The Way of the Warrior ver 1.5

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The Way of the Warrior (WotW) is a solo system to simulate small tactical war operations. Is not aimed at a specific period: the base version of the rules is set on WWII but is quite easy to introduce new periods/themes.

Game components

To play WotW You need:

- One blank WotW Log sheet (the last page of this document): on this sheet You will keep track of the attributes of members of your squad and of the current mission details (aka the [Mission Track]).
- Two six-sided dices of different colour.

Note: 1d6 means "roll one dice", 2d6 means "roll two dices and sum the result", while 1d3 means "roll one dice and halve the result"

Campaign Setup

Select one of the available nationalities for your units if this is the first mission: German, US, Russian, Italian and Finland are available for the WWII.
Select one theatre of the operations in the [Theatre of Operations] Table where your nationality is present and use the other nationality specified in the in the table for the enemy forces.

Game Sequence

The basic flow of the game is the following:

- Mission briefing: determine the objectives of the mission
- Equipment: choose your team
- Mission:
  - Event determination
  - Encounter phase
  - Advance to next zone
- Post-mission debriefing: experience gain

Mission Briefing

Description: each mission has a final objective that must be reached; the approach to the objective is made of a series of steps that must be followed. With the exception of the last step of the mission (the real objective) you will roll for every step to determine the enemy forces (if any) present: the last step of the mission has always a fixed enemy force. The Steps are recorded on the Log sheet and represents the terrain of ht current mission.

Target approach: create 3+1D3 mission steps by rolling 2D6 and consult the [Steps Table]. Each row in this table will list a series of steps that must be crossed over: write each step in the [Mission Track] in the Log Sheet.

> Example
> Theatre of Operations: Russia 1943
>
> "Target approach: create 3+1D3 mission steps by rolling 2D6 in the [Steps Table]"
>
> > Roll 1d6: result is 2; 2 halved is 1 so 1d3=1.
> > 3+1d3=3+1=4 : You must roll 4 times in the [Steps Table]
> >
> > Roll # 1: roll 2d6, result is 1 and 6, that is read "16". In the [Steps Table] for Europe 16 gives
> >
> > > Road
> > > Cliff
> > > Hill top
> >
> > The first 3 steps of your mission are defined.
> >
> > Roll # 2: roll 2d6, result is 2 and 4 = "24". In the [Steps Table] 24 gives

Wood
Wood

So you have two consecutive Wood steps (4th and 5th), representing a small forest.

Roll #3: ...
Roll #4: ...

Objective: after the creation of the steps for the Target Approach phase, roll 2D6 and consult the [Objective Table] to determine the mission objective. Write the objective steps in the [Mission Track]. In the [Objective Table] you will also find the Enemy Forces for the last step: write the expected Enemy Forces for your current mission in the last step row of the [Mission Track]. The last step of the mission, the objective, is always described in the [Objective Table].

Equipment

Description: select your men or re-equip your existing team members.

If this is the first mission then the [Team Table] relative to your nationality will determine how many Command Points (CP) you have at your disposal. You must select at least three men in the [Team Table] using these CP (unused CP can be save for later use); the max team size is given in the [Team Table]. Every man is described in terms of Quality, CP cost and weapon. Every soldier has also 4 grenades.

If you've already played a mission then you have 2 CP available (1 CP if you've aborted the last mission) to select some reinforcements, plus any saved CP; the max team size is still the one given in the [Team Table]. You can freely change weapon for Veteran/Private while Green must use their starting weapon.

LMG and Mortar can be equipped by paying the relative costs in CPs: both weapons require that two squad members are assigned to the weapon fire (they cannot use their individual weapon).

You can give to a new member a Medical expertise (used to treat the wounded soldiers) by adding 1/2CP (depending on the nationality) to the base cost.

Range

In the Encounter phase you will be acting in one of the three possible ranges: Short, Medium, Long. You can change the range during the Movement sub-phase: the range level can be incremented/decremented of one level.

