

# ★ RED ACTIONS! ★

## QUICK REFERENCE SHEET

(FOR BUSY COMMISSARS)

### SHOOTING TABLE

	3-6	7-12	13-18	19-24	25-35	36+
<b>2</b>	NE	NE	NE	NE	NE	RETIRE
<b>3</b>	NE	NE	NE	NE	RETIRE	TERROR
<b>4</b>	NE	NE	NE	RETIRE	RETIRE	TERROR
<b>5</b>	NE	NE	RETIRE	RETIRE	TERROR	2xTERROR*
<b>6</b>	NE	RETIRE	RETIRE	TERROR	TERROR	2xTERROR*
<b>7</b>	RETIRE	RETIRE	TERROR	TERROR	2xTERROR*	2xTERROR*
<b>8</b>	RETIRE	TERROR	TERROR	2xTERROR*	2xTERROR*	LOSE PLATOON*
<b>9</b>	TERROR	TERROR	2xTERROR*	2xTERROR*	LOSE PLATOON*	LOSE PLATOON*
<b>10</b>	TERROR	2xTERROR*	2xTERROR*	LOSE PLATOON*	LOSE PLATOON*	LOSE PLATOON*
<b>11</b>	2xTERROR*	2xTERROR*	LOSE PLATOON*	LOSE PLATOON*	LOSE PLATOON*	LOSE PLATOON*
<b>12</b>	2xTERROR*	LOSE PLATOON*	LOSE PLATOON*	LOSE PLATOON*	LOSE PLATOON*	LOSE PLATOON*

#### Modifiers:

- Area Fire: Firers at 1/2 strength
- Long Range: Firers at 1/2 strength
- MGs at range 8" or less: +2 Column
- MGs at target moving in open: +2 to roll

- Target evading crawling: -1 Column
- Target Behind Hard Cover: -1 Column
- Target in woods/wd building: -1 Column
- Target Skirmishers: -1 Column
- Target in Trench: -2 Columns
- Target Partisans (in rough): -1

#### Notes:

- Less than 3, shifts left of 3-6 = NE.
- NE = No Effect.
- Retire = Target comp. immediately makes a retire move. It may not act again this turn (Except in this fire-fight if it has not done so yet).
- **Terror** = Target takes one Terror marker.
- **2xTerror** = Target takes two Terror markers, and a Pin marker
- **Lose Platoon** = Targ. loses one Platoon and takes a Fear test, and a Pin marker.
- \* = Check for Officer casualty & Serious check

### HAND-TO-HAND COMBAT TABLE

	ADVANTAGE	3:2	2:1	3:1	4:1+
<b>1</b>	S/Defeated	S/Defeated	S/Hmltd!*	S/Hmltd!*	S/Hmltd!*
<b>2</b>	S/Retires	S/Retires	W/Retires	W/Retires	W/Retires
<b>3</b>	S/Retires	W/Retires	W/Retires	W/Retires	W/Defeated
<b>4</b>	W/Retires	W/Retires	W/Retires	W/Defeated	W/Defeated
<b>5</b>	W/Retires	W/Retires	W/Defeated	W/Defeated	W/Defeated
<b>6</b>	W/Defeated	W/Defeated	W/Defeated	W/Defeated	W/Defeated

#### Modifiers:

- Behind fortifications: +50% HTH total
- In Cover (Trench, Stone Wall, hedge, Building etc.): +25% HTH total
- Uphill, Defending Breach, Bridge or Ford: +25% HTH total
- Formed Body: +25% HTH total (Cavalry only)

#### Notes:

- **S** = Stronger Total Melee number/ **W** = Weaker Total Melee Number. If even, Turn advantage counts.
- **S/W/Retires** = Stronger/Weaker Side retires and places two Terror markers on company.
- **S/Humiliated** = The stronger side places a humiliated marker on company.
- Treat as Terror marker that cannot be rallied. Treat as W/Retires.
- **S/W/Defeated** = Stronger/Weaker Side loses two Platoons and survivors rout!
- \* = Check for Officer casualty. Fear Morale test.

