

THE FACE OF BATTLE
 Movement Reference Card (20mm)

THE FACE OF BATTLE <small>Movement Reference Card</small>	5.0 <hr/> 4.5 <hr/> 4.0 <hr/> 3.5 <hr/> 3.0 <hr/> 2.5 <hr/> 2.0 <hr/> 1.5 <hr/> 1.0 <hr/> 0.5	THE FACE OF BATTLE <small>Movement Reference Card</small>	5.0 <hr/> 4.5 <hr/> 4.0 <hr/> 3.5 <hr/> 3.0 <hr/> 2.5 <hr/> 2.0 <hr/> 1.5 <hr/> 1.0 <hr/> 0.5
Movement - move on movement card, V or initiative - movement is divided into 10 segments - movement rate is 1 to max speed per segment		Movement - move on movement card, V or initiative - movement is divided into 10 segments - movement rate is 1 to max speed per segment	
Turning <i>wheeled and half-tracked vehicles:</i> - turn up to 45° while moving - may turn multiple times during move <i>fully tracked vehicles:</i> - for every 45°, use 1" of forward move - may turn multiple times during move		Turning <i>wheeled and half-tracked vehicles:</i> - turn up to 45° while moving - may turn multiple times during move <i>fully tracked vehicles:</i> - for every 45°, use 1" 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		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)		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)	
THE FACE OF BATTLE <small>Movement Reference Card</small>	5.0 <hr/> 4.5 <hr/> 4.0 <hr/> 3.5 <hr/> 3.0 <hr/> 2.5 <hr/> 2.0 <hr/> 1.5 <hr/> 1.0 <hr/> 0.5	THE FACE OF BATTLE <small>Movement Reference Card</small>	5.0 <hr/> 4.5 <hr/> 4.0 <hr/> 3.5 <hr/> 3.0 <hr/> 2.5 <hr/> 2.0 <hr/> 1.5 <hr/> 1.0 <hr/> 0.5
Movement - move on movement card, V or initiative - movement is divided into 10 segments - movement rate is 1 to max speed per segment		Movement - move on movement card, V or initiative - movement is divided into 10 segments - movement rate is 1 to max speed per segment	
Turning <i>wheeled and half-tracked vehicles:</i> - turn up to 45° while moving - may turn multiple times during move <i>fully tracked vehicles:</i> - for every 45°, use 1" of forward move - may turn multiple times during move		Turning <i>wheeled and half-tracked vehicles:</i> - turn up to 45° while moving - may turn multiple times during move <i>fully tracked vehicles:</i> - for every 45°, use 1" 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		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)		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)	

THE FACE OF BATTLE
 Movement Reference Card