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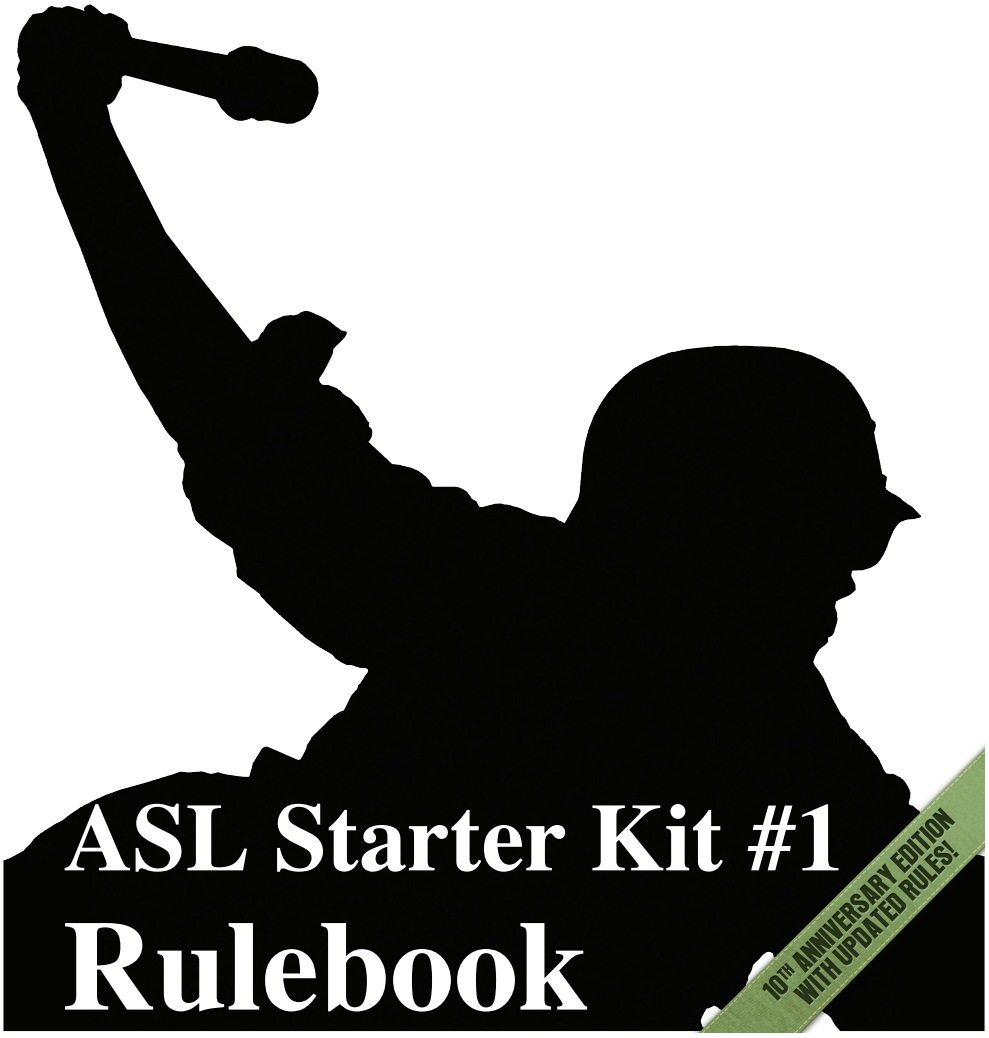

Introduction:

Welcome to the exciting world of *Advanced Squad Leader*. ASL is a detailed wargaming system that can simulate any company level ground action from any theater of World War II. The playing pieces represent squads, half-squads, leaders, crews, guns, and vehicles from every major and minor combatant of World War II. The battlefields are represented by geomorphic mapboards upon which the counters are maneuvered. Starter Kits provide the new player with an easy method for becoming familiar with the basics of the ASL system using entry-level scenarios, counters, boards, and rules.

Squad counters represent approximately 9-15 men, depending upon nationality and type. Individual leader counters represent combat leaders historically present at the battle and also help represent the overall combat independence of the unit to which they are attached. Each squad and each leader is given a morale level on its counter; the higher the morale level, the better it can stand up in combat and the quicker it can recover from setbacks. Support weapon counters represent individual weapons beyond the organic small arms that are already included in the firepower values given each squad and half-squad counter. Firegroups for attacking enemy units are put together from the combined firepower of individual units and weapons. After totaling the firepower of the attack, two six-sided dice are rolled and that result (modified by various factors) is cross-referenced with the applicable firepower column of the Infantry Fire Table to determine the result of the attack. Results range from no effect, to causing the enemy to check its morale level to see if it breaks, to outright elimination of one or more enemy units. Units also use their firepower in close combat, usually in an all-or-nothing fight to the death.

Each ASLSK scenario simulates a historical battle by providing both the Attacker and the Defender with an order of battle containing specific units and weapons with which to maneuver in an effort to achieve specified victory conditions. The geomorphic boards can be arranged in numerous different combinations to represent the varied battlefields of Europe.

ASL Starter Kit #1 is a complete game that introduces the player to the ASL Infantry rules and includes squads, half-squads, leaders, support weapons, and simplified rules and terrain to use with them. The counters and boards are all fully compatible with other ASL products. Starter Kit #1 contains all the counters needed to play the six included scenarios under average circumstances. ASLSK is a game of wide possibilities, however, and exceptional circumstances in a given playing may result in a shortage of a particular counter, in which case players will need to pool their counters or make do with what they have.

ASLSK#1 has been very successful over the years and has spawned the popular follow-on games ASLSK#2 (introducing ordnance), ASLSK#3 (introducing tanks) and *Decision at Elst* (a campaign game on a historical map sheet). These games, led by ASLSK#1, have helped introduce numerous players to the exciting, wide-ranging world of ASL. Not all of these games are always in print, but it is rare when none of them are available. This Tenth Anniversary edition includes the various rules clarifications that we have found over the years. Additional ASLSK scenarios, other ASL material, and information on other games are available directly from Multi-Man Publishing, LLC (www.mmpgamers.com).

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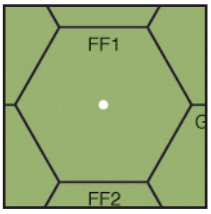
1.0 Game Components:

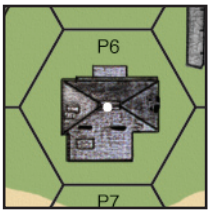
1.1 Mapboard: This ASLSK module contains 2 geomorphic mapboards (mapboards y and z). These represent the battlefield and can be butted end to end or side to side together with others to form different playing areas. Superimposed over the map is a hex grid used to measure distance.

Each hex contains a specific type of terrain. Different types of terrain have different effects on movement and combat. Each hex also contains its own grid coordinate that indicates its location on the map (e.g., hex K2). Listing the mapboard in front of the coordinate (e.g., yK2) provides a unique identifier for any hex in the system. Each hex contains a white dot that marks the center of the hex. This is used in determining Line of Sight (LOS). Half hexes along the board edge are the equivalent of hexes, although the grid coordinate and white center dot may be missing.

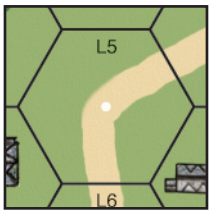
1.1.1 Terrain Types: The following describes the various types of terrain found on the boards included in this module. For aesthetic purposes, terrain symbology may extend marginally out of a hex into an adjacent hex of another terrain type, but most hexes are dominated by one specific terrain type and are governed by the rules for that specific terrain type. Usually the dominant terrain type includes the hex center dot, but occasionally non-Open Ground hexes have a hex center dot in Open Ground. Some terrain is harder to move through than other terrain; movement costs are expressed in Movement Factors (MF). Terrain can also block or hinder Line of Sight (LOS) and can provide some cover by modifying fire attacks with its Terrain Effects Modifier (TEM).



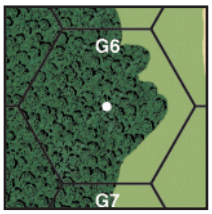
Open Ground: Open Ground is any hex devoid of other printed terrain features, generally covered uniformly in light green such as hex yFF1. Open Ground presents no obstruction or Hindrance to LOS, and the only TEM for Open Ground is the -1 First Fire Movement in Open Ground (FFMO) Dice Roll Modifier (DRM) vs moving Infantry. Open Ground costs Infantry 1 MF to enter.



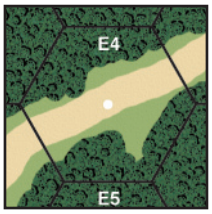
Buildings: Buildings represent man-made dwellings of various sizes. Any hex that contains a gray or brown rectangular overhead building depiction is a building, such as yP6. A building depiction is an obstacle to LOS and costs Infantry 2 MF to enter. The TEM for a stone (gray) building is +3 and for a wooden building (brown) is +2. If the LOS between two units crosses the building depiction, then the building hex is an obstacle to both units.



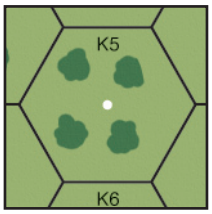
Roads: Roads represent either paved or dirt surfaces. A road represented by a brown stripe, such as yL5, is a dirt road while one represented by a gray stripe, such as zQ4, is a paved surface. A road is considered Open Ground for all purposes. Additionally, Infantry that crosses only road hexsides throughout its entire MPh is entitled to one extra MF (the road bonus) unless it claims the protective benefits of a Woods-Road hex or has to pay the extra movement costs for entering Smoke (3.3).



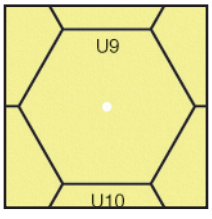
Woods: Woods represent a forested area with dense undergrowth, such as yG6. Woods depictions are an obstacle to LOS and cost Infantry 2 MF to enter. The TEM for woods is +1. If the LOS between two units crosses the woods depiction, then the woods hex is an obstacle to both units.



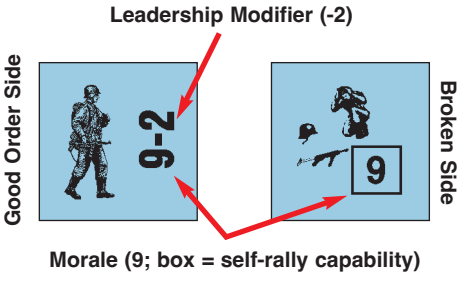
Woods-Road: A moving unit in a Woods-Road hex such as yE4, is not eligible for the +1 Woods TEM during Defensive First Fire (and is subject to FFMO or Interdiction) if the LOS does not cross a green woods symbol and the moving unit entered the hex at the road movement rate. Otherwise normal Woods TEM is in effect; an Infantry unit may always choose to utilize the woods movement rate and receive resultant TEM benefits. The road portion does not block LOS.

