as if a stone building), all units/SW therein are eliminated. Mark that hex with a rubble counter beneath a sewer counter; no Sewer Movement is allowed into that hex, and the Manhole Location is unaffected.

8.6 TUNNELS: A tunnel exists only by SSR or DYO, or if a player forfeits a Fortified Building Location (23.9) capability in order to have access to a tunnel *[EXC: a Fortified Building Location that is specified by building/hex coordinate cannot be forfeited; see also G1.632 for Japanese pillboxes]*. Tunnels are not dug during play; they must be secretly recorded prior to setup. A tunnel consists of two entrance Locations which must be within three hexes of each other. The entrances must be in separate ground level building, pillbox, brush, or woods Locations. The entrance may (if so recorded) lead into an OB-given entrenchment. The tunnel may not pass beneath any hex whose base elevation differs from that of its entrance Locations (which must both be at the same elevation) or beneath any Water Obstacle hex. See G11.93 for Cave Complexes. A unit in a tunnel never has LOS to any enemy units and is never subject to any form of attack.

8.61 MOVEMENT: Only Good-Order/dummy Infantry of the owning side may enter a tunnel during the MPh. A unit may move into a tunnel from one entrance Location at the start of its MPh by being placed beneath a "Sewer?" counter in the *opposite* entrance hex at the cost of all its MF, and must advance out that entrance concealed during the subsequent APh (even if that Location is occupied by enemy units and is Fortified but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox). A tunnel may never be overstacked, and units in a tunnel may not portage more than their IPC nor push a Gun. If the Location left was Encircled, units become pinned and CX upon advancing out.

8.62 RtPh: Broken units may enter a tunnel during their RtPh and use it to rout, provided they exit it in the same RtPh. Routing units must begin their rout in one tunnel entrance Location and end it in the opposite Location. Routing units are immune to Interdiction while in a tunnel and may use it to move adjacent to or towards a Known enemy unit, provided that when they emerge they are no closer to any armed enemy unit that was Known when they entered the tunnel, and that they don't become ADJACENT to a Known, unbroken armed enemy unit. Routing units are not concealed when they emerge from a tunnel.

8.63 DESTRUCTION: Any tunnel entrance may be destroyed by any Good Order Infantry unit in the same Location without a Known enemy unit at the end of the CCPh provided the entrance/exit has been used in the LOS of that unit and subsequently discovered using the Recovery procedures of A4.44. The presence of an entrance/exit cannot be revealed by Searching.
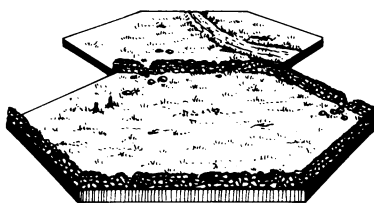
9. WALLS & HEDGES

9.1 A wall represents a stone fence varying in height between one and two meters, and conforms to hexsides rather than the interior of a hex. Any hexside that overprints a thick gray line such as 2E4-E5 is a wall hexside. A hedge represents hedges one to two meters high and also conforms to hexsides. Any hexside containing a thick green line such as 2T1-U2 is a hedge hexside. The thick terrain depiction, as well as the hexside itself (inclusive of vertices), represents the wall/hedge and will affect any LOS through it, except for obvious breaks in the depiction such as 6W9-X9. A wall/hedge cannot be eliminated.
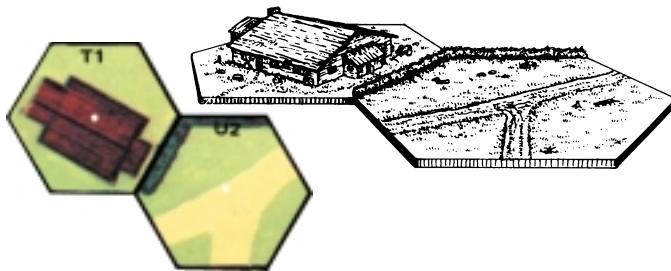
EX: An attack from 6Y6 to Z7 is affected by the hedge hexside Y7-Z7 even though the hedge depiction does not actually extend to the vertex.

9.2 LOS: Wall and hedge hexsides are Half-Level obstacles to same-level LOS (A6.21) unless the wall/hedge hexside is part of the viewing/target hex. A wall/hedge hexside never blocks LOS to any portion of its own hex even in the case of Snap Shots or vs Bypassing units on the opposite side of that hex *[EXC: 9.21]*. A wall/hedge lying lengthwise (on a hexspine) exactly along a LOS is a Half-Level LOS obstacle only if the wall/hedge hexspine is not touching the viewing or target hex, or if touching *one* of the viewing/target hexes and the vertex opposite of the viewing/target hex has walls/hedges on *all* of its three hexspines.

