands with casualties or vehicle damage use red row)

Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking

Up 2 - enemy in normal range, adjacent to enemy, officer on stand

Up 1 - Elite on stand , adjacent to friendlies, height adv. Defending objectives/ scenario defensive

Up 3 - within 2 of the enemy **Down 1d6** - defending Obj. in cover all modifiers are cumulative

Target and Fire Type		YES/NO Probability Generator					
<div>Most valuable unit</div> <div>Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent</div>		<div>Probably Unsure Probably Not</div> <table><tr><td>Decisive Yes</td><td>Yes</td><td>Decisive No</td></tr></table>			Decisive Yes	Yes	Decisive No
		Decisive Yes	Yes	Decisive No			
		Normal fire					
		Normal fire					
		Normal fire					
		Suppressive Fire					
		Suppressive Fire					
Suppressive Fire							
Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexs the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart							
Combined Fire: Use Probability Generator Units in same hex use "Probably" to join attack Units adjacent hex use "Unsure" to join attack Other units use "Probably Not" to join attack Continue chicking units till you get a NO result							
Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.							
1-3 Initiative tokens (3d)							

Target and Fire Type		YES/NO Probability Generator				Light Infantry	Heavy Infantry	Tanks/Halftrack	Defend/Gun
Infantry unit		Probably	Unsure	Probably Not		Assault or move and fire if out of range.	MG - Op Fire/cons. fire Mortar - Fire	Overrun or Fire	Combined. Fire
Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent		Decisive Yes	Yes	Decisive No		Fire combined	Concentrated Fire	Comb Fire or move and fire	Concentrated Fire
Normal fire		Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexs the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart Combined Fire: Use Probability Generator Units in same hex use "Probably" to join attack Units adjacent hex use "Unsure" to join attack Other units use "Probably Not" to join attack Continue chicking units till you get a NO result Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.				Concentrated Fire	Fire Combined or concentrated Fire	Con. Fire or move and fire	Concentrated Fire
Normal fire						Move + fire	OP stance or conc. fire	Fire + Move2 Cover	Fire +move
Normal fire						Op Fire (Initiative) or Concentrated fire	Regular Fire or move	Move + Fire	Op Fire
Suppressive Fire						Fire + Move 2 object	Move to objective	Op Fire	Move back
Suppressive Fire						Stay put & Fire	Stay put & Fire	Stay put & Fire	Stay put & Fire
Suppressive Fire						Action Chart Modifiers (stands with casualties or vehicle damage use red row) Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking Up 2 - enemy in normal range, adjacent to enemy, officer on stand Up 1 - Elite on stand , adjacent to friendlies, height adv. Defending objectives/ scenario defensive Up 3 - within 2 of the enemy Down 1d6 - defending Obj. in cover (full move out of range)			
		1 Initiative token							
Target and Fire Type		YES/NO Probability Generator				Light Infantry	Heavy Infantry	Tanks/Halftrack	Defend/Gun
Most damaged unit		Probably	Unsure	Probably Not		Assault or move and fire if out of range.	MG - Op Fire/cons. fire Mortar - Fire	Overrun or Fire	Combined. Fire
Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent		Decisive Yes	Yes	Decisive No		Fire combined	Concentrated Fire	Comb Fire or move and fire	Concentrated Fire
Normal fire		Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexs the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart Combined Fire: Use Probability Generator Units in same hex use "Probably" to join attack Units adjacent hex use "Unsure" to join attack Other units use "Probably Not" to join attack Continue chicking units till you get a NO result Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.				Concentrated Fire	Fire Combined or concentrated Fire	Con. Fire or move and fire	Concentrated Fire
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Normal fire						Op Fire (Initiative) or Concentrated fire	Regular Fire or move	Move + Fire	Op Fire
Suppressive Fire						Fire + Move 2 object	Move to objective	Op Fire	Move back
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Suppressive Fire						Action Chart Modifiers (stands with casualties or vehicle damage use red row) Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking Up 2 - enemy in normal range, adjacent to enemy, officer on stand Up 1 - Elite on stand , adjacent to friendlies, height adv. Defending objectives/ scenario defensive Up 3 - within 2 of the enemy Down 1d6 - defending Obj. in cover all modifiers are cumulative			
		2 Initiative tokens							

