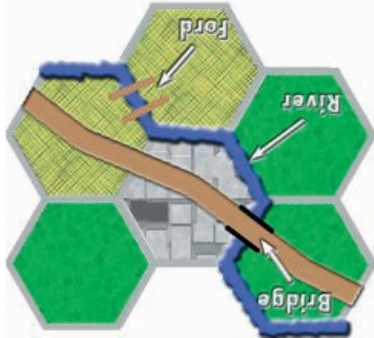
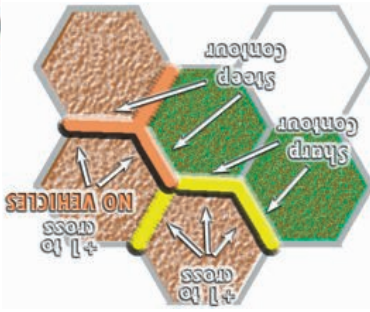


Forest and Rough spaces cost 2 movement points.
 Wooded Rough spaces cost 3 movement points.
 Farmland spaces only cost 1/2 of a movement point.
 Roads cost 1/2 of a movement point, if the unit is already on the road.
 Desert spaces cost 1 movement point for mounted units, 2 for dismounted units.
 City and Village spaces cost 1 movement point for dismounted units, but cost 3 and 2 movement points (respectively) for mounted units. If a mounted unit enters the city or village on a road, the movement point cost is only 1/2.

Terrain Chart



BRIDGES & FORDS



CONTOUR LINES



BASE TERRAIN

Warfighter Reference Card ~ Terrain

FOLD HERE

FOLD HERE

Warfighter Reference Card ~ COMBAT!

Hit Tables	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
Direct Fire	X	S	S	S	F	F	F	F/S	F/S	K
Assault	X	X	X	S	S	R	R	R/S	R/S	F
Indirect Fire	X	S	S	F	F	F	F/S	F/S	K	K

Direct Fire

Primarily conducted by mounted units, but dismounted units with heavy weapons (ATGMs, etc) may also engage in direct fire. All fire directed at airborne aviation units is considered direct fire.

ZOC

Did the unit activate its zone of control while the other player was moving? If so, then that unit must fire on the target whose movement it stopped.

Range

If the zone of control was not activated, then start by checking to ensure the target is in range.

Line of Sight

Next, check to make sure LOS is clear. LOS can be broken by terrain or battlefield effects.

Firing

Roll a number of firing dice equal to the unit's firepower rating. Hits are scored on even numbers. Sixes count double.

Damage

Compare the total number of hits to the targets armor, and consult the Hit Table for combat effects. Remember all effects take place during Cleanup.

Assault Combat

Dismounted units almost always engage in assault combat. Mounted units may engage in assault combat, but may do so at a reduced firepower. Artillery units may not assault

ZOC

Only used by units firing with ranged combat.

Assault

The unit conducting the assault "moves" into the hex being assaulted. Unless the assaulting unit forces all the defenders from the hex, the assaulting unit will return to its original hex after combat.

Firing

Roll a number of firing dice equal to the unit's firepower rating. Hits are scored on even numbers. Sixes count double.

Damage

Compare the total number of hits to the targets armor, and consult the Hit Table for combat effects. Remember that all effects take place During cleanup. If the defenders are forced to retreat, they do so at the end of the turn, and the assaulting unit must move into the hex if it is empty.

Indirect Fire

Conducted by artillery or mortar units only.

ZOC

Only used by units firing with ranged combat.

Range

The target must be within the weapons range of the firing unit. To use indirect fire, the target may not be in an adjacent hex to the firing unit. If the target is in an adjacent hex, use Direct Fire or Assault combat, as appropriate.

Line of Sight & Spotting

The firing unit does not need LOS to the target. However, at least one friendly unit must have LOS to the target. Scenario rules may specify limitations on who may spot for indirect fire.

Firing

Roll a number of firing dice equal to the unit's firepower rating. Hits are scored on even numbers. Sixes count double.

Damage

Compare the total number of hits to the targets armor, and consult the Hit Table for combat effects. Remember, all effects take place during Cleanup.