C3 – BIG MEN
COMMAND QUALITY

Level	Initiative	Range
I	1	3" (7.5cm)
II	2	6" (15cm)
III	3	9" (22.5cm)
IV	4	12" (30cm)

INITIATIVE ACTION

For one Command Initiative, a Big Man may

MOVE	Move up to 3D6 inches once per turn
SPOT	Spot
TASK ATTEMPT	Attempt a task (like searching)
ACTIVATE	Activate one section
AFV ORDER*	Issue or countermand and AVF Platoon
SHOCK REMOVAL	Remove 1 pt of shock (*if in contact with a unit*)
DIRECT FIRE	Direct the fire of one section or team
INITIATE CHARGE	Initiate a charge into close combat
OVERWATCH	Order a section or team to overwatch
UNPINNING	Unpin a section or team
UNSUPPRESSING	Reduce a suppressed unit to pinned

AFV PLATOON ORDERS		
TRANSIT	HUNT	ENGAGE
The platoon advances using its entire Actions. Only one roll is done, the lowest dice rolled may be re-rolled.	The platoon advances with one Action using the remaining to spot o shoot. The platoon add a +1 to Hit.	The platoon deploys to engage a spotted enemy or ready to engage them. The platoon adds a +1 to Hit and +1 to its Spotting dice

A Big Men with radio may
Act as a Forward Observer for 2 initiatives
As CO, Activate any Blind or Subordinate BigMan for all his initiative

INFANTRY UNITS
ACTIONS

Action	Cost	Action	Cost
Move 1D6 inches	1	Fire with 1D6	1
Take cover	1	Attempt to spot	1
Cross a low obstacle	1	Attempt a task	1
Cross a high obstacle	2	Reserve 1 action for later use	1
Enter an unbarred building	1	Change facing	1
Mount / Dismount a vehicle	1		

MOVEMENT – EFFECTS OF TERRAIN

Terrain type	Dice modifier
Open or hard ground	none
Light or broken terrain	1" (2,5cm) per Dice
Heavy terrain	2" (5cm) per Dice
Impassable terrain	3" (7,5cm) per Dice

-1 PIP for each point of shock of the unit / Blinds ignore first –1 PIP

SPOTTING MODIFIERS

Subtract		Add	
-1	Spotter under fire	+1	Target is moving
-1	Spotter is pinned	+1	More Actions used
-1	Target stationary and not firing	+1	Spotter is a BigMan
-1	Spotter closed AFV	+1	Spotter is a Recce Unit
-1	Target is entrenched	+1	Target is firing
-2	Target in a bunker	+1	Spotter higher than target
-3	Spotting at night	+1	Target has a high profile

SPOTTING TEST (2D6)

Range / Target	0-4" (0/10cm)	4-9" 10/22.5cm	9-24" 22.5-60cm	24"+ (60cm+)
In open	Auto	Auto	4	7
Slightly obstructed	Auto	5	9	11
Badly obstructed	9	10	12	14
Very Badly obstructed	11	14	-	-

AUTO-SPOTTING

Range / Target	0-4" (0/10cm)	4-9" (10/22.5cm)	9-24" (22.5-60cm)
In open	Auto	Auto	Auto
Slightly obstructed	Auto	Auto	
Badly obstructed	Auto		
Very Badly obstructed	Auto*		

HIT EFFECT

HIT EFFECT for each D6		
1-2	3-4	5-6
Near miss	Shock	Dead

MULTIPLE TARGETS

+2 For any target for each unit within 2" (5cm) of main target. Casualties allocated alternately by players always beginning with the target player.

SNIPERS

Roll 2D6	
Up to 18"(45cm)	Above 18"(45cm)
Remove lower dice	Remove higher dice

D6	Result
0-2	Miss
3	Pins enemy section or weapon team
4	Pins enemy section or weapon team – Inflicts 1D3 points of Shock
5	1 **Hit** - Pins enemy section or weapon team – Inflicts 1D3 pts **Shock**
6	1 Kill - Pins enemy section or weapon team – Inflicts 1D3 pts **Shock**

If at any point the sniper rolls a double on the 2D6 used for firing, his skill level is reduced by one.

