

[illegible]

Maneuver Rolls	
Failed Roll	Move 0 spaces
Roll 2-5	Move 1 space
Roll 6-10	Move 2 spaces
Roll 11-15	Move 3 spaces
Roll 16+	Move 4 spaces

Attack Modifiers	
+2	Directly ahead
+1	Diagonally ahead
0	To the side
-2	Diagonally behind
-4	Directly behind
-2	For each occupied Unit between attacker and target
-1	For each unoccupied Unit between attacker and target

Procedures

Step 1: Bid on Difficulty Number.

Step 2: Make resisted rolls.

Step 3: Conduct actions.

Step 4: Roll on random tables.

Step 5: Reposition vehicles.