

## Movement

ACTION	COST
Move 1D6 inches	1
Take Cover	1
Cross a low obstacle	1
Cross a High Obstacle	2
Enter an unbarred	1
Dismounting	1
Fire	1
Clear an MG stoppage	1
Spot	1
Attempt a task	1
Reload artillery piece	1

# THROUGH THE MUD AND THE BLOOD

## Firing

WEAPON TYPE	DICE PER ACTION DICE OF	RANGES	
		Close	Effective
Rifle	1/2	0-18"	18-36"
Automatic Rifle	3		
Lewis Gun	4		
MG 08/15	4		
Bombers	1	-	4"-10"
Rifle Grenades	1/2	-	12"-36"
Sniper	1	0-36"	Over 36"

## Direct Fire Artillery

WEAPON	DICE PER
37mm/1 pdr	3
60mm/6pdr	4
61-76.2mm/13 pdr	5
77mm+/18 pdr	6

## Spotting

TARGET LOCATION	0-9"	9-24"	24" AND OVER
In the Open	Automatic		5
light cover	6	7	8
medium cover	7	9	11
heavy cover	10	11	14
<b>Add one</b> , to the required score for:			
Spotter under fire	Spotter elevated		
Target stationary	Per dice target moved this turn		
Target obscured by smoke or fog	Each additional dice used spotting		
It's night	Spotter is a Big Man		
Spotter Wearing a Gas Mask	Target Mounted		
Spotter buttoned up in AFV	Target is a Formation or tank		

WEAPON TYPE	DICE PER ACTION POINT	RANGES	
		Close	Effective
HMG	6	0-24"	Over 24"
Light Flamethrower	6	0-8"	-
Heavy Flamethrower	8	0-12"	-
Sharpshooter HMG	6	0-36"	Over 36"
Field Gun	Weapon	0-24"	24-48"
Tank Gun	Weapon	0-18"	18-36"

CLOSE	EFFECTIVE	LONG
3-6	4-6	5-6

Veteran/cover/mask -1  
Green +1  
Big Man adjustments

COVER	NEAR MISS	SHOCK	KILL
None – troops in the open along a	1	2, 3, 4	5, 6
Light – Ditch, shell hole or similar	1, 2, 3	4, 5	6
Medium – trench or building	1, 2, 3, 4	5	6
Heavy – solid bunker	1, 2, 3, 4, 5	6	-