If at any time his skill level is reduced to below zero, the sniper is removed from the table

INFANTRY VS SOFTSKINS

Roll 2D6			
	Higher dice		Lower dice
1	Vehicle missed	1	No Hits on passengers
2	Vehicle missed	2	No Hits on passengers
3	Vehicle missed	3	2 Hits on passengers
4	Vehicle Hit	4	4 Hits on passengers
5	Vehicle Hit	5	6 Hits on passengers
6	Vehicle Hit	6	8 Hits on passengers

HIGHER DICE / HIT MODIFIERS

Action	Cost	Action	Cost
Veteran or Elite Firer	+1	Green/Militia Firer	-1
Range 0-6"(0/15cm)	+1	Each pt of shock on Firer	-1
Range 12-16"(30/40cm)	-1		

CLOSE COMBAT

Each side will roll 1D6 for each figure in the Close Assault. Adjust the number of dice rolled according to the list below, in the order listed, rounding down for odd numbers

Status	D6 modifier
For each Action you used for movement. This is cumulative for multiple units. Ignore this for Blinds.	*-1D6*
If your troops are Aggressive - for every 3D6 you have so far	*+1D6*
If your troops are Stubborn and defending - for every 3D6 so far	*+1D6*
If your troops are green - per section	*-3D6*
For each Command Initiative level of the most senior Big Man present	*+1D6*
For each defender's HMG/MMG present with attackers in their arc of fire	*+6D6*
For each SMG armed section present	*+3D6*
For each Flamethrower team present	*+6D6*
For Engineer or pioneer Assault unit - for every 2D6 you have so far	*+1D6*
For every two points of Shock on your unit	*-1D6*
If you are defending light terrain – for every 4D6 you have so far	*+1D6*
If you are defending heavy or impossible terrain - for every 3D6 you have so far	*+1D6*
If you are defending bunkers or entrenchments - for every 2D6 you have so far	*+1D6*
For pinned units - you have so far	*-(50%)D6*
For suppressed units - you have so far	*-(75%)D6*
If attacked in the rear– you have so far	*-(50%)D6*

Total up the number of dice to be rolled by each side

If one side has four or more times as many dice as their opponent then the side with the lesser number of dice routs immediately, falling back 3D6" with their backs to the enemy and taking an automatic six Shock points per section. If surrounded they will surrender

Otherwise the two players roll their total number of dice. Each 5 or 6 kill one enemy with each six also inflicting one point of Shock.

RESULT

Total up the number of '5' and '6' scored by each side

DRAW	Check Shock then fight again immediately. Maximum of 3 rounds after which both withdraw 6" (15cm).
DEFEATED by 1	Back 4" (10cm) facing the enemy. No movement next turn.
DEFEATED by 2	Back 9" (22.5cm) facing the enemy. +1 Shock and Unit Pinned throughout the next turn.
DEFEATED by 3	Run 12" (30cm) facing away from the enemy. +2 Shocks. Unit Suppressed throughout the next turn.
DEFEATED by 4	Flee 18" (45cm) facing away from the enemy. +3 Shocks. No actions next turn. If no escape will surrender.

AFV UNITS
ACTIONS

Action	Cost	Action	Cost
Move 1D6 inches	1	Aim at target	1
Attempt to spot	1	Load a slow-loading weapon	1
Cross a minor obstacle	1	Fire a single shot weapon	1
Cross a major obstacle	2	Reserve 1 action for later use	1
Change facing	1		

MOVEMENT – EFFECTS OF TERRAIN

Rating	Hard ground	Broken terrain
Slow tracks	No adjustment	-2 pips per D6
Average	+1 pip per D6	-1 pip per D6
Fast tracks	+2 pips per D6	-1 pip per D6
Wheeled	Double pips	-2 pips per D6

AREA FIRE – HE SHELL

To fire the player selects an enemy target section, weapons team or crewed weapon and rolls the strike dice depending on the calibre.

Calibre	Strike Dice	Miss
Up to 50mm	1D6	One '1'
51mm to 79mm	2D6	One '1'
80mm to 110mm	3D6	Two '1'
111mm and above	4D6	Two '1'
Anti-Building Mortar	5D6	Two '1'

STRIKE DICE MODIFIERS

Status	modifier
For each additional action undertaken in the same activation	-2
For each additional section or weapons team in the target area within 4"(10cm) of the main target	+2
For each point of shock of the tank crew	-1
For each point of damage to the gun sights	-1

-If more 6's than 1's have been rolled then the shot is a great shot and reduces the target's cover by one level.
-If the target has been hit it is automatically Pinned. Now total up the number of pips and check on Fire Table, taking into account any cover and the range.
-A roll of two 6's or more will destroy any crewed weapon in the target area

DIRECT FIRE AGAINST VEHICLES

The player rolls 2D6 to hit the target and adjusts as follows

	Subtract		Add
-1	if firer is under fire	+2	aimed shot
-1	if target is moving	+1	firer has already hit
-1	Shock on the firer	+1	firer is higher
-1	Gun sight damaged	+1	Big Man firing
-1	target small or low	+1	for any significant positive factor
-1	for any significant negative factor		

The player checks the following table to see if he has been successful. The number shown is the minimum score he needs to roll to hit the target.