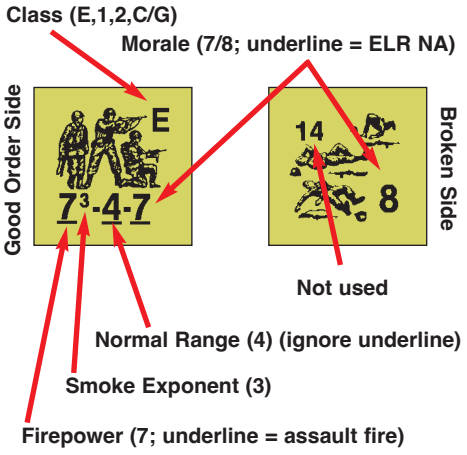


Orchards: An Orchard represents a thinly wooded area devoid of undergrowth such as yK5. An orchard hex (including hexsides) is a Hindrance to LOS and therefore adds a +1 Hindrance DRM for every orchard hex between the target and the firer. Orchards cost Infantry 1 MF to enter. There is no TEM for Orchard but because it is not Open Ground it negates FFMO and Interdiction.



Grain: While in season, Grain represents a cultivated field of a variety of standing crops such as yU9. A grain depiction is a Hindrance to LOS and therefore adds a +1 Hindrance DRM for every grain hex between the target and the firer in which the LOS crosses the grain depiction.





Grain is in season during the months of June through September. Outside of this season grain hexes are treated as Open Ground instead. Grain costs Infantry 1½ MF to enter when in season. There is no TEM for Grain but because it is not Open Ground (unless out of season) it negates FFMO and Interdiction.

1.2 Counters: There are three types of counters used in this game: informational markers, personnel markers, and Support Weapons (SW). The Informational markers are used by both sides and are generally memory devices. These include such counters as Prep Fire, First Fire, Pin, and Desperation Morale. These will be described during the discussion of the Sequence of Play. Personnel counters come in two main types: Single-Man Counters and Multi-Man Counters.

1.2.1 Single-Man Counters (SMC): SMC (or leaders) are *elite* units, which bear a single silhouette and represent just one man. Leaders have a two number strength factor, which consists of the leader's morale (on the bottom), and his leadership DRM (on the top). The latter is expressed as a negative number or a zero, or occasionally a +1. An unbroken, unpinned leader may use his leadership DRM to affect the performance of other personnel in his location (unless they are moving separately). Leadership modifiers are not cumulative. A leader may attempt only one action per phase, but may use his leadership modifier (even if 0 or +1) more than once in the same phase only to attempt to rally more than one unit in a RPh, to direct ROF and/or Defensive Fire attacks, and to assist units with Morale Checks (MC).

1.2.2 Multi-Man Counters (MMC): MMC are units that bear the silhouette of more than one man. There are two types of MMC used in this

game: squad and half-squad (HS). A squad bears the silhouette of three men, a HS that of two men. Each are defined as either E (Elite), 1 (1st Line), 2 (2nd Line), G (Green), or C (Conscript) which is noted in the upper right hand corner of the counter. Two HS equal one squad in size.

Each MMC contains a three-digit number called its strength factor that quantifies its capabilities in the game. Firepower (FP) is the left-most factor and represents the FP the MMC can attack with prior to any modification. The middle number (its normal range) is the number of hexes away that it can reach with its full FP. The third strength factor is its Morale, the relative rating of a unit's ability to withstand punishment before breaking. Some squads have a Smoke Exponent as a superscript to their FP strength to indicate that they can attempt to place Smoke grenades.

1.2.3 Broken Side: The reverse side of each SMC and MMC is its broken side. The large number in the lower right corner is its broken morale level. If the broken morale level is encased in a square, that unit is capable of self-rally.

1.2.4 Support Weapons (SW): These counters represent weapons that must be possessed by MMC or SMC to be used (see section 4.0). These include Machine Guns (MG), Flamethrowers (FT), and Demolition Charges (DC). These SW are possessed by the unit stacked immediately beneath them. A SW must be possessed to be fired or moved. SW have a portage requirement (Portage Points or PP) listed on the counter. SW have both a FP and a range that is utilized like that of an MMC.

Some SW have a multiple Rate of Fire (ROF) shown by a number encased in a square. If the colored die roll in a fire attack DR is less than or equal to the ROF, that SW may fire again in that phase until such time as the ROF is exceeded by the colored die roll. Some SW (e.g., MG) may malfunction, in which case they are flipped over to their broken side. The repair number is shown in the upper left corner. The "6" in the lower right corner indicates permanent removal if the original repair dr is a 6.

1.3 Scenario Cards: Each game begins with the scenario card which depicts the information required to play the game: the board(s), the units and where they set up or enter, game length, the victory conditions, the historical setting, and any scenario special rules (SSR) required to play the scenario.

1.4 Dice: One six-sided white die and one six-sided colored die. Sometimes a dice roll (DR) of both is required; sometimes a die roll (dr) of just one is required. The colored die is used for determining ROF.

2.0 Definitions:

AFPh: Advancing Fire Phase (3.5).

APh: Advance Phase (3.7).

Area Fire: The firepower of an attacking unit is halved for each case of Area Fire (3.2, 3.3.1, 3.5, and 4.1).

Assault Fire: An attack in the AFPh available to MMC that have underscored firepower factors (3.5).

Assault Movement: A type of Infantry movement (3.3).

ATTACKER: The player whose Player Turn is currently being played.

B#: Breakdown number of a Support Weapon (weapon is repairable) (4.0).

Casualty Reduction: A combat result that eliminates a HS or wounds a SMC. A squad is reduced to a HS (3.2.1).

CC: Close Combat (3.8).

CCPh: Close Combat Phase (3.8).

Center Hex Dot: The white dot in the middle of the hex from which LOS is determined (1.1).

Control: A Good Order Infantry MMC gains control of the hex or building it occupies without the presence of an enemy unit. This is often required for purposes of victory determination. Not all hexes of a building need to be occupied for a unit to Control a building if there are no enemy units in the building at the time a friendly unit enters the building.

Cowering: The penalty for MMC rolling doubles on an IFT attack without leader direction (3.2).

CX: Counter Exhausted; the status of a unit after it declares Double Time (3.3) or uses all its MF in the APh (3.7).

DC: Demolition Charges (4.3).

DEFENDER: The player whose Player Turn is not presently being played.

Defensive First Fire: Firing at moving units in the MPh (3.3.1).

DFPh: Defensive Fire Phase (3.4).

DM: Desperation Morale (+4 DRM on rally attempts) (3.1, 3.2.1, and 3.6).

Double Time: An Infantry unit may add 2 MF to its MPh by becoming CX (3.3).

dr: die roll; a roll of just one die (1.4).

DR: dice roll; a roll of two dice (1.4).

drm/DRM: Die roll (or Dice roll) modifier; a mathematical adjustment either positive or negative to the original die roll or dice roll.

FFMO: First Fire Movement in Open Ground; a -1 DRM vs moving Infantry in Open Ground; does not apply if there is LOS Hindrance (3.3.1).

FFNAM: First Fire Non Assault Movement; a -1 DRM vs moving Infantry provided the target is not using Assault Movement (3.3.1).

FG: Fire Group; two or more units and/or MG joining together to make a combined fire attack (3.2).

FP: Firepower; the strength with which a unit (or FG) attacks (1.2.2 and 3.2).

FPF: Final Protective Fire (3.3.1).

FT: Flamethrower (4.2).

Good Order: An Infantry unit that is neither broken nor marked with a Melee counter.

Hex Grain: Any string of connected hexes in which a straight LOS drawn between the first and last hex center dots also bisects the hex center dot of every hex between them (1.1).

Hexside: One of the six lines that combine to form a hex. Each hexside also forms two vertices (1.1).

Hindrance: Some terrain types (orchard, grain) are not substantial enough to completely block Line of Sight (LOS). These are LOS Hindrances and each one hinders fire traced through (but not into) it and does not block LOS completely. Each Hindrance hex adds a +1 DRM to any IFT DR for fire traced through it (3.2).

HS: Half-squad.

IFT: Infantry Fire Table.

Inexperienced: Green MMC not stacked with a Good Order leader and Conscript MMC suffer Inexperienced penalties: 3 MF, B# or X# lowered by one, cower two columns, +1 ambush drm (5.4).

Infantry: All SMC and MMC.

Inherent Terrain: Certain terrain depictions (Orchard) and counters (Smoke) designate the entire hex including the hexsides as having the characteristics of that hex. A LOS that enters such a hex (even if just traced along such a hexside) is affected by its Inherent Terrain.

Interdiction: A NMC suffered by a unit that routs without using Low Crawl through Open Ground in LOS of an unpinned enemy unit in normal range if FFMO could hypothetically apply (3.6).

IPC: Inherent Portage Capacity (4.0).

Known Enemy Unit: any enemy unit to which the friendly unit in question currently has LOS.

LLMC: Leader Loss Morale Check; an additional MC caused at any time by the loss of a leader with higher morale than the unit(s) he is stacked with (3.2.1).

LLTC: Leader Loss Task Check; caused by the breaking of a leader with higher morale than the unit(s) he is stacked with (3.2.1).

LOS: Line of Sight (3.2).

Low Crawl: A rout of one hex during the RtPh; avoids Interdiction in Open Ground (3.6).

Melee: A condition existing between opposing units in the same hex after being attacked in Close Combat (3.8).

MF: Movement Factor; a measure of movement capability for Infantry units (3.3).

MG: Machine Gun; a type of Support Weapon, designated as light (LMG), medium (MMG), or heavy (HMG) (4.1).

MMC: Multi-Man Counter (1.2.2); squad or half-squad.

MPh: Movement Phase (3.3).

NMC: Normal Morale Check; requires a DR less than or equal to the current morale level of the unit to avoid breaking. Leadership modifiers can apply (3.2.1).

PBF: Point Blank Fire; fire at a target in an adjacent hex. Total firepower is double the normal firepower (3.2).

PFPh: Prep Fire Phase (3.2.2).

Russian Rally Phase Example:
The broken 5-2-7 in yQ6 attempts an MMC self-rally. It must add 1 to its rally attempt for self-rally, but may subtract 1 for being in a building. The original DR is a 7, with the modifiers negating each other. Since this is less than or equal to the 5-2-7's broken morale level of 7, the 5-2-7 rallies and is flipped to its unbroken side.

Next, the leader attempts to rally both broken squads. The broken 5-2-7 must add 4 to its DR because it is currently under DM. The leader's -1 DRM applies, as does the -1 for being in a building. The broken 4-4-7 is not under DM and does not have to apply the additional +4 for DM. The total DRM for the 5-2-7 is +2 and for the 4-4-7 is -2. The original DR for the 5-2-7 is 6; after adding the +2 DRM the final DR is 8. Since this is greater than the 5-2-7's broken morale level of 7, the squad does not rally. The original DR for the 4-4-7 is 9; after adding -2 the final DR is 7. Since this is less than or equal to the 4-4-7's broken morale level of 7, the 4-4-7 rallies and is flipped over to its unbroken side.

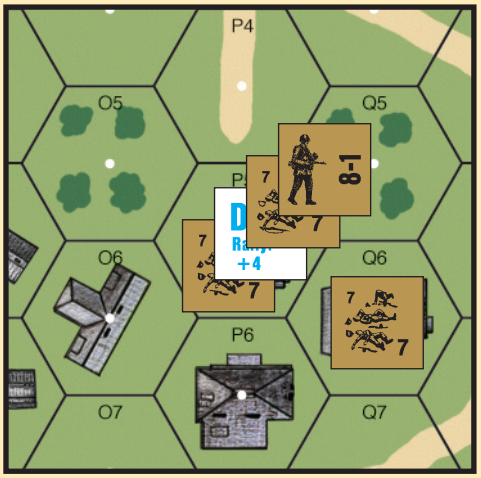


Illustration before any results

Player Turn: The eight consecutive phases that are half of one game turn and during which the ATTACKER can move his forces.

