


TIME TRACK

0	0
10	1
20	2
30	3
40	4
50	5
	6
1	7
2	8
3	9

GAME TRACKS

CASUALTY TRACK

Attacker									Defender							
8 ₂₄	7 ₂₁	6 ₁₈	5 ₁₅	4 ₁₂	3 ₉	2 ₆	1 ₄	0	1 ₋₄	2 ₋₆	3 ₋₉	4 ₋₁₂	5 ₋₁₅	6 ₋₁₈	7 ₋₂₁	8 ₋₂₄

RANDOM EVENT TABLE (15.0)

Fate: If a Player's unmodified Initiative die roll is equal to "10", he must make a subsequent die roll on the Fate Table.

Recon: If a Player's unmodified Initiative die roll is equal to "1", he may remove the Concealment marker from any *enemy* occupied hex within 5 hexes and LOS of a *friendly* unit.

FATE TABLE

die roll	Fate	Results Apply to the Affected Player
1 - 2	Medic	A prior casualty returns to action. If available, a player randomly selects and returns to play a single MG or infantry section from a platoon that has suffered a casualty and adjusts the Casualty Track accordingly. The returning unit is placed with or as close as possible to a unit of the same platoon and not adjacent to an enemy unit. <i>[Heroic units or units in an Assault hex may not be selected].</i>
3 - 5	Recover	Recover all Disrupted, Regrouping and Shocked units in any single hex.
6 - 7	Sniper	One randomly-selected un-hidden Platoon Leader in LOS of an enemy unit suffers a casualty.
8 - 9	Indecision	Loss of Initiative to the Opposing Player <i>[reroll if both players are Indecisive].</i>
10	Panic	As the sole action for the current Game Turn, all units in a single hex selected by the Opposing Player and in LOS of an <i>enemy</i> Combat unit, must withdraw 4 hexes or to a hex along the FBE, whichever is closer.

COORDINATION TABLE (7.1)

die roll	Result
1-7	Each Platoon is activated Individually
8-10	May conduct a single Activation consisting of two Platoons. All other Platoons activate individually

TIME LAPSE

die roll	Minutes
1-2	2
3-5	3
6-8	4
9-10	5

MORTAR SUPPORT PENDING

Sections Recover/Extend if ≤ 4
Platoons Recover/Extend if ≤ 3

MORTAR SUPPORT AVAILABLE



The Last HUNDRED YARDS

INITIATIVE

*In case of ties:
odd is Axis,
even is Allies*

SEQUENCE OF PLAY (5.0)

I. Initiative Phase

Both players make a die roll. The player having the initiative on the previous game turn applies his Initiative die roll modifier, if available, to his Initiative die roll. Each mission lists the initiative die roll modifiers for each player. The player with the higher die roll wins the Initiative and becomes the active player. The player losing the initiative is the non-active player. In the case of ties, the Axis player wins the Initiative if the modified die rolls are odd, while the Allied player wins the initiative if the modified die rolls are even. The Initiative marker is adjusted on the Game Track to reflect the side winning the initiative. A player without a platoon leader or tank platoon in play at the end of the Initiative Phase, and after any Random Event results, automatically forfeits the initiative to the other player.

II. Activation Phase

The active player conducts actions with units of his activated platoon(s) [see 6.0 Activation Phase], followed by both players conducting reactions [see 8.0 Reactions].

III. Fire Resolution Phase

Once all platoon activations have been completed, fire attacks are resolved in any order. Each DRM marker in play represents a single fire attack. Fire attack die rolls are based on the DRM markers in place at the beginning of the Fire Resolution Phase, even if players find an error was made when the DRM marker was originally placed.

IV. Assault Resolution Phase

The active player determines the order in which assaults are resolved [see 13.5 Assault Resolution].

V. Mortar Fire Adjustment Phase

1. Remove MDRM and Smoke markers [see 11.4.12].
2. Determine Mortar Recovery [see 11.4.10].
3. FOs currently on their Final side or in a hex without a friendly unit are removed and placed in the Mortar Support Pending Box on this Game Tracks card.
4. Conduct Mortar Fire Extensions [see 11.4.11].

VI. Determine Time Lapse

The active player makes a die roll and refers to the Time Lapse Table on the Game Track to determine the Time Lapse (in minutes) and adjusts the time on the Time Lapse Track accordingly.

VII. Clean Up Phase

1. Remove Motion markers from all vehicles that did not conduct an action during the game turn.
2. Place returning platoon leaders [12.3.4.1 Platoon Leader Loss Procedure].
3. Recombine squads [10.3.4 Recombining Squads]
4. Conceal any units not in LOS of an enemy unit.
5. Reset counter orientation.
6. Check whether Mission Objective or Victory Conditions have been met.