

Combat HQ

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Game Turn

Both players roll their Command Dice

- Check for Command Failure
- Discard any 1s
- The player who rolled the most 6s goes first
 - First Friendly Command Pulse
 - * Friendly Logistics Phase
 - First Enemy Command Pulse
 - * Enemy Logistics Phase
 - Second Friendly Command Pulse
 - Second Enemy Command Pulse
 - Command Pulses alternate until all Command Dice are used

Command Failure

- More 1s than 6s
- Opponent gets to use the 1s as Wild Dice
- Player with the Command Failure has the second Command Pulse
- Artillery and smoke missions are canceled
- Commit Reserve orders cannot be issued
- If both players roll a Command Failure, the turn ends

Restock Staff Orders

- Double roll = 1 Staff Order
- Triple roll = 2 Staff Orders
- Quadruple roll = 3 Staff Orders

Command Groups

- Nominate one unit as the leader
- Another three units within 6" can be included in the Command Group
- Suppressed units cannot be included
- One reconnaissance unit can be included in the group without adding to its size

Orders

Command and Staff Orders

- Move and Fire
- Commit Reserves
- Disengage Group
- Rally Group
- Remove Unit Suppression

Staff Orders Only

- Call Artillery Mission
- Call Smoke Mission
- Adjust Artillery Mission
- Maintain Artillery Mission
- Maintain Smoke Mission
- Staff Orders can be used as Wild Dice

Wild Dice

Rolls of 6s and Staff Orders

- Create a Larger Dice Chain
- Add to a Combat Roll
- Add to a Reaction Roll
- Add to a Rally Roll
- Replace a Variable Move Dice
- Instant Staff Orders

Movement

Movement Distances

Unit Type	Fixed	Variable
Infantry	3"	1D"
Slow vehicles	3"	1D"
Average vehicles	6"	1D"
Fast vehicles	6"	1Dx2"
Suppressed Units	-	Variable only
Blinds	18"	3D"

Terrain and Movement

Terrain Type	Movement
Open Ground	No Penalty
Broken Ground	Move at 1/2 speed
Heavy Going	Variable at 1/2 speed
Impassable	Units Cannot Enter
Roads	50% tracked vehicle bonus

Obstacles

Obstacle	Movement Costs
Minor	Fixed Move to cross
Major	Full Move to cross
Impassable	Cannot cross

Vehicle Break-Downs

Vehicle Reliability	Break-down Chance
Poor	One more 1 than 6s
Average	Two more 1s than 6s
Good	Three more 1s than 6s

Fire Combat

Direct Fire

- Roll unit's FP or AT Dice. Opponent rolls his unit's Reaction Dice
- Suppressed Units Cannot Fire
- TN = 4+

Close Range	-1 TN
Effective Range	+0 TN
Long Range	+1 TN
Flank/Rear Attack	-1 TN
Ambush Fire	+1D
Double Move	-1D

Indirect Fire

- Roll Artillery Dice versus 3D.
- Both players have a 4+ TN. The battery fires for effect immediately if you roll more successes than your opponent.
- Otherwise, the battery fires in your next Logistics Phase.
- Roll for deviation. A deviating battery deviates 1D"
- Batteries fire with a 4+ TN

Reaction Checks

Target is not suppressed	4+ TN
Target is suppressed	5+ TN
Target in or behind lt/med cover	+1D/+2D
Target is uphill of firer	+1D
Open-topped vs indirect fire	-1D
Target is disengaging	+2D
Target breaks off	+2D
Target shoots and scoots	+2D
Target has gone to ground	+1D

Fire Results

Disruption Points: Each hit not cancelled by a Reaction Check results in the target unit taking a Disruption Point.

Dispersion: Remove a unit when it has three Disruption Points, then deduct D3 Army Morale Points.

Suppression: Caused when the firing unit rolls more 6s than the target. A unit hit by indirect fire must roll more 6s than the firing unit or become suppressed.

Forced Back: A unit is forced back when it becomes suppressed and takes at least one Disruption Point from fire. Forced back units move directly back their Fixed Move, plus 1D" for each unmatched 6.

Close Assault

Close Assault Dice

Unit	Close Assault Dice
Inf. vs inf.	FP Dice
Inf. vs AFVs	AT (FP if no AT with +1TN)
AFVs vs inf.	FP Dice

Close Assault	Modifier
Close Assault Order	+1D
Unit is suppressed	+1 TN
Cover Dice	-1D/-2D/-3D
Heavy weapon or gun	+2 TN
Multiple move	-1D/-2D
Flank/rear attack	-1 TN
Attacked in flank/rear	+1 TN
AFV vs. infantry in cover	+1 TN
AFV over-run in open	-1 TN

Rallying

- Roll Rally Dice.
- Opponent rolls 1D for each Disruption Point on your unit with a 4+ TN.
- Your TN depends on the distance to the closest enemy unit.
- Remove one Disruption Point per success.
- Suppressed units cannot be rallied.

Distance	TN
0-6"	6+ TN
6-12"	5+ TN
12-24"	4+ TN
24-36"	3+ TN
36"+	2+ TN
Cover	+1D/+2D/+3D
No LOS to enemy	+1D

Spotting

- Roll 4D in an opposed roll against 3D rolled by your opponent.
- Your opponent has a 4+ TN. Your TN is determined by how far the Blind is from spotting unit.

Distance	TN
0-6"	Automatic
6-12"	3+
12-24"	4+
24-36"	5+
36"+	6+
Cover Dice	+1/+2/+3
Versus a Moving Blind	-1TN
Suppressed	+1TN
Recon unit	-1TN