Target Range	-18"(0/45cm)	Over 18"(45cm)
In the open	5	8
View obstructed	6	9
View badly obstructed	8	10

HIT / SAVE TABLE

The firer rolls 1D6 for each weapon Strike factor counting the number of dice scored 'depending on the Armour (Front/Side/Rear).
The target vehicle rolls 1D6 for each Armour factor counting the number of dice scored depending on the Armour Save.
- If the firer rolls double 6 to hit the target adds 3D6 to his Strike factor roll.

Frontal Armour	5 or 6	Side armour	4, 5 or 6
Armour Save	5 or 6	Rear armour	3, 4, 5 or 6

Both players compare the number of hits achieved by the firer with the number of saves rolled by the defender.

#Saves > #Hits	#Saves = #Hits	#Saves < #Hits
No effect	AFV Damaged	AFV Damaged / 1-4 Hits

- As Soft-skin vehicles have no armour, all hits count.

AFV DAMAGES

The firer rolls 1D6 for the damages and compares to (#Hits - #Saves)

Hits / D6	1-2	3-4	5-6	Shock
=	1 Shock- Halt	Engage	No effect	
1	Temporary Immobilised	ngine damage -1 Move Dice	Sights damaged -1 To Hit	1
2	Immobilised	-2 Move Dice	Main gun out	2
3	KO – Roll a D6 for each crew 5+ dead			
4	Critical Hit – all crew dead			

INFANTRY AT WEAPONS VS AFVS

Roll 2D6			
Range	0-6"(0/15cm)	6-12"(15/30cm)	12-16"(30-40cm)
Roll	6	7	9

Action	Cost	Action	Cost
Veteran or Elite Firer	+1	Green/Militia Firer	-1
Target obscured	-1	Each pt of shock on Firer	-1
Target very obscured	-2		

ARTILLERY
INDIRECT FIRE

Step	Action
1	Big Man or FOO calls for support. Add Support card to Deck on Tea Break
2	When Support card dealt check the Indirect Fire Support Table to see if fire arrives
3	If fire arrives place aiming point marker on table. Roll deviation dice to see where aiming shot lands.
4	Immediately Fire for Effect if player wishes. Wait until net turn to adjust fire

FIRE FOR EFFECT

Weapon	Kill Zone radius
Two artillery pieces/ heavy mortars	4" (10cm)
Four artillery pieces/ heavy mortars	7" (17.5cm)
Two medium Mortar section	3" (7.5cm)
Medium Mortar battery	5" (12.5cm)
Rocket Launcher section	9" (22.5cm)
Rocket launcher battery	16" (40cm)

ARTILLERY VS INFANTRY

Calibre	Strike Dice
under 85mm	1D6
85mm to 105mm (25 pounders)	2D6
106mm to 125mm (5" and 5.5")	2D6+1
126mm to 145mm	2D6+2
146 to 165mm (6")	2D6+3
166mm to 185mm	2D6+4
186mm to 205mm (includes 8")	2D6+5
206mm to 280mm (includes 11")	2D6+8

- Add +2 to the total result if the target is in woods or orchards.

ARTILLERY VS VEHICLES

Roll 1D6			
+1	for 85mm and 110mm shells	+2	For over 110mm shells
+1	for an open topped tank or AFV		

SOFTSKIN VEHICLES

D6 result	Effect
1-3	None
4-5	Vehicle Destroyed. - 1D6 hits on passengers
6+	Vehicle Destroyed. - One hit per passenger

ARMOURED CARRIERS

D6 result	Effect
1-2	None
3-5	Lose one *Action* on next activation
6	Carrier Destroyed – Passengers disembark
7+	Carrier Destroyed. - One hit per passenger

AFV

D6 result	Effect
1-3	None
4-5	Lose one *Action* on next activation
6	Take 1 hit on the AFV damage table and one point of Shock
7+	Take 2 hits on the AFV damage table and two points of Shock

STONKS

Each Stonk covers one 12"(30cm) square area of the table. These may be used to cover several different locations or, if the player prefers, he may concentrate multiple Stonks on one area.

Roll 1D6 for each section, weapons team or vehicle in a Stonk zone.

INFANTRY & CREWED WEAPON

D6 result	Effect on Infantry	Crewed Weapon
1	2 dead, 4 Shock	Weapon KO'd
2	1 dead, 3 Shock	1 dead, 4 Shock
3	1 dead, 2 Shock	1 dead, 3 Shock
4	3 Shock	3 Shock
5	No effect	No effect
6	6 Shock	6 Shock

VEHICLES

D6 result	Effect on Soft-skin	AFV
1	Destroyed	3 Shock
2	Destroyed	2 Shock
3	Destroyed	No effect
4	No effect	No effect
5	No effect	No effect
6	No effect	1 hit on the AFV damages table + 4 Shock

AFV MORALE

Shock Level	Effect
Morale - 1	AFV may not advance
Equal to Morale	AFV withdraws to cover with all *Actions* for this turn. Crew bails out if immobile
Morale + 1	Crew bails out immediately