

THE FACE OF BATTLE

Movement Reference Card

5.0

4.5

4.0

3.5

3.0

2.5

2.0

1.5

1.0

0.5

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

Movement Skill Checks:

Obstacles: Rubble

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

Terrain Modifier	
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	3.0"
Prone	Stand	3.0"
Prone	Kneel	2.5"
Prone	Prone	2.0"

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Movement Reference Card (25mm and 28mm)

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