

Low Resolution (Most Common) Unit Records
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Stats			Unit Name: _____		Ldr. Name: _____		Stats			Unit Name: _____		Ldr. Name: _____							
	Unit	Ldr								Unit	Ldr								
G									G										
A									A										
M									M										
E									E										
R									R										
Hand to Hand Combat Procedure:			Hand to Hand Combat Procedure:						Hand to Hand Combat Procedure:			Hand to Hand Combat Procedure:							
Movement (1d10):			Movement (1d10):						Movement (1d10):			Movement (1d10):							
Both players draw card to get initial melee value			Both players draw card to get initial melee value						Both players draw card to get initial melee value			Both players draw card to get initial melee value							
the unit. The blue arrow shows the maximum movement allowed for the unit.			the unit. The blue arrow shows the maximum movement allowed for the unit.						the unit. The blue arrow shows the maximum movement allowed for the unit.			the unit. The blue arrow shows the maximum movement allowed for the unit.							
Cumulative movement modifiers:			Cumulative movement modifiers:						Cumulative movement modifiers:			Cumulative movement modifiers:							
+1 if you are wounded			+1 if you are wounded						+1 if you are wounded			+1 if you are wounded							
-1 if you are stunned			-1 if you are stunned						-1 if you are stunned			-1 if you are stunned							
Rough or woods: move x ½			Rough or woods: move x ½						Rough or woods: move x ½			Rough or woods: move x ½							
Wounded (lower body): move x ¼			Wounded (lower body): move x ¼						Wounded (lower body): move x ¼			Wounded (lower body): move x ¼							
+2 if you are stunned			+2 if you are stunned						+2 if you are stunned			+2 if you are stunned							
etc.: -2"			etc.: -2"						etc.: -2"			etc.: -2"							
Through windows: -4"			Through windows: -4"						Through windows: -4"			Through windows: -4"							
+ weapon HtH value			+ weapon HtH value						+ weapon HtH value			+ weapon HtH value							
+ Melee attribute value			+ Melee attribute value						+ Melee attribute value			+ Melee attribute value							
High result wins hand-to-hand			High result wins hand-to-hand						High result wins hand-to-hand			High result wins hand-to-hand							
Draw a card for damage to enemy			Draw a card for damage to enemy						Draw a card for damage to enemy			Draw a card for damage to enemy							
Best only modifiers:			Best only modifiers:						Best only modifiers:			Best only modifiers:							
+3 if you are defending cover			+3 if you are defending cover						+3 if you are defending cover			+3 if you are defending cover							
+2 if you outnumber enemy			+2 if you outnumber enemy						+2 if you outnumber enemy			+2 if you outnumber enemy							
etc.: -2"			etc.: -2"						etc.: -2"			etc.: -2"							
Through doors: move x ½			Through doors: move x ½						Through doors: move x ½			Through doors: move x ½							
Wounded (over body): move x ¼			Wounded (over body): move x ¼						Wounded (over body): move x ¼			Wounded (over body): move x ¼							
+3 if you are over walls, up slope,			+3 if you are over walls, up slope,						+3 if you are over walls, up slope,			+3 if you are over walls, up slope,							
etc.: -2"			etc.: -2"						etc.: -2"			etc.: -2"							
Skirmish			Skirmish						Skirmish			Skirmish							
World War II			World War II						World War II			World War II							
COMBAT PATROL™			COMBAT PATROL™						COMBAT PATROL™			COMBAT PATROL™							
Lose if pushed back two inches			Lose if pushed back two inches						Lose if pushed back two inches			Lose if pushed back two inches							
if the result is a tie, both are			if the result is a tie, both are						if the result is a tie, both are			if the result is a tie, both are							
Losers is pushed back two inches			Losers is pushed back two inches						Losers is pushed back two inches			Losers is pushed back two inches							
enemy (no cover applies)			enemy (no cover applies)						enemy (no cover applies)			enemy (no cover applies)							
enemy (no cover applies)			enemy (no cover applies)						enemy (no cover applies)			enemy (no cover applies)							
On Set!			On Set!						On Set!			On Set!							
On Set!			On Set!						On Set!			On Set!							

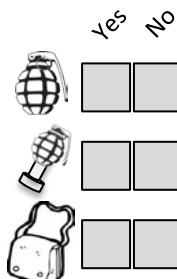
Medium Resolution Unit Records
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Unit Name: _____

Guts: _____

WEAPONS:

Weapon	S	M	L	Pen	HtH

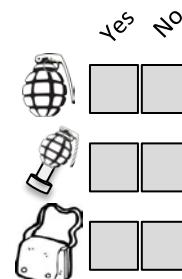


Unit Name: _____

Guts: _____

WEAPONS:

Weapon	S	M	L	Pen	HtH

**Figure Stats**

#	L	1	2	3	4	5
G						
A						
M						
E						
R						

Figure Stats

#	L	1	2	3	4	5
G						
A						
M						
E						
R						