

US NATIONAL RULES

FIRE AND MANOEUVRE: US Infantry models armed with rifles or automatic rifles do not suffer the -1 to-hit penalty for shooting when using an ADVANCE order.

MODERN COMMUNICATIONS: US models do not suffer the -1 penalty to the morale tests required to enter the table from reserve.

PLENTIFUL SUPPLY (US National): US Team weapons may re-roll to-hit rolls of 1

GYRO STABILIZER: Veteran vehicles equipped with a gyrostabilizer do not suffer the -1 to-hit penalty for moving and shooting with their main gun (the one equipped with the gyrostabilizer).



INEXP / REG / VET

DAMAGE 8+ (light tank)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MEDIUM HOWITZER	0/24-60"	1	HE	2D6/+3/D3	F	HEAVY, INDIRECT, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK

M7 PRIEST HOWITZER SP ARTILLERY



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

INDIRECT FIRE: hits on 6. If both target and mortar team do not move, then to second attempt to hit is 5+, third attempt 4+, etc.. Once target is successfully hit, all further to hit rolls are 2+ unit either mortar or target moves

FLAK: May shoot at aircraft.

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

OFFICER
OFFICER TEAM



INEXP / REG / VET

DAMAGE 3+ / 4+ / 5+
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE			RUN		
MOVE	90 DEG PIVOT		MOVE	90 DEG PIVOT	
6"	NA		12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD	
OK	NO RUN	NO RUN	OK	OK	

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
RIFLE	24"	1	0	-	360	SMALL ARMS
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT
PISTOL	6"	1	0	-	360	SMALL ARMS, ASSAULT



SPECIAL RULES

FIRE AND MANOEUVRE; MODERN COMMUNICATIONS (US National); ASSAULT (if model has SMG)

MORALE BONUS: HQ model provides a morale bonus to nearby units. Range and bonus provided depend on Rank of the HQ model and are listed in table below.

Snap to Action: When HQ model successfully receives an order, it may choose a number of nearby units to activate as well, removing their order dice from the dice bag. Range of this ability and number of units which can be activated depend on HQ unit rank, and are listed in table below.

HEADQUARTERS ABILITIES

RANK	MORALE BONUS	RANGE	SNAP-TO-ACTION ORDERS
2 ND LIEUTENANT	+1	6"	1
1 ST LIEUTENANT	+2	6"	2
CAPTAIN	+3	12"	3
MAJOR	+4	12"	4

MEDIC
MEDIC TEAM



INEXP / REG / VET

DAMAGE 3+ / 4+ / 5+
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE			RUN		
MOVE	90 DEG PIVOT		MOVE	90 DEG PIVOT	
6"	NA		12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD	
OK	NO RUN	NO RUN	OK	OK	

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
PISTOL	6"	1	0	-	360	SMALL ARMS, ASSAULT



SPECIAL RULES

FIRE AND MANOEUVRE (US National); MODERN COMMUNICATIONS (US National);

MEDIC: when an infantry or artillery unit within 6in of a medic suffers damage from small arms, roll a dice. On a 6+ the wound is ignored. Does not affect wounds from heavy weapons, close quarters combat, or exceptional damage.

ARMORED OFFICER

OFFICER TEAM



DAMAGE
MORALE

INEXP / REG / VET

- / - / **5+ (6+)**
- / - / **10**

MOVEMENT

ADVANCE		RUN		
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT
ASSAULT RIFLE	18"	2	0	-	360	SMALL ARMS, ASSAULT



SPECIAL RULES

MODERN COMMUNICATIONS (US National); ASSAULT (if model has SMG)

LARGE INFANTRY: Models count as two models for capacity in a transport vehicle.

RESILIENT: Unit has a damage value of 6+ against shooting. Damage value remains 5+ in hand to hand.

MORALE BONUS: HQ model provides a morale bonus to nearby units. Range and bonus provided depend on Rank of the HQ model and are listed in table below.

IR VISION: Unit ignores penalties for smoke, and fights normally during night fight scenarios.

Snap to Action: When HQ model successfully receives an order, it may choose a number of nearby units to activate as well, removing their order dice from the dice bag. Range of this ability and number of units which can be activated depend on HQ unit rank, and are listed in table below.

HEADQUARTERS ABILITIES

RANK	MORALE BONUS	RANGE	SNAP-TO-ACTION ORDERS
2 ND LIEUTENANT	+1	6"	1
1 ST LIEUTENANT	+2	6"	2
CAPTAIN	+3	12"	3
MAJOR	+4	12"	4

SLAMMER SAMUELS

OFFICER TEAM



DAMAGE
MORALE

INEXP / REG / VET

- / - / **5+**
- / - / **10**

MOVEMENT

ADVANCE		RUN		
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
8"	NA	16"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HVY TESLA RIFLE	12"	3	0	-	360	SMALL ARMS, ASSAULT
HVY TESLA RIFLE	6-18"	1	+1	-	360	HEAVY, TEAM WEAPON



SPECIAL RULES

MODERN COMMUNICATIONS (US National); ASSAULT (Heavy Tesla Rifle)

FAST: Advances 8in and runs 16in

TOUGH: Ignores damage on a roll of a 5+. Cannot be used against damage caused by weapons with a pen value of +2 or greater.

TOUGH FIGHTER: For each successful close combat damage roll, roll another damage roll.

TESLA GAUNTLET: +1 to damage rolls against infantry and artillery.

TANK HUNTERS (Tesla Gauntlet): Unit ignores tank terror, and can cause more than superficial damage to vehicles in assaults.

MORALE BONUS: Provides a +3 morale bonus units within 12in.

SNAP TO ACTION: When HQ model successfully receives an order, it may choose up to 3 units within 12in to activate as well, removing their order dice from the dice bag.

GET MOVING: When Slammer Samuels is activated, all infantry and artillery units within 6in may remove a pin marker.

GREASE

PARAGON INFANTRY SQUAD



DAMAGE
MORALE

INEXP / REG / VET

- / - / **5+**
- / - / **9**

MOVEMENT

ADVANCE			RUN		
MOVE	90 DEG PIVOT		MOVE	90 DEG PIVOT	
8"	NA		16"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD	
OK	NO RUN	NO RUN	OK	OK	

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SHOTGUN	18"	1	0	-	360	SMALL ARMS, ASSAULT



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

FAST: Advances 8in and runs 16in

TOUGH: Ignores damage on a roll of a 5+. Cannot be used against damaged caused by weapons with a pen value of +2 or greater.

IMMUNE TO HORROR: Does not suffer -1 morale for proximity of units with Horror special rule, and does not strike after Horror causing units in close combat.

