

QUICK REFERENCE SHEET

FIRE!

MODERN COMBAT

GAME TURN

◆ A game turn begins by calculating the Command Points (CP) of each player.

◆ Each game turn is made up of several Combat Scenes.

◆ A Combat Scene begins with the roll for Initiative.

◆ The player who wins the Initiative spends CP to order their only action.

◆ Your opponent can react to that action by spending CP.

◆ Both players can continue to react to their opponent's reactions by spending their CP.

◆ The action priority of each Combat Scene is determined and the actions and reactions are resolved according to the action priority order.

◆ If the players still have CP available, a new Combat Scene starts.

◆ When both players have no CP left or cannot use them, the game turn ends.

◆ If no player has achieved the victory objectives of the scenario, a new game turn begins.

TRAINING*

Militiamen	5
Professional	6
Elite	7

* The Secondary commands add +1 to this value and the Main commands add +2.

COMBAT EXPERIENCE

Green	+1
Experienced	0
Veteran	-1

ACTION PRIORITY ROLL

Overwatch	3d10
Action	3d10
Reaction	2d10

TYPE OF TERRAIN

TYPE OF TERRAIN	COVER	MODIFIER C/S
Shrubs, undergrowth and hedges. Plantations and sown fields. Oil drums, wooden fences and civilian vehicles.	Light	-1 C/S
Forests, barricades, buildings and their ruins. Large rocks, sandbags or stone/concrete walls, dense hedges & armored vehicles.	Medium	-2 C/S
Bunkers or similar structures.	Heavy	-3 C/S

COMMAND POINTS (CP)

CP at the start of the game turn.	Militiamen (5 CP). Professional (6 CP). Elite (7 CP).
The Main Commander is alive and has no SM at the start of the game turn.	+2 CP
For each Secondary Commander alive and without SM at the start of the game turn.	+1 CP
Green: For every FOUR Casualties in your squad. Experienced: For every THREE Casualties in your squad. Veteran: For every TWO Casualties in your squad.	-1 CP

CP COST TO GIVE ORDERS

To a single model within command range.	1 CP
Out of command range.	+1 CP
When all commanders have become casualties.	+2 CP
Any model with 1 AM or more.	+1 CP for every 1 AM
To a group.	+1 CP up to 4 miniatures (6 for Militiamen) +1 CP up to 4 additional miniatures (6 for Militiamen)
Secondary Commander to a Fireteam that is not his own.	+1 CP

C/S MODIFIERS

Shooting to secondary target instead to primary target.	-1 C/S
Target at long distance.	-1 C/S
Target moving more than 5 cm.	-1 C/S
The Shooter is moving.	-1 C/S
Target out of sight at the start of the Combat Scene.	-1 C/S
Shooter with SM.	-1 C/S for each SM
Target combat experience.	+1 C/S Green / -1 C/S Veteran
Terrain protection.	. Subtract terrain cover value. . -1 C/S if shot goes through any terrain cover but target is not touching it. . +1 to cover value if target is prone on the ground or crawling.

EXPLOSIVE WEAPON THROWING MODIFIER**

Point of impact at long range.	-1
Shooter has moved and shot.	-1
No line of sight to the point of impact at the start of the Combat Scene.	-1
For every SM on the shooter.	-1
Throw through gaps less than 2.5 cm.	-1 if not in direct contact with gap.

**The modifier is applied to the Training value of the miniature that throws the explosive.