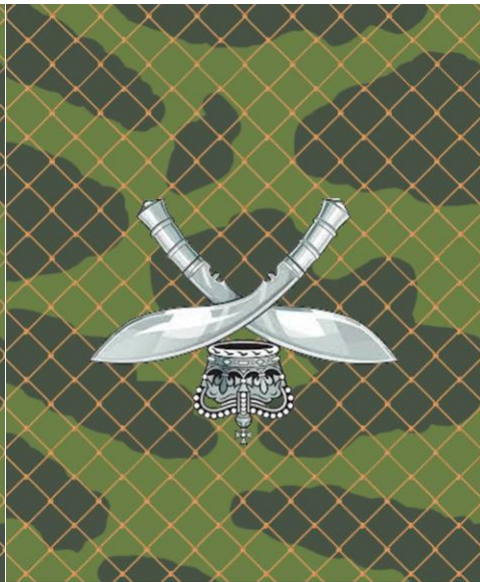
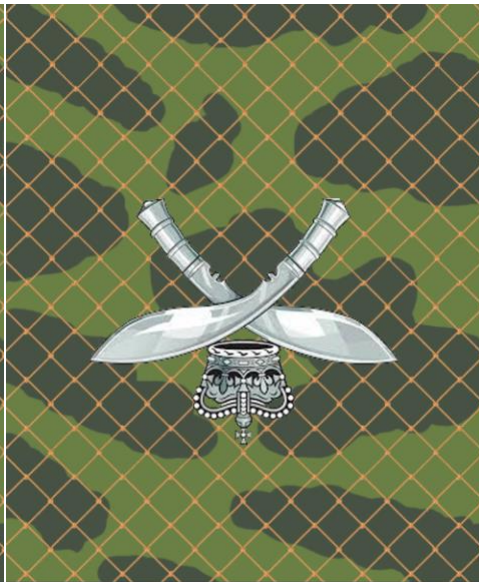


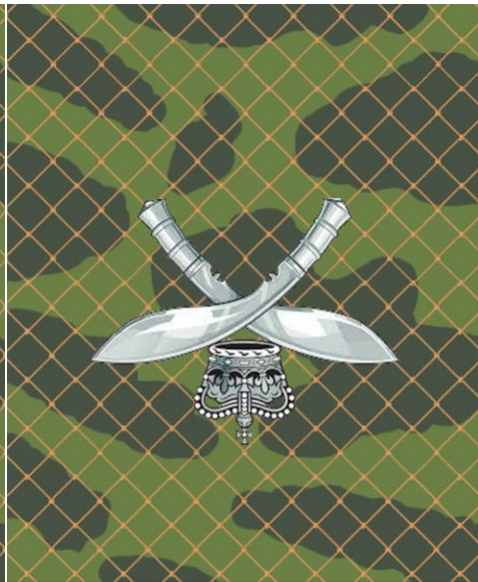
GURKHAS



GURKHAS



GURKHAS



GURKHAS

PLATOON LEADER



Charge: Morale +1
Night Move: CV -1



Morale/Panic
6/7

SECTION LEADER



Charge: Morale +1
Night Move: CV -1



Morale/Panic
5/6

RIFLEMAN



Charge: Morale +1
Night Move: CV -1



Morale/Panic
4/5

BREN GUN



Charge: Morale +1
Night Move: CV -1



Morale/Panic
4/5

VETERAN

VETERAN

VETERAN

VETERAN

CCV	GM/PIN	LM	0/+1/+2
SMG	9/5	Pts	56/66/76

CCV	GM/PIN	Points
SMG	9/4	51

CCV	GM/PIN	Points
RIFLE	10/5	20
SMG	8/3	26

CCV	GM/PIN	WF/REP	Points
Bren	6/1	-7/1+	61



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 #	crewed/uncrewed	FV
CLOSE	NA	NA	-
MEDIUM	0-2	0	0
LONG	1	2	0
EXTREME	2	3	0