ASSAULT (shotgun): Assault weapons do not suffer penalties for moving and shooting, and grant an extra attack in assaults against infantry or artillery.

STRONG: Unit has +1 penetration in hand to hand. When rolling to penetrate armored vehicles in hand to hand, each hit adds +2 to the roll rather than the usual +1. Unit has tank-hunter special rule.

[GROUP ABILITY] TANK HUNTER: Unit ignores tank terror, and can cause more than superficial damage to vehicles in assaults.

MAX "THE HATCHET"

PARAGON INFANTRY SQUAD



DAMAGE
MORALE

INEXP / REG / VET

- / - / **5+**
- / - / **9**

MOVEMENT

ADVANCE			RUN		
MOVE	90 DEG PIVOT		MOVE	90 DEG PIVOT	
8"	NA		16"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD	
OK	NO RUN	NO RUN	OK	OK	

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

FAST: Advances 8in and runs 16in

TOUGH: Ignores damage on a roll of a 5+. Cannot be used against damaged caused by weapons with a pen value of +2 or greater.

IMMUNE TO HORROR: Does not suffer -1 morale for proximity of units with Horror special rule, and does not strike after Horror causing units in close combat.

ASSAULT (SMG): Assault weapons do not suffer penalties for moving and shooting, and grants an extra attack in assaults against infantry or artillery.

TOOTH AND CLAW: Unit rolls 3 damage rolls in close combat against infantry and artillery.

[GROUP ABILITY] TOUGH FIGHTER: For each casualty this model causes in close combat (but not in point blank shooting), another die may be rolled. These additional dice do **NOT** then cause additional die rolls if they cause further casualties. .

JOHN "SUE" WALTON
PARAGON INFANTRY SQUAD



DAMAGE	- / - / 5+
MORALE	- / - / 9

INEXP / REG / VET

MOVEMENT				
ADVANCE			RUN	
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
8"	NA	16"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SMG X2	12"	4	0	-	360	SMALL ARMS, ASSAULT



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

FAST: Advances 8in and runs 16in

TOUGH: Ignores damage on a roll of a 5+. Cannot be used against damaged caused by weapons with a pen value of +2 or greater.

IMMUNE TO HORROR: Does not suffer -1 morale for proximity of units with Horror special rule, and does not strike after Horror causing units in close combat.

ASSAULT (SMGs): Assault weapons do not suffer penalties for moving and shooting, and grant and extra attack in assaults against infantry an artillery

SMGs: May fire both SMGs with an advance or fire order

[GROUP ABILITY] AGILE: Any transport that John is currently inside may perform 1 more 90 degree pivot than normally allowed.

SADAO MUNEMORI
PARAGON INFANTRY SQUAD



DAMAGE	- / - / 5+
MORALE	- / - / 9

INEXP / REG / VET

MOVEMENT				
ADVANCE			RUN	
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
8"	NA	16"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
NONE						



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

FAST: Advances 8in and runs 16in

TOUGH: Ignores damage on a roll of a 5+. Cannot be used against damaged caused by weapons with a pen value of +2 or greater.

IMMUNE TO HORROR: Does not suffer -1 morale for proximity of units with Horror special rule, and does not strike after Horror causing units in close combat.

TOOTH AND CLAW: Unit rolls 3 damage rolls in close combat against infantry and artillery.

[GROUP ABILITY] FANATIC: Unit does not take a morale check for being below half strength. If unit looses a close combat fight, fight continues as if a draw result, and fanatic unit must fight again.

CPL ZIGMONT MACRATHUS

PARAGON INFANTRY SQUAD



	INEXP / REG / VET
DAMAGE	- / - / 5+
MORALE	- / - / 10

MOVEMENT				
ADVANCE			RUN	
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
8"	NA	16"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
BAR	30"	2	0	-	360	SMALL ARMS,



SPECIAL RULES

MODERN COMMUNICATIONS (US National); FIRE AND MANUEVER;

FAST: Advances 8in and runs 16in

TOUGH: Ignores damage on a roll of a 5+. Cannot be used against damaged caused by weapons with a pen value of +2 or greater.

IMMUNE TO HORROR: Does not suffer -1 morale for proximity of units with Horror special rule, and does not strike after Horror causing units in close combat.

NCO: Paragon unit gains Morale value of 10.

STRONG: Unit has +1 penetration in hand to hand. When rolling to penetrate armored vehicles in hand to hand, each hit adds +2 to the roll rather than the usual +1. Unit has tank-hunter special rule.

TOOTH AND CLAW: Unit rolls 3 damage rolls in close combat against infantry and artillery.

[GROUP ABILITY] STUBBORN: Unit takes morale tests (not order tests) using unmodified morale value

SGT ABRAHAM MARSHALL

PARAGON INFANTRY SQUAD



	INEXP / REG / VET
DAMAGE	- / - / 5+
MORALE	- / - / 10

MOVEMENT				
ADVANCE			RUN	
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
8"	NA	16"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HVY TESLA RIFLE	12"	3	0	-	360	SMALL ARMS, ASSAULT
HVY TESLA RIFLE	6-18"	1	+1	-	360	HEAVY, TEAM WEAPON



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

FAST: Advances 8in and runs 16in

TOUGH: Ignores damage on a roll of a 5+. Cannot be used against damaged caused by weapons with a pen value of +2 or greater.

IMMUNE TO HORROR: Does not suffer -1 morale for proximity of units with Horror special rule, and does not strike after Horror causing units in close combat.

ASSAULT (HEAVY TESLA RIFLE): Assault weapons do not suffer penalties for moving and shooting, and grants an extra attack in assaults against infantry an artillery

NCO: Paragon unit gains Morale value of 10.

STRONG: Unit has +1 penetration in hand to hand. When rolling to penetrate armored vehicles in hand to hand, each hit adds +2 to the roll rather than the usual +1. Unit has tank-hunter special rule.

[GROUP ABILITY] STUBBORN: Unit takes morale tests (not order tests) using unmodified morale value

FWD ARTILLERY OBSERVER

FORWARD OBSERVER



DAMAGE
MORALE

INEXP / REG / VET
3+ / 4+ / 5+
8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
RIFLE	24"	1	0	-	360	SMALL ARMS
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT
HEAVY HOWITZER	0/24-72"	1	HE	3D6/+4/D6	360	HEAVY, INDIRECT, TEAM, FIXED



SPECIAL RULES

FIRE AND MANOEUVRE; MODERN COMMUNICATIONS (US National)

ARTILLERY OBSERVER: Fire action to place token in LOS. Roll D6 at start of following turns.

