

37. Game setup sequence		
1	Choose army	Choose army and calculate and apply additions. Country / army / name
2	Choose scenery	6 templates; display army
3	River	Choose 1-5. Add. Roll 2D6: under or same=river Place river now.
4	Scenario	Share out 36 D6. Then + any extra D6. Roll for outcomes.
5	Decide defender and attacker	Most battle points chooses.
6	Select start units	2 foot + maybe some vehicles.
7	Share scenery	Defender chooses first.
8	Road	Attacker places road. Any column. Each roll deviation D6.
9	Deploy scenery templates	Alternate. Defender first. No full long edge
10	Defender swaps	2 swaps. Each swap 4,5,6. Deploy minefield.
11	Defender special scenery	<u>Defender</u> replaces any scenery piece with special piece.
12	Partial scenery	Attacker first (8). Defender second (8).
13	Defender deploys	Defender in rows 1, 2, 3, 4.
14	Attacker deploys	Attacker deploys in row 6. Foot units in 1-5 and 6-10.
15	Attacker has turn 1	Good luck.

F.Army type				
3. Country name				
3. Army name				
Flag				

Countdown

13. Unit composition		
	P/ R / M	
Foot 1		
Foot 2		
Foot 3		
Foot 4 Extra unit		
Vehicle 1	R	
Vehicle 2	R	
Vehicle 3	R	
Vehicle 4	R	

32. My scenery	
0-2 of each = 6	
Solid buildings	
Scattered buildings	
Jungle	
Rough hills	
Gully	
Gentle hills	
Marsh / rough ground	

26. River desire (1-5)

18. Communication	
Start level =	
Each modifier is yes/no	
Prof foot = +1	Overall level
Regular foot = +1	
Light armour = +1	
Attacker = +1	

AK Battle Sheet

Notes for army

27. Scenario					
36 D6	3-14 D6	Addi- tion D6	Total	Wins? Max. 4	Bonus tokens Maximum 4
A. Leader					AP = 4
B. Men					Assault for 1AP
C. Equipment					Hits on 4,5,6
D. Cause					Morale pass on 6
E. Random					Various
Your total wins					Opponent wins

50. Victory Points

A. Net Scenery total Reference outcome	
B. Kill D6	
C. Special scenery piece=2 (+2 if Defender holds)	
D. Foot unit destroyed (2 each)	
E. Lower comms level (2 per)	
F. Flag =1	
Your Total	
Opponent total	
Win/lose total	

24. Helicopter

12,11,10,9,8,7,6,5,4,3,2,1
8D6 v foot 4D6 v vehicles/guns

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
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