

Infantry Platoon # \_\_\_\_\_ Company \_\_\_\_\_ Battalion/Regiment \_\_\_\_\_



| Total Unit Casualties<br>(Mark Off As They Occur) |                  |                  |                  |                  |                  | Lieutenant<br>KIA WIA |                  | Sergeant<br>KIA WIA |  |
|---|------------------|------------------|------------------|------------------|------------------|-----------------------|------------------|---------------------|--|
| 1<br>KIA<br>WIA                                   | 2<br>KIA<br>WIA  | 3<br>KIA<br>WIA  | 4<br>KIA<br>WIA  | 5<br>KIA<br>WIA  | 6<br>KIA<br>WIA  | 7<br>KIA<br>WIA       | 8<br>KIA<br>WIA  | 9<br>KIA<br>WIA     | 10<br>KIA<br>WIA                         |
| 11<br>KIA<br>WIA                                  | 12<br>KIA<br>WIA | 13<br>KIA<br>WIA | 14<br>KIA<br>WIA | 15<br>KIA<br>WIA | 16<br>KIA<br>WIA | 17<br>KIA<br>WIA      | 18<br>KIA<br>WIA | 19<br>KIA<br>WIA    | Go To<br>Your Good<br>Luck A<br>Soldier! |

Critical Morale Test Every Turn When Unit Has Lost Over Half Original Strength.

| Morale                   |         |
|--------------------------|---------|
| Major Morale             | 2<br>D6 |
| Leaderless Score To Move | 1<br>D6 |

|                        |  |
|------------------------|--|
| Unit Fires As:         |  |
|                        |  |
| Rifle Range In Inches: |  |

| D20 Chances To Hit By Target Class            |  |   |  |
|---|--|---|--|
| Class I<br>MASS OR<br>CLOSE ORDER<br>IN CLEAR | Class II<br>OPEN ORDER,<br>GUN CREWS<br>IN CLEAR | Class III<br>PRONE OR<br>ROUGH<br>TERRAIN | Class IV<br>BUILDINGS,<br>WALLS,<br>ENTRENCH-<br>MENTS |
|   |  |   |  |

| Mark Off "Volleys" As Fired<br>(Optional Rule) |    |    |   |   |   |
|--|----|----|---|---|---|
| 12   | 11 | 10 | 9 | 8 | 7 |
| 6  | 5  | 4  | 3 | 2 | 1 |

## THE SWORD AND THE FLAME

| Movement Chart                            |   |                |                |                |
|---|---|----------------|----------------|----------------|
| F<br>o<br>r<br>m<br>a<br>t<br>i<br>o<br>n | In Rough Terrain,<br>Subtract The Highest Die Rolled. |                |                |                |
|   | Cross<br>Country                                      | On<br>Road     | Charge         | Road<br>Charge |
| Close or<br>Square                        | 2D6   | Not<br>Allowed | 3D6            | Not<br>Allowed |
| March<br>Column                           | 3D6   | 4D6            | 4D6            | 5D6            |
| Open<br>Order                             | 3D6   | Not<br>Allowed | 4D6            | Not<br>Allowed |
| Prone                                     | 1D6   |                | Not<br>Allowed |                |

| To Pass                                |            |
|--|------------|
| w/ Leader                              | w/o Leader |
| Critical & "Pinned" <sup>2</sup><br>D6 |            |
| w                                      | w/o        |
| Charge Completion <sup>1</sup><br>D6   |            |
| w                                      | w/o        |
| Stand And Fight <sup>1</sup><br>D6     |            |
| w                                      | w/o        |
| Rally <sup>1</sup><br>D6               |            |
| w                                      | w/o        |