ARTILLERY BARAGE

DIE ROLL	RESULT
1	MISCALCULATION: Opponent can place token anywhere within 12in of current location, then roll as if 4-6 result below.
2-3	Delay: Nothing happens. Move token up to 12in.
4-6	Fire For Effect: Roll die for every unit within D6+6in. Result of 1-5 unit takes D3 Pins, on 6 unit hit by Heavy Howitzer

FWD AIR OBSERVER

FORWARD OBSERVER



DAMAGE
MORALE

INEXP / REG / VET
3+ / 4+ / 5+
8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
RIFLE	24"	1	0	-	360	SMALL ARMS
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT
PISTOL	6"	1	0	-	360	SMALL ARMS, ASSAULT



SPECIAL RULES

FIRE AND MANOEUVRE; MODERN COMMUNICATIONS (US National)

AIR OBSERVER: Fire action to pick a unit as target. Roll dice at start of following turn. On arrival unit and all units within 12in take d3-1 pins

AIR STRIKE CHART

DIE ROLL	RESULT
1	ROOKIE PILOT: Opponent picks one of your unit as target, then play as 4-6 result
2-3	SKIES ARE EMPTY: No air strike this turn, but player may change target to another within LOS
4-6	HERE IT COMES: Roll for fighter type below.
1	STRAFFING FIGHER: +1 Pins, 3D6 hits (-1 per flak hit), +1 Pen, armored on top armor
2-3	FIGHTER-BOMBER: +2 Pins, 2d6 hits (-1 per flak hit), +2 Pen, armored on top armor
4-6	GROUND ATTACK AIRCRAFT: +3 Pins, 3D6 hits (-1 per flak hit), +4 Pen, Armored on top armor

INFANTRY SQUAD

INFANTRY



INEXP / REG / VET

DAMAGE 3+ / 4+ / 5+
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE			RUN		
MOVE	90 DEG PIVOT		MOVE	90 DEG PIVOT	
6"	NA		12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD	
OK	NO RUN	NO RUN	OK	OK	

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
RIFLE	24"	1	0	-	360	SMALL ARMS
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT
AUTOMATIC RIFLE	30"	2	0	-	360	SMALL ARMS
RIFLE GRENADE	6-18	1	HE	D2/+1/1	360	HEAVY, INDIRECT



SPECIAL RULES

FIRE AND MANOEUVRE; MODERN COMMUNICATIONS (US National):

ASSAULT (SMGs): Assault weapons do not suffer penalties for moving and shooting, and grant and extra attack in assaults against infantry an artillery

TANK HUNTERS (if AT grenades taken): Unit ignores tank terror, and can cause more than superficial damage to vehicles in assaults.

HEAVY INFANTRY SQUAD

INFANTRY



INEXP / REG / VET

DAMAGE - / - / 5+ (6+)*
MORALE - / - / 10

MOVEMENT

ADVANCE			RUN		
MOVE	90 DEG PIVOT		MOVE	90 DEG PIVOT	
6"	NA		12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD	
OK	NO RUN	NO RUN	OK	OK	

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
ASSAULT RIFLES	18"	2	0	ASSAULT RIFLES	360	SMALL ARMS, ASSAULT



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

ASSAULT: Assault weapons do not suffer penalties for moving and shooting, and grant and extra attack in assaults against infantry an artillery

TANK HUNTERS (if AT grenades taken): Unit ignores tank terror, and can cause more than superficial damage to vehicles in assaults.

IR VISION: Unit ignores penalties for smoke, and fights normally during night fight scenarios.

***RESILIENT:** Unit has a damage value of 6+ against shooting

LARGE INFANTRY: Models count as two models for capacity in a transport vehicle.

AIRBORNE/RANGERS

INFANTRY



DAMAGE - / - / **5+**
MORALE - / - / **10**

INEXP / REG / VET

MOVEMENT

ADVANCE			RUN		
MOVE	90 DEG PIVOT		MOVE	90 DEG PIVOT	
6"	NA		12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD	
OK	NO RUN	NO RUN	OK	OK	

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
RIFLE	24"	1	0	-	360	SMALL ARMS
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT
AUTOMATIC RIFLE	30"	2	0	-	360	SMALL ARMS
RIFLE GRENADE	6-18"	1	HE	D2/+1/1	360	HEAVY, INDIRECT
LMG	30"	4	0	-	360	SMALL ARMS, TEAM

FIREFLY JUMP INFANTRY

INFANTRY



DAMAGE - / - / **5+**
MORALE - / - / **10**

INEXP / REG / VET

MOVEMENT

ADVANCE			RUN		
MOVE	90 DEG PIVOT		MOVE	90 DEG PIVOT	
6"	NA		12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD	
OK	NO RUN	NO RUN	OK	OK	

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT
AUTOMATIC RIFLE	30"	2	0	-	360	SMALL ARMS
FLAMETHROWER	6"	1	+2	-	360	HEAVY, TEAM, 3+ HIT, D6 HITS, D3 PINS (INF)



SPECIAL RULES

FIRE AND MANOEUVRE; MODERN COMMUNICATIONS (US National):

ASSAULT (SMGs and Shotguns): Assault weapons do not suffer penalties for moving and shooting, and grant and extra attack in assaults against infantry an artillery

TEAM WEAPON (LMG): -1 to hit penalty if loader is killed

PLENTIFUL SUPPLY (US National, LMG): Re-roll to-hit rolls of 1

TANK HUNTERS (if AT grenades taken): Unit ignores tank terror, and can cause more than superficial damage to vehicles in assaults.



SPECIAL RULES

MODERN COMMUNICATIONS (US National):

ASSAULT: Assault weapons do not suffer penalties for moving and shooting, and grant and extra attack in assaults against infantry an artillery

PLENTIFUL SUPPLY (US National, Flamethrower only): Re-roll to-hit rolls of 1

TANK HUNTERS (if AT grenades taken): Unit ignores tank terror, and can cause more than superficial damage to vehicles in assaults.

FLIGHT: Unit may move 12in when advancing, and 18in when running. Ignores any terrain it moves over during its movement.

BAZOOKA TEAM

ANTI-TANK TEAM



	INEXP / REG / VET
DAMAGE	3+ / 4+ / 5+
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE		RUN		
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
RIFLE	24"	1	0	-	360	SMALL ARMS
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT
BAZOOKA	24"	1	+5	-	360	HEAVY, TEAM, SHAPED CHARGE



SPECIAL RULES

FIRE AND MANOEUVRE (US National); MODERN COMMUNICATIONS (US National);

PLENTIFUL SUPPLY (US National, Bazooka): Re-roll to-hit rolls of 1

TEAM WEAPON: -1 to hit penalty if loader is killed

SHAPED CHARGE: no +1 armor bonus for being over half range, -1 penalty to-hit.

