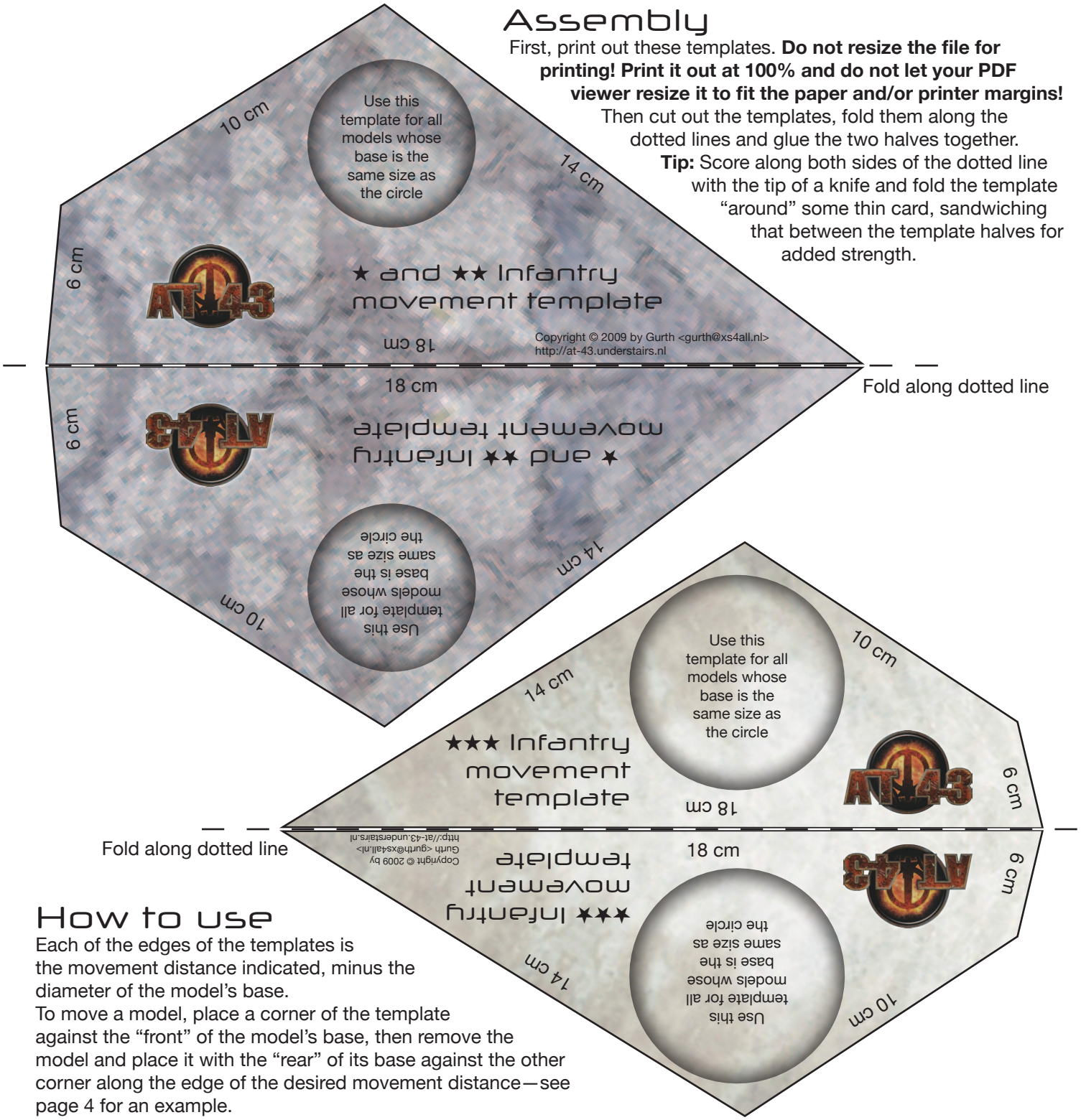
AT-43 movement templates 3.01

Assembly

First, print out these templates. **Do not resize the file for printing! Print it out at 100% and do not let your PDF viewer resize it to fit the paper and/or printer margins!** Then cut out the templates, fold them along the dotted lines and glue the two halves together.

Tip: Score along both sides of the dotted line with the tip of a knife and fold the template "around" some thin card, sandwiching that between the template halves for added strength.