Unless specified otherwise you start a new Step at Medium range.

Every weapon provide a Fire Factor depending on the range: the [Weapon List] table specify the Short/Medium/Long range FF.

Cover

Every step in the [Event Table] include a column when you will find the cover (if any) offered by the relative terrain; there are two cover types, light and heavy: depending on the cover any force (your team or the enemy) will receive a bonus in the fire phase, found in the [Fire Table] modifiers list.
The last step of the mission, the objective, is always described in the [Objective Table]: if the terrain of the objective is not present in the [Event Table] (like the Radio Station) you will find in the [Objective Table] the relative cover (if any) or a standard terrain to be used to lookup the cover.

Formation

Your team is normally on Column formation (road): when facing the enemy you can choose between Line formation or Open Order formation.
Line formation make possible the creation of a Fire Group.
Open Order formation gives your men a positive modifier when fired at.
You can change formation during the movement sub-phase.

Mission

Mark in the Mission Track the current position of your Squad: step #1.

The mission is over when the final step is free of enemies or if you abort it: if you abort a mission you won't get any experience points

Until you've reached and achieved the mission objective follow the sequence

1. Check the weather effects when applicable
2. If you're on the last step if the Mission Track then keep track of the final enemy forces and go to 5
3. Roll 2d6 and consult the Event table corresponding to the terrain of the current position in the Mission Track: this will determine any random encounter/event and the relative range.
4. If no encounter is selected then go to 11, otherwise determine the enemy patrol composition in the [Patrol Table] and/or keep track of the enemy forces indicated in the Event Table.
5. Surprise Check: test morale for all men involved (including the enemy forces); Green that fail are pinned, others that fail suffer a +1 modifier for the fire on the next fire phase and cannot move: surprised units automatically deploy in Open Order formation.
6. Movement phase: your group can change formation or change range (only if ALL men can move); alternatively single soldiers can remove the Pinned status. The unit movement could determine a modifier in the [Fire Table] for both the firer and/or the target.
7. Fire Phase: all eligible soldiers can fire. If on Line formation you can create a Fire Group
8. Enemy Action phase.
9. Route phase: check morale (also for the enemy forces) if the group suffered a Kill result in this turn. Enemy units that fails will leave the field; any soldier of your team that fails is Pinned. A team member with Medical experience can treat a Wounded soldier in this phase.
10. If the enemy forces have been defeated go to 11, otherwise return to 6 and start a new turn.
11. Advance your position in the Mission Track moving to next Step and go back to 1.

Weather Effect

Some missions and/or theatre of operation will indicate if a special weather condition is applicable. In this case you must roll a dice in the [Weather Effect] table and apply the results.

Morale Test

To test the morale roll 1D6:
> Green have a morale of 3
> Private have a morale of 4
> Veteran have a morale of 5
If the roll is <= to the soldier's morale the test is successful.

Fire Phase

In this phase your team can attack the enemy forces.

Pinned soldiers cannot fire, they only recover the Pinned status.

Single soldiers can fire individually or as a group: if the team is in Line formation up to 3 men can create a Fire Group (please note that some weapons cannot be used on a Fire Group). For a Fire Group add up the Fire Factors of all involved soldiers, otherwise use the FF of the soldier firing and then select a target.
Roll a D6 and cross reference in the [Fire Table] the dice roll with the FF, considering all the modifiers that apply to the case. The final result is one of the following:

-   NONE: no effect
-   P: the target is Pinned. In the next Fire Phase this soldier won't be able to fire (will only recover the Pinned status).
-   W: one man is wounded; a wounded soldier that suffers a second wound result is Killed.
-   K: the target is killed.

Instead of firing a standard grenade you can deploy Smoke (remove one Grenade). Smoke will give some cover for the next two turns (the smoke modifiers are described in the [Fire Table])

Enemy Action Phase

For each enemy unit execute determine the applicable action(s):

    If an enemy soldier is pinned remove this status: this ends his activation.