PP: Portage Points represent how difficult a SW is to carry, and are assessed vs a unit's IPC (4.0).

PTC: Pin Task Check (3.2.1).

Residual FP: Firepower left in a hex as a result of Defensive First Fire (3.3.1).

ROF: Rate of Fire; a MG may be able to attack more than once in a turn. The ROF number is encased in a square (1.2.4).

RPh: Rally Phase (3.1).

RtPh: Rout Phase (3.6).

Self-Rally: The capability of a unit to rally itself without a Good Order leader present as indicated by a broken side morale encased in a square (3.1).

Smoke Exponent: A superscript to a unit's FP strength indicating the ability to attempt to place Smoke grenades (3.3).

Squad Equivalent: Two HS are equivalent in size to one squad (1.2.2).

SSR: Scenario Special Rule (1.3).

Stacking Limits: Each side may have up to three MMC squad equivalents per hex plus up to four SMC (3.3).

Subsequent First Fire: Firing again in Defensive First Fire, but as Area Fire (3.3.1).

SW: Support Weapon (1.2.4 and 4.0).

TEM: Terrain Effects Modifier; an IFT DRM caused by the terrain of the unit being attacked (3.2.1).

X#: Breakdown number of a SW (weapon is not repairable) (4.0).

3.0 Sequence of Play:

There are eight distinct phases in each Player Turn that are resolved in the following order: Rally Phase, Prep Fire Phase, Movement Phase, Defensive Fire Phase, Advancing Fire Phase, Rout Phase, Advance Phase, and Close Combat Phase. A full turn is recorded when both players have run through the entire sequence as the ATTACKER.

3.1 Rally Phase (RPh):

During the RPh both players attempt to rally their eligible broken units, fix broken equipment, or transfer equipment to another unit in the same location. Other than leaders rallying (themselves and other units) each unit may undertake only one action per RPh. These actions must be done in order:

a) Reinforcements: ATTACKER rolls for any provisional (SSR) reinforcements and sets up offboard all forces due to enter this Player Turn.

b) Recovery: Good Order units may attempt to recover an unpossessed SW in same hex by making a dr less than 6 (+1 drm if CX) (ATTACKER first).

c) Repair of Broken SW: A Good Order unit possessing a broken SW of its own nationality (i.e., color) may attempt to repair the SW by making a dr less than or equal to the repair number on the back of the counter (ATTACKER first). A dr of 6 eliminates the SW permanently.

d) Transfer of SW: Stacks may be freely rearranged to change possession of all SW between Good Order units in the same location (ATTACKER first).

e) Self-Rallies: Both sides may attempt to self-rally (ATTACKER first) eligible units (those with a box around their broken side morale level, e.g., leaders). The ATTACKER (only) may attempt to self-rally one MMC. A leader attempting to self-rally may not apply his leadership modifier, and any unit attempting to self-rally also suffers a +1 DRM.

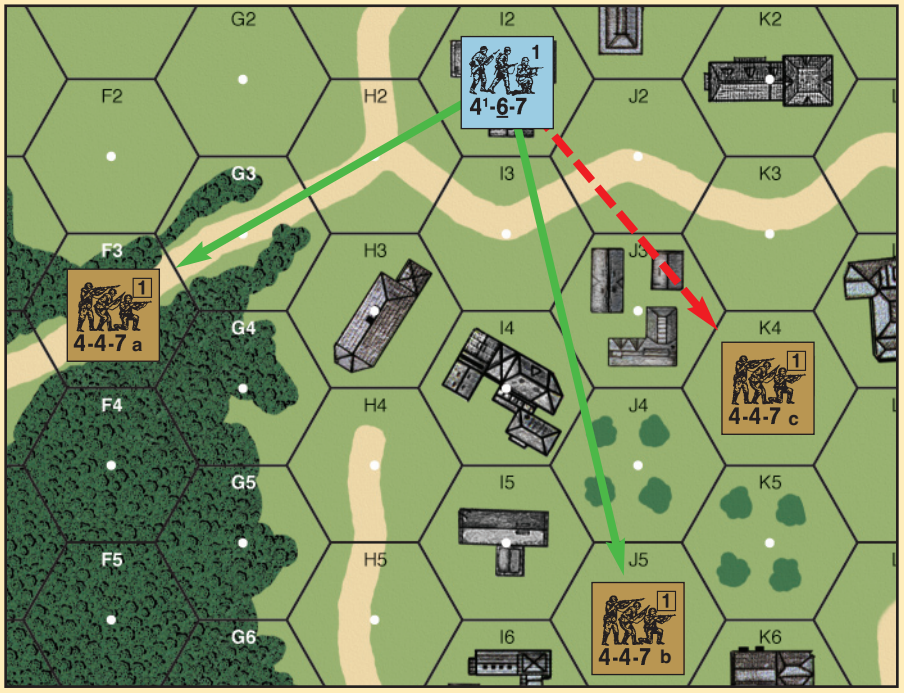
f) Unit Rallies: Both sides (ATTACKER first) may attempt to rally broken units stacked with a Good Order leader.

In order to rally, a unit must make a DR less than or equal to the morale number on its broken side. There is a +4 DRM if the unit is suffering from Desperation Morale (DM), a -1 DRM if the unit is in woods or buildings, and a DRM equal to the leadership modifier of the leader attempting to rally the broken unit.

If the only leader present in a stack of broken units is himself broken, he may attempt to rally the other units only if he self rallies first. There is no penalty for failing a rally attempt, unless the unit rolls an original 12, in which case it suffers Casualty Reduction. No unit may attempt to rally more than once per Player Turn; however, a Good Order leader may attempt to rally all the units he is stacked with.

g) Marker Removal: All DM counters are removed at the end of the RPh unless the DM unit is adjacent to a Known Enemy Unit. A bro-

Line of Sight Example:
The 4-6-7 can see 4-4-7a in yF3 because a string drawn from the center dot in I2 to the dot in F3 does not hit any woods depiction (it goes "down the road") and can see 4-4-7b in J5 with a +1 Hindrance due to the orchard in J4; it cannot see 4-4-7c in K4 due to the building in J3.



Prep Fire Phase Example (assuming German ELR of 3):

During the American PFPh one 7-4-7 in hex yN5 forms a multi-hex Fire Group with the 6-6-6 in hex O6 to fire at the German units in hex P5. The total firepower is 19 (6 FP for 6-6-6 in O6 is doubled for Point Blank Fire plus 7 FP from 7-4-7 in N5), and the attack occurs on the 16 FP column of the IFT. The DRMs include a +3 for the TEM of the stone building and a +1 for the orchard Hindrance for a total DRM of +4. The original DR is 6; after adding 4 the final DR is 10. Cross-referencing 10 on the 16 column of the IFT results in a Normal Morale Check (NMC). Thus, each unit in hex P5 undergoes a NMC. One 4-6-7 rolls an original 9 and the other rolls a 7; neither DR is modified. The 4-6-7 that rolled a 9 is flipped to his broken side with a DM counter is placed on top. The 4-6-7 that rolled a 7 has a Pin counter placed on top since it rolled equal to its morale on a morale check. Finally, the American units have a Prep Fire counter placed on them.

Next the remaining American 7-4-7 and 9-1 in N5 attack the 4-6-7 in P1 with 2 FP (7 FP at Long Range Fire is 3.5 FP, use the 2 FP column) and a +2 DRM (+3 stone building, -1 leadership modifier). The original DR is a 2 ("snake eyes!" double ones, the attack does not cower because it was directed by a leader) and the final DR is a 4. Cross-referencing 4 on the 2 column of the IFT results in a 1 Morale Check (1MC). The 4-6-7 makes an original DR of 5, modified to a 6, so the 4-6-7 is unaffected. The American units have a Prep Fire counter placed on them.

The American player then elects to fire the 5-3-6 in hex N4 at hex O5. The total firepower is 10, and the attack occurs on the 8 FP column. The DRM is +0, as orchard is a +1 Hindrance but is +0 as a Terrain Effects Modifier. The original DR is a 4 (double twos so the attack cowers two columns since the unit is Inexperienced) and the final DR is a 4. Cross-referencing a 4 on the 4 FP column (two shifts to the left of the 8 FP column) results in a 1MC. The 4-6-7 makes an original DR of 12 (boxcars) with a final DR of 13. The 4-6-7 is Casualty Reduced for rolling an original 12 and replaced with a 2-4-7. That 2-4-7 is replaced by a 2-3-7 half-squad as the final DR was greater than the morale of the unit plus that unit's ELR, so it experiences unit substitution. The 2-3-7 is flipped to its broken side and marked with a DM counter. The 5-3-6 has a Prep Fire counter placed on it.

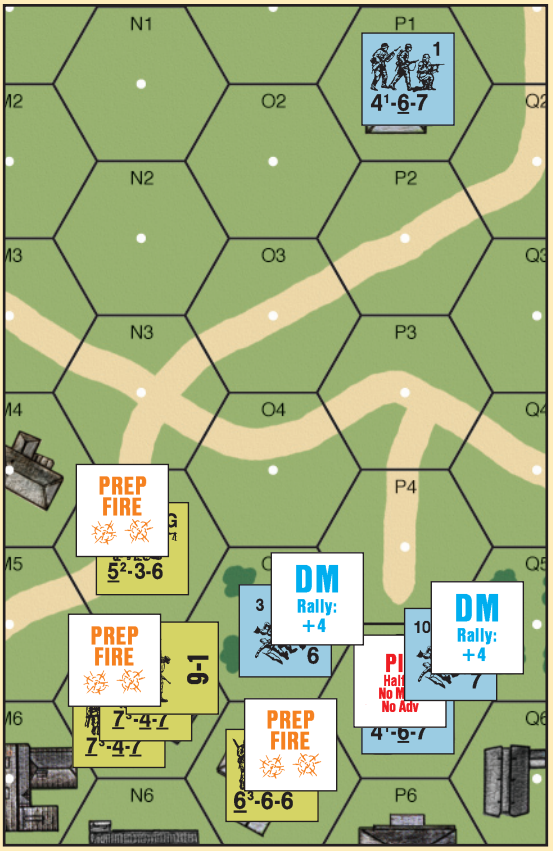


Illustration after all results

ken unit may opt to keep its DM status unless in woods or building.

3.2 Prep Fire Phase (PFPh) and Fire Attacks:

Fire attacks are the main process by which a unit attacks enemy units. No unit may fire at full strength more than once per Player Turn, except for SW maintaining ROF. Otherwise a player may fire all, some, or none of his units in any applicable fire phase. Fire attacks ordinarily affect all Infantry units in the target hex, except during the MPh when a Defensive First Fire attack only affects units moving together.

A unit may only fire at an enemy unit if it has a Line of Sight (LOS) to it. This can be determined by stretching a sewing thread taut between the center of the firing hex and the center of the target hex, and cannot apply to off-board units. If the thread does not cross a LOS obstacle (buildings or woods depictions) with the obstacle visible on both sides of the string there is a LOS between the two hexes. The terrain in the firer's hex or target hex does not block LOS to the center dot. Attacks may be traced through units in intervening hexes without affecting them. Neither player may make a LOS check until after an attack has been declared. Should a LOS check reveal that a LOS obstacle blocks the fire, the fire attack is not resolved, but the units that declared the attack are still considered to have fired for all purposes, including possible breakdown. Any combination of Smoke or terrain LOS Hindrance DRM greater than or equal to +6 blocks that LOS completely.

