

# PRIVATE'S QUICK REFERENCE SHEET

INFANTRY FIRE TABLE (IFT)												
FP/DR	1	2	4	6	8	12	16	20	24	30	36+	FP/DR
≤ 0	1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA	≤ 0
1	K/1	1KIA	1KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4KIA	5KIA	6KIA	1
2	1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA	2
3	1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	2KIA	3KIA	4KIA	3
4	NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1KIA	2KIA	3KIA	4
5	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA	5
6	-	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	6
7	-	-	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	7
8	-	-	-	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	8
9	-	-	-	-	PTC	NMC	1MC	1MC	2MC	2MC	3MC	9
10	-	-	-	-	-	PTC	NMC	1MC	1MC	2MC	2MC	10
11	-	-	-	-	-	-	PTC	NMC	1MC	1MC	2MC	11
12	-	-	-	-	-	-	-	PTC	NMC	1MC	1MC	12
13	-	-	-	-	-	-	-	-	PTC	NMC	1MC	13
14	-	-	-	-	-	-	-	-	-	PTC	NMC	14
≥ 15	-	-	-	-	-	-	-	-	-	-	PTC	≥ 15

FP or DR Modifiers:  
 x ½ Area Fire (concealed target) x2 PBF vs adjacent hex ≤ 1 level higher  
 x ½ Firer pinned x3 TPBF vs same Location  
 x ½ Long Range Fire -1 vs overstacked units; per squad  
 x ½ AFPB Fire -1 FFM/FFNAM (each)  
 -2 vs Cavalry  
 -2 Hazardous Movement  
 +1 From Encirclement  
 +1 By overstacked unit; per squad  
 +1 By CX unit  
 +x TEM/LOS Hindrance

CLOSE COMBAT TABLE (CCT)														
Odds Ratio	<1-8	1-8	1-6	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8-1	10-1	>10-1
Kill Number	0	1	2	3	4	5	6	7	8	9	10	11	12	13

FP Modifiers:  
 +1 per SMC  
 x ½ vs concealed unit  
 x ½ by pinned unit  
 CC DRM:  
 +x Leadership DRM  
 -2 vs withdrawing infantry (per Covering unit +1)  
 -2 vs broken Unit  
 -1 by ambushing Unit  
 +1 by ambushed Unit  
 +1 by CX Unit  
 -1 vs CX Unit  
 -1 vs overstacked units; per squad  
 +1 by overstacked unit; per squad

TERRAIN CHART			
	<b>Open Ground</b> 1 MF -1 FFMO Interdiction when routing		<b>Road</b> 1 MF -1 FFMO Interdiction when routing Possible road bonus
	<b>Wood</b> 2 MF +1 TEM Concealment terrain Bypass movement allowed		<b>Brush</b> 2 MF +1 LOS Hindrance Concealment terrain
	<b>Wooden Building</b> 2 MF +2 TEM Concealment terrain Bypass movement allowed		<b>Stone Building</b> 2 MF +3 TEM Concealment terrain Bypass movement allowed
	<b>Hill</b> Normal MF x 2 +1 TEM vs. lower level units		<b>Orchard</b> 1 MF +1 LOS Hindrance (whole hex) Concealment terrain
	<b>Wall</b> 1 MF extra +2 TEM LOS only to the hex on other side of the Wall.		<b>Hedge</b> 1 MF extra +1 TEM LOS only to the hex on other side of the Hedge.
Movement and IPC: MMC 4 MF IPC 3 SMC 6 MF IPC 1 (max 2) -1 MF per PP > IPC Place Smoke 1 MF Throw Smoke 2 MF		Special Movement: CX (IPC -1) +2 MF Leader bonus +2 MF Assault Move 1 hex only (may not use all MF)	 <b>Grain</b> 1½ MF +1 LOS Hindrance Concealment terrain Season June-September Plowed fields April-May