Roll 1d6 to determine the enemy movement: an enemy Patrol not in cover (light or heavy) will advance toward your team with a result of 1-2. Enemy units not belonging to a Patrol doesn't move: this include the Target enemy forces and any weapon emplacement.

If the enemy soldier has a Grenade it will use it as soon as possible.

If the enemy soldier has a Pistol roll 1D6: on a 1-4 result he'll use the weapon for an individual fire, with a result 5-6 he will join a fire group.

Enemy soldiers always form a Fire Group if possible. Select a random target in your Team and roll 1d6. Apply the modifiers (if any) and determine the result in the Fire Table. In case of a Pinned result the soldier won't be able to fire in the next phase even if removes the Pinned status in the movement phase: mark this restriction in the Team roster.

Medical treatment

A soldier with Medical experience can try to first aid a wounded team member; on a result of 1-4 on a D6 the treatment is successful: the selected character is still wounded (i.e. is Killed if newly wounded) but doesn't suffer the +2 roll modifier in the fire phase. Only one first aid attempt can be done on a single character. If the treatment is unsuccessful mark the wound as not curable (no more treatment attempts are possible).

Post-mission debriefing

If you've aborted the mission skip this phase.

Add 1d3 experience points (XP) to your team experience. Keep track of unused XP.
The XP can be used to improve your team:

      1XP: promote a Green to Private
      2XP: promote a Private to Veteran

Additionally, 2XP can be spent to get one of the following Skills.

Skill Name	Description	Required Experience Level
Sharpshooter	-1 dice roll modifier in the Fire Table when firing a Rifle, Precision Rifle or SMG	Veteran
Camouflage	+1 dice roll modifier in the Fire Table when fired at	Any
Quick Shot	Can fire twice, with a +1 dice roll modifier to each roll	Private or Veteran
Close Combat	When attacking individually at Close range use the column 5 in the Fire Table regardless of the actual weapon	Veteran
Heroic morale	Morale tests are always considered successful	Veteran
Machine Gun Expert	-1 dice roll modifier in the Fire Table when firing a LMG or HMG	Private or Veteran
Mortar Expert	-1 dice roll modifier in the Fire Table when firing a Mortar	Private or Veteran
Grenadier	-1 dice roll modifier in the Fire Table when launching a Grenade; can be equipped with 5 grenades	Veteran
Athletic	You can recover from a Pinned status AND fire in the same turn	Any

Optional rule #1: Airborne mission

At the beginning of the Mission Briefing roll 1d6: on a result of 1 the mission is airborne and you need to add the Drop Steps of the [Airborne Mission] Table at the start of the Mission Track. For every row in the [Airborne Mission] add a number of steps in the [Mission Track] equal to the number marked in the # column.
All the Drop steps have a special event column to be followed instead of using the standard [Event Table].

Optional rule #2: Beachhead

At the beginning of the Mission Briefing roll 1d6: on a result of 1 the mission starts on a Beach Head and you need to add the Beachhead Steps of the [Beachhead Mission] Table at the start of the Mission Track. For every row in the [Beachhead Mission] add a number of steps in the [Mission Track] equal to the number marked in the # column.
All the Beachhead steps have a special event column to be followed instead of using the standard [Event Table].

Optional rule #3: Engineers

During the Equipment phase you can spend 2 additional CP to make one of your team members an Engineer (only one Engineer for each team). When using this optional rule any soldier using a Flame-thrower must be considered an Engineer (so you have to pay 2 additional CP to select it); an Engineer not using Flame-thrower can additionally be equipped with a Explosive Charge (10/-/-): the Explosive Charge cannot be used on a Fire Group and can only be deployed once.

If your team include an Engineer at the end of the Mission Briefing phase you can remove one step in the [Mission track] (except the last one of course): this represents the extra support in scouting and intelligence that the Engineer can provide.