SMALL TEAM: Enemy models shooting team receive a +1 penalty to hit

HEAVY BAZOOKA TEAM

ANTI-TANK TEAM



	INEXP / REG / VET
DAMAGE	- / - / 6+
MORALE	- / - / 10

MOVEMENT				
ADVANCE		RUN		
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SUPER BAZOOKA	24"	1	+6	-	360	HEAVY, SHAPED CHARGE, TEAM
ASSAULT RIFLE	18"	2	0	-	360	SMALL ARMS



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

PLENTIFUL SUPPLY (US National, Super Bazooka): Re-roll to-hit rolls of 1

TEAM WEAPON: -1 to hit penalty if loader is killed

SHAPED CHARGE: no +1 armor bonus for being over half range, -1 penalty to hit

IR VISION: Unit ignores penalties for smoke, and fights normally during night fight scenarios.

SMALL TEAM: Enemy models shooting team receive a +1 penalty to hit

SNIPER TEAM

SNIPER



	INEXP / REG / VET
DAMAGE	3+ / 4+ / 5+
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE			RUN	
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SNIPER RIFLE	36"	1	0	-	360	+1 TO HIT, EXCEPTIONAL DAMAGE, IGNORES COVER + GUN SHIELD
RIFLE	24"	1	0	-	360	SMALL ARMS
SMG	12"	2	0	-	360	SMALL ARMS, ASSAULT



SPECIAL RULES

FIRE AND MANOEUVRE (US National); MODERN COMMUNICATIONS (US National);

SNIPER: When using a fire or ambush order, snipers use the "sniper rifle" shooting profile rather than the rifle profile. If other orders are used, the standard rifle profile are used.

TEAM WEAPON: -1 to hit penalty if loader is killed

SMALL TEAM: Enemy models shooting team receive a +1 penalty to hit

30/50 CAL MG TEAM

MACHINE GUN TT



	INEXP / REG / VET
DAMAGE	3+ / 4+ / 5+
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE			RUN	
MOVE	90 DEG PIVOT	MOVE	90 DEG PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MEDIUM MG	36"	5	0	-	F	SMALL ARMS, TEAM, FIXED
HEAVY MG	36"	3	+1	-	F	HEAVY, TEAM, FIXED



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

PLENTIFUL SUPPLY (US National): Re-roll to-hit rolls of 1

TEAM WEAPON: -1 to hit penalty if loader is killed

FIXED: cannot fire if uses ADVANCE order, can only move. Can only shoot targets within 90 degree forward arc.

FLAK (HMG Team only): May fire at aircraft

60/80/107MM MORTAR

LT/MED/HVY MORTAR



	INEXP / REG / VET
DAMAGE	3+ / 4+ / 5+
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE			RUN	
MOVE	PIVOT	MOVE	PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
LIGHT MORTAR	12-24"	1	HE	D3/+1/1	F	HEAVY, INDIRECT, TEAM
MEDIUM MORTAR	18-60"	1	HE	D6/+2/D2	F	HEAVY, INDIRECT, TEAM, FIXED
HEAVY MORTAR	18-72"	1	HE	2D6/+3/D3	F	HEAVY, INDIRECT, TEAM, FIXED



SPECIAL RULES

- MODERN COMMUNICATIONS (US National):**
- PLENTIFUL SUPPLY (US National):** Re-roll to-hit rolls of 1
- TEAM WEAPON:** -1 to hit penalty if loader is killed
- FIXED (Medium and Heavy only):** cannot fire if uses ADVANCE order, can only move. Can only shoot targets within 90 degree forward arc.
- MORTAR:** Can only fire using indirect fire.
- INDIRECT FIRE:** hits on 6. If both target and mortar team do not move, then to second attempt to hit is 5+, third attempt 4+, ect. Once target is successfully hit, all further to hit rolls are 2+ unit either mortar or target moves.

LT/ MED/ HVY AT GUN

LT/MED/HVY AT GUN



	INEXP / REG / VET
DAMAGE	3+ / 4+ / 5+
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE			RUN	
MOVE	PIVOT	MOVE	PIVOT	
0"	1/360	6"	1/360	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
LIGHT AT GUN	48"	1	+4	D2/+1/1	F	HEAVY,TEAM, FIXED
MEDIUAM AT GUN	60"	1	+5	D2/+1/1	F	HEAVY, TEAM, FIXED
HEAVY AT GUN	72"	1	+6	D3/+1/1	F	HEAVY, TEAM, FIXED



SPECIAL RULES

- MODERN COMMUNICATIONS (US National):**
- ARTILLERY:** ADVANCE order to rotate in place. Light and medium guns may receive a run order to move 6in. In both cases unit cannot shoot.
- TEAM WEAPON:** -1 to hit penalty if loader is killed
- FIXED:** cannot fire if uses ADVANCE order, can only move. Can only shoot targets within 90 degree forward arc.
- GUN SHIELD:** Damage value of 6+ in front arc

GRIZZLY ARV

ARMORED RECOVERY VEHICLE



	DAMAGE	8+* (med walker)
	MORALE	8 / 9 / 10

INEXP / REG / VET

MOVEMENT				
ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	18"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK**	NO (!)	X2

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, PINTLE
FIST X1	-	-	-	-	360	-



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

FLAK: May fire at aircraft

PINTLE MOUNT: weapon has flak special rule. If pintle weapon is fired using an advance or fire order, the vehicle counts as open-topped until the end of the turn.

ASSAULT/FIST: Unit may assault infantry and vehicles. [infantry, artillery] Have 2 dice in close combat plus one for each fist (4). [vehicles] When assaulting vehicles, roll a dice for walker and vehicle, with one additional dice for each fist. +1 to dice result if walker has higher damage value, -1 to rolls is lesser damage value. If walker rolls higher, soft skin are destroyed, vehicles suffer 1 pin and roll on damage chart. If target has higher damage value, only superficial damage is caused. If vehicle rolls higher, no damage and suffers 1 pin.

***WALKER:** No penetration bonus against walkers for shots on side/rear

ARMORED RECOVERY VEHICLE: May tow a stricken vehicle by advancing into contact with it or starting its turn in contact with the vehicle. It must then pass an order check. If the test is passed, place it in contact with the vehicle on the side closest to your table edge. It may then Advance each turn (it cannot run) towing the stricken vehicle toward your table edge.

