

Mini Light Combat Battle Mat

Battle Round

1. Battle Flow (p27)
2. Initiative (Crew Size -1 x d6)
3. Fire Fight
4. Morale

Non-Combat Actions

**Move
Up**

NOT 1ST RND

**Scout for
Locations**

7+ (+1 if M >=5")

**Carry Out
Task**

Charge

7+ (+1 if M >=5")
(+1 special dev)

**Optimal
Shot**

8+ (-1 Hvy)

Combat Actions

**Take
Cover**

7+ (-1 at Location)

**Keep
Distance**

7+ (+1 if M >=5")

Support

Initiative Action

Locations

Enemy

General Firefight

FIGHT

Crew

Failure Success

