

Introduction	100 1	Call Fire	24
Chapter 1 – Figures & Terrain	2	Fire for Effect	25
Chapter 2 – Formations	3	Continuing & Adjusting Fire	27
Orders of Battle	3	Collateral Damage	27
Leaders	4	Concentrated & Dispersed Fire	27
Leadership Bonus & re-rolls	4	Chapter 9 – Close Assault	28
Organisation	4	Close Assault Movement	28
Chapter 3 – Turn Order	5	Melee	29
Spotting	5	Winning & Losing	29
Rally	5	Chapter 10 – Morale	30
Initiative	5	When to take Morale tests	30
Movement	5	How to take Morale tests	30
Stationery Fire	6	Effects of Morale tests	31
Moving Fire	6	Rally tests	31
Morale	6	Leadership Bonus & Re-rolls	33
Melee	7	Chapter 11 – Deployment,	
End Turn Phase	7	Concealment & Spotting	34
Chapter 4 - Element Orders	8	Deployment	34
Issuing Orders	8	Concealment	35
Order Markers	8	Spotting	35
Chapter 5 – Movement	9	Ambush	36
Movement Orders	9	Chapter 12 – Force Morale	37
Suppressed Movement	10	How to calculate	37
Moving Targets and Cover	11	Effects	37
Unit Cohesion	11	Force Break Point tests	38
Chapter 6 - Firing	12	Re-calculating Force Morale	38
Fire Orders	12	Chapter 13 – Special Weapons	39
Line of Sight	12	Flamethrowers	39
Weapon Stats	13	Infantry AT weapons	39
Firing Procedure	13	Smoke	40
Hitting the Target	14	Snipers	40
Fire Groups and Target Modifiers	15	Satchel charges	40
Opportunity Fire	16	Mortars	41
Killing and Incapacitating	16	Semi-Automatic Rifles	41
Removing Casualties	17	Chapter 14 – Obstacles & Emplacements	42
Leader Casualties	17	Chapter 15 – Weather & Night	43
Moving Targets	18	Chapter 16 - Objectives & Victory	44
Chapter 7 - Support Weapons	20	Chapter 17 – Points System	47
Moving	20	Appendices	
Firing	21	Appendix 1 – Scenarios	49
Lack of Crew	21	Appendix 2 – Extended Example	52
Chapter 8 – HE Fire	22	Appendix 3 – Fast Play Sheet	58
Direct HE Fire	22	Appendix 4 – Weapon Charts	60
Indirect HE Fire	23	Appendix 5 – Counters & Templates	61