- If ARV leaves table towing friendly vehicle, your opponent gains no victory points for destroying it
- If ARV leaves table towing enemy vehicle, you gain double victory points for destroying that vehicle
- If game ends with ARV towing a friendly vehicle, but still on the table, the enemy only gains half victory points for the destroyed vehicle

TESLA AT GUN

MEDIUM AT GUN



	DAMAGE	- / - / 5+ (6+)*
	MORALE	- / - / 10

INEXP / REG / VET

MOVEMENT				
ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
0"	1/360	6"	1/360	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
M17 TESLA CANNON	36"	1	+1/+7	-	F	HEAVY, TEAM, FIXED, TESLA



SPECIAL RULES

MODERN COMMUNICATIONS (US National):

ARTILLERY: ADVANCE order to rotate in place. Light and medium guns may receive a run order to move 6in. In both cases unit cannot shoot.

TEAM WEAPON: -1 to hit penalty if loader is killed

FIXED: cannot fire if uses ADVANCE order, can only move. Can only shoot targets within 90 degree forward arc.

***GUN SHIELD:** Damage value of 6+ in front arc

IR VISION: Unit ignores penalties for smoke, and fights normally during night fight scenarios.

***RESILIENT:** Unit has a damage value of 6+ against shooting

TESLA: Use first penetration value (+1) against infantry and artillery, use second (+7) against vehicles. Against infantry and artillery a successful hit causes D6 hits to the unit hit.

TOWED: Treat as Medium gun for towing.

M32 ARV

ARMORED RECOVERY VEHICLE



INEXP / REG / VET

DAMAGE 9+ (medium tank)

MORALE 8 / 9 / 10

MOVEMENT				
ADVANCE			RUN	
MOVE	PIVOT		MOVE	PIVOT
9"	1/90		18"	-/-
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS							
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL	
MMG	36"	5	0	-	F	SMALL ARMS, TEAM, FIXED,	

RECOVERY TRACTOR

RECOVERY VEHICLE



INEXP / REG / VET

DAMAGE 6+ (Soft Skinned)

MORALE 8 / 9 / 10

MOVEMENT				
ADVANCE			RUN	
MOVE	PIVOT		MOVE	PIVOT
9"	1/90		18"	-/-
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS							
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL	
MMG	36"	5	0	-	F	SMALL ARMS, TEAM, FIXED, PINTLE	



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

ARMORED RECOVERY VEHICLE: May tow a stricken vehicle by advancing into contact with it or starting its turn in contact with the vehicle. It must then pass an order check. If the test is passed, place it in contact with the vehicle on the side closest to your table edge. It may then Advance each turn (it cannot run) towing the stricken vehicle toward your table edge.

- If ARV leaves table towing friendly vehicle, your opponent gains no victory points for destroying it
- If ARV leaves table towing enemy vehicle, you gain double victory points for destroying that vehicle
- If game ends with ARV towing a friendly vehicle, but still on the table, the enemy only gains half victory points for the destroyed vehicle



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

OPEN TOPPED/SOFT SKINNED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

ARMORED RECOVERY VEHICLE: May tow a stricken vehicle by advancing into contact with it or starting its turn in contact with the vehicle. It must then pass an order check. If the test is passed, place it in contact with the vehicle on the side closest to your table edge. It may then Advance each turn (it cannot run) towing the stricken vehicle toward your table edge.

- If ARV leaves table towing friendly vehicle, your opponent gains no victory points for destroying it
- If ARV leaves table towing enemy vehicle, you gain double victory points for destroying that vehicle
- If game ends with ARV towing a friendly vehicle, but still on the table, the enemy only gains half victory points for the destroyed vehicle

LT/ MED/ HVY HOWITZER

LT/MED/HVY HOWITZER



INEXP / REG / VET

DAMAGE 3+ / 4+ / 5+

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
0"	1/360	6"	1/360	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
LIGHT HOWITZER	0/24-48"	1	HE	D6/+2/D2	F	HEAVY, INDIRECT, TEAM, FIXED
MEDIUM HOWITZER	0/24-60"	1	HE	2D6/+3/D3	F	HEAVY, INDIRECT, TEAM, FIXED
HEAVY HOWITZER	0/24-72"	1	HE	3D6/+4/D6	F	HEAVY, INDIRECT, TEAM, FIXED



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

ARTILLERY: ADVANCE order to rotate in place. Light and medium guns may receive a run order to move 6in. In both cases unit cannot shoot.

TEAM WEAPON: -1 to hit penalty if loader is killed

FIXED: cannot fire if uses ADVANCE order, can only move. Can only shoot targets within 90 degree forward arc.

GUN SHIELD: Damage value of 6+ in front arc

INDIRECT FIRE: hits on 6. If both target and mortar team do not move, then to second attempt to hit is 5+, third attempt 4+, etc.. Once target is successfully hit, all further to hit rolls are 2+ unit either mortar or target moves

57/75MM RECOILLESS

LIGHT HOWITZER



INEXP / REG / VET

DAMAGE 3+ / 4+ / 5+

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
6"	NA	12"	NA	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	NO RUN	OK	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
57MM RECOILLESS	0/24-48"	1	HE	D3/+1/1	F	HEAVY, INDIRECT, TEAM, FIXED
75MM RECOILLESS	0/24-48"	1	HE	D6/+2/D2	F	HEAVY, INDIRECT, TEAM, FIXED



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

ARTILLERY: ADVANCE order to rotate in place. Light and medium guns may receive a run order to move 6in. In both cases unit cannot shoot.

TEAM WEAPON: -1 to hit penalty if loader is killed

FIXED: cannot fire if uses ADVANCE order, can only move. Can only shoot targets within 90 degree forward arc.

INDIRECT FIRE: hits on 6. If both target and mortar team do not move, then to second attempt to hit is 5+, third attempt 4+, etc.. Once target is successfully hit, all further to hit rolls are 2+ unit either mortar or target moves

M5A1 STUART
LIGHT TANK



	INEXP / REG / VET
DAMAGE	9+*/8+ (light tank)
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
LIGHT AT GUN	48"	1	+4	D2/+1/1	360	HEAVY, TEAM, FIXED, GYRO STABILIZED
MMG	30"	5	0	-	360	SMALL ARMS, TEAM, FIXED, COAX
MMG	30"	5	0	-	F	SMALL ARMS, TEAM, FIXED,
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, PINTLE, OPT

M24 CHAFFEE
LIGHT TANK



	INEXP / REG / VET
DAMAGE	8+* (light tank)
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MEDIUM AT GUN	60"	1	+5	D6/+2/D2	360	HEAVY, TEAM, FIXED, GYRO STABILIZED
MMG	36"	5	0	-	360	SMALL ARMS, TEAM, FIXED, COAX
MMG	36"	5	0	-	F	SMALL ARMS, TEAM, FIXED,
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, PINTLE, OPT



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

GYRO STABILIZER (Veteran only): may fire gun using an advance order without -1 to hit penalty

***REINFORCED ARMOR:** tank has armor 9+ from the front

PINTLE MOUNT: weapon has flak special rule. If pintle weapon is fired using an advance or fire order, the vehicle counts as open-topped until the end of the turn.