The FP of an attacking unit/MG is doubled for Point Blank Fire (PBF), which occurs when a unit/MG fires at an adjacent hex. A unit/MG/FT may attack beyond its normal range, as Area Fire, at a distance up to and including double that range, but does so at half FP. Fractions of halved FP totals are not dropped, but rather retained and subject to further modification, or added to the FP totals of other units involved in the same attack. FP modifications are cumulative; attacker's FP can be both doubled and halved and can be halved again several times. A unit may not split its FP between different targets but a squad may opt to fire its own FP at one target and any possessed SW at a different target.

Whenever a non-leader-directed MMC attack rolls original doubles as the IFT resolution DR, it cowers and is resolved on the next lower column on the IFT and results in the cowering unit being marked with a Prep Fire or Final Fire counter (as appropriate). If an Inexperienced MMC is involved in such an attack, the attack shifts two columns to the left rather than just one. Any shift below the lowest column results in an attack that has no effect. Cowering does not affect CC, DC, or Residual FP attacks.

Two or more units may join together to make a combined fire attack and are termed a Fire Group (FG). A FG may consist of units from more than one hex only if each participating unit occupies a hex in or adjacent to another participating unit of the same FG. A leader alone cannot be a FG link. All members of the FG must be able to trace a LOS to the target. A multi-hex FG that discovers that part of the FG does not have a LOS to the target forfeits the participation of that unit. The units in the FG with valid LOS must still attack the target but as a smaller FG (if adjacent) or as separate attacks at the firer's option. If units in the same hex are going to attack the same unit, they must do so as a FG; they may not make separate attacks unless using FT or subsequent ROF attacks.

A leader may use his leadership DRM to modify the IFT DR of any one attacking unit (except a FT) or FG per Player Turn, provided all units of the FG are in the same hex. A leadership DRM may be applied to a multi-hex FG only if a leader directing that attack is present in every hex; the leadership DRM in effect in this condition is that of the lowest quality participating leader. A leader directing fire is treated as if he were attacking.

3.2.1 Effects: Fire attacks are resolved by cross-referencing the combined FP total of the attacking unit(s) with a DR on the Infantry Fire Table (IFT). The attacker uses the rightmost column of the IFT whose listed FP does not exceed the total adjusted FP of the attack (thus an attack total of 9 is resolved on the 8 column); excess FP factors have no effect. The DR is modified by adding any applicable DRM such as leadership, Terrain Effects Modifier (TEM), or LOS Hindrance between (but not in) the firer's hex and the target hex. The results are applied as follows:

#KIA: As many targets as the number indicated (#) are eliminated (randomly determined); all remaining targets are automatically broken and DM, or suffer Casualty Reduction (see below) if already broken.

K/#: One unit suffers Casualty Reduction and all other target units (including any just reduced HS) must take a morale check (MC) adding the indicated number (#) to the MC DR. Which of multiple targets suffers Casualty Reduction is

randomly determined. Casualty Reduction eliminates a HS, reduces a squad to a HS, and wounds a SMC. A wounded SMC must immediately make a wound severity dr; a 1-4 indicates a light wound (place a Wound counter) and a 5-6 eliminates the SMC.

A wounded SMC is reduced to three MF, has an IPC of zero, and cannot Double Time. If wounded again he must add a single +1 drm to his wound severity dr—the only penalty for being wounded more than once. His morale level and leadership modifier are reduced by one, e.g., a wounded 8-0 leader has a morale level of 7 and a leadership modifier of +1.

NMC: Each target unit must attempt to pass a Normal Morale Check (NMC) by making a DR less than or equal to the unit's morale level. The best leader in a hex must check first. Units that fail are broken and inverted and have a DM counter placed on them; remove any Pin or CX counters. A unit that rolls an original 12 on a MC suffers Casualty Reduction in addition to breaking. An already broken unit that fails a MC suffers Casualty Reduction; an already broken unit that rolls an original 12 on a MC is eliminated. An unbroken unit that fails a MC by more than its ELR (see 5.1) might be replaced by a lesser quality unit.

Broken units use the morale level printed on their broken side for all MC and rally attempts until they are rallied and returned to their normal side. Broken units may only rout and attempt to rally. An unpinned, Good Order leader will apply his leadership DRM to other units (including lower morale leaders) in the target location if he passes his MC unharmed, but not to himself.

Furthermore, if a leader is eliminated, all units with a lower current morale level stacked with him and not in CC must take a NMC after resolving the initial attack, with any negative leadership DRM added to the DR rather than subtracted from it. This is a Leader Loss Morale Check (LLMC).

If a leader breaks, all Good Order units with a lower current morale level stacked with him and not in CC must take a PTC after resolving the initial attack, with any negative leadership DRM added to the DR rather than subtracted from it. This is a Leader Loss Task Check (LLTC).

If an unbroken unit passes a required MC by exactly the highest number by which that unit could pass the MC (after all modification), then that unit is considered pinned, and a Pin counter is placed on that unit (see PTC below).

#MC: The number before the MC is a positive DRM that must be applied to the MC DR.

PTC: Pin Task Check; each unbroken and unpinned target unit must roll less than or equal to its current morale level or be pinned. Leadership DRM may apply if the leader that is part of the target group first passes his own PTC. Units that fail their PTC have a Pin counter placed on them; during that turn they may not move, their FP is halved, ROF is lost, and a pinned leader may not use his leadership DRM. Units cannot be pinned more than once per Player Turn.

A broken unit not under DM that becomes adjacent to a Known Enemy Unit or is attacked by enough FP (taking the *possibility* of Cowering into account) to possibly inflict a NMC is placed under DM.

3.2.2 Prep Fire Phase: The ATTACKER conducts fire attacks in the PFPh. After resolving each attack during the PFPh, the firing unit (and SW) is marked with a Prep Fire marker.

3.3 Movement Phase (MPh):

During the Movement Phase (MPh) the ATTACKER may move all, some, or none of his units provided they did not fire during the PFPh and are neither broken nor held in Melee. Units can be moved in any direction or combination of directions up to the limit of their Movement Factor (MF) allotment. Units may move over and stack on top of other friendly units but may not move into a hex containing enemy units during the MPh. Units enter from offboard—either at the start of a scenario or as reinforcements—as directed by the scenario card, including turn and location of entry. Units are set up offboard along the specified edge(s) of the map at the start of their RPh in the Player Turn of entry. They may not perform any action while offboard except move during the MPh per normal Open Ground movement costs. They must enter during the MPh or APh of their turn of entry or be eliminated. Roads are considered to extend offboard for purposes of road bonus. A unit may not voluntarily leave the map unless it is in Good Order and exits as part of the Victory Conditions, doing so as if the offboard hex were Open Ground. Any unit otherwise forced to exit the map is eliminated.

A SMC has 6 MF (or 3 MF if wounded) and an MMC has 4 MF (or 3 MF if Inexperienced). A MF bonus of one can be earned if the unit travels along a road throughout the MPh. Any MMC that begins and ends its MPh stacked with a leader receives a 2 MF bonus during the MPh, provided it moves with the leader in a combined stack. MF cannot be transferred between units nor accumulated between turns. Units expend MF based on the terrain that is entered, subtracting that amount from their remaining total until they reach zero or choose not to move further.

Unit Movement Factor Chart

Unit	Base MF	MF w/Leader	Double Time No Leader	Double Time w/Leader
Elite/First/Second MMC	4	6	6	8
Inexperienced (Conscript) MMC	3	6 (5)	5	8 (7)
SMC (wounded)	6 (3)	6 (NA)	8 (NA)	8 (NA)

Whenever a player moves a unit he states the MF expended by that unit in entering each hex or in performing any other activity in that hex. If a unit is going to end its MPh there he must state so before moving another unit. The player is not allowed to take the unit back to a previously occupied hex and begin again unless it does so as part of its movement. Once a unit moves, stops, and another unit moves, the original unit may not move again in that MPh.

For each side, up to three MMC squad equivalents and four SMC may be in a hex at a time.

Units are usually moved one at a time unless an MMC is using bonus MF gained by moving with a leader. Units *may* choose to move as a stack and may break up the stack during the MPh to continue to move separately, but all members of that moving stack must end their MPh before a unit not in that stack may move.

A unit that moves no more than one hex during the MPh may use Assault Movement if the player declares that he is using Assault Movement, and the move does not take all of the unit's MF. Assault Movement reduces the unit's vulnerability to Defensive First Fire by avoiding the FFNAM -1 DRM.

Any Infantry capable of movement and neither broken, pinned, wounded, using Assault Movement, nor CX may Double Time if the player announces the option at the beginning of that unit's MPh and places a CX counter on it. Double Time increases the unit's MF by two. CX units must add one to any attack DR or any dr (maximum +1) they make or direct including IFT and CC attacks, and recovery, ambush, and Smoke grenade checks. A CX unit has its IPC reduced by one and any unit making a CC attack against a CX unit has its CC DR reduced by one. A CX counter is removed at the start of the unit's next MPh and does not affect that unit during that MPh other than prohibiting its use of Double Time during that MPh.

A unit with a Smoke Exponent (1.2.2) may check for Smoke grenade placement during the MPh by declaring so, expending one MF to place Smoke in its own hex or two MF to place Smoke in an adjacent hex, and making a dr less than or equal to its Smoke Exponent number. A CX unit must add a +1 drm. No unit may attempt to place Smoke grenades more than once per MPh. If the smoke placement dr is a 6, the unit must immediately end its MPh in its current location. Smoke represents an inherent LOS Hindrance; any fire traced into or through a Smoke hex is subject to an additional +2 Hindrance DRM per hex (+3 if firing out of a Smoke hex). Any movement into (but not out of) Smoke costs one additional MF. A Smoke grenade counter is removed at the end of the MPh.

A moving unit may attempt to recover an unpossessed SW in the same hex by expending one MF and making a dr less than 6 (+1 drm if CX); one attempt per unit per SW.

3.3.1 Defensive First Fire:

Defensive Fire can occur during the enemy MPh and the DFPh. The portion occurring during the enemy MPh is called Defensive First Fire

and can be used only versus a moving unit(s). Defensive First Fire attacks affect only the moving unit(s) regardless of other units that occupy the same hex at the instant of attack. Any time a unit or stack expends MF in the LOS of a Good Order DEFENDER unit, the DEFENDER has the option to temporarily halt movement while he fires at it in that location with as many attacks as he can bring to bear. The DEFENDER must place a First Fire counter on top of any unit or SW that has fired and exhausted its ROF. Defensive First Fire must be resolved before the moving unit or stack leaves the intended target hex or expends another MF. The DEFENDER may not request that a moving unit or stack be returned to a previous position to undergo attack, however, the ATTACKER must give the DEFENDER ample opportunity to declare his fire before moving on, and must declare the end of that unit's movement before moving another unit. Once another unit begins movement or the MPh is declared over, previously moved units are no longer subject to Defensive First Fire attacks. Any action that requires a unit to expend a MF in a hex qualifies the unit as a target for Defensive First Fire even though the unit might not have entered that hex during the MPh. Examples of such expenditures include Smoke grenade attempts, SW recovery, and DC placement.

