Quick Reference Sheet

CODE RED

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

Firefights

1. Activate Unit to Fire
2. Roll Reaction Tests
3. Calculate Firepower
4. Determine Effects
5. Return Fire

Resolving Reaction Chains

1. Successful Overwatch
2. Successful Reactions
3. Original Action
4. Failed Reactions
5. Failed Overwatch
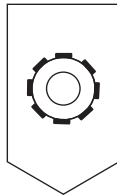
	Value
Success	5+
Command Dice ... per Leader	2
... when in Reserve	1

Ranges	Inches
In Contact	2"
Close Range	10"
Tactical Move	6"
Rapid Move	12"
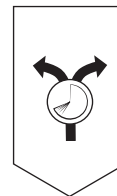
Situation	Reaction Test Modifier
Rapid Movement	-1
Overwatch	+1
Flanked	-2
Ambushed	-1

Assault: -1 per 3" Distance to target
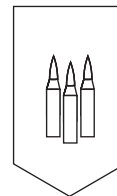
Weapon Category	Firepower
Small Arms	1
Light Machine Guns	3
Med. Machine Guns	4
Weapon Team	1

| Not Spotted | -50% |
| Flanked | -50% |

Training	Modifier
Militia	-1
Basic	0
Veteran	1
Elite	2

Morale	Modifier
Poor	-2
Basic	-1
Good	0
Fanatical	1

Shock	Move	Fire	Modifier
1	No	Yes	-1
2	No	Return only	-2
3	No	No	-3
4+	Retreat if Enemy in LOS		

Terrain	Cover	In Cover	Close Range	Exposed	Heavy Weapon
Soft Cover					
Hard Cover	+1	+1	-1	-2	-1*
Fortified	+2				
Bunker	+3				

* -1 per 2 Automatic Hits inflicted by Heavy Weapon
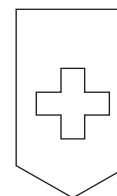
D10	Advanced First Aid	Mission First	Rudimentary First Aid
1-4	Dead	Dead	Dead
5-7	Serious	Dead	Dead
8-10	Light	Light	Ok
11+	Ok	Ok	Ok

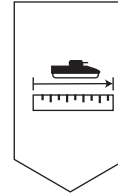| Light Armor | +1 |
| Heavy Armor | +1 |
| Drugged Up | +1 |

Quick Reference Sheet

CODE RED

Fire Support

1. Roll for Requesting Specialist
2. Roll for Weapon Crew
3. Check for Arrival (next turn)
4. Determine Deviation
5. Apply Fire Effects

Firing at Vehicles

1. Activate Unit to Fire
2. Roll Reaction Tests
3. Fire
4. Penetration Test
5. Return Fire

Vehicle Class	Movement	Rapid Move	Tactical Move	Impassable
Wheeled	10"	Open Ground	Soft Cover	Any hard cover
Tracked	8"		Soft Cover, Light Woods, Low Walls	All other hard cover

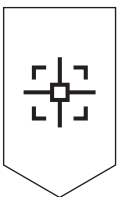Each Turn up to 90° uses 2" of Movement
Rapid Move doubles the Movement Range

Indirect Fire Request	Modifier
No FO/TAC	-1
Target not spotted	-1
Repeated Request on same target	+1
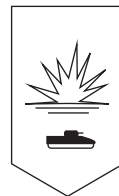
Direct Fire	Modifier
Weapon Team	+1
Target not spotted	-1
„Tank ahead!"	-1
Hull Down Target	-1

IED Reaction Test	Result
1	Remove IED
Failed	Try again next turn
Success	Detonate

Accuracy Class	Target Value
O	7-8, (50%) 9+ (100%)
I	10
II	14
III	18
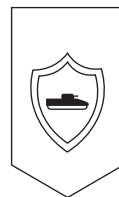
Penetration Test	Effect
1-6	None
7-8	1 Morale Test
9-12	2 Morale Tests
13	3 Morale Tests -50% Movement Speed
14	3 Morale Tests Vehicle Immobilized
15-19	Vehicle Knocked Out
20-21	Vehicle destroyed
22+	Vehicle Destroyed Detonation (AP: 6)