

# THE FACE OF BATTLE

## Movement Reference Card

**Movement Skill Checks:**  
Obstacles, Rubble

**Movement and Actions:**  
Changes Levels: reduce move by 1.0'  
Dismount: move 1.0' after dismounting  
Fire Weapon and Move: reduce move by 1/2  
Grenades: may move up to 1.0' if standing or 0.5' if kneeling  
Mount: move beside vehicle or horse, next action to mount  
Obstacles: 1/2 movement for crossing low walls, through windows  
Turn Around: use 1/2 move

Infantry Movement		
Start Stance	End Stance	Move
Stand	Stand	5.0cm
Stand	Kneel	4.5cm
Stand	Prone	4.0cm
Kneel	Stand	4.5cm
Kneel	Kneel	3.5cm
Kneel	Prone	3.0cm
Prone	Stand	3.0cm
Prone	Kneel	2.5cm
Prone	Prone	2.0cm

Terrain Modifier	
	no pass
Bocage	no pass
Forest, Heavy	3/4
Forest, Medium	3/4
Hammada	3/4
Hills	3/4
Jungle	3/4
Mud, Light	3/4
Mud, Medium	1/2
Mud, Heavy	1/4
Rubble	1/2
Sand	1/2
Snow, Light	3/4
Snow, Medium	1/2
Snow, Heavy	1/4
Stream or Creek	1/2
Swamp	1/4
Vineyard	3/4

Equipment Modifier	
Flamethrower	3/4
MMG	3/4
HMG	1/2
Mortar, Medium	3/4
Mortar, Heavy	1/2

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Kneel	Prone	3.0cm
Prone	Stand	3.0cm
Prone	Kneel	2.5cm
Prone	Prone	2.0cm

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## Movement Reference Card (10mm and 15mm)