EX: In the 9.1 illustration, the 4-4-7 in 6Z9 can attack the 8-3-8 in X6 with a +2 DRM for the wall because both intervening wall/hedge hexspines are part of either the firing or target hex and neither of them has three wall/hedge hexspines on the vertex that is part of neither Z9 nor X6. If Y8-Y9 were a hedge hexside, no LOS would exist since the Y8-Y9-Z8 vertex would have wall/hedge hexsides on all three hexspines. If a German unit were in Y8, both it and the 4-4-7 would qualify for the +1 TEM of the Z8-Y9 hexspine when firing at each other. If the Z8-Y9 hedge did not exist (or were instead at Y8-Y9), the LOS from Z9 to X6 would be blocked at the Y8-Y9-Z8 vertex.

9.21 ENTRENCHMENTS: A unit in an entrenchment cannot see (or be seen) across a same-level wall/hedge hexside/hexspine to (or from) any non-adjacent same-level or lower Location—although an elevation advan-

tage of at least a half-level over the Entrenchment does allow such LOS. LOS is reciprocal. If a viewer would have LOS to any non-entrenched units in such a Location, it also has LOS to any entrenchments in that Location even though it may not have LOS to units beneath that entrenchment.
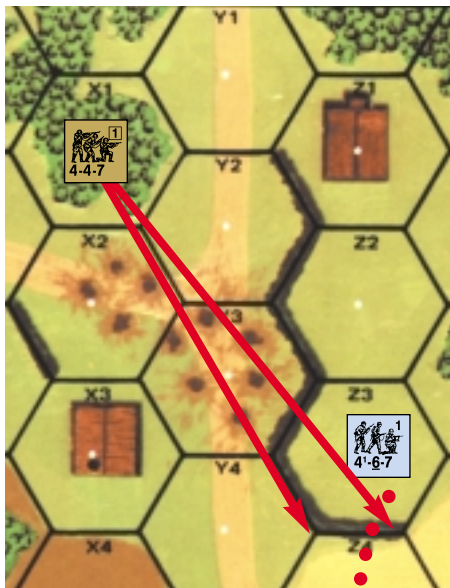
EX: The 4-4-7 can make a Snap Shot at the unit entering hex 3Z3 because a "hedge hexside never blocks LOS to any portion of its own hex". Now assume that Z3 is a building hex and that a vehicle in Bypass exists at CAFP Z3-Z4-AA4. Provided the LOS is not blocked by the building, the 4-4-7 can trace a LOS to that vertex. The same could not be said for a Bypass vehicle in Z4 at CAFP Z4-Z3-AA4 (assuming Z4 was a woods/building hex allowing such Bypass) because it is in a different hex and thus blocked by the Z3-Y3 hedge even though the target points are essentially the same (C.5).

EX: If the 4-6-7 in 3Z3 were beneath a foxhole, no LOS would exist between the 4-6-7 and the 4-4-7 in X1, but the 4-4-7 would still have LOS to the foxhole, thus revealing it if hidden.

9.3 TEM: The TEM of a wall is +2; the TEM of a hedge is +1. Fire traced through a wall/hedge hexside or hexspine may be subject to a TEM for that wall/hedge if the target is in the Location formed by that hexside/hexspine. If the LOS crosses the wall/hedge hexside through a road depiction (such as 6W9-X9) the wall/hedge TEM can only apply if the target is a non-moving unit. PRC *[EXC: Motorcyclists]* never receive a TEM for a wall/hedge. The wall/hedge TEM is NA for DC attacks *[EXC: if thrown across a wall/hedge hexside, the TEM applies to both the target and thrower's Location; A23.6].*

9.31 The wall/hedge TEM is not cumulative with positive TEM of other terrain in that hex, although it is cumulative with LOS Hindrances and SMOKE. A target unit claiming WA (9.32) does not receive in-hex TEM *[EXC: Runway (7.3); Air Bursts (9.34)]*, but receives wall/hedge TEM if applicable *[EXC: it may elect instead to receive appropriate TEM for Emplacement or for a friendly AFV with which it shares WA (D9.3)]*. A target unit not claiming WA receives only in-hex TEM, but may instead use wall/hex TEM vs enemy units which do not have WA over the hexside. In any case the wall/hedge TEM applies only as per 9.3. In order for a wall to justify firing HEAT at Infantry/Cavalry (C8.31), those units must be claiming-WA/receiving-Wall-TEM. The amount of Residual FP left by an attack that crosses a wall/hedge hexside is reduced by that hexside TEM (A8.26) if hexside TEM could have been claimed against at least one firing unit—even if the moving unit is not claiming hexside TEM. See 9.36 and D4. for wall-TEM/HD-status for vehicles.

9.32 WALL ADVANTAGE (WA): A unit may claim WA over a same level wall/hedge hexside if it is an armed, unbroken ground level unit which is not: a vehicle eligible to receive in-hex TEM of ≥ 1 *[EXC: Height Advantage (10.31)/Cactus Patch (14.7)/Olive Grove (14.8)]*, in Column/Convoy, in a Fortified building possessing a Gun, on a bridge *[EXC: over a Roadblock]*, in a pillbox/cave, beneath an entrenchment counter, above Wire/Panji or in a Location containing a non-hidden, non-prisoner enemy *[EXC: "broken" vehicle (A12.1)]* unit. A unit in Bypass may claim WA only over the hexside it straddles and the two hexsides of its hex that join that hexside. Units in a Location do not need to share the same WA status, but are still considered in the same Location for all purposes. Broken or unarmed units may (must if 9.323 applies) claim WA if other units in the same Location claim WA.

