

Hand to Hand Combat Procedure: • Both players draw card to get initial melee value • Cumulative modifiers: 0 -1 if you are stunned 0 -1 if you are wounded 0 +2 if you outnumber enemy 0 +3 if you are defending cover • Best only modifiers: 0 + weapon Hth value 0 + Melee attribute value • High result wins hand-to-hand • Draw a card for damage to enemy (no cover applies) • Loser is pushed back two inches • If the result is a tie, both are pushed back two inches	COMBAT PATROL World War II Skirmish TM
Hand to Hand Combat Procedure: • Both players draw card to get initial melee value • Cumulative modifiers: 0 -1 if you are stunned 0 -1 if you are wounded 0 +2 if you outnumber enemy 0 +3 if you are defending cover • Best only modifiers: 0 + weapon Hth value 0 + Melee attribute value • High result wins hand-to-hand • Draw a card for damage to enemy (no cover applies) • Loser is pushed back two inches • If the result is a tie, both are pushed back two inches	Movement (1d10): • Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts. • Rough or woods: move x ½ • Wounded (lower body): move x ½ • Through doors, over walls, up slope, etc.: -2" • Through windows: -4"

Hand to Hand Combat Procedure: • Both players draw card to get initial melee value • Cumulative modifiers: 0 -1 if you are stunned 0 -1 if you are wounded 0 +2 if you outnumber enemy 0 +3 if you are defending cover • Best only modifiers: 0 + weapon Hth value 0 + Melee attribute value • High result wins hand-to-hand • Draw a card for damage to enemy (no cover applies) • Loser is pushed back two inches • If the result is a tie, both are pushed back two inches	COMBAT PATROL World War II Skirmish TM
	Movement (1d10): • Draw a card from the Action Deck for the unit. The blue arrow shows the maximum movement allowance for soldiers within the unit, based on Guts. • Rough or woods: move x ½ • Wounded (lower body): move x ½ • Through doors, over walls, up slope, etc.: -2" • Through windows: -4"

Low Resolution (Most Common) Unit Records
© 2015 John R. "Buck" Surdu

Unit Name: _____ Guts: _____

WEAPONS:

Weapon	S	M	L	Pen	HtH



Yes No

☐☐

☐☐

☐☐

Unit Name: _____ Guts: _____

WEAPONS:

Weapon	S	M	L	Pen	HtH



Yes No

☐☐

☐☐

☐☐

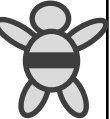
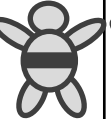
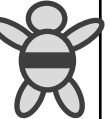
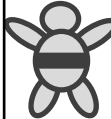
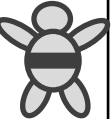
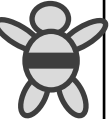
Figure Stats						
#	L	1	2	3	4	5
G						
A						
M						
E						
R						

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