Defensive First Fire attacks are resolved in the same manner as other fire attacks. Defensive First Fire attacks can also benefit from a -1 First Fire Non Assault Movement (FFNAM) DRM against Infantry moving without using Assault Movement, and a -1 First Fire Movement in Open Ground (FFMO) DRM if the Infantry unit is moving in Open Ground. Note that FFMO DRM is not applicable to a unit that has a LOS Hindrance in the LOS between the target and the firer, even if the moving unit is in Open Ground.

A DEFENDER Infantry unit already marked with a First Fire counter may Defensive First Fire again with its own FP and/or MG during that MPh provided that the target is not at a range greater than that to the closest enemy unit in LOS, nor outside the firer's normal range. A unit thus using Subsequent First Fire (SFF) has its FP halved. After the attack is resolved, flip the First Fire counter over to its Final Fire side for the unit and all its SW (whether or not they all fired). If using a MG during Subsequent First Fire, the B# is lowered by 2 and the MG is permanently removed on an original IFT DR ≥ the original B#.

Final Protective Fire (FPF) is an option available to a DEFENDING unit already marked with a Final Fire counter which wishes to fire at a unit moving adjacent to it during the MPh. FPF is treated as Subsequent First Fire (with the FP also doubled due to the effects of PBF) with an additional penalty; immediately after normally resolving the attack, the original IFT DR (modified only by applicable leadership DRM) is used as a NMC against the units using FPF (including any directing leader). Provided it does not break, there is no limit to the number of FPF attacks a unit may make, other than the number of moving units and the MF they expend moving adjacent to the firer's hex. A unit using FPF must use all its FP and useable MG and may form a FG with units not using FPF, but only those units using FPF are affected by its adverse effects.

A unit that survives a Defensive First Fire attack unharmed can be fired upon again in that same location during its MPh before expending additional MF, but only by different attackers or if it expended at least 2 MF in that hex. The same unit or SW can never Defensive First Fire or Subsequent First Fire or Final Protective Fire on a moving unit in the same location more times than the number of MF expended in that location during the MPh.

A unit broken or pinned by Defensive First Fire can be fired upon again in its current location by other Defensive First Fire attacks but is attacked in its broken or pinned state. A moving unit subject to FFNAM or FFMO that breaks is still subject to those DRM in that location for subsequent attacks until its MPh ends. A unit that is pinned is not subject to any further FFNAM or FFMO while pinned; however if Subsequent First Fire or other Defensive First Fire vs the pinned unit breaks that unit, it loses that pinned status and is again subject to FFNAM or FFMO DRMs (if previously applicable) for further Defensive First Fire attacks against it during that MPh (keeping in mind that its MPh ends as soon as another unit moves). A unit using Assault Movement which breaks is no longer using Assault Movement and is subject to the -1 FFNAM DRM for the remainder of its MPh.

When a unit is attacked by Defensive First Fire or Subsequent First Fire or FPF, the location in which the attack is resolved is marked with a Residual FP counter equal to half (up to a maximum of 12; round fractions down) of the IFT FP column used for that attack, although a SW that malfunctions or chooses to retain ROF leaves no Residual FP. After the amount of Residual FP left by any attack has been determined, it is reduced by one IFT column for each positive IFT DRM *caused solely by conditions outside the target hex*. This could include positive leadership modifiers, CX status, and LOS Hindrances. Negative leadership modifiers never affect Residual FP. Thereafter, any unit entering (or expending MF) in that same location in the same MPh is attacked on the IFT with the FP represented by that counter, by a new IFT DR. The TEM/Smoke of the target location, and any applicable FFNAM or FFMO apply as a DRM. A unit expending MF to leave a location is not subject to Residual FP attack in the location it is leaving.

Residual FP can never form a FG; it must always attack alone. Residual FP is always the first Defensive First Fire attack allowed against a moving unit in its current location during its MPh and is resolved before the DEFENDER has to declare an attack. No more than one Residual FP counter can be placed in a location, but a larger Residual FP counter subsequently earned from a larger qualifying IFT attack will replace a smaller Residual FP counter; thus Residual FP counters from different qualifying attacks are not combined.

A unit can ordinarily be attacked by Residual FP only once per location; MF expended simultaneously (e.g., two MF to enter a building) do not cause multiple Residual FP attacks. A unit can be attacked by Residual FP again in the same location if the unit expends additional MF in that location *and* by so doing the unit is subject to more negative DRM or less positive DRM.

Remove all Residual FP counters at the end of the MPh.

3.4 Defensive Fire Phase (DFPh): That portion of Defensive Fire that occurs strictly during the DFPh is called Final Fire. During Final Fire any of the DEFENDER's units/MG that are not marked with a First or Final Fire counter may fire (including MG that maintained ROF in the MPh). Any of the DEFENDER's units/MG that are marked with a First Fire counter may also fire again, but only at units in an adjacent hex, and they must then flip the First Fire counter to its Final Fire side. A unit marked with First Fire has its and its MG FP halved (and doubled due to the effect of PBF). A unit already marked with

Defensive Fire Summary

Defensive First Fire:
- Occurs during opponent's MPh.
- Affects only moving unit(s).
- Can leave Residual FP.
- Place First Fire counter.

1a. Subsequent First Fire (half FP):
- Occurs during opponent's MPh.
- Affects only moving unit(s) within normal range.
- Can leave Residual FP.
- Available to units that have already been marked with First Fire counter but have no closer target.
- Flip counter to Final Fire side.
- Lowers B# of MG by 2, with removal on an IFT DR ≥ original B#.

1b. Final Protective Fire (half FP):
- Occurs during opponent's MPh.
- Affects only adjacent moving unit(s).
- Can leave Residual FP.
- Available to units that are already marked with a Final Fire counter and acts as a NMC vs firing (and directing) unit(s).
- Lowers B# of MG by 2, with removal on an IFT DR ≥ original B#.

Final Fire:
- Occurs during DFPh.
- FFNAM and FFMO do not apply.
- Affects all units in target location.
- Available to units already marked with a First Fire counter only if they are firing at an adjacent hex (which affects MG per 1a. above) at half FP.
- Place (or flip to) Final Fire counter.

Movement Phase (MPh) Example (fig 1):

In the Russian MPh, the 4-4-7 in zI5 spends two MF to enter J5; because this is a move of only one hex that does not require all the 4-4-7's MF allotment, it may Assault Move. The 4-4-7 in H3 spends two MF to enter I3 and another two MF to enter J2; because the LMG's PP (1) does not exceed the squad's IPC (3), the LMG does not affect movement. The 5-2-7 in F3 declares Double Time and spends one MF to enter G3, one MF to enter H2, two MF to enter I3, and then 2 MF to enter J3 for a total of six MF, ending CX. The 9-1 and 4-4-7 in F4 move together and spend two MF to enter G4, then H4, then I4 for a total of six MF using the leader bonus. The 8-1 and 4-4-7 in E3 declare Double Time and spend two MF to enter E4, then E5, then F5, then G5 for a total of 8 MF, ending CX.

Movement Phase and Defensive Fire Phase Example (fig 2):

The 4-4-7 with MMG in zI4 spends 2 MF to enter J3; because the five-PP MMG reduces the squad's MF by two, the squad cannot Assault Move to J3. The 4-4-7 could declare Double Time which would increase its MF by two but reduce its IPC by one for a net of one extra MF allowing it to enter K3 after J3. Assume this is the move the Russian player makes. The German 4-6-7 with MMG in K5 fires only the 4-6-7 at the moving unit in J3 on the 4 FP column with a +2 DRM (+3 stone building, -1 FFNAM), does not cower (i.e., doesn't roll "doubles"), leaves 2 Residual FP in hex J3, and the squad (only) is marked with a First Fire counter. When the Russian 4-4-7 continues moving to K3, the German player then fires the K5 MMG on the 4 FP column with a -2 DRM (-1 FFMO, -1 FFNAM). Assuming the MMG neither malfunctions, cowers, nor retains Rate of Fire (i.e., the original DR is neither 12 nor doubles and the colored die is 3 or more), the MMG is marked with First Fire counter (use the same marker covering the 4-6-7 to cover the whole German stack) and leaves 2 Residual FP in hex K3.

Now the Russian player moves on to the next unit, the 5-2-7 in hex G5, with the intention of using 4 MF to get to K4. Note road bonus would not apply as the entire move isn't across road hexsides. The 5-2-7 enters H5 and I5. At this point, the German player declares that he will Subsequent First Fire with the 4-6-7 (already marked First Fire) since the Russians are within normal range and no Known Enemy Unit is closer. The squad also uses the MMG (although its B# will be lowered by 2) because the MMG will be marked with a Final Fire counter regardless of whether or not it fires. The 9 FP of the 4-6-7 and MMG is halved and they attack on the 4 FP column with -2 DRM (-1 FFNAM, -1 FFMO). The attack will leave 2 Residual FP unless the shot cowers or the MMG malfunctions (in which case it leaves 1 Residual FP) or it cowers ***and*** the MMG malfunctions (in which case it leaves 0 Residual FP). Assume the 5-2-7 breaks and 2 Residual FP are left in the hex. Flip the First Fire counter on the German stack to a Final Fire counter.

The Russian player then moves the 4-4-7 in hex F6. It moves to G6, H5, and I5 where it undergoes a 2 Residual FP attack with a -2 DRM (-1 FFMO, -1 FFNAM); assume this attack has no effect. The German player would like to shoot again with the units in K5, but under a Final Fire marker they can only fire at adjacent units. The 4-4-7 continues to move to I6 for 4 MF and uses the road bonus to move to I7.

The Russian 9-2 and 4-4-7 with MMG in hex F5 move to G6, H5, I6, and J5 for 5 MF. The leader's one IPC is added to the MMC's three IPC for a total of four IPC which is subtracted from the MMG's 5 PP. The difference is subtracted from the 6 MF provided by the leader bonus. Upon entering J5, the German player declares Final Protective Fire. The FG's FP (the MMG ***must*** attack with the 4-6-7) is halved (due to Subsequent First Fire) and doubled due to Point Blank Fire and attacks on the 8 FP column with a +2 DRM (+3 stone building, -1 FFNAM). On an original DR of 7 the 4-6-7 passes its FPF NMC by the highest possible amount, so it Pins, and the Russians must take a PTC (a 9 on the 8 FP column), with the attack leaving 4 Residual FP.

Finally, the Russian 4-2-6 in H6 moves I6, J6, and K6 where the German player again declares Final Protective Fire. The FG's FP is halved (due to Subsequent First Fire), halved again (due to being pinned), and doubled due to Point Blank Fire and attacks on the 4 FP column with a -1 DRM (-1 FFNAM). The German's luck runs out, however, as they roll an original DR of a non-doubles 10 which means the 4-6-7 fails its FPF NMC by 3 (becoming replaced by a 4-4-7 2nd Line unit if the German ELR is 2 or less) and is flipped to its broken side and marked with a DM counter. Additionally, the MMG malfunctions and is flipped to its malfunctioned side. The shot still occurs, however, but results in no effect as the final result is a 9 on the 4 FP column. A 1 Residual FP marker is placed (the MMG malfunctioned so it leaves no Residual FP).