A unit claiming WA is still considered occupying any obstacle/terrain as it would if not claiming WA for all purposes (e.g., Concealment Terrain, firing backblast weapon from building) *[EXC: 9.31]*. Lack of WA does not prevent LOS through a wall/hedge hexside of the viewer's hex *[EXC: Entrenchments (9.21); bocage (9.521)]*.

9.321 A unit always has WA over all possible (as per 9.32) wall/hedge hexsides of its hex; if it forfeits/is-denied WA over one of those wall/hedge hexsides it cannot claim WA over any other hexsides *[EXC: in Deluxe ASL, WA is claimed/retained/lost per hexside—not hex]*. Adjacent units of opposing sides can never both claim WA over a shared wall/hedge at the same time; thus one of them claiming WA over the shared hexside prevents the other from claiming WA over any hexsides at all *[EXC: Deluxe ASL]*.
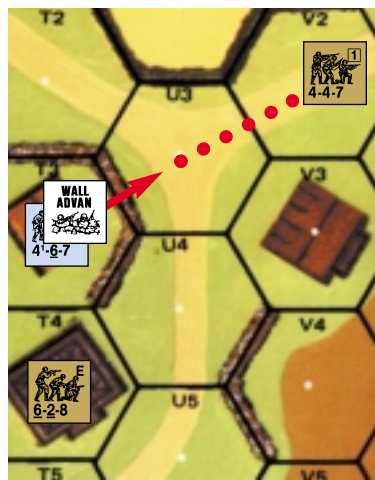
EX: The 4-6-7 occupies 3T3 before the 4-4-7 moves ADJACENT to it in U3. If the 4-6-7 First Fires at the moving 4-4-7 as the latter enters U3 it may do so using FFMO and no wall TEM because (vs an adjacent firer) the Wall TEM does not apply to a unit entering a hex if that firer qualifies for Wall Advantage. Assuming the 4-4-7 survives that attack, its AFPh attack vs the 4-6-7 will be affected by the +2 TEM of the wall because the German retains the Wall Advantage, but the hexside TEM of a target hex is not cumulative with that of the other terrain in the same hex so the building +2 TEM does not also apply. However, if T3 could be fired on along a LOS that did not cross the wall hexside (e.g., from T4), the German might choose to use the building +2 TEM rather than the non-applicable wall +2 TEM. If he does (or if for any reason he chooses the building TEM rather than the wall TEM), the German must first lose the "Wall Advan" counter (9.31) and, if the Russian unit is adjacent, the "Wall Advan" counter automatically shifts across the wall hexside to the ADJACENT Good Order 4-4-7. On the other hand, if the 4-6-7 chooses to keep Wall Advantage it would be considered in Open Ground to any fire from the 6-2-8. A unit in V4 may not claim Wall Advantage because it is at a higher elevation than the wall hexside (9.35).
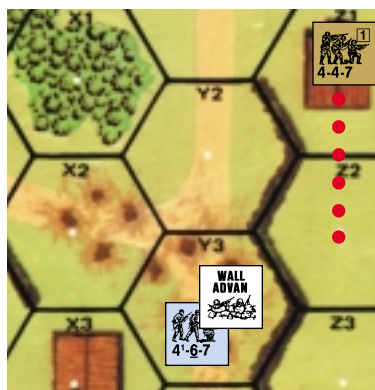
EX: The 4-6-7 in 3Y3 has Wall Advantage over the 4-4-7 that has just entered Z2. If another German unit enters Y2 or Y3 it will also qualify for Wall Advantage, because the Russian cannot claim the hedge TEM of either common hexside (since it does not have Wall Advantage over it). The Russian unit cannot "steal" Wall Advantage from either unit as long as the other retains Wall Advantage in the adjacent hex. Because the 4-6-7 has claimed Wall Advantage, it cannot also claim Shellhole TEM without first losing the Wall Advantage. If the 4-6-7 fires as a FG with another unit in X2 at the 4-4-7 in Z2, the hedge TEM would apply (A.5).

9.322 A unit claiming WA must always be marked with a "Wall Advan" counter. Placing a "Wall Advan" counter and claiming WA are synonymous, as are removing a "Wall Advan" counter and forfeiting WA *[EXC: 9.323]*. A Pinned, TI, or Immobile unit cannot voluntarily claim or forfeit WA. *Claiming* WA is voluntary *[EXC: 9.323]*, and can be done by a unit at five times: during its setup; at the *end* of any RPh (step 1.32B of ASOP, ATTACKER first); during its MPh/APh (either as part of, or before/after MF/MP expenditures); when losing HIP status; whenever all enemy units lose/forfeit WA over shared wall/hedge hexsides. WA must be forfeited