GURKHAS

2" MORTAR

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



GURKHAS

MMG



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

Morale/Panic
4/5

VETERAN

2" MORTAR

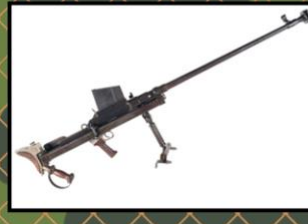


Charge: Morale +1
 Night Move: CV -1

Morale/Panic
4/5

VETERAN

ANTI-TANK RIFLE



Charge: Morale +1
 Night Move: CV -1

Morale/Panic
4/5

VETERAN

GUN CREWMAN



Charge: Morale +1
 Night Move: CV -1

Morale/Panic
3/4

VETERAN

CCV	GM/PIN	WF/REP	Points
MMG	4/0	-7(-5)/1+	114

CCV	GM/PIN	WF/REP	Points
2" Mortar	5/1	-5(-2)/2+	59

CCV	GM/PIN	MAL/REP	Points
AT Rifle	5/1	-7/2+	19

CCV	GM/PIN	Points
Rifle	8/4	15

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" #

*44/45 NWE

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

Do not add "To Hit" result to HE FV
 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	-2
MEDIUM	0-3	5	-2
LONG	0-1	3	-2
EXTREME	1	2	-2

F 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/-

Add "To Hit" result to HE (to hit must inc "0")
 Add "To Hit" result to AP.
 Target Acquired: "To Hit" +1
 Target Moving: Positive "To Hit" #

RANGE	To FV	AP/HE
CLOSE	0-3	2/0
MEDIUM	0-1	2/0
LONG	-	-
EXTREME	-	-

3.7" Mountain Howitzer

2pdr AT GUN

BREN CARRIER

PIAT

3.7" Mountain Howitzer

2pdr AT GUN

BREN CARRIER

PIAT



Dam/Des
5/9



Dam/Des
5/9



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

Morale/CE
5/9





Morale/Panic
4/5

WF /REP	Points
-5/2+	200

WF /REP	Points
-5/2+	160

OVR	1	WF/Rep	Points
BOG	9	-7/2+	74

VETERAN			
CCV	GM/PIN	WF /REP	Points
PIAT	4/0	-4/4+	85

<p>Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" #</p>		<p>Add "To Hit" result to HE FV (if To Hit inc "0") Target Acquired: "To Hit" +1 Target Moving: Positive "To Hit" # 75mm Target Moving: "To Hit" -1 75mm No Moving Fire</p>																					
EXTREME	1	2	4/2	2/-1	3/2	EXTREME	1	2	4/2	2/-1	3/2												
LONG	0-1	1	5/3	2/-1	4/3	LONG	0-1	1	5/3	2/-1	4/3												
MEDIUM	0-3	0-1	7/5	2/-1	4/3	MEDIUM	0-3	0-1	7/5	2/-1	4/3												
CLOSE	0-5	0-3	9/7	2/-1	5/4	CLOSE	0-5	0-3	9/7	2/-1	5/4												
RANGE	To Hit #	AP	CE/BU	CE/BU	MG	RANGE	To Hit #	AP	CE/BU	CE/BU	MG												
<p>M3 STUART</p>						<p>LEE</p>																	
<p>M3 STUART</p>						<p>LEE</p>																	
																							
<p>FRONT K/S/I</p> <table border="1"> <tr><td>4</td><td>3</td><td>2</td></tr> <tr><td>3</td><td>2</td><td>1</td></tr> </table>						4	3	2	3	2	1	<p>FRONT K/S/I</p> <table border="1"> <tr><td>6</td><td>5</td><td>4</td></tr> <tr><td>4</td><td>3</td><td>2</td></tr> </table>						6	5	4	4	3	2
4	3	2																					
3	2	1																					
6	5	4																					
4	3	2																					
<p>Morale/CE</p> <p>5/9</p>						<p>Morale/CE</p> <p>5/9</p>																	
<p>CE/BU</p>						<p>CE/BU</p>																	
OVR	3/1	WF/Rep	Points			OVR	3/2	WF/Rep	Points														
BOG	9/8	-5(-7)/2+	328			BOG	7/6	-5(-7)/2+	406														