FLAK: May fire at aircraft

COAX: A vehicle can fire either its main gun, or its COAX weapon, NOT both.



SPECIAL RULES

MODERN COMMUNICATIONS (US National): when units take an order test to move onto the table from reserve, do not apply the usual -1 penalty.

GYRO STABILIZER (Veteran only): may fire gun using an advance order without -1 to hit penalty

***VULNERABLE SIDES:** shots at the side and rear gain an additional +1 pen

PINTLE MOUNT: weapon has flak special rule. If pintle weapon is fired using an advance or fire order, the vehicle counts as open-topped until the end of the turn.

FLAK: May fire at aircraft

RECCE (if upgrade taken): May make a recce reaction, even if it already reacted this turn. May also make it in response to an enemy reaction. If successful, make a reverse move at normal movement rate to escape threat.

COAX: A vehicle can fire either its main gun, or its COAX weapon, NOT both.

M4A3 SHERMAN
MEDIUM TANK



INEXP / REG / VET

DAMAGE 9+ (medium tank)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HEAVY AT GUN	72"	1	+6	D3/+1/1	360	HEAVY, TEAM, FIXED, GYRO STABILIZED
MMG	36"	5	0	-	360	SMALL ARMS, TEAM, FIXED, COAX
MMG	36"	5	0	-	F	SMALL ARMS, TEAM, FIXED,
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, PINTLE, OPT

M4A9 SHERMAN-T
MEDIUM TANK



INEXP / REG / VET

DAMAGE 9+ (medium tank)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
M17 TESLA CANNON	36"	1	+1/+7	-	360	HEAVY, TEAM, FIXED, TESLA
MMG	36"	5	0	-	F	SMALL ARMS, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, PINTLE, OPT



SPECIAL RULES

MODERN COMMUNICATIONS (US National):

GYRO STABILIZER (Veteran only): may fire gun using an advance order without -1 to hit penalty

PINTLE MOUNT: weapon has flak special rule. If pintle weapon is fired using an advance or fire order, the vehicle counts as open-topped until the end of the turn.

FLAK: May fire at aircraft

COAX: A vehicle can fire either its main gun, or its COAX weapon, NOT both.



SPECIAL RULES

MODERN COMMUNICATIONS (US National):

TESLA: uses 1st pen value against infantry, and causes D6 hits if it hits. Against vehicles use 2nd pen value, 1 hit.

PINTLE MOUNT: weapon has flak special rule. If pintle weapon is fired using an advance or fire order, the vehicle counts as open-topped until the end of the turn.

FLAK: May fire at aircraft

M26 PERSHING
HEAVY TANK



	INEXP / REG / VET
DAMAGE	10+ (heavy tank)
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SUPER HEAVY AT GUN	84"	1	+7	D3/+1/1	360	HEAVY, TEAM, FIXED, GYRO STABILIZED
MMG	36"	5	0	-	360	SMALL ARMS, TEAM, FIXED, COAX
MMG	36"	5	0	-	F	SMALL ARMS, TEAM, FIXED,
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, PINTLE, OPT

M10 TANK DESTROYER
TANK DESTROYER



	INEXP / REG / VET
DAMAGE	8+ (light tank)
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HEAVY AT GUN	72"	1	+6	D3/+1/1	360	HEAVY, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK, OPT



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

GYRO STABILIZER (Veteran only): may fire gun using an advance order without -1 to hit penalty

PINTLE MOUNT: weapon has flak special rule. If pintle weapon is fired using an advance or fire order, the vehicle counts as open-topped until the end of the turn.

FLAK: May fire at aircraft

COAX: A vehicle can fire either its main gun, or its COAX weapon, NOT both.



SPECIAL RULES

MODERN COMMUNICATIONS (US National);

FLAK (HMG if taken): may fire at aircraft

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

COAX: A vehicle can fire either its main gun, or its COAX weapon, NOT both.

M18 HELLCAT

TANK DESTROYER



INEXP / REG / VET

DAMAGE 7+ (armored car)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HEAVY AT GUN	72"	1	+6	D3/+1/1	360	HEAVY, TEAM, FIXED,
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK, OPT

M36 JACKSTON

TANK DESTROYER



INEXP / REG / VET

DAMAGE 8+ (light tank)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
SUPER HEAVY AT GUN	84"	1	+7	D3/+1/1	360	HEAVY, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK, OPT



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

FLAK (HMG if taken): may fire at aircraft

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

RECCE (if option taken): May make a recce reaction, even if it already reacted this turn. May also make it in response to an enemy reaction. If successful, make a reverse move at normal movement rate to escape threat.



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

FLAK (HMG if taken): may fire at aircraft

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

M5A2 COYOTE WALKER

LIGHT WALKER



INEXP / REG / VET

DAMAGE 7+* (light walker)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE			RUN	
MOVE	PIVOT	MOVE	PIVOT	
12"	3/90	18"	2/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK**	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MMG	36"	5	0	-	F/L	SMALL ARMS, TEAM, FIXED
HMG	36"	3	+1	-	F	HEAVY, TEAM, FIXED,
FIST X2	-	-	-	-	360	-



SPECIAL RULES

MODERN COMMUNICATIONS (US National):

AGILE: May make one additional 90 degree turn at any point in its movement, either when running or advancing

SINGLE CREW: May only fire a single weapon each turn

ASSAULT/FIST: Unit may assault infantry and vehicles. [infantry, artillery] Have 2 dice in close combat plus one for each fist (4). [vehicles] When assaulting vehicles, roll a dice for walker and vehicle, with one additional dice for each fist. +1 to dice result if walker has higher damage value, -1 to rolls is lesser damage value. If walker rolls higher, soft skin are destroyed, vehicles suffer 1 pin and roll on damage chart. If target has higher damage value, only superficial damage is caused. If vehicle rolls higher, no damage and suffers 1 pin.

***WALKER:** No penetration bonus against walkers for shots on side/rear

M5A5/6 JACKAL

LIGHT WALKER



INEXP / REG / VET

DAMAGE 7+(light walker)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE			RUN	
MOVE	PIVOT	MOVE	PIVOT	
12"	3/90	18"	2/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK**	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MEDIUM MACHINE GUN	36"	5	0	-	F/L	SMALL ARMS, TEAM, FIXED
FLAMETHROWER (INF)	6"	1	+2	-	F/R	HEAVY, TEAM, 3+ HIT, D6 HITS, D3 PINS (INF)
FIST X2	-	-	-	-	360	-



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

AGILE: May make one additional 90 degree turn at any point in its movement, either when running or advancing

SINGLE CREW: May only fire a single weapon each turn

ASSAULT/FIST: Unit may assault infantry and vehicles. [infantry, artillery] Have 2 dice in close combat plus one for each fist (4). [vehicles] When assaulting vehicles, roll a dice for walker and vehicle, with one additional dice for each fist. +1 to dice result if walker has higher damage value, -1 to rolls is lesser damage value. If walker rolls higher, soft skin are destroyed, vehicles suffer 1 pin and roll on damage chart. If target has higher damage value, only superficial damage is caused. If vehicle rolls higher, no damage and suffers 1 pin.

