



GREEK

GREEK

GREEK

GREEK

PLATOON LEADER

SQUAD LEADER

RIFLEMAN

LMG



Morale/Panic
5/6



Morale/Panic
4/5



Morale/Panic
3/4



Morale/Panic
4/5

VETERAN

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	LM	0/+1/+2
SMG	8/4	Pts	49/59/69

CCV	GM/PIN	Points
SMG	7/3	44

CCV	GM/PIN	Points
Rifle	8/4	12

CCV	GM/PIN	WF/REP	Points
LMG	5/1	-7(-5)/2+	50



Add "To Hit" result to FV (To Hit must inc "0")
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #
 Target in Wood/Jungle/Orchard
 ignore Terrain CV

RANGE	To Hit #	FV
CLOSE	NA	NA
MEDIUM	0-3	0-1
LONG	0-1	1
EXTREME	1	2

GREEK

45mm MORTAR



Add "To Hit" result to HE FV (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" #

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

GREEK

47mm AT GUN

MMG

45mm MORTAR

GUN CREWMAN

47mm AT GUN



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

Morale/Panic
4/5

VETERAN



Morale/Panic
3/4

VETERAN



Morale/Panic
2/3

VETERAN



Dam/Des
5/9

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/0+	102

CCV	GM/PIN	WF/REP	Points
45mm	3/0	-5(-2)/2+	45

CCV	GM/PIN	Points
Rifle	7/3	8

WF/REP	Points
-5/2+	193

Flank Shot: "AP" +1
 Target Acquired: "AP" +1
 Target Moving: Positive "To Hit" #
 AP add positive "To Hit" result,
 minus negative "To Hit" result.

RANGE	To Hit	AP	MG CE/Pin
CLOSE	3	5	3/-
MEDIUM	4	3	2/-
LONG	5	1	1/-
EXTREME	6	0	0/-

BREN CARRIER

BREN CARRIER



FRONT	1	0	0
K/S/L			
SIDE	0	-1	-2

Morale/CE
 5/9



FRONT	1	0	0
K/S/L			
SIDE	0	-1	-1

Morale/CE
 5/9

OVR	1	WF/Rep	Points
BOG	9	-7/2+	94

OVR	1/0	WF/Rep _{MG}	Points
BOG	7/6	-5/2+	100

CE/BU

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" #

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

65mm MOUNTAIN GUN

65mm MOUNTAIN GUN



Dam/Des
 5/9

WF/REP	Points
-5/2+	135