

**THE FACE OF BATTLE**  
Movement Reference Card (True 15mm)

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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

5.0

**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

4.5

**Movement Card**

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

4.0

3.5

3.0

2.5

**Driver Card**

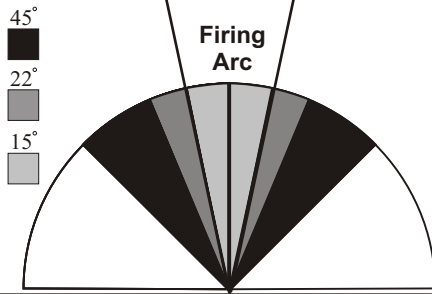
- change speed by 1 up or down (no forward move)
- stop
- start (speed is 1)
- turn up to 45° if moving (tracked only)
- turn up to 180° if not moving (tracked only)

2.0

1.5

1.0

0.5



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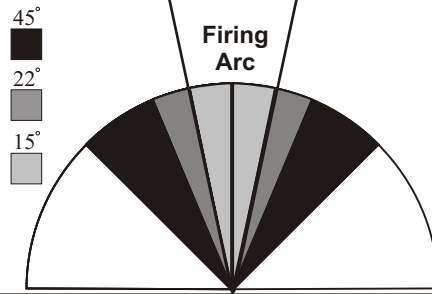
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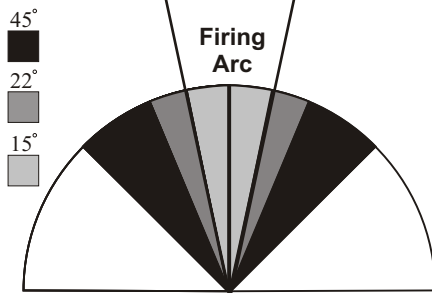
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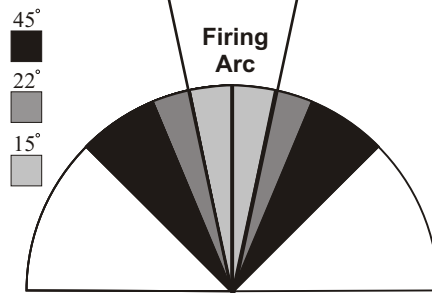
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