

COMBAT TEST BOARD / LEFT A-F

25 mm squares / Print Actual size / Trim map edges and join F to G.

	A	B	C	D	E	F
1	WALL	WALL	WALL	WALL	WALL	WALL
2	WALL					WALL
3	WALL					WALL
4	WALL					DOOR
5	WALL					WALL
6	WALL					WALL
7	WALL					DOOR
8	WALL					WALL
9	WALL					WALL
10	WALL	WALL	WALL	WALL	WALL	WALL

S/H/F grant cover only while ON that square, from all directions. Enterable, not walls.

COMBAT TEST BOARD / RIGHT G-L

25 mm squares / Print Actual size / Trim map edges and join F to G.

	G	H	I	J	K	L
1	WALL	WALL	WALL	WALL	WALL	WALL
2						WALL
3			SOFT -1 ●			WALL
4						WALL
5			HARD -2 ● ●			WALL
6						WALL
7			FULL -3 ● ● ●			WALL
8						WALL
9						WALL
10	WALL	WALL	WALL	WALL	WALL	WALL

S/H/F grant cover only while ON that square, from all directions. Enterable, not walls.

CUT-OUT COUNTERS / TEST SCENARIO A

Figures: 22 mm. Turn soldier arrow to face; all start facing east. Lay down when downed.



REYES



CHEN



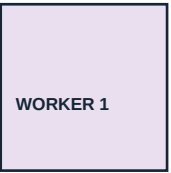
VOSS



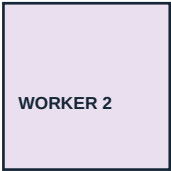
OKAFOR



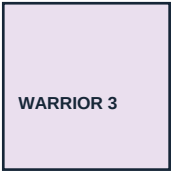
PARK



WORKER 1



WORKER 2



WARRIOR 3

STATUS AND TRACKER MARKERS / 18 mm

BRACE	OW	ACT	USED	PENDING	BRACE	OW	ACT
USED	PENDING	BRACE	OW	ACT	USED	PENDING	BRACE
OW	ACT	USED	PENDING	BRACE	OW	ACT	USED
PENDING	SPOTTER	DOOR F4	OPEN F4	DOOR F7	OPEN F7	ROUND	HP
HP	HP	HP	HP	XP	XP	XP	XP
XP							

Doors: place CLOSED/DOOR marker, replace with OPEN marker after opening.

Use HP/XP markers on soldier tracks. For alien HP and reserved AP, use pencil.

100 mm print check