QUICK REFERENCE CARD

OPERATIONAL ENGAGEMENT SEQUENCE (CONDENSED)

1. Declare attacking Units and initial Legal Target(s).

2. Declare retaliating Units and initial Legal Target(s).

3. Roll Initiative (D10) to determine who fires first in the Engagement- all Attacking Units or all Defending Units. Attacker receives Bonus 2. Highest result wins Initiative. Re-roll ties.

4. Roll Attack (D20) using all previously declared attacking/defending Units one at a time, declaring which weapons will be used as each Unit fires (1 primary, 1 secondary weapon).

5. Score a hit if the Attack Result is equal to or greater than the "Attack Rating" for the weapon in use. Attack Rolls of 1, 19, 20 have special effects as follows:

    20, Critical Hit, Target immediately destroyed
    19, Double Intensity
    1, Weapon Malfunction, may not use next Round.

6. Roll Intensity (D10) if a hit occurs. Higher Intensity indicates better placement/quality of the attack.

7. Add Damage Index (DI) of the Weapon to the Intensity result.

8. Subtract Target's Defense, if any, to determine Net Damage. Net Damage gets through to the target's Endurance. Net Damage is cumulative in a single Combat Round.

9. Subtract Net Damage from target's Endurance value.

    If total Net Damage reduces Endurance to the target's Half Endurance value (as listed on damaged side of Unit Card), the target is damaged and the Unit Card is flipped over to invoke the Unit's Damaged State, effective immediately.

    If total Net Damage reduces Endurance to 0 or less, the target is destroyed and removed from the Engagement, effective immediately.

10. Alternate Combat Rounds until either the Attacking Unit(s) or Defending Unit(s) are destroyed or one player plays a Command Card that ends the Combat Engagement.

    Optional: Determine Experience gained by surviving Units, adjust Score, and/or update Momentum for the group.

    SECTION V.5.

OPERATIONAL SCALE TURN SEQUENCE

1. Income / Event Phase - Mandatory, Each Turn *except Turn 1*
    Collect Income, Draw 1 Command Card, Roll D10: If 3 or less, Draw and execute 1 Event Card.

2. Production Phase - Optional, Turns 1, 6, 11, 16, 21, 26, etc.
    Spend Income to purchase and stage new Units, Construct Fortifications, and/or Construct Structures.

3. Supply Phase - Mandatory, Each Turn
    Pay 10% of Force Total or suffer penalties of a Supply Deficit.

4. Movement Phase - Optional, Each Turn
    Move Units able to move, declare Aircraft Sorties, transport Units, and set up/pack Artillery

5. Combat Phase - Optional, Each Turn
    Resolve Combat Engagements using the Operational Engagement Sequence, or Resolve by Miniatures at the Tactical Scale.

6. Deployment Phase - Optional, Turns 5, 10, 15, 20, 25, etc.
    Place Units/Structures previously staged from a prior production phase in legal deployment locations. SECTION V.

GENERAL SUPPLY RULES

1. Supply costs **10%** (rounded to the nearest 1 currency) of the total cost of all Units currently controlled / deployed on the battlefield (Force Total).

2. Supply Costs *DO NOT* apply to the following: Staged Units, Units with "0" Cost, Captured Enemy Units (unless subsequently used), Fixed Obstacles (Mines, Barbed wire, etc.), Bunkers w/o weapons, Pillboxes w/o weapons, or Buildings and Structures including Command Posts, the Forward HQ, Airfields, or Engineered Bridges.

3. Supply Costs *DO* apply to bunkers and pillboxes *with* weapons. SECTION V.3.

DETERMINATION OF ARMOR PIERCING (CONDENSED)

Compare AP Rating of the weapon to target's Defense.

If Weapon AP Rating exceeds target's Defense, perform Weapon Check to determine if armor is pierced.

If Weapon AP Rating is equal to or less than target's Defense, perform Weapon Check and Armor Check. Weapon Check must pass and Armor check must fail in order to pierce.