JUMP: May use a RUN order to perform a "jump" move. During a Jump move, the model may move up to its run move distance, and may move over intervening models and terrain during its movement. The model may not perform pivots during its jump movement, except a single 90 degree pivot at the start of the move.

***WALKER:** No penetration bonus against walkers for shots on side/rear

M8 GRIZZLY WALKER

MEDIUM WALKER



INEXP / REG / VET

DAMAGE 8+* (med walker)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	18"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK**	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MEDIUM AT GUN	60"	1	+5	D6/+2/D2	F	HEAVY, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, PINTLE, OPT
FIST X2	-	-	-	-	360	-



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

ASSAULT/FIST: Unit may assault infantry and vehicles. [infantry, artillery] Have 2 dice in close combat plus one for each fist (4). [vehicles] When assaulting vehicles, roll a dice for walker and vehicle, with one additional dice for each fist. +1 to dice result if walker has higher damage value, -1 to rolls is lesser damage value. If walker rolls higher, soft skin are destroyed, vehicles suffer 1 pin and roll on damage chart. If target has higher damage value, only superficial damage is caused. If vehicle rolls higher, no damage and suffers 1 pin.

***WALKER:** No penetration bonus against walkers for shots on side/rear

PINTLE MOUNT: weapon has flak special rule. If pintle weapon is fired using an advance or fire order, the vehicle counts as open-topped until the end of the turn.

FLAK: May fire at aircraft

M8A4 BRUIN WALKER

MEDIUM WALKER



INEXP / REG / VET

DAMAGE 8+* (med walker)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	18"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK**	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MEDIUM AT GUN	60"	1	+5	-	F	HEAVY, TEAM, FIXED, No HE
HEAVY MACHINE GUN	36"	3	+1	-	360	HEAVY, TEAM, FIXED, PINTLE, OPTIONAL
HEAVY HOWITZER	72"	1	HE	3D6/+4/D6	F/L/R	HEAVY, TEAM, FIXED, NO INDIRECT



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

***WALKER:** No penetration bonus against walkers for shots on side/rear

PINTLE MOUNT: Weapon has flak special rule. If pintle weapon is fired using an advance or fire order, the vehicle counts as open-topped until the end of the turn.

FLAK: May fire at aircraft

M9A2 KODIAK WALKER

MEDIUM WALKER



INEXP / REG / VET

DAMAGE 8+* (med walker)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	18"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK**	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HMG x2	36"	6	+1	-		HEAVY, TEAM, FIXED, FLAK
LIGHT CANNON	48"	2	+2	D2/+1/1	F/L	HEAVY, TEAM, FIXED, FLAK, OPT
HMG x2	36"	6	+1	-		HEAVY, TEAM, FIXED, FLAK
LIGHT CANNON	48"	2	+2	D2/+1/1	F/L	HEAVY, TEAM, FIXED, FLAK, OPT



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

FLAK: May shoot at aircraft.

***WALKER:** No penetration bonus against walkers for shots on side/rear



M2 MUDDSKIPPER

MEDIUM WALKER



INEXP / REG / VET

DAMAGE 8+* (med walker)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	18"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK**	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
LIGHT CANNON x2	48"	4	+2	D2/+1/1	F	HEAVY, TEAM, FIXED
MMG	30"	5	0	-	F	SMALL ARMS, TEAM, FIXED, COAX
HMG	36"	3	+1	-	F/L	HEAVY, TEAM, FIXED
HMG	36"	3	+1	-	F/R	HEAVY, TEAM, FIXED
FIST X2	-	-	-	-	360	-
BAZOOKA	24"	1	+5	-	**	HEAVY, SHAPED CHARGE, OPT



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

ASSAULT/FIST: Unit may assault infantry and vehicles. [infantry, artillery] Have 2 dice in close combat plus one for each fist (4). [vehicles] When assaulting vehicles, roll a dice for walker and vehicle, with one additional dice for each fist. +1 to dice result if walker has higher damage value, -1 to rolls is lesser damage value. If walker rolls higher, soft skin are destroyed, vehicles suffer 1 pin and roll on damage chart. If target has higher damage value, only superficial damage is caused. If vehicle rolls higher, no damage and suffers 1 pin.

JUMP: May use a RUN order to perform a "jump" move. During a Jump move, the model may move up to its run move distance, and may move over intervening models and terrain during its movement. The model may not perform pivots during its jump movement, except a single 90 degree pivot at the start of the move.

SHAPED CHARGE: No +1 armor over half range, -1 penalty to hit

***WALKER:** No penetration bonus against walkers for shots on side/rear

**Bazooka arc is the same as the arc of the HMG it replaces



M21 MORTAR CARRIER

SP ARTILLERY



INEXP / REG / VET

DAMAGE 7+ (armored car)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	2/90	18"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK*	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MEDIUM MORTAR	18-60"	1	HE	D6/+2/D2	F	HEAVY, INDIRECT, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

INDIRECT FIRE: hits on 6. If both target and mortar team do not move, then to second attempt to hit is 5+, third attempt 4+, etc.. Once target is successfully hit, all further to hit rolls are 2+ unit either mortar or target moves

FLAK (HMG): May shoot at aircraft.

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

M12 HMG

SP ARTILLERY



INEXP / REG / VET

DAMAGE 8+ (light tank)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HEAVY HOWITZER	0/24-72"	1	HE	3D6/+4/D6	F	HEAVY, INDIRECT, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

INDIRECT FIRE: hits on 6. If both target and mortar team do not move, then to second attempt to hit is 5+, third attempt 4+, etc.. Once target is successfully hit, all further to hit rolls are 2+ unit either mortar or target moves

FLAK (HMG): May shoot at aircraft.

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

M16 AA CARRIAGE

AA VEHICLE



INEXP / REG / VET

DAMAGE 7+ (Armored Car)
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	2/90	18"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK*	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HEAVY MACHINE GUN X4	36"	12	+1	-	360	HEAVY, TEAM, FIXED, FLAK



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

FLAK (HMGs): May shoot at aircraft.