Target and Fire Type		YES/NO Probability Generator		
Most firepower unit		Probably	Unsure	Probably Not
Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent		Decisive Yes	Yes	Decisive No
Normal fire		Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexs the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart Combined Fire: Use Probability Generator Units in same hex use "Probably" to join attack Units adjacent hex use "Unsure" to join attack Other units use "Probably Not" to join attack Continue chicking units till you get a NO result Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.		
Normal fire				
Normal fire				
Suppressive Fire				
Suppressive Fire				
Suppressive Fire				
3 Initiative Tokens				

Target and Fire Type		YES/NO Probability Generator		
Biggest threat unit		Probably	Unsure	Probably Not
Target Modifiers (cumulative) Down 1 - MG in OP Fire. Target Pinned +1 if Disrupted Target is in Cover, long range Up 1 - Target is officer or Elite Target is MG Target is adjacent		Decisive Yes	Yes	Decisive No
Normal fire		Opportunity Fire(2d6 for MG)(1d6 for Infantry) Count hexs the to target, roll 2d6 for MG/vehicle or 1d6 for infantry, subtract any terrain modifiers from die roll. If the number is more then target distance than OP fire commences. Adjacent hex is automatic. Add OP FIRE DOWN 1 on target modifier chart Combined Fire: Use Probability Generator Units in same hex use "Probably" to join attack Units adjacent hex use "Unsure" to join attack Other units use "Probably Not" to join attack Continue chicking units till you get a NO result Damaged units: Bot will consolidate units with 1 active troop to the nearest friendly -use "Probably" for yes/no chart.		
Normal fire				
Normal fire				
Suppressive Fire				
Suppressive Fire				
Suppressive Fire				
0 Initiative Tokens				

Light Infantry	Heavy Infantry	Tanks/Halftrack	Defend/Gun
Assault or move and fire if out of range.	MG - Op Fire/cons. fire Mortar - Suppress fire	Overrun or Fire	Combined. Fire
Fire combined	Concentrated Fire	Comb Fire or move and fire	Concentrated Fire
Concentrated Fire	Fire Combined or concentrated Fire	Con. Fire or move and fire	Concentrated Fire
Move + fire	Move 2 Cover	Fire + Move2 Cover	Fire +move
Op Fire (Initiative) or Concentrated fire	Concentrated Fire	Move + Fire	Op Fire
Fire + Move 2 cover	Move	Op Fire	Move back
Stay put & Fire	Stay put & Fire	Stay put & Fire	Stay put & Fire
Action Chart Modifiers (stands with casualties or vehicle damage use red row) Down 1 - No enemy in normal range, within move range of objective/com point, scenario attacking Up 2 - enemy in normal range, adjacent to enemy, officer on stand Up 1 - Elite on stand , adjacent to friendlies, height adv. Defending objectives/ scenario defensive Up 3 - within 2 of the enemy Down 1d6 - defending Obj. in cover (full move out of range)			

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Target and Fire Type	YES/NO Probability Generator						
Weakest defense unit	<table><tr><th>Probably</th><th>Unsure</th><th>Probably Not</th></tr><tr><td>Decisive Yes</td><td>Yes</td><td>Decisive No</td></tr></table>	Probably	Unsure	Probably Not	Decisive Yes	Yes	Decisive No
Probably	Unsure	Probably Not					
Decisive Yes	Yes	Decisive No					
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Normal fire							
Normal fire							
Suppressive Fire							
Suppressive Fire							
Suppressive Fire							
1-2 Initiative Tokens (enough to gain initiative)							

Light Infantry	Heavy Infantry	Tanks/Halftrack	Defend/Gun
Assault or move and fire if out of range.	MG - Op Fire/cons. fire Mortar - Suppress fire	Overrun or Fire	Combined. Fire
Fire combined	Concentrated Fire	Comb Fire or move and fire	Concentrated Fire
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Target and Fire Type	YES/NO Probability Generator						
Weakest defense unit	<table><tr><th>Probably</th><th>Unsure</th><th>Probably Not</th></tr><tr><td>Decisive Yes</td><td>Yes</td><td>Decisive No</td></tr></table>	Probably	Unsure	Probably Not	Decisive Yes	Yes	Decisive No
Probably	Unsure	Probably Not					
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Normal fire							
Normal fire							
Suppressive Fire							
Suppressive Fire							
Suppressive Fire							
Suppressive Fire							
½ Initiative Tokens							

Light Infantry	Heavy Infantry	Tanks/Halftrack	Defend/Gun
Assault or move and fire if out of range.	MG - Op Fire/cons. fire Mortar - Suppress fire	Overrun or Fire	Combined. Fire
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