

THE FACE OF BATTLE
Movement Reference Card (25mm and 28mm)

| | |
|-----|-----|
| 5.0 | 5.0 |
| 4.5 | 4.5 |
| 4.0 | 4.0 |
| 3.5 | 3.5 |
| 3.0 | 3.0 |
| 2.5 | 2.5 |
| 2.0 | 2.0 |
| 1.5 | 1.5 |
| 1.0 | 1.0 |
| 0.5 | 0.5 |

THE FACE OF BATTLE
 Movement Reference Card

Movement

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

Turning

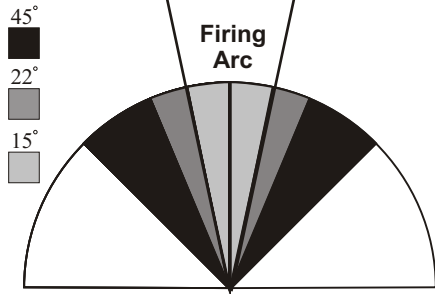
- wheeled and half-tracked vehicles:*
- turn up to 45° while moving
 - may turn multiple times during move
- fully tracked vehicles:*
- for every 45°, use 1" of forward move
 - may turn multiple times during move

Movement Card

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

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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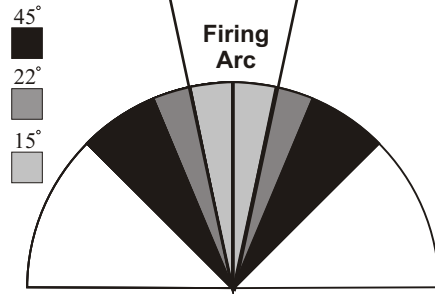
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