3.1 Turn Order

Spotting Phase (Both Sides - simultaneous)	Roll to spot hidden elements within LOS.
Rally Phase (Both Sides - simultaneous)	Both players roll to rally suppressed or broken elements. Compulsory movement for unrallied broken troops.
Roll for initiative	Highest roll chooses to move first or second.
First Side Movement	Second side places Opportunity Fire markers
Second Side Movement	First side places Opportunity Fire markers
Stationary Fire Phase (Both Sides - simultaneous)	Fire with elements that have not moved including all Indirect and Opportunity Fire.
Moving Fire Phase (Both Sides - simultaneous)	Fire with elements that have carried out a Move & Fire or Cautious Advance order.
Morale Phase (Both Sides - simultaneous)	Check morale to suppress, break or disperse elements.
Melee Phase (Both Sides)	Close Assault enemy within 4". Initiative winner decides the order that melee is carried out.
End Turn Phase (Both Sides - simultaneous)	Check for Victory, roll for game end, remove order markers, smoke, Force Morale, objective status.

4.1 Element Orders

At the Double (A)	12" Movement allowance but may not fire.
Move & Fire (M)	8" Movement allowance and may fire.
Cautious Advance (C)	4" Movement allowance and may fire.
Fire (F)	Opportunity, Stationary, Indirect HE fire.

Only one order per element per turn. Broken troops may not be issued any orders. All figures within the element are assumed to be acting under that order - even if they do not carry out the action.

6.2 Hit & Kill Table

	In the Open	Light Cover	Heavy Cover	Reinforced Cover
To Hit	4+	5+	5+	6+
To Kill	4+	4+	5+	5+

Determine the target number by the cover that the target occupies, to hit roll is modified by table 6.3, to kill roll is only modified by special weapons or HE.

6.3 To Hit Modifiers. Small Arms and Direct HE fire

Hindrance	+1 For each instance
Stationary Fire Vs movement in open	-1 Does not apply to Direct HE Fire
Target is using At the Double movement	-1 Does not apply to Direct HE Fire
Long range Fire	+1
SW lack of crew	+1 For each crewman less than full.
Moving and firing	+1
Suppressed troops firing	+1
Target is Uphill from firer	+1
Green Firing	+1
Veteran Firing	-1

8.2 Indirect HE Fire Targeting Table

Attached	HE 3+ Smoke 1+
Direct	HE 4+ Smoke 2+
General	HE 5+ Smoke 3+
Hindrance between spotter & target	+1 each
Veteran firer **or** spotter	-1
Green firer **or** spotter	+1
Suppressed firer **or** spotter	+1
Subsequent attempts at same point	-1 (Not cumulative)
SW lack of crew	+1 For each crewman less

Place Call Fire marker at target location. Roll to see if the fire is on target - if it is then turn marker over to Fire for Effect and carry out attacks. Use table 6.2 for the basic hit chance according to the cover that the target occupies, modify the hit and kill target numbers by table 8.3 and the HE weight.

May continue fire at the same spot as previously if there are still targets in the area of effect, no roll required.

May adjust fire by up to 4" if firer can see the new location and it is touching enemy figure.

8.3 Indirect HE Situation Modifiers

Target is in woods	Due to tree bursts the starting hit and kill target numbers are 4+/4+.
Target is in multi level building	+1 to the to hit and to kill target number for each floor or roof level above the figure.
Behind linear Obstacle	Cover counts if the centre of the blast area is on the opposite side of the obstacle.
Suppressed or lack of crew firing	+1 to hit/+1 to kill

9.1 Close Combat Table (4+)

Green	+1
Veteran	-1
Suppressed	+1

An unsuppressed element may initiate CA if within 4" of the enemy. Declare all CA before moving any troops - the target may react by up to 4" as if CA.

10.1 Morale Modifiers

Each 'kill' on the unit during this test	+1
Leadership Bonus (Not severe tests)	-?
Rally while suppressed or broken	+1

Morale levels :
Good - Suppressed - Broken - Dispersed

16.1 Game End Table

Variable End Turn #	1
Variable End Turn # +1	1-3
Variable End Turn # +2	1-5
Variable End Turn # +3	Auto

3.2 Turn End

Check for automatic victory according to scenario guidelines.
Roll for game end if the allotted number of turns have passed.
Remove all order markers for both sides.
Remove Smoke +2 counters, flip Smoke +4 counters to their Smoke +2 side.
Check Force Morale and if at Force Break Point roll appropriate morale tests.
Change status of objective markers.

11.1 Spotting Table (5+)

Counter is 4" or less away	Automatically spotted immediately.
Hindrances	+1 each
Counter is over 16" away	+1

Elements may be placed in hidden deployment in the open only if they are outside LOS of all enemy. Revealed immediately upon coming into LOS.