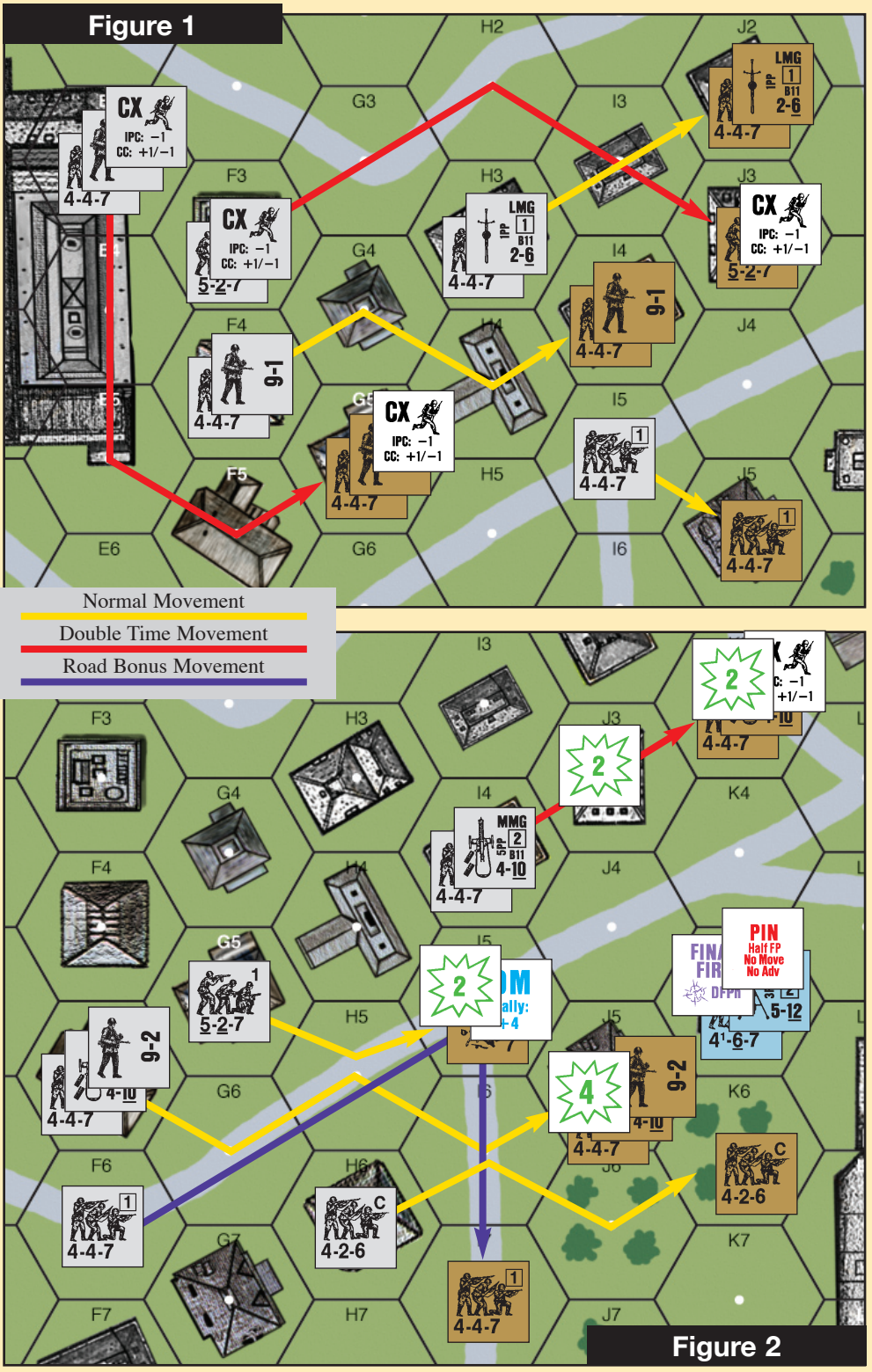


Figure 2 after all results except FPF attack versus 4-2-6 moving into hex K6.

Final Fire cannot fire during Final Fire. Final Fire attacks affect all enemy units in a target location, not just those that have moved, but FFNAM and FFMO do not apply.

Leader direction used during Defensive First Fire can be used again in Subsequent First Fire, FPF, or Final Fire, but only for one firing unit or FG, and that unit or FG cannot include different firers than those he directed during First Fire. If forming a new FG during that Player Turn, the leader cannot direct its fire (even during FPF).

Remove all First and Final Fire counters at the end of the DFPh.

3.5 Advancing Fire Phase (AFPh):

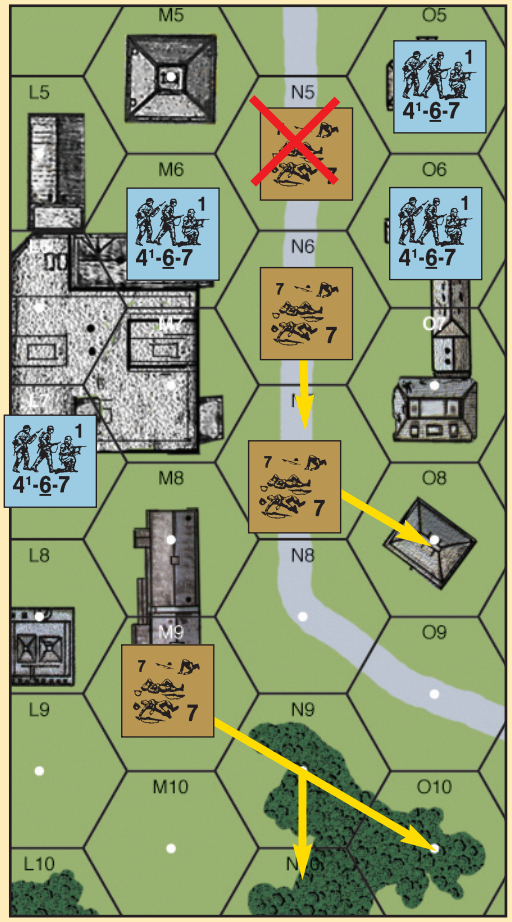
The ATTACKER's units/MGs that did not fire in the PFPh may fire at half FP. A squad with an underlined FP factor may use Assault Fire. Assault Fire capability allows any squad using its own FP during the AFPh to add one FP to its attack *after* all modification to the squad's own FP; any fraction is then rounded up. The assault fire bonus is not applicable to any fire beyond a unit's normal range. Neither medium machine guns (MMG) nor heavy machine guns (HMG) that have moved in the current MPh may fire in the AFPh.

Remove all Prep Fire counters at the end of the AFPh.

3.6 Rout Phase (RtPh):

During the RtPh a broken unit not in Melee may not end a RtPh adjacent to or in the same location as a unbroken Known Enemy Unit and may not remain in the same Open Ground location in the normal range and LOS of a Known Good Order enemy unit that would be able to interdict it if it were routing in that hex (see below). Such a unit is placed under a DM counter and if not in Melee must rout away (ATTACKER first—one unit at a time) during that RtPh or be eliminated for failure to rout. All broken units, except wounded SMC, have 6 MF for use in the RtPh; this amount can never be increased. A broken unit may rout into an Open Ground hex in the LOS and normal range of a Known Enemy Unit without Interdiction (see below) only if it has used Low Crawl, but it still may not be adjacent to an unbroken Known Enemy Unit at the end of the RtPh or it will be eliminated for failure to rout. Low Crawl is a rout of one hex that requires the entire MF allotment of the routing unit. A routing unit using Low Crawl cannot be interdicted. All other rout provisions apply unchanged to Low Crawl.

A routing unit must move to the nearest (in MF) building or woods hex within 6 MF. In so doing, a routing unit may not rout toward an enemy unit (even if it is broken), while in that enemy's LOS, in any way which decreases the range in hexes between the routing unit and the Known Enemy Unit, nor may it move towards such a unit after leaving its LOS during that RtPh; nor if adjacent to an enemy unit may it move to another hex adjacent to that same enemy unit, unless in doing so it is leaving that enemy unit's location. Otherwise a routing unit may move towards an enemy unit.



Rout Phase Example:

It is the RtPh and each of the broken units is under DM and therefore eligible to rout. The zM9 unit may opt to remain stationary or rout to the woods in N9 (and then possibly to O10 or N10); it cannot rout to L8 or M8 as doing so would take it closer to a Known Enemy Unit; it could ignore the woods in N9 (which are no farther from O6 than M9 is) and rout instead to N10 or L10.

The N7 unit must rout; it cannot stay in Open Ground within normal range of the possible interdictors in O6, M6, or L7 and would automatically become DM at the start of the RtPh. It can rout to O8 or it can ignore O8 (which is no farther from O6 than N7 is) and rout towards N9 (or M9), either Low Crawling to N8 or suffering Interdiction therein on the way to N9 (or M9).

The N6 unit must rout to N7. It can Low Crawl safely, or it can suffer Interdiction in N7 and continue routing to O8. If the 4-6-7 in M6 were in M5 instead, the N6 unit could rout to M7 but could not stay there and would then have to suffer Interdiction on its way to O8 where it would have to stop.

The N5 unit is eliminated for failure to rout (and would be even if the 4-6-7 were in M5 instead of M6).

Upon reaching the nearest legal woods or building hex not adjacent to an enemy unit, a routing unit must stop and end its RtPh in that building or woods hex unless the unit can immediately enter another building or woods hex. A broken unit may always rout out of a building in which it begins its RtPh. A routing unit must ignore any building or woods hex that it cannot enter due to stacking limits and may also ignore a building or woods hex if that hex is no further away from a Known Enemy Unit than its starting hex.

If no building or woods can be reached during that RtPh, a broken unit may rout to any hex consistent with the above restrictions.

A broken unit may rout only if under DM. An unpinned leader already stacked with a broken unit before it routs may elect to rout with the broken unit even though he is not broken. If the leader does so, he is eliminated if the broken unit he is stacked with fails an Interdiction MC. He must remain with the unit throughout the RtPh, but is not considered broken and may add his leadership DRM to its Interdiction NMC.

Interdiction occurs whenever a routing unit enters an Open Ground hex without using Low Crawl while in the normal range and LOS of an unbroken, unpinned enemy unit capable of firing on it in that hex with at least one FP. A unit in Melee cannot interdict, nor can a unit/SW which has any form of halved FP or positive DRM (e.g., a CX unit, a lone leader with a MG). If Interdiction occurs, then the routing unit is sub-

Rout Phase Summary

- Routing unit may use 6 MF (wounded SMC only have 3 MF).
- Must rout if adjacent to an unbroken enemy unit.
- Must rout from its starting hex if a hypothetical unit routing through that hex would be subject to Interdiction.
- May rout only if under a DM counter.
- When routing, must rout towards the nearest building or woods that is not closer to a Known Enemy Unit. The routing unit may ignore any building hex that is part of a building it is already in.
- Interdiction can occur if routing in Open Ground, normal range, and unhindered LOS of enemy unit without using Low Crawl.
- Low Crawl is a rout of one hex consistent with above rules that protects against Interdiction.
- Units that must rout but cannot are eliminated.
- If woods/building cannot be reached in a single RtPh, (i.e., more than 6 MF away) unit may rout to any terrain consistent with all other requirements.
- A routing unit possessing a SW must carry as close to its IPC as it can without exceeding it. A SW exceeding the PP allowance is dropped before a unit routs.

ject to a NMC and everything that normally entails. A routing unit that fails its Interdiction NMC suffers Casualty Reduction, although any remaining HS may continue to rout thereafter. Interdiction does not affect other units in the hex and units are capable of Interdiction even if they have exhausted all other fire options for that Player Turn. An interdicted unit that suffers a pin result on its NMC may not rout further that turn and, if still adjacent to a Known Enemy Unit, is eliminated for failure to rout. A broken unit may not be interdicted more than once per Open Ground hex entered, regardless of the number of enemy units that can claim Interdiction.

