

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



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

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

Morale	
Major Morale	2 D6
Leaderless Score To Move	1 D6

Unit Fires As:	
Rifle Range In Inches:	

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

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

## THE SWORD AND THE FLAME

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

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