[Theatre of Operation Table]

Theatre	Nationality 1	Nationality 2	Notes
Russia 1943	German	Russian	
Winter 1942 - Russia	German	Russian	Roll 1D6 at the start of each mission: 1-2: clear weather 3-5: snow 6: blizzard
France 1944	German	US	
Sicily 1943	US	Italian	
Finland 1940	Russian	Finland	Roll 1D6 at the start of each mission: 1-5: clear weather 6: snow

[Airborne Mission]

Drop Steps*	#	Event
High Altitude	1	9: Wind – Add 1 additional Regrouping Step 10: Strong Wind – Add 1 additional Regrouping Step and repeat this step
Low Altitude	1D3	5: Wind – Add 1 additional Regrouping Step 9-10: Enemy Fire – Roll 1D3 Fire attacks on the Fire Table on the column 6, ignoring the Pinned results
Landing	1	8-9: Enemy Fire – Roll 1D3 Fire attacks on the Fire Table on the column 6, ignoring the Pinned results 12: Wound – one random soldier is Wounded
Regrouping	1**	5: patrol - Rifle*(P) SMG(P) 9: patrol - SMG*(P) SMG(G) [Short Range] Only 1d6-2 random men can fight the enemy forces

*Add all above steps in the Mission Track

**Keep track of how many Regrouping steps you need (depending on the Wind Event) on the left column if the Mission Track.

[Beachhead Mission]

Beachhead Steps*	#	Event
Landing Craft (LC)	1	2: LC hit – Roll one fire attack on the Fire Table on the column 6, ignoring the Pinned results 3: Sand Bank – add 2 additional Shallow Water steps 4: Sand Bank – add 1 additional Shallow Water step 11: LC hit – Roll 1 fire attack on the Fire Table on the column 4, ignoring the Pinned results 12: LC sunken – Roll 1 fire attack on the Fire Table on the column 3, ignoring the Pinned results and add 2 additional Shallow Water steps
Shallow Water	1	2: Safe corridor – skip next step 10: Near miss - the team stops and wait. Repeat the step 11: Enemy Fire – Roll 1D2 Fire attacks on the Fire Table on the column 3. Repeat the step if you get a Pinned result. 12: Enemy Fire – Roll 1D2 Fire attacks on the Fire Table on the column 4. Repeat the step if you get a Pinned result.
Enemy Beach	1D3+1	2: Safe corridor – skip next step 3-5: Shell Hole – provide Light Cover in the next step 8-9: Enemy position – Rifle*(P) 10: Enemy position – Rifle*(P) SMG(P) 11: Minefield 12: Enemy position – HMG(P) entrenched (Light Cover)
Regrouping	1	4: patrol - Rifle*(P) SMG(P) 10: patrol - SMG*(P) SMG(G) [Short Range]

[Team Table: German]

Max team members: 7   Starting CP: 5

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Veteran	5	Assault Rifle
Private	2	Rifle
Private	2	SMG
Private	4	Flame-thrower
Green	0	Rifle
Green	1	SMG
Green	3	LMG (two men)
Green	3	Mortar (two men)

Add 1 CP to the cost to give Medical experience to a new team member

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Assault Rifle	3/2/1	
Rifle	2/2/1	
SMG	4/1/-	
LMG	3/2/2	2 attacks/turn
Flame-thrower	8/1/-	No fire group, Ignore cover
Grenade	6/-/-	No fire group; any result of 6 is to be considered a dud (no effect)
HMG	5/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	
Infantry Gun	7/7/1	No fire group; fire results effect 1d3 soldiers (not in Short range)

[Team Table: Italian]

Max team members: 7   Starting CP: 4

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG
Green	0	Rifle
Green	1	SMG
Green	4	LMG (two men)
Green	3	Mortar (two men)

Add 1 CP to the cost to give Medical experience to a new team member

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/1/1	
SMG	3/-/-	
LMG	2/2/1	2 attacks/turn
Grenade	6/-/-	No fire group; any result of 6 is to be considered a dud (no effect)
HMG	4/4/3	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	
Infantry Gun	7/6/1	No fire group; fire results effect 1d3 soldiers (not in Short range)

