

THE FACE OF BATTLE
Movement Reference Card (10mm and 15mm)

THE FACE OF BATTLE
Movement Reference Card 10mm and 15mm

Movement

- move on movement card, V or initiative
- movement is divided into 10 segments
- movement rate is 1 to max speed per segment

Turning

wheeled and half-tracked vehicles:

- turn up to 45° while moving
- may turn multiple times during move

fully tracked vehicles:

- for every 45°, use 1cm of forward move
- may turn multiple times during move

Movement Card

- stop (breakdown)
- start (breakdown)
- move at current rate
- change speed by 1 up or down and move normally

Driver Card

- change speed by 1 up or down (no forward move)
- stop
- start (speed is 1)
- turn up to 45° if moving (tracked only)
- turn up to 180° if not moving (tracked only)

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