

Stats	
	Ldr
G	E
A	R
M	1
E	6
R	3

Character Name: Moff Tiann Jerjerrod

Weapon	S	M	L	Pen	HtH
E-11 Rifle	9	18	36	1	+1

Yes No

Stats	
	Ldr
G	E
A	R
M	1
E	6
R	3

Character Name: Grand Moff Wilhuff Tarkin

Weapon	S	M	L	Pen	HtH
E-11 Rifle	9	18	36	1	+1

Yes No

COMBAT PATROL

World War II Skirmish

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.
- -1 if you are stunned
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- +2 if you outnumber enemy
- +3 if you are defending cover
- Best only modifiers:
- + weapon HtH value
- + 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

Through windows: -4"

etc.: -2"

- Through doors, over walls, up slope,
- Wounded (lower body): move x ½
- Rough or woods: move x ½

COMBAT PATROL

World War II Skirmish

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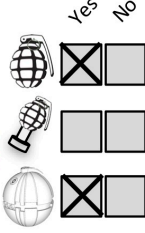
Stats	
	Ldr
G	E
A	E
M	1
E	3
R	4

Character Name: General Maximillian Veers



Weapon	S	M	L	Pen	HtH
E-11 Rifle	9	18	36	1	+1

Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.



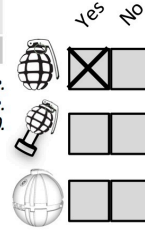
Stats	
	Ldr
G	E
A	R
M	1
E	3
R	4

Character Name: Admiral Akbar



Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

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Thermal detonator has a penetration of 10.



Hand to Hand Combat Procedure:

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COMBAT PATROL
World War II Skirmish™

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COMBAT PATROL
World War II Skirmish™

Stats	
	Ldr
G	R
A	R
M	1
E	6
R	3

Character Name: Captain Raymus Antilles

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

Yes No

Grenade uses small HE template.
 Thermal detonator uses medium HE template.
 Thermal detonator has a penetration of 10.

Stats	
	Ldr
G	E
A	R
M	1
E	6
R	4

Character Name: Wedge Antilles

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

Yes No

Grenade uses small HE template.
 Thermal detonator uses medium HE template.
 Thermal detonator has a penetration of 10.

COMBAT PATROL

World War II Skirmish

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COMBAT PATROL

World War II Skirmish

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Stats	
	Ldr
G	E
A	R
M	4
E	9
R	3

Character Name: Chewbacca

Weapon	S	M	L	Pen	HtH
Bowcaster	8	12	16	2	+1
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.*

Yes
 No

Yes
 No

Yes
 No

Stats	
	Ldr
G	R
A	R
M	1
E	9
R	4

Character Name: "Chopper"

Weapon	S	M	L	Pen	HtH
Shock-arm	3	6	12	0	+1

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.*

Yes
 No

Yes
 No

Yes
 No

COMBAT PATROL

World War II Skirmish

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World War II Skirmish

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Stats	
	Ldr
G	R
A	R
M	1
E	6
R	3

Character Name: Biggs Darklighter

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
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Yes
 No

Yes
 No

Yes
 No

Stats	
	Ldr
G	E
A	R
M	1
E	6
R	3

Character Name: General Jan Dodonna

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

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Yes
 No

Yes
 No

Yes
 No

COMBAT PATROL

World War II Skirmish

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World War II Skirmish

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Stats	
	Ldr
G	E
A	R
M	1
E	6
R	3

Character Name: General Crix Madine

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.*

Yes
 No

Yes
 No

Yes
 No

Stats	
	Ldr
G	E
A	R
M	1
E	6
R	3

Character Name: Senator Mon Mothma

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
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Yes
 No

Yes
 No

Yes
 No

COMBAT PATROL

World War II Skirmish

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Stats	
	Ldr
G	E
A	R
M	1
E	6
R	4

Character Name: Nien Nunb

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.*

Yes
 No

Yes
 No

Yes
 No

Stats	
	Ldr
G	E
A	R
M	3
E	6
R	3

Character Name: Zeb Orellious

Weapon	S	M	L	Pen	HtH
AB-75 bo-rifle	30	60	120	2	+2
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.*

Yes
 No

Yes
 No

Yes
 No

COMBAT PATROL

World War II Skirmish

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Stats	
	Ldr
G	E
A	E
M	1
E	9
R	5

Character Name: Leia Organa

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.*

Yes No

Yes No

Yes No

Stats	
	Ldr
G	E
A	R
M	1
E	6
R	4

Character Name: General Carlist Rieekan

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

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Yes No

Yes No

Yes No

COMBAT PATROL

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Stats	
	Ldr
G	E
A	E
M	2
E	9
R	4

Character Name: Han Solo

Weapon	S	M	L	Pen	HtH
DL-44 Blaster	5	10	20	1	+2
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.*

Yes
 No

Yes
 No

Yes
 No

Stats	
	Ldr
G	E
A	R
M	1
E	6
R	4

Character Name: Hera Syndulla

Weapon	S	M	L	Pen	HtH
DH-17 Blaster	6	12	24	0	+1
Hand Grenade	1	2	4	--	--

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Yes
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Yes
 No

Yes
 No

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Stats	
	Ldr
G	E
A	R
M	1
E	6
R	4

Character Name: Sabine Wren

Weapon	S	M	L	Pen	HtH
Westar 34	10	20	40	0	+2
Hand Grenade	1	2	4	--	--

*Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.*

Yes No

Yes No

Yes No

Stats	
	Ldr
G	
A	
M	
E	
R	

Character Name:

Weapon	S	M	L	Pen	HtH

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Thermal detonator has a penetration of 10.*

Yes No

Yes No

Yes No

COMBAT PATROL

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Stats

	Ldr
G	E
A	E
M	3
E	9
R	3




Character Name: Boba Fett

Weapon	S	M	L	Pen	HtH
EE-3 Carbine	8 (2)	16 (2)	32 (1)	0	+2
Hand Grenade	1	2	4	--	--

Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.



Yes No


Stats

	Ldr
G	R
A	G
M	1
E	3
R	2




Character Name: Greedo

Weapon	S	M	L	Pen	HtH
DT-12 Blaster	20	40	80	1	+1
Hand Grenade	1	2	4	--	--

Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.



Yes No

COMBAT PATROL
World War II Skirmish

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- 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"

COMBAT PATROL
World War II Skirmish

Hand to Hand Combat Procedure:

- Both players draw card to get initial melee value
- Cumulative modifiers:
 - -1 if you are stunned
 - -1 if you are wounded
 - +2 if you outnumber enemy
 - +3 if you are defending cover
- Best only modifiers:
 - + weapon HtH value
 - + 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
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Stats	
	Ldr
G	
A	
M	
E	
R	

Character Name:



Weapon	S	M	L	Pen	HtH

Grenade uses small HE template.
Thermal detonator uses medium HE template.
Thermal detonator has a penetration of 10.

Yes No

Stats	
	Ldr
G	
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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 1/2
- Wounded (lower body): move x 1/2
- Through doors, over walls, up slope, etc.: -2"
- Through windows: -4"

COMBAT PATROL
World War II Skirmish

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