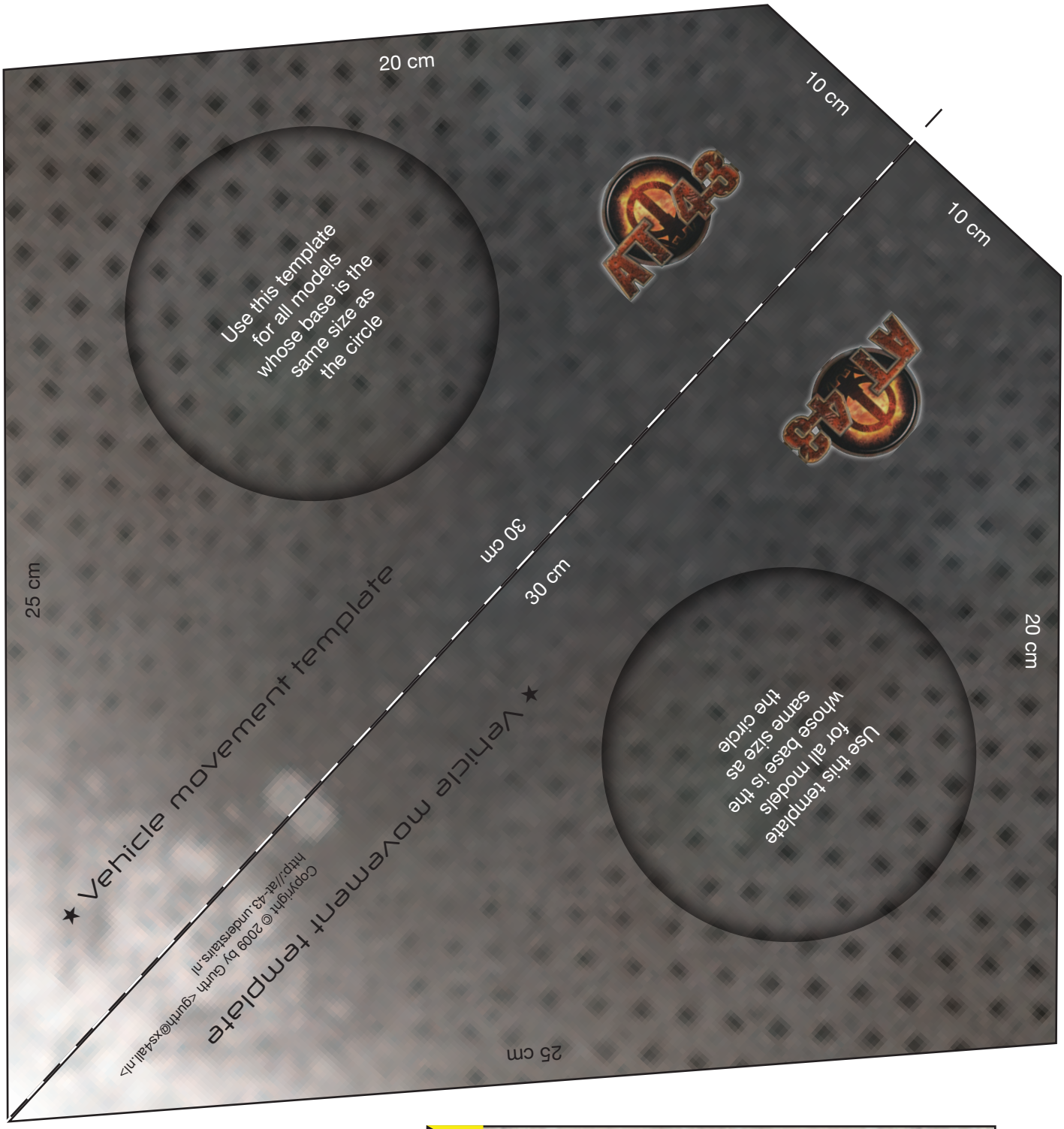


How to use

Each of the edges of the templates is the movement distance indicated, minus the diameter of the model's base.

To move a model, place a corner of the template against the "front" of the model's base, then remove the model and place it with the "rear" of its base against the other corner along the edge of the desired movement distance—see page 4 for an example.

Be sure to use the template for the right base size—for example, most type ★ and ★★ infantry have a small base while type ★★★ infantry typically have a slightly larger base, and using the wrong template will cause errors in the distance moved!