AP Weapon Check. Attacker rolls a 10-sided Die. Result must be equal to or less than the value of AP (Weapon, X) to pass.

AP Armor Check. Defender rolls a 10-sided Die. Result must be equal to or less than target's Defense to pass.

If armor is pierced, ignore target's Defense when calculating Net Damage *AND ALSO apply Damage to the Crew*. Otherwise, treat Net Damage normally, and *do not* apply damage to the Crew.

SECTION VI.7.3.

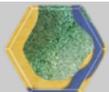# QUICK REFERENCE CARD

TERRAIN IDENTIFICATION

Sea (naval only)

Coastal (Red=Poor LZ)

Plains / Flatlands

River (Check to ford).

Swamp (Check to cross).

Mountain (Check to enter)

Impassable Mountain
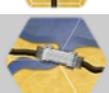
Large City

Small City / Town

Road (Supercedes terrain)

Existing Bridge

SECTION III.3.1.

EARNED EXPERIENCE BONUSES (ROLL D10)

Roll 1-4: No Bonus

Roll 5: Marksman, Primary: Bonus 1 Attack, Primary Weapon.

Roll 6: Marksman, Secondary: Bonus 1 Attack, Secondary Weapon(s).

Roll 7: Vigilant: Bonus 1 Defense Initiative.

Roll 8: Stealthy: Bonus 1 Attack Initiative.

Roll 9: Exploit Weakness: Bonus 1 Intensity during all combat.

Roll 10: Combat Veteran: Bonus 1 Initiative as an Attacker or Defender. Minimum Morale of Combat Veterans at Tactical Scale is 2.

SECTION VIII.2.

METHODS FOR CREWS / INFANTRY TO EARN EXPERIENCE

1. Combat Action.
2. Forcing A Withdrawal.
3. Purchase. Up to 3 rolls, **5 Cost per roll** at time of purchase.
4. Certain Event Cards.

SECTION VIII.2.

CREW/UNIT IN TRANSIT SURVIVAL

Roll (D10)	Result
1-5	Crew/Unit in transit destroyed
6-8	Crew/Unit in transit survives, damaged
9-10	Crew/Unit in transit survives, intact

SECTION VI.3.6., VI.7.5.

OPERATION BEYOND THE COMMAND NETWORK

1. Penalty 1 Initiative during Defensive Engagements.
2. Attack Initiative Bonus of 2 is negated during Offensive Engagements.
3. Command Decisions normally executed via Command Cards may not be played.

SECTION IV.1.2.

DETONATION / CLEARING CHECK ROLLS FOR COMBAT ENGINEERS

Item To Be Cleared	1st Ck	2nd Ck	3rd Ck	4th Ck
Existing Bridge	5	3	2	No Roll
Engineered Bridge	4	2	No Roll	N/A
Obstacle - Infantry	3	2	No Roll	N/A
Obstacle - Vehicle	5	4	3	No Roll
Emplacement	6	5	4	No Roll
Airfield	4	2	No Roll	N/A
Shipping Facility	4	2	No Roll	N/A

Note: If Reconnaissance is performed on the item prior to detonation, Check Roll Bonus 2.

SECTION VI.5.4.

SCORING ACTIONS & ASSOCIATED VALUES

Scoring Action	Point Value
Destroy Neutral/Enemy Unit	Cost of Unit
Capture Neutral/Enemy Unit (Unconditional Surrender)	Cost of Unit, Doubled
Capture Neutral/Enemy Unit (Conditional Surrender)	Cost of Unit
Destroy/Capture Experienced Unit	Add 5 Points/ Star
Destroy Enemy Command Post/Forward HQ	50 Points
Negotiate Conditional Surrender when nearly defeated	50 Points
Capture Key City	25 Points
Capture Ruined City	20 Points
Achieve Secondary Objective	75 Points
Achieve Primary Objective	100 Points

SECTION II.2.4.