[Team Table: Finland]

Max team members: 7   Starting CP: 5

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	4	SMG
Private	2	Rifle
Private	2	SMG
Private	4	Flame-thrower
Green	0	Rifle
Green	1	SMG
Green	4	LMG (two men)
Green	3	Mortar (two men)

Add 1 CP to the cost to give Medical experience to a new team member

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/2/1	
SMG	3/1/-	
LMG	3/2/1	2 attacks/turn
Flame-thrower	8/1/-	No fire group, Ignore cover
Grenade	6/-/-	No fire group; any result of 6 is to be considered a dud (no effect)
HMG	5/4/3	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	
Infantry Gun	7/7/1	No fire group; fire results effect 1d3 soldiers (not in Short range)

[Team Table: American]

Max team members: 7   Starting CP: 5

Quality	CP	Weapon
Veteran	5	Rifle
Veteran	5	SMG
Private	2	Rifle
Private	2	SMG
Private	4	Flame-thrower
Green	0	Rifle
Green	1	SMG
Green	3	LMG (two men)
Green	3	Mortar (two men)

Add 1 CP to the cost to give Medical experience to a new team member

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	3/2/2	
SMG	4/2/-	
LMG	3/2/2	2 attacks/turn
Flame-thrower	8/1/-	No fire group, Ignore cover
Grenade	6/-/-	No fire group; any result of 6 is to be considered a dud (no effect)
HMG	6/4/4	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	6/-/-	
Infantry Gun	7/7/1	No fire group; fire results effect 1d3 soldiers (not in Short range)

[Team Table: Russian]

Max team members: 9   Starting CP: 8

Quality	CP	Weapon
Veteran	4	Rifle
Veteran	5	SMG
Private	2	Rifle
Private	3	SMG
Private	5	Flame-thrower
Green	0	Rifle
Green	2	SMG
Green	5	LMG (two men)
Green	3	Mortar (two men)

Add 2 CP to the cost to give Medical experience to a new team member

Weapon	FF	Notes
Pistol	1/-/-	
Precision Rifle	1/3/4	No fire group
Rifle	2/1/1	
SMG	3/2/-	
LMG	2/2/2	2 attacks/turn
Flame-thrower	7/-/-	No fire group, Ignore cover
Grenade	5/-/-	No fire group; any result of 6 is to be considered a dud (no effect)
HMG	4/4/3	2 attacks/turn
Mortar	3/3/3	No fire group
Minefield	5/-/-	
Infantry Gun	6/6/2	No fire group; fire results effect 1d3 soldiers (not in Short range)

National trait: Russians can create a Fire Group with 5 soldiers.

[Objective Table: Europe]

2d6*	Objective	Steps	Enemy Forces	Range
11	Eliminate Command post	Road Small Building Square Small Building	LMG(P) Rifle*(V) SMG*(V) Pistol(P)	Medium
12-13	Control bridge	Road Bridge	Rifle*(P) SMG(V) SMG(G)	Medium
14-15	Capture commander	Road Small Building	Pistol (P) SMG*(V) SMG(P)	Medium
16, 21	Eliminate Gun emplacement	Road Wood wall (Light cover)	Infantry Gun (P) Rifle*(P)	Long
22-23	Control road	Road Crossing Road	SMG*(P) Rifle*(P)	Medium
24-26	Control Building	Road Small Building Building	SMG*(V) Rifle(G) Rifle(G)	Medium
31-33	Control Hill 621	Wheat Field Slope Slope Hill	LMG (P) SMG*(P)	Medium
34-36	Eliminate roadblock	Road Block (Light Cover)	Rifle*(P) Rifle(P) SMG(P)	Medium
41-43	Eliminate HMG	Slope Wood wall (Light cover)	HMG(P) Rifle*(P)	Long
44-46	Eliminate Sniper	Road Tower (Building)	Precision Rifle (V) with -1 to dice roll.	Long
51-53	Eliminate bunker	Hill Bunker	Rifle*(P) Rifle(G) Flamethrower(P)	Medium
54-56	Eliminate entrenchment	Orchard Entrenchment (Light cover)	Rifle*(P) Rifle(P) Mortar(P)	Long
61-63	Eliminate Radio Station	Road Small Building Radio Station (Building)	Pistol(P) Rifle(G) Rifle(G)	Medium
64-66	Free Prisoners	Wheat Field Small building Prison (Small Building)	LMG(P) SMG(P) SMG(G)	Medium