Sequence of Play	Attacker only (Bold) Defender only (Italics)
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<b>Rally Phase (RPh)</b>	<b>Reinforcement, Wind change.</b> Recover/Transfer/Repair weapon, <b>Self-Rally</b> one MMC, Self-Rally, Rally, Remove DM
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<b>Prep Fire (PFPh)</b>	<b>Prep Fire (Normal attack), Entrenching</b>
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<b>Movement Phase (MPH)</b>	<b>Movement, Smoke Placement.</b> -Defensive First Fire (at moving units only) -1 FFNAM, -1 FFMO Place First Fire Marker -Subsequent First Fire (at closest known unit within normal range only) Like Defensive First Fire but: ½ FP Malfunction #-2 Place Final Fire Marker -Final Protective Fire (at adjacent unit only) Like Subsequent First Fire but: DR is also MC
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<b>Defensive Fire Phase (DFPh)</b>	<i>Final Fire (Normal attack)</i> If already marked with First Fire: ½ FP Malfunction #-2 Fire only at adjacent enemy
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<b>Advancing Fire Phase (AFPh)</b>	<b>Fire with ½ FP (No MMG or HMG), No ROF</b>
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<b>Rout Phase (RtPh)</b>	Rout DM units to closest wood/building hex
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<b>Advance Phase (APh)</b>	<b>Move units one hex</b>
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<b>Close Combat Phase (CCPh)</b>	Ambush, Close combat, <b>Concealment</b>
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Heat of Battle (HoB)	
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DR	Result
≤ 6	Hero Creation
5-8	Battle Hardening
9-11	Berserk
≥ 12	Surrender
HoB DRM	
-1	Elite, British, Finnish
+1	Broken, Inexperienced
+1	French, Partisan
+2	Russian, Allied Minor

Leader Creation	
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dr	Result
≥ 7	None
6	6+1
4-5	7-0
2-3	8-0
≤ 1	8-1
Leader Creation drm	
-1	U.S., British, German
-1	Unit Morale ≥ 8
+1	Unit Morale ≤ 6
+1	Unit was broken
+1	Russian, Italian

Ambush	
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< enemy dr by at least 3	
Ambush drm	
+ x	Leadership (unpinned leader)
+1	CX, Broken, Pinned (each)
+1	Lax, Berserk, Inexperienced
-1	Stealthy
-2	Concealed

Wounds	
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dr	Result
1-4	Wounded
≥ 5	KIA
drm	Cause
+1	If wounded already

Machineguns	
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Unit	Attack Capability
Squad	May fire Inherent FP and one MG, or two MGs.
HS/Crew	May fire Inherent FP or one MG.
Leader	May fire one MG at ½ FP. Two SMC may fire a MG at full FP.
Hero	May fire one MG with +1 on the IFT.

Sniper Attack	
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dr	Result
1	Breaks MMC, Eliminates SMC
2	Pins MMC, Wounds SMC
3-6	No Effect
Sniper Check DR	
(Units become TL. Eliminates Sniper on DR ≤ 2. Pins Sniper on DR = 3. No effect on DR ≥ 4.)	
drm	Cause
+ x	Leadership
-1	Participating Hero
-1	Participating crew/HS equivalent

Original DR	
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DR	Result
	MC/Rally – Heat of Battle Self-Rally (MMC) – Leader creation CC (MMC) – Leader creation CC – ATTACKER may withdraw Wind Change DR – Wind Change
	MC/Rally – Casualty Reduction IFT – Machine gun malfunction CC – DEFENDER may withdraw Wind Change DR – Gusting Winds
	IFT – Covering (unless leader) Shift 2 columns for inexperienced

**ABBREVIATIONS:**

TEM – Terrain Effect Modifier	PTC – Pinning Task Check	MMC – Multiman Counter
MF – Movement Factors	MC – Morale Check (NMC = Normal MC)	SMC – Singleman Counter
FFNAM – First Fire Non-Assault Movement	K – Kill (Casualty Reduction)	IPC – Inherent Portage Capacity
FFMO – First Fire Movement in Open Ground	KIA – Killed in Action	PP – Portage Points
dr – one die roll (drm = die roll modification)	LOS – Line of Sight	FP – Firepower
DR – two dice roll	MMG – Medium Machinegun	ROF – Rate of Fire
	HMG – Heavy Machinegun	HS – Half Squad