| _> | | | | | 15 |
|----------|--|----------------|-------------|--------|----|
| 2 | Â. | | EDDO | | 14 |
| | BP | Extra Temp. | Extra BM | AP/AT | |
| ω | 1 | 0 | 0 | 6+/6+ | 13 |
| | 2 | 0 | 0 | 5+/6+ | |
| 4 | 3 | 0 | 0 | 4+/5+ | 12 |
| | 4-5 | 1 | 0 | 4+/5+ | 1 |
| | 6-7 | 1 | 1 | 4+/5+ | |
| ъ | 8-9 | 2 | 1 | 4+/5+ | 11 |
| | 10-12 | 2 | 2 | 4+/5+ | |
| _ | 13-15 | 2 | 3 | 4+/5+ | _ |
| 6 | 16-18 | 2 | 4 | 4+/5+ | 10 |
| | 10-10 | 2 | - | 41/31 | |
| 7 | Terrain | INF | AV | WE | 6 |
| | Building | 4+ | I | I | |
| | Cliff | I | 1 | 1 | |
| 8 | Fort. | 3+, S | S | I. | 8 |
| | Jungle | 4+ | I | D | |
| 9 | Marsh | 6+, D | D | D | |
| 9 | Open | - | - | - | 7 |
| | River | 6+, D | l S | - S | |
| 10 | Road Rubble | S 4+ | D | D | 9 |
| 0 | Scrub | 4+ 6+ | - | - | • |
| | Woods | 5+ | D | D | |
| 11 | | • · | _ | _ | 2 |
| | Needing 7+ to Hit | | | | |
| <u>د</u> | Target D6 rolls needed | | | | |
| 12 | 7+ 6 followed by 4, 5, 6 | | | 4 | |
| | 8+ 6 followed by 5, 6 | | | | |
| 13 | 9+ 6 followed by 6 10+ May not be hit | | | | 33 |
| ω | 10+ May not be hit | | | | |
| 14 | For everything Epic visit | | | | |
| | Tactical Command | | | | 2 |
| | | | | | |
| _ | http://taccmd.tacticalwargames.net/ | | | | _ |
| ъ | | | | | |
| | | | | | |

| 15 | | | | <u>_</u> | |
|---------------|--|---|--------|----------|--|
| | Action Test Table | | | | |
| 14 | Forma Blast r | tion has at least one narker | -1 | 2 | |
| 13 | Forma the init | tion is trying to retain iative | -1 | | |
| | Rally Test Modifier Table | | | | |
| | Formation is broken -2 | | | | |
| 12 | There are enemy units within 30cms | | | 4 | |
| _ | | | | | |
| \rightarrow | Torget | To Hit Modifier Table | 1 | 5 | |
| | - | Target is in cover -1 Attacker is carrying out a | | | |
| 10 | double or marshal action -1 | | | 9 | |
| | Attacker is carrying out a +1 | | | - | |
| | sustained fire action | | | | |
| 9 | Assault Modifier Table | | | | |
| | For each kill you have | | | | |
| œ | inflicte | | . 4 | 8 | |
| | You have more units +1 You have more than twice | | | | |
| 7 | as mai | +1 | | | |
| | Your formation has no Blast markers | | | 6 | |
| 6 | Enemy has more Blast markers +1 | | | 10 | |
| | Led by inspiring character +1 | | | | |
| С | Vic | tory Conditions Summ | nary | 11 | |
| | Capture the objective on your | | | | |
| 4 | Blitz | opponent's board edge | • | 2 | |
| 4 | BTS Destroy the enemy formation worth the most points | | | | |
| ω | DTF Control all three objective your table half | | | 13 | |
| N | T&H Capture two objectives in your opponent's table half | | | 4 | |
| | TSNP | No unbroken enemy formations in your table | e half | ~ | |
| | | | | 15 | |

| _ | | | | | 15 |
|---------------|---|----------------|-------------|--------|----|
| N | | RMAC | EDDO | | 14 |
| | BP | Extra Temp. | Extra BM | AP/AT | |
| ယ | 1 | 0 | 0 | 6+/6+ | 13 |
| | 2 | 0 | 0 | 5+/6+ | |
| 4 | 3 | 0 | 0 | 4+/5+ | 12 |
| | 4-5 | 1 | 0 | 4+/5+ | - |
| | 6-7 | 1 | 1 | 4+/5+ | |
| С | 8-9 | 2 | 1 | 4+/5+ | 11 |
| | 10-12 | 2 | 2 | 4+/5+ | |
| 0 | 13-15 | 2 | 3 | 4+/5+ | _ |
| 0, | 16-18 | 2 | 4 | 4+/5+ | 10 |
| | | | | | |
| 7 | Terrain | INF | AV | WE | 6 |
| | Building | 4+ | I | I | |
| | Cliff | I | I | I | |
| 8 | Fort. | 3+, S | S | I | 8 |
| _ | Jungle | 4+ | 1 | D | _ |
| 9 | Marsh | 6+, D | D | D | |
| Ŭ | Open River | - 6+, D | - | - | 7 |
| | Road | 6+, D S | S | - S | |
| 10 | Rubble | 4+ | D | D | 9 |
| | Scrub | 6+ | - | - | |
| | Woods | 5+ | D | D | |
| | | | | | 5 |
| | Needing 7+ to Hit | | | | |
| $\frac{1}{N}$ | Target D6 rolls needed | | | | 4 |
| 10 | 7+ 6 followed by 4, 5, 6 8+ 6 followed by 5, 6 | | | 7 | |
| | 9+ 6 followed by 6 | | | | |
| 13 | 10+ May not be hit | | | | З |
| | For eventhing Epic visit | | | | |
| 14 | For everything Epic visit Tactical Command | | | 2 | |
| | http://taccmd.tacticalwargames.net/ | | | | |
| 15 | | | | | ~ |

| 15 | | | | - | | |
|----------|--|---|------|--------|--|--|
| | Action Test Table | | | | | |
| 14 | Forma Blast r | -1 | 7 | | | |
| 13 | Forma the init | tion is trying to retain iative | -1 | 1 ෆ | | |
| ω | Rally Test Modifier Table | | | | | |
| | Formation is broken -2 | | | | | |
| 12 | There within | -1 | 4 | | | |
| 11 | To Hit Modifier Table | | | | | |
| | Target | is in cover | -1 | 5 | | |
| 10 | Attack | er is carrying out a or marshal action | -1 | 9 | | |
| | Attacker is carrying out a +1 | | | Ű | | |
| | sustair | sustained fire action | | | | |
| 9 | Assault Modifier Table | | | | | |
| | For each kill you have +1 | | | | | |
| ω | inflicte | | | 8 | | |
| | | ave more units | +1 | | | |
| 7 | You have more than twice as many units | | +1 | | | |
| 7 | | ormation has no Blast | +1 | 6 | | |
| 6 | Enemy has more Blast +1 | | | 10 | | |
| | Led by inspiring character +1 | | | | | |
| С | Vic | tory Conditions Sumn | narv | 11 | | |
| | Capture the objective on your | | | | | |
| 4 | Blitz | opponent's board edge | - | 12 | | |
| 4 | BTS Destroy the enemy formation worth the most points | | | | | |
| ω | DTF Control all three objectives in your table half | | | 13 | | |
| N | T&H Capture two objectives in your opponent's table half | | 4 | | | |
| .~ | TSNP | TSNP No unbroken enemy formations in your table half | | | | |
| <u> </u> | | | | 15 | | |
| | | | | | | |