













14th ARMY	14th ARMY	14th ARMY	14th ARMY
			
BRITISH	BRITISH	BRITISH	BRITISH
PLATOON LEADER	SECTION LEADER	BREN GUN	RIFLEMAN
			
			
Morale/Panic 6/7	Morale/Panic 5/6	Morale/Panic 4/5	Morale/Panic 3/4
VETERAN	VETERAN	VETERAN	VETERANS
CCV GM/PIN SMG 9/5	CCV GM/PIN SMG 8/4	CCV GM/PIN Bren 5/1	CCV GM/PIN RIFLE 8/4 SMG 6/2
LM 0/+1/+2 Pts 56/66/76	Points 51	WF/REP -7/1+ Points 61	Points 15 16

**14th ARMY**

**14th ARMY**

**2" MORTAR**

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

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

**ANTI-TANK RIFLE**

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

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.

**BRITISH**

**BRITISH**

**2" MORTAR**

**ANTI-TANK RIFLE**

**MMG**

**GUN CREWMAN**

**2" MORTAR**

**ANTI-TANK RIFLE**

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

Morale/Panic **4/5**

Morale/Panic **2/3**

Morale/Panic **3/4**

Morale/Panic **3/4**

**VETERAN**

**VETERAN**

**VETERAN**

**VETERAN**

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

CCV	GM/PIN	Points
Rifle	7/3	10

CCV	GM/PIN	WF /REP	Points
2" Mortar	3/0	-5(-2)/2+	54

CCV	GM/PIN	MAL/REP	Points
AT Rifle	3/0	-7/2+	14

Target Moving: Positive "To Hit" #

Target Acquired: "To Hit" +1

Add "To Hit" result to HE FV (if to hit inc "0")

RANGE	To Hit #	AP	HE	MG	
	CE/BU				
CLOSE	0-5	-0-3	7	-1	5/3
MEDIUM	0-3	-0-1	5	-1	4/2
LONG	0-1	1	3	-1	4/2
EXTREME	1	2	2	-1	3/1

Target Moving: Positive "To Hit" #

Target Acquired: "To Hit" +1

One man crew "To Hit" -2

Two man crew "To Hit" -1

Do not add "To Hit" result to HE FV

RANGE	To Hit	AP	HE
CLOSE	0-5	8	-2
MEDIUM	0-3	6	-2
LONG	0-1	4	-2
EXTREME	1	3	-2

Target Moving: Positive "To Hit" #

Target Acquired: "To Hit" +1

One man crew "To Hit" -2

Two man crew "To Hit" -1

Add "To Hit" result to HE FV (if to hit inc "0")

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

Target Moving: Positive "To Hit" #

Target Acquired: "To Hit" +1

Add "To Hit" result to HE (to hit must inc "0")

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

M3 STUART

6pdr AT GUN

3.7" Mountain Howitzer

PIAT

M3 STUART

6pdr AT GUN

3.7" Mountain Howitzer

PIAT




Morale/CE

5/9

FRONT	4	3	2
K/S/I			
SIDE	3	2	1




Dam/Des

5/9




Dam/Des

5/9




Morale/Panic

4/5

CE/BU

OVR	3/1	WF/Rep	Points
		Main (MG)	
BOG	9/8	-5(-7)/2+	328

WF/REP	Points
-5/2+	186

WF/REP	Points
-5/2+	237

VETERAN

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

RANGE	MG	CE/BU	AP	HE	MG	CE/BU	RANGE	TO Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	9/7	2/-1	5/4		CLOSE	0-5	0-3	9/7	2/-1	5/4
MEDIUM	0-3	0-1	7/5	2/-1	4/3		MEDIUM	0-3	0-1	7/5	2/-1	4/3
LONG	0-1	1	5/3	2/-1	4/3		LONG	0-1	1	5/3	2/-1	4/3
EXTREME	1	2	4/2	2/-1	3/2		EXTREME	1	2	4/2	2/-1	3/2

Add "To Hit" result to HE FV (if To Hit inc "0")  
 Target Acquired: "To Hit" +1  
 Target Moving: Positive "To Hit" -1  
 75mm Target Moving: "To Hit" -1  
 75mm No Moving Fire

**LEE**



**LEE**





FRONT	6	5	4
K/S/I			
SIDE	4	3	2

Morale/CE  
**5/9**

OVR	3/2	WF/Rep	Points
		Main (MG)	
BOG	7/6	-5(-7)/2+	<b>430</b>


RANGE	MG	CE/BU	AP	HE	MG	CE/BU	RANGE	TO Hit #	AP	HE	MG	CE/BU
CLOSE	0-5	0-3	9	2	6/3		CLOSE	0-5	0-3	9	2	6/3
MEDIUM	0-3	0-1	7	2	5/2		MEDIUM	0-3	0-1	7	2	5/2
LONG	0-1	1	5	2	5/2		LONG	0-1	1	5	2	5/2
EXTREME	1	2	4	2	4/1		EXTREME	1	2	4	2	4/1


Add "To Hit" result to HE FV (if To Hit inc "0")  
 Target Acquired: "To Hit" +1  
 Target Moving: Positive "To Hit" #

**SHERMAN M4A1**



**SHERMAN M4A1**





FRONT	6	5	4
K/S/I			
SIDE	4	3	2

Morale/CE  
**5/9**

OVR	4/2	WF/Rep	Points
		Main (MG)	
BOG	7/6	-5(-7)/2+	<b>418</b>

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

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

**BREN CARRIER**



**BREN CARRIER**





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

Morale/CE  
**5/9**

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