An Open Ground hex for purposes of Interdiction is any Open Ground hex that any interdictor could apply, during a hypothetical Defensive First Fire opportunity, the -1 FFMO DRM. The FFMO DRM is negated if there is a Hindrance between the routing unit and the interdictor. Note that First Fire does not actually occur during the RtPh.

3.7 Advance Phase (APh):

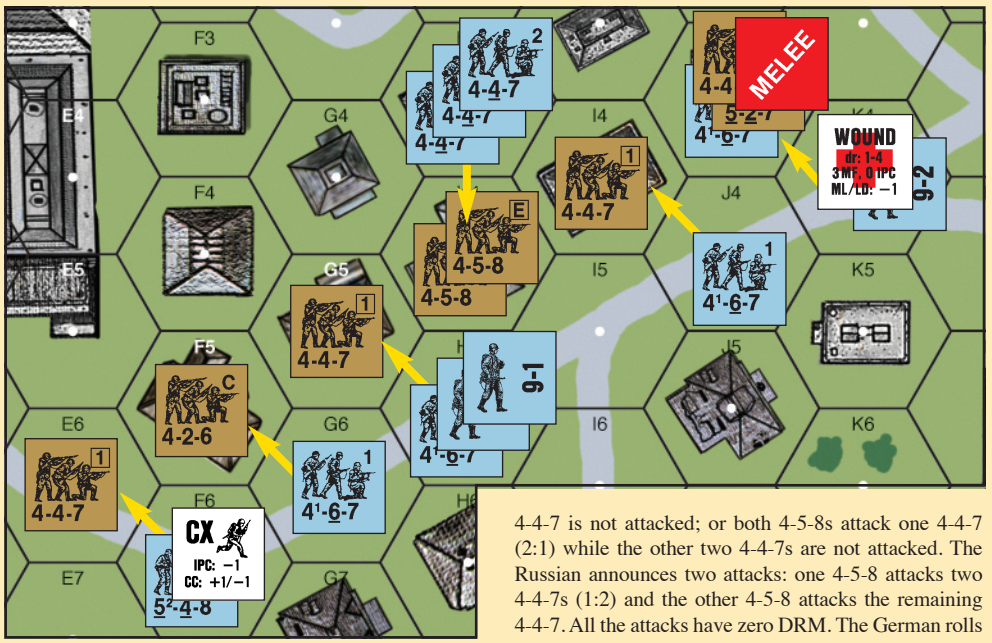
The ATTACKER may transfer SW between Good Order, unpinned units and move any of his Good Order, unpinned Infantry units to an adjacent hex (even if enemy Infantry units occupy the hex moved into).

A unit advancing into a hex that requires all its MF must become CX. For example, a Russian squad carrying a five-PP MMG has only two MF and therefore must become CX to advance into a hex requiring two MF to enter during the MPh (woods or building), unless it is accompanied by a leader who adds two MF and one IPC to the squad thereby leaving it with five MF. A CX unit may not advance into a hex that would cost all its MF to enter. For example, a CX German squad possessing a four-PP HMG would have only two MF left after deducting for two excess PP (its IPC is reduced to two due to being CX) and cannot advance into a building hex, unless it is accompanied by a leader.

3.8 Close Combat Phase (CCPh):

Close Combat is a type of attack that occurs during the CCPh between opposing units in the same hex. There are no TEM modifications to a CC attack DR, and neither SW nor PBF apply. Unlike fire attacks, CC is considered simultaneous, unless an ambush occurs, so both sides attack the other even if one or both is thereby eliminated.

The ATTACKER specifies the order in which multiple hexes containing CC situations are to be resolved; each hex's CC for that turn must be completely resolved before resolving CC in another hex. Each side must designate all of its attacks in that hex prior to the resolution of any of them (ATTACKER designating his first). The DEFENDER then designates all of his attacks, after which the ATTACKER resolves all of his previously declared attacks. The DEFENDER then resolves all of his attacks—even if those units have been eliminated or reduced. Units may attack any unit or combination of units in the same hex, so long as no unit attacks or is



Close Combat Phase Example:

All Advances (shown by yellow arrows) have been completed. The close combats are resolved in the order chosen by the ATTACKER (German).

When the German 4-6-7 in zG6 advances into CC with the Russian 4-2-6 in F5, ambush can occur because it is a building location. The Ambush drm of the 4-2-6 is +1 (Conscript) while the German drm is zero. No ambush occurs when the Russian dr is a 3 and the German dr is a 2. The German attacks at 1:1 odds, as does the Russian. The DRM for both attacks is zero. The German DR of 5 causes Casualty Reduction but does not change the odds. The Russian DR of 9 has no effect. The Russian 4-2-6 is replaced with a 2-2-6 and the location is marked with a Melee counter.

The German 8-1, 9-1, and 4-6-7 in H5 advance into G5 with the Russian 4-4-7. Ambush is possible with a German drm of -1 (one leader's modifier) and a Russian drm of zero. The German dr is 6; the Russian 3 so no ambush occurs. The 4-6-7 contributes four FP factors and each of the leaders contributes one FP factor for odds of 6:4 or 3:2. The Russian must attack at 1:2; because the leaders are attacking with the squad, they cannot be attacked separately. The Germans have -1 DRM (one leader's modifier), and the Russian DRM is zero. The German DR of 6 is modified to a 5 and eliminates the Russian 4-4-7. The Russian DR is a 3 and all the Germans are eliminated as well. The hex is now empty and no informational markers are placed.

The three German 4-4-7s advance into the H4 building location with the two Russian 4-5-8s. Both sides have Ambush drm of zero, and their respective Ambush drs of 3 for the German and 5 for the Russian result in no ambush. The German must declare all his attacks first. Each of his squads may only attack once and each of the Russian squads may only be attacked once. The German options are: one big attack of 12 to 8 (3:2); two squads on one Russian and one squad on the other for one attack at 2:1 and one attack at 1:1; or all three squads on one of the Russian squads, this is one attack of 3:1 without an attack on the second Russian squad. The German announces two attacks; one at 2:1 and one at 1:1. The Russian must now announce attacks. The options are: one big attack of 8 to 12 (1:2); one 4-5-8 attacks two 4-4-7s (1:2) and the other 4-5-8 attacks the third 4-4-7 (1:1); the two 4-5-8 attack two 4-4-7s as one 1:1 attack while the third 4-4-7 is not attacked; each 4-5-8 attacks one 4-4-7 (two 1:1 attacks) while the third 4-4-7 is not attacked; or both 4-5-8s attack one 4-4-7 (2:1) while the other two 4-4-7s are not attacked. The Russian announces two attacks: one 4-5-8 attacks two 4-4-7s (1:2) and the other 4-5-8 attacks the remaining 4-4-7. All the attacks have zero DRM. The German rolls a 6 on the 2:1 attack, eliminating the squad, and rolls a 9 on the 1:1 attack for no result. The Russians roll a 4 on the 1:2 attack (Casualty Reduction) and a 7 on the 1:1 attack for no result. Randomly determine which 4-4-7 suffers Casualty Reduction. After the attacks the location contains two German 4-4-7 squads, one German 2-3-7 half-squad, and one Russian 4-5-8, all marked with a Melee counter.

In J3 the German 4-6-7 is in Melee with the Russian 4-4-7 and 5-2-7 from the previous turn, and the wounded German 9-2 leader in K4 advances in to reinforce the Melee. There is no ambush possibility since Melee already exists. The German declares a 1:1 attack against the 5-2-7. The 4-4-7 is not being attacked. The Russian attacks at 3:2 against both the squad and the leader. The German attack has a DRM of -1 (leadership one less than normal due to the wound). The Russian attack DRM is zero. The German CC DR is 7, as is the Russian CC DR. Both result in no effect, and the Melee continues.

The German 4-6-7 advances into the I4 building location with the Russian 4-4-7. Ambush is possible. The drms are zero for both sides. The German dr is 4 and the Russian dr is 1 which results in the Russians ambushing the Germans. Close Combat in this location is now sequential. The Russian will declare and resolve his attack(s). The German will declare and resolve attacks with his survivors. The Russian declare a 1:1 attack. The DRM is -1 (ambush). The DR of 6 results in Casualty Reduction and the 4-6-7 is replaced by a 2-4-7. The Germans now declare a 1:2 attack. The DRM is +1 (being ambushed). The DR of 5 is no effect. The location is marked with a Melee counter. The Melee will continue next Player Turn, but the CC DRM caused by the ambush will no longer be applicable.

The CX German 5-4-8 advances into E6 with the Russian 4-4-7. There is no possibility of ambush. The German attacks at 1:1 with a +1 DRM, and the Russian attacks at 1:2 with a -1 DRM, with the DRM due to the 5-4-8 being CX. The German DR is a 9 and the Russian DR is a 2, invoking the possibility of Field Promotion (5.3). The Russian makes a dr on the Leader Creation Table with a +1 drm (Russian). His original dr of 1 is modified to 2, creating an 8-0 Russian leader. The CC odds are then recalculated. The German attack remains at 1:1 (5:5) with no effect. The Russian attack changes to 1:1, although the CC DR of 2 kills the 5-4-8 at either 1:2 or 1:1 odds.

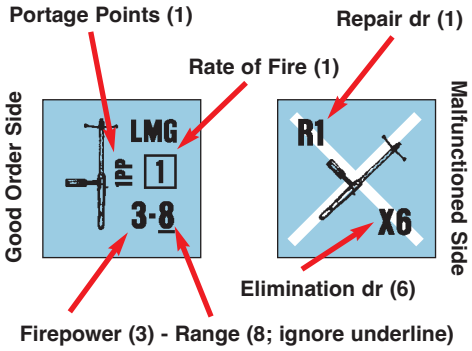
attacked more than once per CCPh. All units in the hex do not have to be attacked, nor do all units have to make an attack. Only unbroken units may attack, but even broken units defend, although they suffer a -2 DRM to CC attacks against them.

The FP of attacking units is compared to the FP of those enemy units being attacked in order to achieve a ratio of attack to defense FP strength called odds. Once odds have been determined, a DR is made for each attack. If the final DR is less than the Kill number listed on the Close Combat Table (CCT) under the applicable odds column, the attacked units are eliminated. A final DR that equals the Kill number listed on the CCT results in Casualty Reduction of one of the attacked units (randomly determined). A final DR greater than the Kill number has no effect.

Any SMC in CC has an attack and defense FP strength of one. A SMC may attack alone, but if it does, it must also defend alone. Any number of SMC may combine with MMC or other SMC to make a CC attack by adding their FP together. A SMC defends in CC as part of the group it attacks with by adding its one FP to the FP of the unit it is stacked on top of (players are free to rearrange their stacks prior to commencement of the CCPh). A leader may direct the CC of the MMC it attacks and defends with (and any other units which join that MMC in a combined CC attack) by applying his leadership DRM to modify the CC DR, in addition to adding his FP to the strength of the attack. A leader may not use his leadership DRM to modify an attack he makes alone.

