

Active Armor WWII Quick Reference Sheet

Weapons Ranges

Unit Type	Close Assault	Short Range	Medium Range	Long Range	Extreme Range
Infantry (incl. Motorized and Armored)	Contact	1"	2"	3"	4"
Light Tank, Armored Car/Tankette, Light AntiTank	Contact	1"	2"	3"	4"
Medium Tank, Medium AntiTank	Contact	1.5"	3"	4.5"	6"
Heavy Tank, Heavy AntiTank	Contact	2"	4"	6"	8"
Extra-Heavy Tank, Extra-Heavy AntiTank	Contact	3"	6"	9"	12"
Light Artillery	Contact	6"	12"	18"	24"
Medium Artillery	Contact	9"	18"	27"	36"
Heavy Artillery	Contact	12"	24"	36"	48"
Extra-Heavy Artillery	Contact	15"	30"	45"	60"

Movement and Terrain

Terrain	Infantry (on foot)	Wheeled/Cavalry/Half-Tracked	Tracked
Road	+50% if in March formation	Move is doubled if in March formation	Movement is +50% if in March formation
Open	No effect	No effect	No effect
Built Up/Woods/Hills	Slows by 25%	Slows by 50%	Slows by 50%
River/Swamp/Mud/Snow	Slows by 50%	Slows by 75%	Slows by 50%
Obstacles	No effect	Costs 1" additional to cross (per inch or fraction of obstacle depth)	Costs additional 1/2" to cross (per inch or fraction of obstacle depth)

Typical movement for foot troops or slower towed weapons maneuvering is 4" - 6". Motorized troops will generally move 6" - 12" in a maneuver, depending on type. March movement adds 50% or more. Note that base moves are generated by the computer and take into account unit quality and other factors.

Orders

The allowable orders are listed below, with a description of what each represents, and also a description of how it is to be represented with models on the tabletop:

Static Fire:	This represents the aimed firing of a non-moving unit. Typically, units will spread out in single or double line of bases for firing. A single or double line should be no more than 8" across.
Moving Fire:	This represents units that are maneuvering and firing at the same time - towed weapons are not capable of doing this. The allowed formation is a "maneuver" formation, at least two ranks of bases deep. The idea is to form figures into a square, triangular, or diamond formation, with a lead model or two followed by one or two ranks of other figures. It should be no more than 8" wide or 8" deep. Moving fire can include taking a shot at the enemy, and then retreating, or firing and then moving forward, but the range and LOS are always calculated from the unit's starting position.
Maneuver:	This represents the cautious maneuvering of a battalion under battle conditions. It tends to slow movement, but it also allows units to maneuver evasively, making them harder to kill. The formation is exactly the same as for Moving Fire above. Armored and motorized infantry units are assumed to be on foot, but accompanied by their vehicles, which will provide supporting fire and so on.
March:	This is an all-out move under safe conditions. It maximizes speed, and minimizes safety. This formation is represented by a column of figures, one base wide, with a base-depth between bases in column. Armored and motorized infantry and other applicable units are assumed to be riding whatever transport they use, and thus be maximally vulnerable to the appropriate forms of attack.
Stand/Regroup:	This represents one of two things: a well-ordered unit standing at ease, or a disordered unit (usually under fire) regrouping. It simply shows that a unit is performing no <i>external</i> action, so a standing or regrouping unit simply retains it's formation on the tabletop. This order can also be used to represent actions that the scenario allows troops to perform that are specific to the scenario: the referee should simply make clear how many turns are spent performing this action, before the game begins. As an example, a "Stand/Regroup" order is used to reflect the time spent capturing or destroying an enemy supply dump. (Alternatively, special tasks requiring less than a turn may be reflected by a penalty equal to a certain percentage of movement.)
Resupply:	This represents a unit that is refueling and resupplying with ammunition. The requirement is that at least one part of the unit is in contact with a friendly Supply Transport unit or a Supply Dump. The unit retains it's formation on the tabletop while resupplying. Note that you may not perform this action if in contact with an enemy unit, or if there is an enemy unit in contact with the source of supply you are re-supplying from. You cannot refuel from enemy Supply Transport or Supply Dump, unless it has been captured (see below).
Captured:	This is not an order so much as it is a point of information - if the unit was captured in combat since its last move, this order is indicated. The unit will already have been removed from the table.
Lay Smoke:	This is static fire using smoke shells. Only smoke-capable units may give this order (as determined by scenario). The smoke screen is placed on the table, and disappears at the beginning of the unit's next action, on the following turn. Formation is as per Static Fire.
Dismount & Maneuver:	This order indicates that a mounted infantry unit (armored or motorized) has been given orders to abandon vehicles, which would then typically retreat to the rear. There is no "remounting" of vehicles for the duration of play (unless exceptionally provided-for by scenario, which requires the editing of unit properties). A dismounting unit is capable of making a maneuver move in the turn it dismounts, but is not required to do so. Formation is as per Maneuver.