### DIRECT HITS

Units which can cause Direct hits must first see if they can score a direct hit by rolling the appropriate DF number (or higher) below. If they score a hit on 2D6, their target either loses a platoon or takes damage (if a vehicle). After this they then execute a shooting attack at their shooting number on the chart above.

<b>Artillery vs</b>	Building/Train <b>9</b>	Vehicle <b>11</b>	Other <b>10</b>
<b>Tank Gun/Mortar vs</b>	Building/Train <b>9</b>	Vehicle <b>12</b>	Other <b>11</b>
<b>Fighter:</b> (12)	Building/Train <b>10</b>	Vehicle <b>12</b>	Other <b>11</b> Strafe: <b>24</b>
<b>Fighter-Bomber:</b> (16)	Building/Train <b>10</b>	Vehicle <b>12</b>	Other <b>11</b> Strafe: <b>24</b>
<b>Bomber:</b> (24)	Building/Train <b>9</b>	Vehicle <b>11</b>	Other <b>10</b> No Strafe

**Aircraft:** roll for direct hits as normal, then resolve further damage on shooting chart at number in brackets (). Each aircraft gets 3 consecutive missions, one per turn: Fighters may Bomb 1 turn; Fighter-Bombers, 2; Bombers 3. Otherwise they may strafe.

### ALLOWABLE ACTIONS

<b>2</b>	Charge Enemy	<b>5</b>	Divide/Recombine
<b>3</b>	Rally fr. Terror, Rout	<b>6</b>	Mount/Dismount
<b>1</b>	Move (and Shoot)	<b>4</b>	Take possession
		<b>7</b>	Embark/Disembark

### TERRAIN EFFECTS

	FOOT	HORSE	TCHANKA	ARM. CAR	TANK
HEDGES	1/2 MOVE	1/2 MOVE	1/2 MOVE	1/2 MOVE*	DA!*
WALLS	1/2 MOVE	NYET!	NYET!	NYET!	DA!*
TRENCHES†	1/2 MOVE	NYET!	NYET!	NYET!	DA!*
WIRE	HALT!	NYET!	NYET!	NYET!	DA!*
WIRE (CRUSHED)	1/2 MOVE	NYET!	NYET!	1/2 MOVE*	DA!
UP HILL	x2 COST	x2 COST	x2 COST	x2 COST	x2 COST
UP STEEP HILL	x3 COST	x3 COST	NYET!	NYET!	x3 COST*
BUILDINGS	1/2 MOVE	NYET!	NYET!	NYET!	NYET!
ROUGH	x2 COST	x2 COST	x2 COST	NYET!	x2 COST*
DENSE WOODS	x3 COST	NYET!	NYET!	NYET!	NYET!

1/2 MOVE- MUST PAY HALF OF ALL MP'S TO CROSS  
 x2 COST- 2MP FOR EACH 1" MOVED  
 x3 COST- 3MP FOR EACH 1" MOVED

TRENCHES†- Only Foot may move along inside a trench

\*On a 5-6, the Vehicle Breaks down and may not move anymore. They may still fire their weapons.

### CAUSES OF MORALE CHECKS

Charging an Enemy	CHARGE
Charged by Enemy	FEAR
Unit Ambushed	FEAR
Unit loses platoon	FEAR
Got a Serious (*) result	SERIOUS
Rallying from: Pin, Terror, Rout, Pursuit	RALLY
Lost Officer	FEAR
Unit Gassed	FEAR

### MORALE MODIFIERS

Officer Bonus	+/-
Testors Flanked	-2
Behind Works	+2

### FAILED MORALE TEST?

CHARGE	No Charge this Turn
FEAR	Rout Immediately
SERIOUS	Retire Immediately
RALLY	Continue Routing

### UNIT CHARACTERISTICS

Partisan	Faster in Rough Better in Cover
Storm	Lose Stand for Retire
Specialist	Take Terror for Retire Self-motivated
Mob	Troubled by Orders
Skirmisher	Mod. when fired at
Engineer	Cuts Wire
Grenadier	Fights AFV's