Whenever Infantry advances into CC in a woods or building hex (unless reinforcing a Melee), an ambush can conceivably occur. Prior to declaring CC attacks in such a case, each player makes one dr. If either player rolls at least three less than the other, he has succeeded in ambushing his opponent. The side that has the ambush status in a CC is entitled to a -1 DRM to its CC attacks and a +1 DRM to CC attacks against it until that CC becomes a Melee at the end of the CCPh. Ambush dr are subject to drm even if only a portion of a player's CC force is qualified to use it; drm include +1 for being CX, +1 for being pinned, +1 for being Inexperienced, and any one leadership drm (unless the leader is alone). The ambushing side resolves all of its attacks in that CCPh first; only surviving enemy units may attack back after being ambushed.

If Infantry from both sides (*any* of which is unbroken) remain in the same location after all initial CC attacks have been resolved at the end of the CCPh, they are considered to be locked in Melee and may not conduct any activity other than CC, e.g., leave that location, make a fire attack, interdict routing units, etc. Place a Melee counter on such a stack. New units may advance into a Melee hex but must engage in CC. Non-Melee units may attack the Melee units during a fire phase but all friendly and enemy units in the hex must be attacked. Remove the Melee counter as soon as no unbroken unit remains.



Remove all Pin counters at the end of the CCPh.

3.9 Turn Record Chart: The previous DEFENDER now becomes the ATTACKER and inverts the counter being used to track the turn and, if he was already the ATTACKER this game turn, advances the turn counter one box on the Turn Record Chart. When the turn counter is placed on the END box the scenario is over. If a Turn box is halved diagonally and printed in red, it indicates that only the first side to move has a Player Turn that final game turn. Nationality symbols in a Turn box are reminders to check for reinforcements that game turn. To keep track of turns, use an MMC from a nationality not in play; use the unbroken side for the side that moves first and flip to the broken side for the side that moves second.

4.0 Support Weapons (SW):

A unit can possess any number of SW. A SW may not move by itself; it must be carried by a unit at some cost in PP (see 1.2.4). An unbroken unit may pick up and drop SW at any point in its move provided it has sufficient MF to do so, although no SW can be portaged more than once per MPh. An unbroken unit may drop possession of a SW at no MF cost during its MPh or APh. If a unit drops possession of a SW at the start of an allowed phase prior to expending MF, that SW is assumed to have been unpossessed (and hence not portaged by any unit) at the start of that phase. Units must drop SW in excess of their IPC before they can rout. If a unit drops possession or is eliminated, its SW is left unattended in the same location and must be recovered to be possessed. Good Order Infantry may claim possession of an unpossessed SW in their hex at the start of their RPh as their sole action during that RPh, provided they make a recovery dr of less than 6 (+1 drm if CX). A SW cannot be transferred during the same phase it is recovered. Moving Infantry may also make a recovery attempt at a cost of 1 MF.

Portage is assessed per item carried against the Inherent Portage Capacity (IPC) of an MMC or SMC. An MMC has an IPC of three PP, and a SMC has an IPC of one PP. An Infantry unit loses one MF for each PP carried in excess of its IPC, and a SMC may never carry more than two PP. One Good Order SMC may add its IPC to that of one Good Order MMC to increase the MMC's IPC by one if they start the MPh together and move as a stack.

SW may be voluntarily destroyed by their possessing unit during PFPh or DFPh, but such an action counts as use of a SW. SW may also be destroyed when a final IFT DR results in a KIA of the possessing unit. Make a subsequent dr on the same column as the IFT attack for each SW possessed by that unit. If the dr is a KIA, that SW is destroyed; if it is a K then that SW is malfunctioned. A captured SW has its ROF lowered by 1 and its B# or X# lowered by two, and a SW used by an Inexperienced MMC has its B# or X# lowered by one (both effects cumulative with other penalties).

A squad may fire any one SW at no cost to its own FP. A squad may fire two SW (and a HS fire one SW) but forfeits its own FP for the current and any remaining fire phases in that Player Turn (except for SFF, FPF, and Final Fire vs adjacent units). CCPh is not considered a fire phase. A SMC may use one SW, but he loses any leadership DRM he may have otherwise exerted during that fire phase. SW/Guns may not set up unpossessed.

4.1 Machine Guns (MG): Each MG has a two-number hyphenated strength factor; the number on its left is its FP and the number on its right is its normal range as measured in hexes. A single SMC may fire one MG as Area Fire, while two SMC stacked together may fire any one MG at full FP. If a squad is going to fire its own FP and a MG at the same target (at both the same hex and at the same unit) during the same phase, they must form a FG; they may not attack separately unless the MG retains ROF (or the squad attacks in Subsequent First Fire without using the MG).

MG fire is limited to a 16 hex maximum range unless directed by a leader. Such attacks at a range greater than 16 hexes are halved as Area Fire vs unbroken Infantry (in addition to the effects of firing at long range).

A MG with no B# shown on the counter has an inherent B# of 12. If the original IFT DR of any attack using a MG is greater than or equal to its B#, one MG is malfunctioned and flipped over after making its attack. Randomly select which MG malfunctions if using multiple MGs in a FG. The B# of a MG using Subsequent First Fire or Final Fire when marked with a First Fire counter is lowered by two, and one MG is removed if the original IFT DR is ≥ the original B#.

4.2 Flamethrowers (FT): A FT is a SW with a normal range of one hex and a FP factor of 24. A pinned unit cannot fire a FT. A FT may attack at long range (two hexes) at half FP. FT FP is never increased for PBF. FT FP is not halved during the AFPh but is affected by Cowering. FT attacks are resolved on the IFT but receive no DRM for leadership or TEM. Applicable DRM for Hindrances (including Smoke) and the +1 DRM for CX may apply. A unit may not use two FT, but a full squad may make a separate attack with its own FP. A FT may not combine with any

other attack, nor may it form a FG. Any unit possessing a FT must deduct one (per FT possessed) from the IFT resolution DR of any attack against it. If the original IFT resolution DR of any attack made by a FT is greater than or equal to 10 (its X#), the FT is removed from play after making its attack. Non-elite MMC that use the FT lower its X# by two.

4.3 Demolition Charges (DC): A DC is a SW that attacks in the target location in the AFPh with 30 FP factors on the IFT. It is not subject to FP modification due to PBF or AFPh use. The defender's TEM does apply to the resolution of the attack, as does the CX status of the placing unit, but leadership does not. A squad may not use two DC, but a squad attacking with a DC may use its own FP in the AFPh. Non-elite MMC using a DC lower its X# by two.

An Infantry unit possessing a DC attempts to place it on an adjacent target during its MPh by expending extra MF (in the hex the DC is placed from) equal to the number of MF it would require that unit to enter that target location were it to do so in that MPh. The act of placing the DC is considered movement in the location occupied by the placing unit not in the location in which the DC is actually placed. A unit may not place a DC if it prep fired or was pinned or broken prior to completing the placement attempt. Should the placing unit survive (unbroken and unpinned) all resultant Defensive First Fire, Subsequent First Fire, and FPF, then the DC is operably placed. If the placing unit was CX, the CX +1 DRM is applied to the DC attack resolution DR. A DC that is operably placed during the MPh attacks in the AFPh on any original IFT DR less than 12 (its X#; 10 for non-elite use) and is removed from play.

5.0 ELR and Unit Distinctions:

5.1 Experience Level Rating (ELR): Each force in each scenario will be given a specific number of leaders, SW, and Elite, 1st Line, 2nd Line, Green, or Conscript squads or HS. However, during the course of play, leaders and MMC are subject to possible replacement by poorer quality units. Each OB will list an ELR for that group of units. This number represents the maximum amount by which an unbroken unit may fail any MC (after modification) without being replaced by a lower quality unit. Should a unit that cannot be replaced by a lower quality unit fail a MC by more than its ELR, it suffers no additional penalty.

If an unbroken unit fails a MC by more than its ELR, it is immediately replaced by a broken unit of the same size but one step lower in quality as per the nationality chart on page 12. MMC with underlined morale are not subject to ELR.

5.2 Nationality Distinctions: Units of different nationalities have different capabilities. In this game these distinctions are reflected in the MMC. Each major nationality and its units and SW are indicated by a common color distinct from those of other nations.

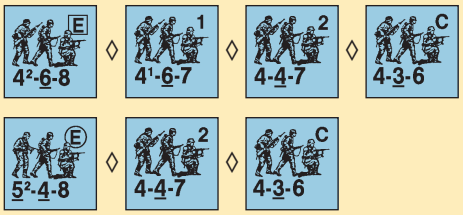
5.3 Field Promotions: Whenever an MMC rolls an original 2 DR as the first self-rally attempt of a RPh or in a CC attack, it may create a leader. The quality of the leader is based on a dr on the Leader Creation Table (using the morale level of the unit at the time of the original 2 DR). If more than one type of MMC made the CC attack, use the best one to base the dr on.

5.4 Inexperienced MMC: Green MMC not stacked with a Good Order leader and all Conscript MMC suffer Inexperienced penalties. They have 3 MF (not 4); they cower two columns (not one); the B# or X# of a SW they use is lowered by one; they suffer a +1 ambush drm.

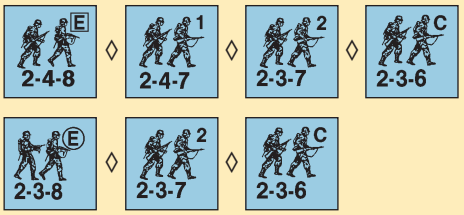
5.5 Captured Equipment: Any SW that has been recovered by an enemy unit may be used by its new owner subject to certain penalties. Its ROF is reduced by one and the B#/X# are decreased by two.

Nationality Chart

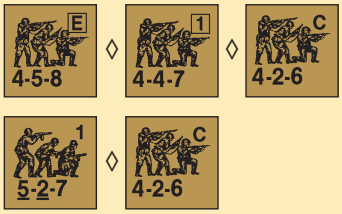
German Squads



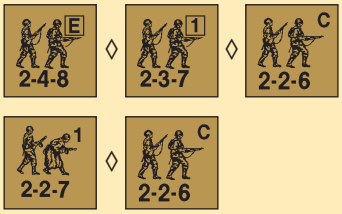
German Half-Squads



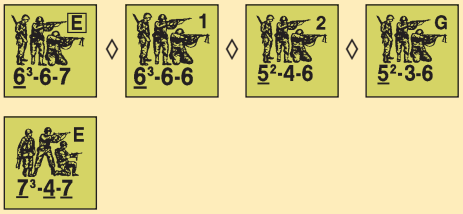
Russian Squads



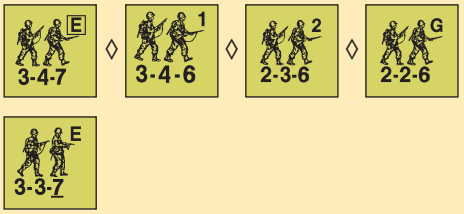
Russian Half-Squads



American Squads



American Half-Squads



Leaders (SMC); All Nationalities

ASL Starter Kit #1 Credits

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