Turn Sequence

1) Command Phase
2) Activation Phase
3) End Phase

Command Point Table – *Roll 1D6*

Die Roll	Points	Troop Type	Modifier
1 - 2	1	Captain	+3
3 - 4	2	1st Lieutenant	+2
5 - 6	3	2nd Lieutenant	+1

Action Point Table – *All models have 5 APs*

Action	AP Cost	Notes
Move Forward	1	Move / Fire
Move Backward	2	Move / Fire
Move Sideways	1	Move / Fire
Turn 90° / 180°	1	Move / Fire
Throw Grenade	1	No Move / Fire
Fire Weapon	1	Sustained Fire
Set Up LMG	1	
Fire LMG	2	No Move / Fire
Fire Flame Thrower	2	No Move / Fire
Set Ambush	2	Max Range 12
Close Assault	1	
Open Door	1	
Special	2	Ladders, Shafts

Weapon Table

Weapon	Range	Dice	Notes
Pistol	6	1	
Rifle	24	1	
SMG	12	2	
LMG (Russian)	24	3	Require 2 Crew, No Move / Fire
LMG (German)	30	4	Require 2 Crew, No Move / Fire
Grenade	3	1	Section, +1 Pen, No Move / Fire
Flame Thrower	8	1	Section, +3 Pen, No Move / Fire

To Hit Modifiers Table – *Weapons hit on 5 - 6*

Condition	Modifier	Notes
Point Blank Range	+1	6 or less
Long Range	-1	More than ½ Range
Veteran	+1	
Inexperienced	-1	
Fire on the Move	-1	
Target Cover	-1, -2	

Damage Table

Troop Type	Result Needed
Inexperienced	3+
Regular	4+
Veteran	5+

Close Assault Table – *Roll 1D6 each, high number wins*

Troop Type	Modifier
Officer / NCO	+1
Veteran	+1
Inexperienced	-1
LMG Crew	-1

Notes,

1) AP cost to move in rough terrain is doubled.
2) Only one AP may be spent on sideways movement during a turn.
3) If LMG is not set up, reduce number of dice rolled by 1 for hits.
4) If Flame Thrower rolls 1 to fire, the weapon is out of ammo. Crew converts to rifle.
5) If LMG, Rifle, SMG rolls 1 during Ambush Fire, weapon must be reloaded. Ambush fire ends.
6) Grenades and Flame Throwers affect every model in a room / section.
7) Only 1 grenade may be thrown per model, per turn.
8) Sustained Fire bonus of +1 starts on second shot, if model does not perform another action and fires at the same target.
9) If die roll modifiers require +6 to hit. Roll 2D6, if both roll 6, a hit is scored.