

Action Result Table

HOW TO USE THE ART FOR GAPS:

1. Roll 1dF and add (or subtract) to the appropriate Trait.
2. Compare attacking Unit's Prowess (with all modifiers) to the defending Unit's Fortitude.
3. XX result means no losses taken.
4. #'s indicate how many figures are removed as casualties.

TURN SEQUENCE:

- Orders
- Initiative
- Movement
- Ranged Attacks
- Melee Attacks
- Resolve Morale

UNIT TRAITS

PROWESS -- The Units combat ability

RESOLVE -- The Units morale and determination

FORTITUDE -- The Units defense and stamina

MOVE -- The distance a Unit may move then attack as determined by the game scenario

SCALE -- Different scales exist by game type and scenario:

Skirmish -- 1:1 ratio (individual troopers)

Tactical -- Individual Vehicles to Squad level

Operational -- Battallion to Divisional level

(Single Campaign)

Strategic -- Divisional to full Corp formations

(Long Campaign or War)

OPERATIONAL SCALE

1:20

Fortitude

		+4	+3	+2	+ 1	+ 0	-1	-2	-3	-4
Prowess	+4	5	10	25	50	75	100	125	200	250
	+3	XX	5	10	25	50	75	100	125	200
	+2	XX	XX	5	10	25	50	75	100	125
	+1	XX	XX	XX	5	10	25	50	75	100
	+0	XX	XX	XX	XX	5	10	25	50	75
	-1	XX	XX	XX	XX	XX	5	10	25	50
	-2	XX	XX	XX	XX	XX	XX	5	10	25
	-3	XX	XX	XX	XX	XX	XX	XX	5	10
	-4	XX	XX	XX	XX	XX	XX	XX	XX	5