Fold along dotted line

Fold along dotted line

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Contact template

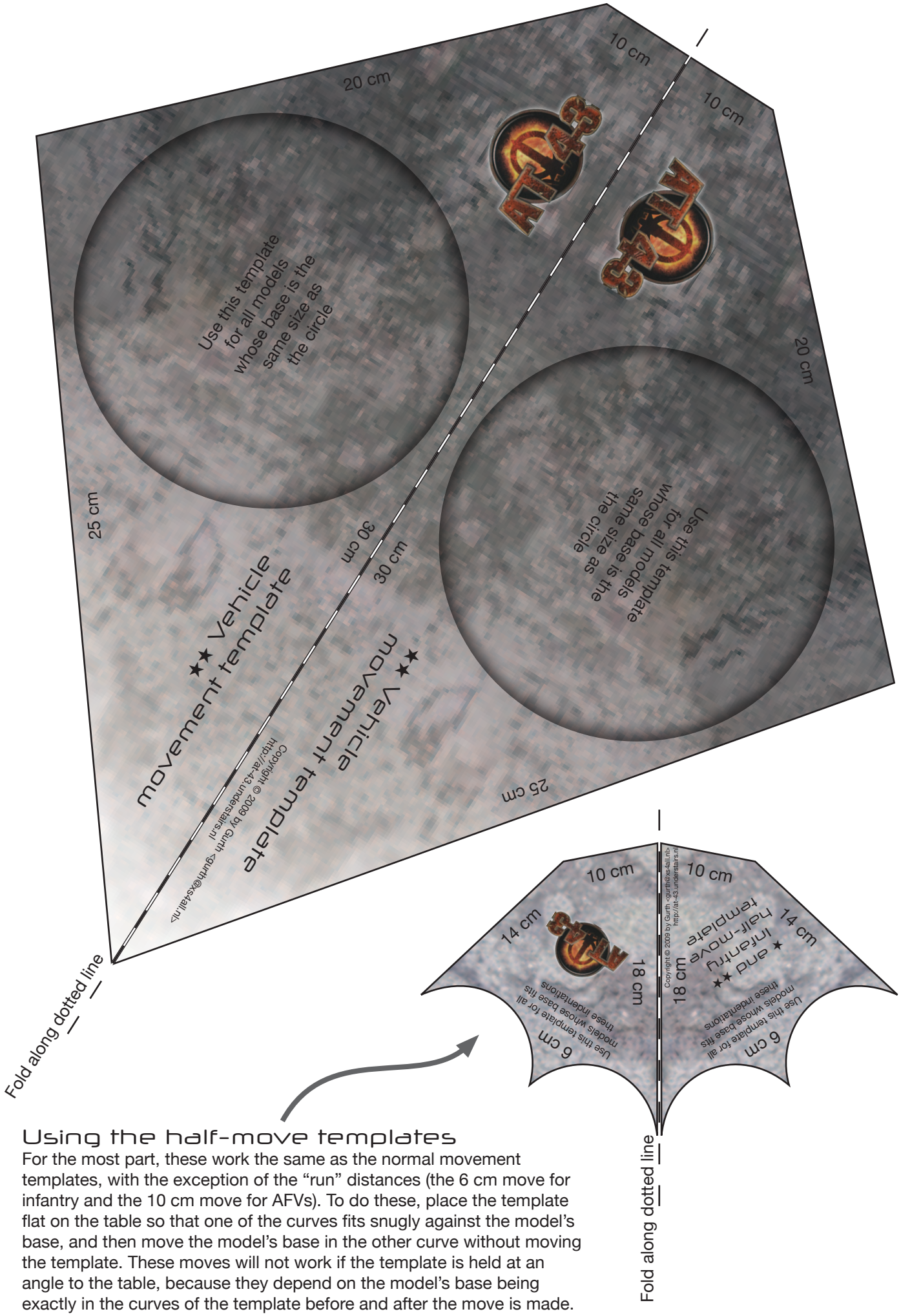
If the short side of this template cannot between two models' bases, they are in contact

Cohesion template

If long side of this template cannot fit between the bases of a unit leader and another model in the unit, the model is in cohesion with the leader

