

Infantry Aces Result Sheet

Once the campaign has begun, you need to worry about is keeping track of its progress; that's where the Infantry Aces Results Sheet comes in. It allows you to record the opponent you played, outcome of the game, experienced earned towards your next Infantry Aces skill etc.

Using the Infantry Aces Results Sheet in conjunction with the Infantry Aces Campaign Chart; which acts as the master record of the campaign will ensure accurate records are kept during the progress of the campaign.

[Learn more about the Infantry Aces Campaign Chart here...](#)

Left: An example of the Infantry Aces Result Sheet.

[Download a PDF version of the Infantry Aces Result Sheet here...](#)

The image shows three identical copies of the 'INFANTRY ACES RESULTS SHEET' stacked vertically. Each sheet is designed for recording a single game. It includes fields for 'DATE', 'AREA', 'VICTORIOUS SIDE', 'ALLIES', 'CAMPAIGN TURNS' (Turn 1, 2, 3), 'ATTACKER' (Name, Ace Name, Experience Earned), and 'DEFENDER' (Name, Ace Name, Experience Earned). The sheets are placed on a textured, brownish surface.

The image shows the 'ABILITIES QUICK REFERENCE' sheet. It is divided into three main sections: 'LEADERSHIP', 'TACTICS', and 'COMBAT'. Each section contains a grid of abilities, each with a turn number and a description of the ability. For example, in the Leadership section, 'YOU MISSED ME!' (Turn 1) states: 'Your opponent must not roll successful results in Dexterity your Infantry Ace.' The sheet is designed to be a quick reference for players during the game.

Infantry Aces Abilities Quick Reference Sheet

When your Ace earns a medal, you can select an Ability from the Infantry Aces Ability List. These abilities give your Ace special rules to use in the game.

Abilities are split into three different categories: Leadership, Tactics, and Combat. Abilities from these categories are linked together. For example, combat abilities help your Ace in shooting and close combat, leadership helps with command and motivation, and tactics provides solutions to tactical problems such as obstacles and reconnaissance.

During the first turn of the campaign you can select abilities from any of the categories. As the campaign progresses, the abilities become better and affect larger amounts of troops in your force. These advanced abilities require that your Ace have certain basic abilities before he can select more advanced ones.

There are all sorts of ways your Ace can go with his abilities. You can specialise him in one of the categories, or put together a combination. The choice is up to you and how you would like to develop your Infantry Ace.

[Download a PDF version of the Infantry Aces Abilities Quick Reference Sheet here...](#)

Boots on the Ground

Cassino battles were fought across the mountains, valleys and in the town surrounding the famous monastery. Each battle was ultimately affected by the terrain, weather and the abilities and guts of the individual soldiers who fought them.

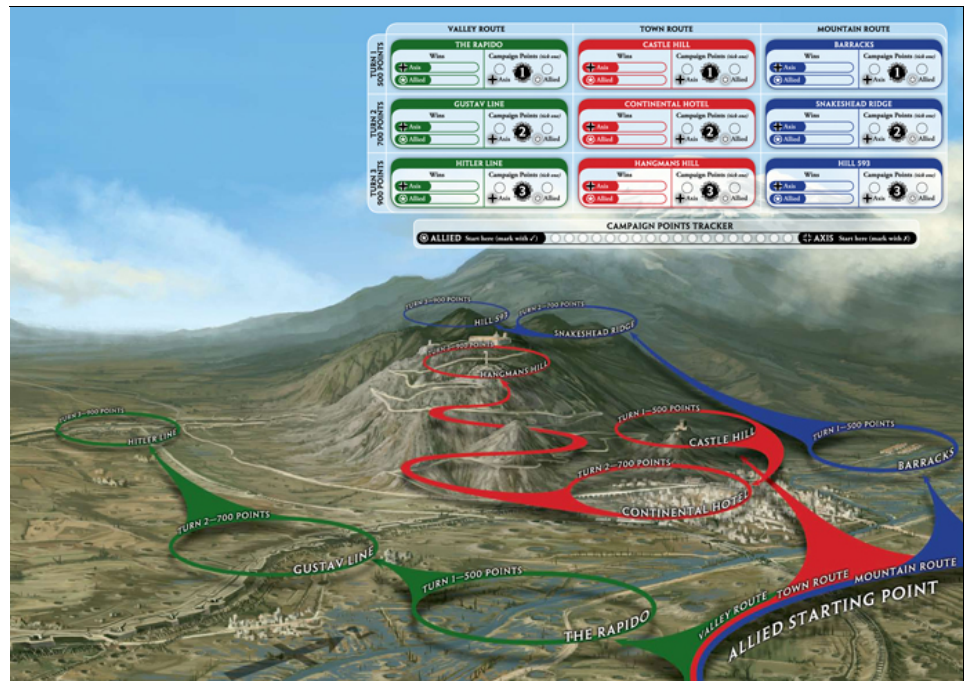
Boots on the Ground rules are optional modifications that give players specific flavour representing the battlefield conditions for that area.

[Download a PDF version of the Infantry Aces Boots on the Ground Rules here...](#)

The image shows a page titled 'THE BATTLES FOR CASSINO'. It provides a detailed overview of the battle, including the terrain, the forces involved, and the key events. The page is divided into sections for 'BOOTS ON THE GROUND', 'MOUNTAIN ROUTE - BATTLE 1 - THE BARRACKS', 'MOUNTAIN ROUTE - BATTLE 2 - SNAKESHEAD RIDGE', and 'MOUNTAIN ROUTE - BATTLE 3 - HILL 593'. Each section contains specific rules and mission objectives for the players.

Infantry Aces Campaign Map

[Download a PDF version of the Infantry Aces Campaign Map here...](#)



Last Updated On **Friday, April 13, 2012** by Chris at Battlefront

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