

# THE FACE OF BATTLE

## Movement Reference Card

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

**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  
*Generades:* 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

5.0  
 4.5  
 4.0  
 3.5  
 3.0  
 2.5  
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 0.5

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## Movement Reference Card (True 15mm)