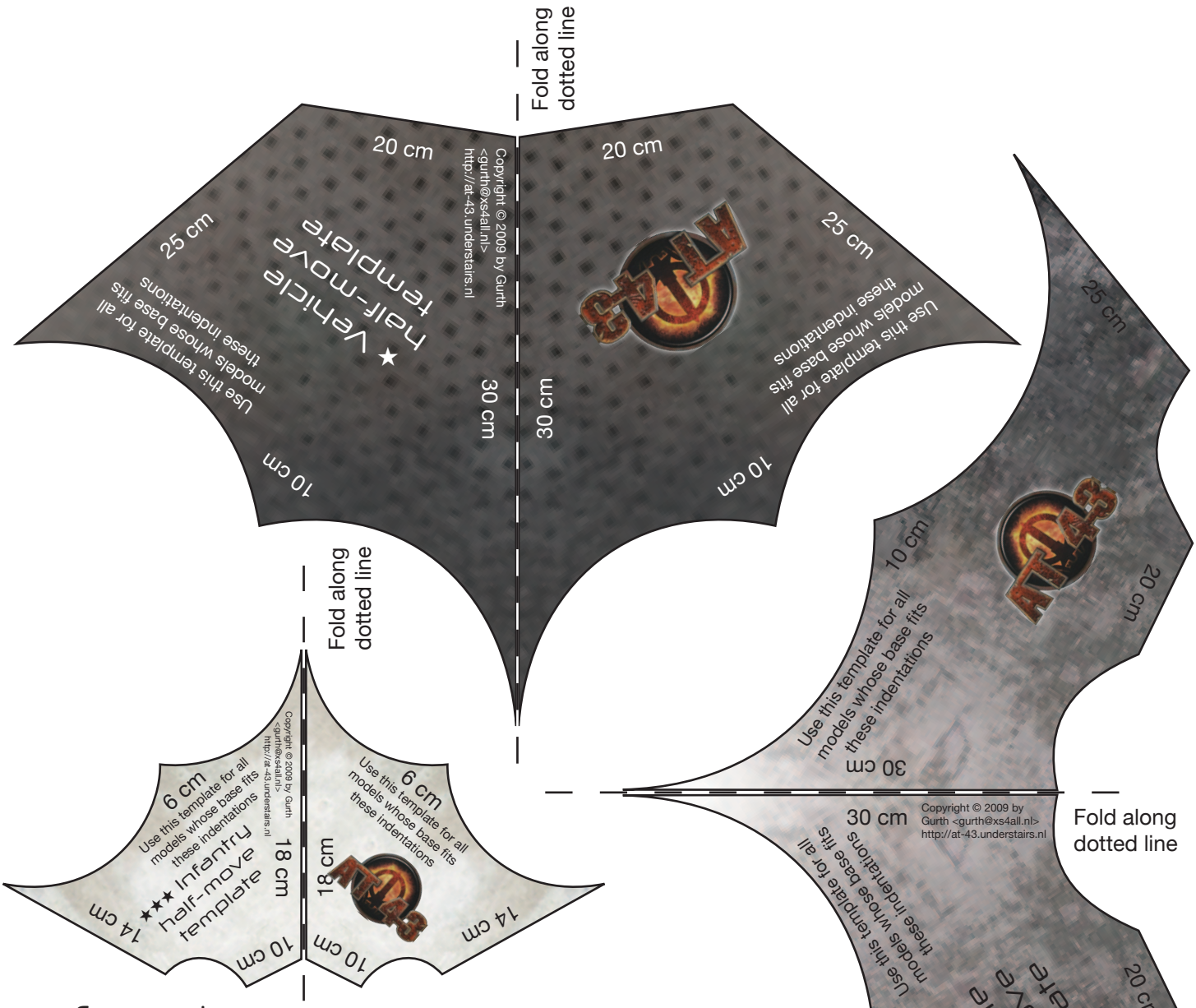
Contact/cohesion template

This template is used to measure contact and cohesion between models: if the narrow side easily fits between their bases, they are out of contact. The same applies to the long side: if this easily fits between the bases of a unit leader and another member of the unit, the model is too far away from its unit leader. It can also be used to measure if a model is close enough to an objective to control it, because this requires the same 10 cm radius as unit cohesion does.



Using the half-move templates

For the most part, these work the same as the normal movement templates, with the exception of the “run” distances (the 6 cm move for infantry and the 10 cm move for AFVs). To do these, place the template flat on the table so that one of the curves fits snugly against the model’s base, and then move the model’s base in the other curve without moving the template. These moves will not work if the template is held at an angle to the table, because they depend on the model’s base being exactly in the curves of the template before and after the move is made.



Example

The photographs show how to use the templates.

