AK 47 Battle Record Sheet

Pre-game sequence.(20)	
1.	Arrive at the agreed venue.
2.	Declare army type.
3.	Layout army for opponent to see.
4.	Both players roll for reserves.
5.	Declare seven scenery items.
6.	Carry out “15 days to war”.
7.	Attacker /defender decided.
8.	Battle category decided.
9.	Defender uses battle category for on table army size and further reserves.
10.	Attacker rolls D6 to see which unit of his is reinforcement (6= choose any unit).
11.	Attacker lays out transverse road. Defender lays out “here to there” road.
12.	Defender lays out all of the scenery.
13.	Defender offers 4 objectives. Attacker chooses 3.
14.	Attacker attempts to move scenery. D6+2 rolls allowed.
15.	Players swap 1 carrier allowance for watercraft if required. Swap A/C for patrol boats.
16.	Both players award any carrier allowances they have.
17.	Defender deploys his army anywhere on the table up to 18” from his edge. One unit per 2-foot frontage. Defender declares 1 unit as dug in.
18.	Attacker deploys his army within 6” of base edge. One unit per 2-foot frontage.
19.	Both players allot 3 aggressive shooting markers.
20.	Game starts with attacker activating first.

Assets (14)	
Aggressive shots	
Artillery	
Air strike	
New General	
Reserve box	
Arrivals	
Movement	
Morale boost	

An army can roll for one asset category each turn.
A score of 6 is a success. Any more than 1 score of 6 is wasted. Any asset can be used for helicopter arrival. But only 1 asset per turn.

COUNTDOWN ⇩
21
20
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1 END

Army Specification (14)
Army Type

Army Attributes

General’s name

Unit	Quality	Composition	Attributes
1			
2			
3			
4			
5			
Date		Attacker/Defender	

Attack Points (14)
Total

Scenery- 7 Pieces (16)	
1.	5.
2.	6.
3.	7.
4.	

(45)Flag Name		

Days to war (13)

	Monday	Tuesday	Wednesday	Thursday	Friday
Week 1					
Week 2					
Week 3					

Each row must add up to a total of 16.
+1 D6 if you won yesterday.
+3 D6 if you won yesterday and did not use event table