*Roll 2 dices and read as tens and units (e.g. 5 and 3 = 53)

[Weather Effect Table]

Weather	Effects
Clear	No effects
Snow	Combat: 1 column shift to left Roll 2D6 2: the weather is going better - the weather condition is now Clear (no more weather rolls for the rest of the mission). 11-12: the weather is worsening - the weather condition is now Blizzard
Blizzard	Combat: 2 column shift to left. +3 modifier to the Patrol roll For every Wounded Team member roll 2D6: on a result of 2 or 3 the man is killed. Roll 2D6 2: one random team member suffer a frostbite Wound 10-11: the weather is going better - the weather condition is now Snow 12: The team is lost on the blizzard - move back one step in the Mission track

[Steps Table: Europe]

2D6*	Steps
11-13	**Road** **River**
14-16	**Road** **Cliff** **Hill top**
21-23	**Road** **Bridge Control post**
24-26	**Wood** **Wood**
31-33	**Road** **Hill** **Slope**
34-36	**Road** **Crossing** **Road**
41-43	**Road** **<roll 1D3 times in the Village Table>**
44-46	**<roll 2+1D3 times in the Town Table>**
51-53	**Road** **Wheat Field** **Farm** **Wheat Field**
54-56	**Orchard** **Hedge** **Orchard**
61-63	**Wheat field** **Farm**
64-66	**Road** **Wood**

*Roll 2 dices and read as tens and units (e.g. 5 and 3 = 53)

[Village Table]

1D6	Steps
1	**Village Street** **Square**
2	**Village Street** **Church (Building)**
3	**Square** **Town Hall (Building)**
4	**Village Street** **Shop (Small Building)**
5-6	**Shop (Small Building)** **House (Small Building)**

[Town Table]

1D6	Steps
1	**Town Street** **Small Building**
2	**Town Street** **Factory (Building)**
3	**Square** **Town Hall (Building)**
4	**Town Street** **Shop (Small Building)**
5-6	**Shop (Building)** **House (Building)**

[Event Table: Europe]

Terrain	Cover	Event (2d6)
Bridge Control Post	L	2: Gun emplacement - Infantry Gun (P) [Long Range] 7-8: Patrol 9: Patrol (-1)
Building	H	3: Sniper - Precision Rifle (P) [Long Range] 4: Bobby trap (1 minefield attack) 5: Patrol 11: Enemy HQ – Pistol(V) SMG*(P) SMG(P) Rifle (P). +1XP at the end of the mission for the information gathered.
Bunker	H	
Cliff		4: Patrol (+1)
Crossing		2: minefield (2 attacks) 5: Patrol
Farm	L	5: Patrol 11: Hostile civilian - Rifle(G)
Hedge		4: Patrol
Hill		2: LMG emplacement (G) 3: LMG emplacement (P) [Long Range] 11-12: Patrol
Hill Top		4: Patrol 5: Patrol (+1)
Orchard	L	4: Patrol 5: Patrol (+1)
River		4: Patrol 5: Patrol (+1) 10: strong current: repeat step and suffer a -1 modifier if attacked
Road		2: minefield (2 attacks) 3: HMG emplacement (P) [Long Range] 4: Barbed wire: repeat step and suffer a -1 modifier if attacked or change path and add two extra road steps. 5: Patrol 10: Patrol (-1) 11-12: Shortcut – Skip the next step.
Slope		2-3: Gun emplacement: Infantry Gun (P) [Long Range] 4-5: Patrol
Small Building	L	2: Sniper - Precision Rifle (P) [Long Range] 4: Patrol 10: Patrol (-1)
Square		2: Gun emplacement - Infantry Gun (P) [Long Range] 3: Patrol (-1) 4: Patrol
Town Street		2: Bad intelligence - move immediately one step back in the Mission Track 4-5: Patrol 11: Local Informer - move immediately one step forward in the Mission Track 12: Patrol (+1)
Village Street		4: Patrol 11: Local Informer - move immediately one step forward in the Mission Track
Wheat Field		2: LMG (G) 4: Mortar(P) [Long Range] 12: Shortcut – Skip the next step.
Wood	L	2: Bad intelligence - move immediately one step back in the Mission Track 3: ambush - SMG(V) SMG(P) [Short Range] 5: Ravine – Provide heavy cover. Repeat the step. 9: Clearing – No more cover. Repeat the step. 10: Patrol

