Infantry Movement

Starting Stance	Ending Stance	Distance
Stand	Stand	3.75
Stand	Prone	3.0
Prone	Stand	2.25
Prone	Prone	1.5

Movement and Actions:

Changes Levels
reduce move by 0.75”
Dismount
move half after dismounting
Fire Weapon and Move
reduce move by half
Grenades
may move up to half
Mount
move beside vehicle or horse
one action to mount
Obstacles
half movement for crossing low walls
half movement through windows
Turn Around
use half move

3.75
3.5
3.0
2.5
2.0
1.5
1.0
0.5

THE FACE OF BATTLE
15mm Movement Reference Card

Terrain Modifiers

Terrain	Modifier
Bocage	special
Hills	3/4
Jungle	3/4
Mud, Light	3/4
Mud, Medium	1/2
Mud, Heavy	1/4
Rubble	1/2
Sand	1/2
Stream or Creek	1/2
Swamp	1/4
Vineyard	3/4

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