

Stats			Unit Name: _____							
	Unit	Ldr	Ldr Name: _____							
G	A	M	E	R	Weapon	S	M	L	Pen	HtH

Yes No

Yes No

Yes No

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Yes No

Yes No

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
- If the result is a tie, both are pushed back two inches

COMBAT PATROL™

World War II Skirmish

- 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:

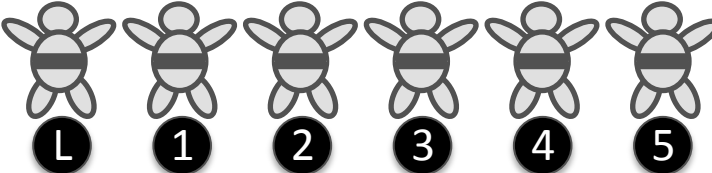
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							Yes No
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	Unit	Ldr
G		
A		
M		
E		
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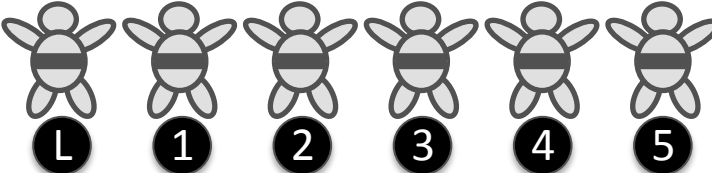
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COMBAT PATROL
World War II Skirmish™

Movement (1d10):

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							Yes No
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G		
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<input type="checkbox"/>	<input type="checkbox"/>										
<input type="checkbox"/>	<input type="checkbox"/>										
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Yes	No		Weapon	S	M	L	Pen	Hth			

Unit Name: _____ Guts: _____ WEAPONS:

<input type="checkbox"/>	<input type="checkbox"/>										
<input type="checkbox"/>	<input type="checkbox"/>										
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Yes	No		Weapon	S	M	L	Pen	Hth			

Unit Name: _____ Guts: _____ WEAPONS:













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

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#	L	1	2	3	4	5
G						
A						
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R						