Unless specified the range is set to Medium.
Enemy forces are listed as Weapon(Quality). An asterisk near the Weapon name means that the enemy has a Grenade.
Patrol: roll 2d6 and consult the [Patrol Table] to determine the composition of the group. A optional number between parenthesis represent a dice roll modifier in the Patrol Table.

[Fire Table]

DR\FF	≤0	1	2	3	4	5	6	7	8	9	10+
≤0	W	W	K	K	K	K	K	K	2K	2K	2K
1	P	W	W	W	K	K	K	K	K	K	2K
2		P	P	W	W	W	K	K	K	K	K
3			P	P	W	W	W	W	2W	K	K
4				P	P	W	W	W	W	W	2W
5					P	P	P	W	W	W	W
6+							P	P	P	P	2P	2P

K: one man is killed
W: one man is wounded
P: one man is Pinned (and cannot attack in the next phase)

Modifiers:

+1	**Firer is a Green**
+1	**Fire Group contains at least one Green, unless a Veteran is also present**
+1	**If firer or member of a Fire Group failed the Surprise Check**
+1	**Target is on light cover**
+2	**Target is on heavy cover**
+1	**Firer is moving (changing formation)**
-1	**Target is moving (changing range or removing the Pinned marker)**
+1	**Smoke at Short/Medium Range**
+2	**Smoke at Long Range**
+1	**Open Order**
-?	**Skill modifier**
+2	**Target is pinned**
+2	**Firer is wounded**
-1	**Target has a flame-thrower**
-1	**Pistol used in single fire**
? col.	**Weather effects**

[Patrol Table]

2D6*	Patrol	Weapons
2	A small group of veterans	Rifle*(V) SMG(V)* SMG*(V)
2	A small group of veterans	Rifle*(V) SMG(V) SMG(p)
3	A small group lead by a NCO	Rifle*(V) SMG(P) SMG(G)
4	Two engineers at work	FlameThrower(P) SMG(P)
5	A couple of soldiers	Rifle*(V) SMG(P)
6	A couple of soldiers	Rifle*(P) SMG(G)
7	A couple of soldiers	Rifle*(P) Rifle(P)
8	A couple of soldiers	Rifle(P) SMG*(P)
9	A couple of soldiers	Rifle(P) Rifle(G)
10	A couple of soldiers	SMG*(P) SMG(G)
11	A couple of recruits	Rifle*(G) SMG(G)
12	An officier with two recruits	Pistol(P) Rifle*(G) Rifle(G)
13+	None	

Enemy forces are listed as Weapon(Quality). An asterisk near the Weapon means that the enemy has a Grenade.
Replace the Flamethrower with a SMG* if this weapon is not present in the Team table of the enemy forces.

*Weather can influence this roll.

Way of the Warrior - log sheet

Name	Quality	State	Weapon	FF	Grenades	Notes
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	
					☐ ☐ ☐ ☐	

Mission Track

id	Terrain	Enemy Forces	Notes