Look, Sarge, No Charts: World War II

Unit Roster for those misguided souls who just **must** have a chart

Unit Name	Movement				Defense				Fire				For HQ Bases	
	Open	Road	Wood	Rough	Open	Light	Med	Hvy	Short		Long		Morale Value	Command Radius
									Rng	AF	Rng	AF		

Who attacks first in a close assault?

Attacker is attacking Defender's	Defender's Condition		
	Good	Pinned	Retreating
Front	Defender attacks first	Both attacks are simultaneous	Attacker attacks first
Flank or Rear	Both attacks are simultaneous	Attacker attacks first	Attacker attacks first

Optional modifiers to the number of spotting dice rolled

Spotting unit is designated reconnaissance	+1 die
Spotting unit is stationary infantry or AT gun	+1 die
Enemy units fired from the target area	+1 die
Spotting unit is moving	-1 die
For every 10" the target area is from the spotting unit	-1 die

Die Roll	1	2	3	4	5	6
Spotting					X	X
Morale 1	PIN	Retreat / PIN	Retreat	PIN / OK	OK	Random Order
Morale 2	Elite	Regular	Regular	Green	Green	Green
Engineering				X	X	X
Random Orders	same as last turn	same as nearest unit	same as nearest unit	advance toward enemy	withdraw half move	no action
Opportunity Fire						

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