



BP	Extra Temp.	Extra BM	AP/AT
1	0	0	6+/6+
2	0	0	5+/6+
3	0	0	4+/5+
4-5	1	0	4+/5+
6-7	1	1	4+/5+
8-9	2	1	4+/5+
10-12	2	2	4+/5+
13-15	2	3	4+/5+
16-18	2	4	4+/5+

Terrain	INF	AV	WE
Building	4+	I	I
Cliff	I	I	I
Fortification	3+, S	S	I
Jungle	4+	I	D
Marsh	6+, D	D	D
Open, Hill	-	-	-
River	6+, D	I	-
Road	S	S	S
Ruin, Rubble	4+	D	D
Scrub	6+	-	-
Woods	5+	D	D

To Hit Modifier Table	
Target is in cover	-1
Attacker is carrying out a double or marshal action	-1
Attacker is carrying out a sustained fire action	+1

Needing 7+ to Hit	
Target	D6 rolls needed
7	6 followed by 4, 5 or 6
8	6 followed by 5 or 6
9	6 followed by 6
10	May not be hit

taccmd.tacticalwargames.net  
tp.net-armageddon.org

15

1

**Actions**

Advance	Move & shoot
Engage	Move & assault
Double	Move twice & shoot (-1)
March	Move three times
Marshal	Move & regroup, or shoot (-1) & regroup
Overwatch	Enter overwatch
Sustained Fire	Shoot (+1)
Hold	Move, shoot or regroup

14

2

13

3

12

4

11

5

**Action Test Table**

Formation has at least one Blast marker	-1
Formation is trying to retain the initiative	-1

10

6

9

7

**Assault Modifiers**

For each kill you have inflicted	+1
You have more units	+1
You have more than twice as many units	+1
Your formation has no Blast markers	+1
The opposing formation has more Blast markers	+1

8

8

7

9

6

10

**Rally Test Modifiers**

Formation is broken	-2
There are enemy units within 30cms	-1

5

11

4

12

**Victory Conditions Summary**

Blitz	Capture the objective on your opponent's board edge
BTS	Destroy the enemy formation worth the most points
DTF	Control all three objectives in your table half
T&H	Capture two objectives in your opponent's table half
TSNP	No unbroken enemy formations in your table half

3

13

2

14

1

15