



FINNS

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PLATOON LEADER

SQUAD LEADER

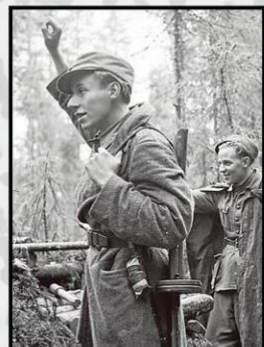
RIFLEMAN

LMG



Morale/Panic

6/7



Morale/Panic

5/6



Morale/Panic

3/4

VETERANS



Morale/Panic

4/5

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	LM	0/+1/+2
SMG	9/5	Pts	51/61/71

CCV	GM/PIN	Points
SMG	8/4	51

CCV	GM/PIN	Points
RIFLE	8/4	15
SMG	6/2	16

CCV	GM/PIN	WF/REP	Points
LMG	5/1	-7/1+	61



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Flank Shot: "AP" +1
Target Acquired: "AP" +1
Target Moving: Positive "To Hit"
AP add positive "To Hit" result,
minus negative "To Hit" result.
No moving fire.

RANGE	To Hit	AP
CLOSE	3	5
MEDIUM	4	3
LONG	5	1
EXTREME	6	0

ANTI-TANK RIFLE

FLAMETHROWER



CLOSE
+5

Morale/Panic
4/5

VETERAN



CLOSE	MEDIUM	LONG	EXTREME
+2 (+1)	+2 (+1)	+3 (+1)	+3 (+1)

Morale/Panic
4/5

VETERAN



Morale/Panic
3/4

VETERAN

ANTI-TANK RIFLE



Morale/Panic
3/4

VETERAN

CCV	GM/PIN	WF /REP	Points
FT	3/0	-5/7	72

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/2+	98

CCV	GM/PIN	Points
Rifle	8/4	15

CCV	GM/PIN	MAL/REP	Points
AT Rifle	3/0	-7/2+	13

Add "To Hit" result to HE FV (if to Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

Add "To Hit" result to HE FV (if to Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

Add "To Hit" result to HE FV (if to Hit inc "0")
 Two man crew "To Hit" -1
 One man crew "To Hit" -2
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

Add "To Hit" result to HE FV (if to Hit inc "0")
 One man crew "To Hit" -1
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 No moving fire.

RANGE	To Hit	AP	HE
CLOSE	0-5	7	0
MEDIUM	0-3	5	0
LONG	0-1	3	0
EXTREME	2	2	0

RANGE	To Hit	AP	HE
CLOSE	0-5	6	-1
MEDIUM	0-3	4	-1
LONG	0-1	2	-1
EXTREME	2	1	-1

RANGE	To Hit	AP	HE
CLOSE	0-5	6	-1
MEDIUM	0-3	4	-1
LONG	0-1	2	-1
EXTREME	1	1	-1

RANGE	To Hit	AP	HE
CLOSE	0-2	6	-1
MEDIUM	0-1	4	-1
LONG	1	2	-1
EXTREME	2	1	-1

45mm AT GUN

BOFORS 37mm

25mm APX

LAHTI L-39

45mm AT GUN

BOFORS 37mm

25mm APX

LAHTI L-39



Dam/Des
5/9



Dam/Des
5/9



Dam/Des
5/9



Dam/Des
5/9

WF/REP
-5/2+

Points
210

WF/REP
-5/2+







Points
168

WF/REP
-5/2+

Points
168

WF/REP
-5/2+

Points
108

FT 17		VICKERS Mk E		T26 E			
							
							
FRONT K/S/I	1 0 0	FRONT K/S/I	1 0 0	FRONT K/S/I	1 0 0		
SIDE	1 0 0	SIDE	1 0 0	SIDE	1 0 0		
Morale/CE		Morale/CE		Morale/CE			
5/9		5/9		5/9			
CE/BU		CE/BU		CE/BU			
OVR	NA	WF/Rep Main (MG)	Points	OVR	2/1	WF/Rep Main (MG)	Points
BOG	9/8	-5(-7)/2+	233	BOG	9/8	-5(-7)/2+	275
RANGE To Hit # AP HE MG CLOSE 0-5 0-3 6 -1 3/2 MEDIUM 0-3 0-1 4 -1 2/2 LONG 0-1 1 2 -1 1/1 EXTREME 1 2 1 -1 0/0		RANGE To Hit # AP HE MG CLOSE 0-5 0-3 6 -1 3/2 MEDIUM 0-3 0-1 4 -1 2/2 LONG 0-1 1 2 -1 1/1 EXTREME 1 2 1 -1 0/0		RANGE To Hit # AP HE MG CLOSE 0-5 0-3 7 0 3/2 MEDIUM 0-3 0-1 5 0 2/2 LONG 0-1 1 3 0 1/1 EXTREME 1 2 2 0 0/0			
Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #		Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #		Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #			