

# Quick Reference Sheet – EN - v.048

Phases	
1	Fire Support
2	Initiative
3	First Aid
4	Orders
5	Specialists
6	Morale

Success	5+
Command dice per Leader	2
-in Reserve	1
Close Range	10"
In Contact	2"
Tactical Move	6"
Bounding Move	12"



Reaction Test - Modifiers	
Training	See top middle
Morale	See top middle
Bounding movement	-1
Overwatch	+1
Flanked	-2
Ambushed	-1
Assault	-1 per 3" Distance to target

1	Successful Overwatch
2	Successful Reactions
3	Original Action
4	Failed Reactions
5	Failed Overwatch

Training Level	Modifier	Morale	Modifier
Militia		-1 Poor	-2
Basic		0 Basic	-1
Veteran		1 Good	0
Elite		2 Fanatical	1

Weapon	Firepower Dice
Submachine Guns, Rifles, Assault Rifles	1
LMG	3
MMG (GPMG)	4
Heavy Weapons	See profile
Underbarrel Grenades	50% of enemy manpower as automatic hits (rounded down)
Weapon Team Bonus	+1

**Not spotted** = -50 % Firepower!  
**Flanked** = -50 % Firepower!

Terrain Category	Inhibits Movement	Concealment	Cover
Open Ground	-	-	-
Soft Cover	X	X	-
Hard Cover	X	X	+1
Fortified Cover	X	X	+2
Building	X	X	+1 to+3

Morale Effects	Modifiers	Physical Effects	Modifiers
1 Chit	-1 Unit may not move	Fire at Close Range	-1
2 Chits	-2 Unit may not move, Unit may only return fire	Exposed	-2
		Per 2 AP from a Heavy Weapon	-1
3 Chits	-3 Unit may not move, Unit may not fire at all	In Cover	+1
4+ chits	Retreat if LoS to enemy		

**Modifiers on physical effects**



First Aid Table

D10	Advanced First Aid	Mission First	Rudimentary First Aid
1	Dead	Dead	Dead
2	Dead	Dead	Dead
3	Dead	Dead	Dead
4	Dead	Dead	Dead
5	Serious Wound	Dead	Dead
6	Serious Wound	Dead	Dead
7	Serious Wound	Dead	Dead
8	Light Wound	Light Wound	Combat Ready
9	Light Wound	Light Wound	Combat Ready
10	Light Wound	Light Wound	Combat Ready
11+	Combat Ready	Combat Ready	Combat Ready

**Drugged Up:** +1  
**Light Body Armor:** + 1  
**Heavy Body Armor:** + 2



Indirect Fire Request	Modifier
Training Level	See QRS page 1, top middle
Request <b>not</b> by FO / TAC	-1
Target not spotted (reaction test failed)	-1
Repeated request on the same target	1

Accuracy Class	Target Value	Maximum Deviation
0	7,8 (half effect)	-
0	9+ (full effect)	-
1	10	4
2	14	8
3	18	10
4	22	15



**Deviation = Target Value – Rolled Result**

**Delay:** For each die X = 5 - (Die Roll) if Die Roll <5.

Direct Fire Support	Modifier
Training of Shooter	See QRS page 1, top middle
Weapon Team Bonus (Infantry)	+1
Target not spotted (reaction test failed)	-1
„Tank ahead!“	-1
Target vehicle in hull-down cover	-1



Penetration Test	Effect
1-6	No penetration
7-8	No penetration 1 Morale check
9-12	No penetration 2 Morale checks
	Light Damage 3 Morale checks
13	Halve the targets movement speed Vehicle immobilised
14	3 Morale checks
15-19	Vehicle knocked out Vehicle destroyed
20-21	All crew and passengers killed
22+	Ammunition cooking off All crew and passengers killed Detonation (AP4)

IED – Reaction Test	
1	IED removed (Dud)
	IED does not detonate this turn.
Failure	Try again next turn.
Success	IED detonates

Doubles	Critical Effect
	Steering Damage <i>Roll 1 Die</i> <i>Even : Vehicle may only steer to the right</i> <i>Uneven : Vehicle may only steer to the left</i>
1	Driver wounded <i>The vehicle may not move until the end of next turn</i>
2	Loss of control <i>Vehicle moves uncontrolled, moving 2D10 inches. Roll for deviation (p. 56) to determine direction of movement.</i>
3	Gunner wounded <i>Vehicle may not fire until the end of next turn</i>
4	Scared Crew <i>2 Morale checks</i>
5,9	Commander wounded <i>1 Morale check</i> <i>Vehicle may not receive orders until the end of next turn</i>
6	Damaged Optics <i>-1 to any Reaktion Test of the vehicle</i> <i>-1 to any to-hit rolls of the vehicle-</i> <i>Advanced Optics/Sensors double these modifiers</i>
7	Weapon Malfunction <i>Unit may not fire any secondary guns.</i> <i>If the vehicle does not have any secondary guns, it may not fire ist main gun.</i>
8	Propulsion damaged <i>Vehicle may not move (immobilised)</i>
10	