Step 1

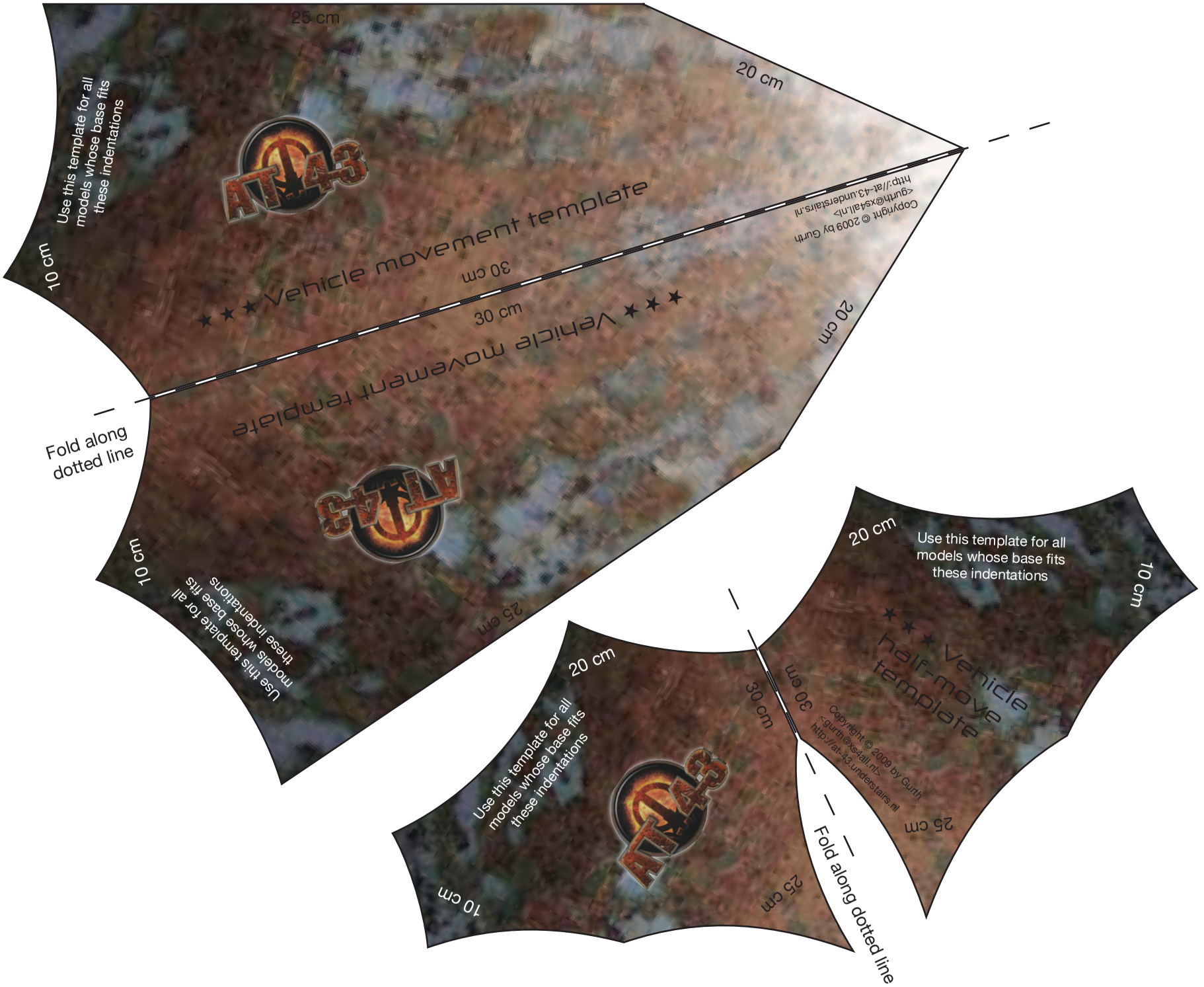
First, place the movement template against the model so that the distance you want to move butts up against the model's base. In this example, we want to move the Steel TacArm 14 cm.

Step 2

Next, leave the template in place but move the model so that the template now touches the "rear" of the model's base.
Although the template's edge is shorter than 14 cm, the diameter of the model's base compensates for this, so that the front edge of the base *has* moved 14 cm. For this reason, it is important to use the right template for a model: if you were to use the type ★ and ★★ template with the TacArm, for example, it would move further than it is allowed.

Step 3

Done—the model has moved 14 cm and you can remove the template.


25 cm
20 cm
Use this template for all models whose base fits these indentations
10 cm
★★★ Vehicle movement template
30 cm
30 cm
★★★ Vehicle movement template
20 cm

Fold along dotted line
Use this template for all models whose base fits these indentations
10 cm
25 cm
20 cm
Use this template for all models whose base fits these indentations
10 cm
20 cm
30 cm
★★★ Vehicle half-move template

25 cm
25 cm
Fold along dotted line