

38. Turn sequence

1	Events	Sirocco arrival. Fire attempt. Helicopter: arrive-move-shoot-duration
2	Place bonuses	Give to unit leaders only. Roll to see if they are effective.
3	General	Move, replace leader, or add 1 to unit motivation AP scores.
4	Morale	Any foot unit with 2 problems.
5	Unit by unit	D6 for AP (max 3), do actions. Square by square.
6	Communications	Communications TWICE (then sirocco movement)
7	Countdown	Take D6 from 36 (re-roll)

40. Action points

Foot bases (no diagonals)
Prof +1 to AP roll/ Militia -1 from AP roll
Pinned = -2AP
Effect = max 3 owned squares.

Roll D6

Foot

With leader (re-roll)

Proximity

Distant (opponent re-roll)

Vehicles and towed guns

Partner in square (re-roll)

Partner not in square

40. Action cost

40. Action cost	Base type			
Action	Foot base	MG RCL mortar	Towed gun	Vehicle
First shot	1			
Second shot	3			
<u>Leave</u> difficult square	2	4		
<u>Leave</u> other square	1	2	4	1
Assault (from face)	4	No	No	4
Remove casualty	2		No	
Appoint new leader	1 (3, 4, 5, 6)		No	
Remove pin (1 better if leader / General)	1 (4,5,6)		No	
Single action (not assault)	All AP			

39. Morale Foot only

Morale if 2 problems:

2 casualty markers

Another 2 casualty markers

No leader

Only 4 bases left

9 or more = OK

Leader + General allows re-roll

If Fail:

Roll 4D6

Each 4,5,6 = lose 1 base

Professional / Militia re-roll

16. General

1. Movement 2,3,4,5,6 again, again, again....
2. Count as the leader if leader dead.
3. With leader = +1 AP
4. Can cause morale test re-roll.
5. Immune from opp shoot unless **with** unit.
Saves on 2, 3, 4, 5, 6 except assaults (no save)

AK play sheet
BACK

Roads Roads in direction allow vehicles to exit scenery as if into the open.

18. Communications

11,12	Aircraft! No deviation. All in the square are hit. Square is pinned.
9,10	HE! 3 squares left to right. 1 must be visible to shooter's army. Deviation. 1=short. 6=over Each target rolls 1D6. 3,4,5,6 = hit. Any kill = All foot become pinned .
6,7,8	Reinforcements! Vehicle unit on or half foot unit ready
5	Message from the leader! Well done. Remove 1 casualty base (anywhere).
1,2,3,4	The damned Militia! Bring back foot bases. Includes weapons. Join existing bases. Militia up to 3 Regular up to 2 Professional up to 1 These bases do not change pinned or taking cover status.

42. Shooting

**Range and how many D6 per shot
5,6 to hit (6 for return and opportunity)**

Crowded foot (4+ bases) = re-roll
Super crowded foot (8+ bases) = re-roll AND 1 better to hit

Shooter	Range	Foot	Towed gun	Vehicle
Foot base	3	1	1	0
Foot AT	Proximity		1 opp. / return only	
Recoilless	4	1	2	2
MG	4	3	2	1 not tanks
Technical	3	3	2	
Lt. armour MG	5	3	2	
Mortar (not proximity)	5	3	2	0
Towed gun	5	3	2	1
Tank gun	5	1	2	3

Return / opportunity shooters
Militia 3 Regular 4 Professional 5

44. Saves Basic = 4, 5, 6

1 = auto fail 6 = auto save
Failed save = dead

Better:

Partial cover (towed gun / foot)	1
Leader	1
Light armour	1
Taking cover (towed gun / foot)	1
Solid building / jungle (towed gun / foot)	2
Tank	2

Worse:

Proximity range (all)	1
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22. Mortars

Direct shooting only. Crowded re-roll.
Can shoot in and out of dead ground
No proximity shooting. No deviation.

43. Provoked fire

Choose which unit to hit.

Shots limited by quality:

3 Militia; 4 Regular; 5 Professional

45. Pinned

A traded-in hit that scores 5,6 = Pinned

- Only foot bases can be pinned (not towed guns)
- Pinned bases lose 2AP
- Opportunity / return shooting still OK
- 4,5,6 to remove (3,4,5,6 if any leader / General)

46. Fall-backs

D6 per pursuer base (max 4)
5,6 = dead. No saves except
vehicles get assault saves.
Casualties dragged back (1
to 1)

Move to any facing square.

AK play sheet FRONT

21. Transports

Transports have no AP.

Move 1 square at a time

2,3,4,5,6: exit non-template (or
road)

3,4,5,6: exit template

Fail = can debus in same square

Otherwise 1 square after debus

But no foot AP; cannot shoot.

48. Assault dice

Count bases / towed guns / vehicles: maximum 6
(8 for Raw assaulters)

Start on 2D6 per base / gun / vehicle

Assaulter		Target	
Each step better	+1	Each step better	+1
Leader	+1	Tank	+1
Short assault	+1	Pinned or gun or mortar or RCL	-1
Each 6 = 1 casualty		MG	+2
		Foot in solid building/jungle	+1

Target rolls (can re-roll) first
Assaulter rolls (can re-roll) second

Vehicles (not towed guns) can save in an assault on **4, 5, 6**
+2 tank +1 light armour -1 solid building / jungle
Fail = instantly dead (count as 2 casualties)

Target wins unless the assaulter causes more casualties or
destroys the target.

Apply 1D6 per winner base (max. 4): 5,6 = another dead