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

PONDSKATER WALKER

SCOUT WALKER



INEXP / REG / VET

DAMAGE 6+ (soft skinned)*
MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	3/90	18"	2/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO RUN	OK**	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
MMG	36"	5	0	-	360	HEAVY, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK
OR						
HMG X2	36"	6	+1	-	360	HEAVY, TEAM, FIXED, FLAK
RECOILESS	48"	1	+4	+1/D3/1	360	HEAVY, FIXED, TEAM



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

AGILE: May make one additional 90 degree turn at any point in its movement, either when running or advancing

RECCE (ONE HMG ONLY): May make a recce reaction, even if it already reacted this turn. May also make it in response to an enemy reaction. If successful, make a reverse move at normal movement rate to escape threat.

AMPHIBIOUS: May ADVANCE at half-speed through impassible water terrain. May not turn during this movement. If immobilized during this movement it is sunk and destroyed.

FLAK (HMG): May shoot at aircraft

WALKER: No penetration bonus for flank/rear shots against this vehicle.

M20 SCOUT CAR

ARMORED CAR



INEXP / REG / VET

DAMAGE 7+ (armored car)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	24"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO	NO	NO	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED



SPECIAL RULES

MODERN COMMUNICATIONS (US National):

FLAK (HMG): May shoot at aircraft

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

RECCE: May make a recce reaction, even if it already reacted this turn. May also make it in response to an enemy reaction. If successful, make a reverse move at normal movement rate to escape threat.

M8 GREYHOUND

ARMORED CAR



INEXP / REG / VET

DAMAGE 7+ (armored car)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	24"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO	NO	NO	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
LIGHT AT GUN	48"	1	+4	D2/+1/1	360	HEAVY, TEAM, FIXED
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK
MMG	30"	5	0	-	360	SMALL ARMS, TEAM, FIXED, COAX



SPECIAL RULES

MODERN COMMUNICATIONS (US National):

FLAK (HMG): May shoot at aircraft

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

RECCE: May make a recce reaction, even if it already reacted this turn. May also make it in response to an enemy reaction. If successful, make a reverse move at normal movement rate to escape threat.

COAX: A vehicle can fire either its main gun, or its COAX weapon, NOT both.

2 1/2 TON TRUCK

TRANSPORT



INEXP / REG / VET

DAMAGE 6+ (Soft Skinned)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	24"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO	NO	NO	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, OPT, FLAK
OR						
MMG	36"	5	0	-	360	SMALL ARMS, TEAM, FIXED, OPT, FLAK



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

FLAK: May shoot at aircraft

TRANSPORT: 12 men

TOW: Light, medium or heavy anti-tank gun, light or medium howitzer

JEEP

TRANSPORT



INEXP / REG / VET

DAMAGE 6+ (Soft Skinned)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	24"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO	NO	NO	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, OPT, FLAK
OR						
MMG	36"	5	0	-	360	SMALL ARMS, TEAM, FIXED, OPT, FLAK



SPECIAL RULES

MODERN COMMUNICATIONS (US National)

FLAK: May shoot at aircraft

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

TRANSPORT: 3 men

TOW: Light AT gun

MACHINE GUN: If MMG or HMG option is taken, loses transport capacity.

DODGE 3/4 TON TRUCK

TRANSPORT



	INEXP / REG / VET
DAMAGE	6+ (Soft Skinned)
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	24"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO	NO	NO	X2

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, OPT, FLAK
OR						
MMG	36"	5	0	-	360	SMALL ARMS, TEAM, FIXED, OPT, FLAK



SPECIAL RULES

MODERN COMMUNICATIONS (US National): when units take an order test to move onto the table from reserve, do not apply the usual -1 penalty.

FLAK: May shoot at aircraft

OPEN TOPPED/SOFT SKINNED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

TRANSPORT: 8 man

TOW: Light, medium or heavy anti-tank gun, light or medium howitzer

M4/66 TRACTOR

TRANSPORT



	INEXP / REG / VET
DAMAGE	6+ (Soft Skinned)
MORALE	8 / 9 / 10

MOVEMENT				
ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	1/90	18"	-/-	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO*	NO	NO*	OK

WEAPONS						
WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, OPT, FLAK



SPECIAL RULES

MODERN COMMUNICATIONS (US National): when units take an order test to move onto the table from reserve, do not apply the usual -1 penalty.

OPEN TOPPED/SOFT SKINNED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

FLAK: May shoot at aircraft

TRANSPORT: NONE

TOW: Any anti-tank gun any howitzer

M3 HALFTRACK

TRANSPORT



INEXP / REG / VET

DAMAGE 7+ (armored car)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
9"	2/90	18"	1/90	
TRACKED	OK	NO RUN	OK*	NO (!)
OK	NO RUN	OK*	NO (!)	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK
MMG	36"	5	0	-	L	SMALL ARMS, TEAM, FIXED, OPT
MMG	36"	5	0	-	R	SMALL ARMS, TEAM, FIXED, OPT

M8 GREYHOUND-T

ARMORED CAR



INEXP / REG / VET

DAMAGE 7+ (armored car)

MORALE 8 / 9 / 10

MOVEMENT

ADVANCE		RUN		
MOVE	PIVOT	MOVE	PIVOT	
12"	2/90	24"	1/90	
OPEN GRND	ROUGH GRND	OBSTACLE	BUILDING	ROAD
OK	NO	NO	NO	X2

WEAPONS

WEAPON	RANGE	SHOTS	PEN	HE PEN/PINS	ARC	SPECIAL
M27 LIGHT TESLA CANNON	30"	1	+1/+4	-	360	HEAVY, FIXED, TEAM, TESLA
HMG	36"	3	+1	-	360	HEAVY, TEAM, FIXED, FLAK



SPECIAL RULES

MODERN COMMUNICATIONS (US National): when units take an order test to move onto the table from reserve, do not apply the usual -1 penalty.

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

TRANSPORT: 12 man

FLAK: May shoot at aircraft

TOW: Any anti-tank gun or anti-aircraft gun, light or medium howitzer



SPECIAL RULES

MODERN COMMUNICATIONS (US National): when units take an order test to move onto the table from reserve, do not apply the usual -1 penalty.

OPEN TOPPED:

- Pinned from hits by small arms fire
- Destroyed by assaulting infantry if damaged
- +1 on damage table results from indirect fire.

FLAK: May shoot at aircraft

RECCE: May make a recce reaction, even if it already reacted this turn. May also make it in response to an enemy reaction. If successful, make a reverse move at normal movement rate to escape threat.

TESLA: uses 1st pen value against infantry and artillery, and causes D6 hits if it hits. Against vehicles use 2nd pen value, 1 hit.