

FLAMES OF AWESOME SAUCE

QUICK REFERENCE SHEET

Turn Sequence		Hit On:	Skill test:	Motivation	
1.	Starting Step	Conscript	2+	5+	Reluctant 2+
2.	Action Step	Trained	3+	4+	Confident 3+
3.	Assault Step	Veteran	4+	3+	Fearless 4+

Starting Step 32 1. Check Company Morale 2. Check Victory 3. Roll For Phases 4. Roll for Initiative (Reroll Ties) 5. Deploy Ambushes 6. Call for Air Support 7. Roll for Reserves 8. Rally/Remount Platoons 9. Remove Smoke Markers	Phases (Simultaneous) Roll 1D6 for each platoon. Mark with Phase. <input type="checkbox"/> = Phase 1 <input type="checkbox"/> = Phase 2	Rally/Remount (Simul.) 102 Pass Motivation to Unpin, Unbail Pass Skill to Unbog
	Deploy Ambushes (Initit.) 266 Not within 16" of enemy or in clear terrain	Call for Air Suppt. (Initiative) Priority 7 Dice, Limited 5, Sporadic 3
		Roll for Reserves (Simul.) 268 Priority 7 Dice, Limited 5, Sporadic 3

Action Step (Initiative) 1. First Player Phase 1 Units 2. Second Player Phase 1 Units 3. First Player Phase 2 Units 4. Second Player Phase 2 Units	Activated Units <ul style="list-style-type: none"> • Choose a Platoon • Fire at Full ROF OR • Move then Fire , Reduced ROF OR • Fire, Reduced ROF then Move OR • Go To Ground (If concealed) OR • Dig In (Skill Check) OR • Go On Overwatch OR • "Phase Back" from Phase 1 to 2 • AND Assault if desired & eligible • Choose Next Platoon
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Movement

Passengers/Towed Guns 46

- Dis/mount At Start Only
- Vehicle & Passenger May Move Full

Digging In (Skill Check) 51

- No move or fire allowed
- Success = Bulletproof Cover

Gone to ground 90

- No movement or fire allowed

Pinned 104

- May not move closer to enemy

Command Radius 65

- "Daisy Chain" allowed
- Must End turn in command
- Out of command must move in to Cmd or remain stationary

Bogging (Vehicles) 43

- Roll 2+ In Rough Terrain or Bog Down

Unit	Road	Open	Rough	Double	Radius	Special

Artillery Bombardments

122

- Select Aiming Point
- Nominate Spotting Team
- Check LOS, Range, Field of Fire
- Rotate to Face Target
- Check Concealment
- Roll to Range In
- Position Template
- Roll to Hit
- Roll Saves
- Hit platoons are pinned

Select Aiming Point

124

- Must be an enemy team
- No split fire allowed
- Must be in range
- Must be in Field of Fire

Spotting Teams

127

- Must have LOS
- May not have moved, fired
- May be pinned, but not bailed
- Command Teams may spot, Range In at +1

Range In Skill Test

129

- +1 Target Concealed
- +1 Target Gone to Ground
- +1 Spotter is Command Team
- 3 Attempts (4 for Mortars)

Roll To Hit

132

- +1 Second Range In
- +2 Third Range In
- +1 One weapon firing
- 6 Always Hits for 2+ Guns

Roll Saves

134

- Armor use Top vs FP
- Infantry, Warriros, Recce, Independent Team Save On 3+
- Vehicles Save on 5+
- Guns 5+, 3+ if Gone to Ground
- Use FP Against Bulletproof Cvr

Smoke

136

- Range In Creates Smoke
- 1 Template for 2 Guns, 2 T for 3-5 Guns, 3T for 6+ Guns
- Align with wind direction

Unit	Skill	Range	Anti-Tank	Firepower	Notes

Assaults

142

- Select Assaulting Platoon
- Charge In to Contact (Up to 4")
- Defensive Fire (Full ROF Unless Pinned)
- Roll Skill Check to Hit
- Roll Saves (Armor Only)
- Counterattack/Break Off
- Pin Defenders
- Consolidate/Breakthrough
- Pin Attackers

Identify Assaulting Teams

144

- Must be in command
- Must be within 8" of enemy
- Must shoot at defender
- Cannot move On the Double

Charge In to Contact

145

- Move closest teams in to contact
- Move remaining teams 4"
- May move out of command

Identify Defenders

- All platoons/teams within 8" of an Assaulting Team

Defensive Fire

152

- Full ROF Unless Pinned
- No GTG for Smoke
- No cover for Assaulting teams
- 5 Hits = Assault Falls Back
-

Assault Teams Roll to Hit

155

- 1D6 per Team
- Roll armor saves vs. Top
- No infantry saves – one hit = one kill

CounterAttack or Break Off

162

- Defender checks motivation for all defending platoons
- CounterAttack: Switch sides, no Defensive Fire

Victor Consolidates

167

- Move teams up to 4", not within 2" of enemy
- Must remain in command
- Victor is pinned
- Losing teams retreat 2" away or be destroyed