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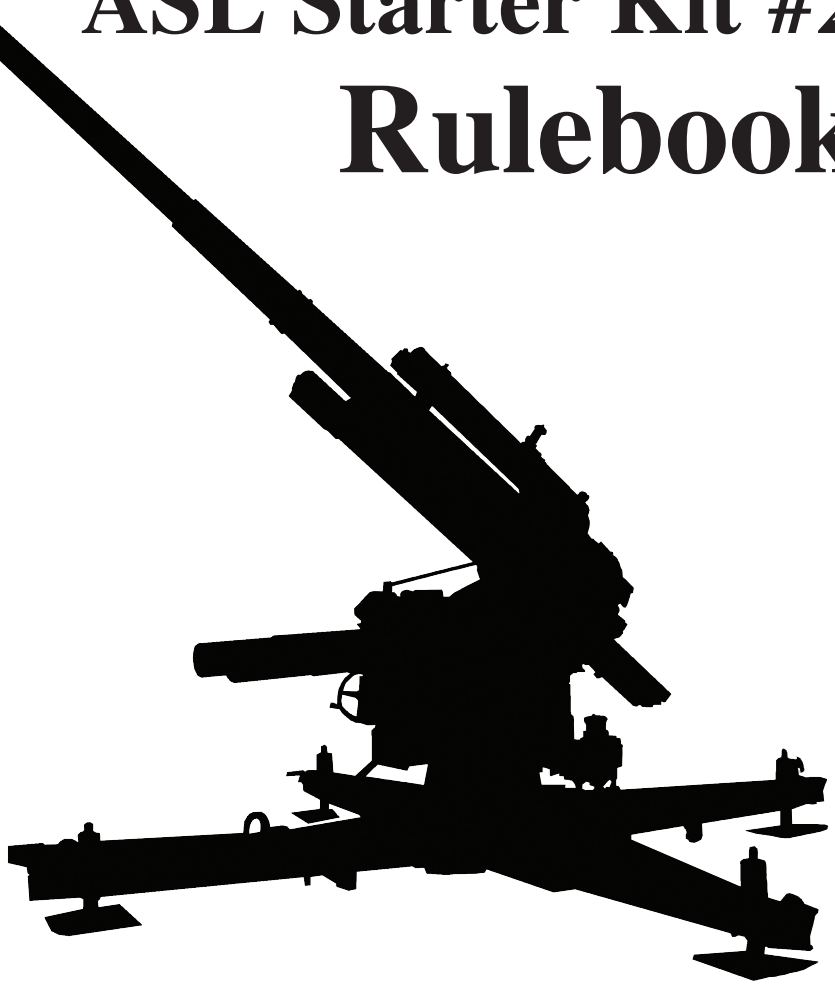
ASL Starter Kit #2 Rulebook



Introduction

Welcome to the second installment in the Advanced Squad Leader Starter Kit series. ASLSK #2—Guns will introduce you to the primary material necessary to add ordnance to the ASLSK experience. 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 and Guns 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-indexed with the applicable firepower column of the Infantry Fire Table to determine the result of the attack. Ordnance must first secure a hit before checking for results. 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.

ASLSK #2—Guns is a complete game that introduces the player to the ASL ordnance rules

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and includes squads, half squads, leaders, support weapons, crews, and crew served ordnance weapons as well as simplified rules and terrain to use with them. You may use this material to expand your ASLSK options or it may tempt you to enter the fantastically detailed world of tactical wargaming by venturing into ASL. In either case, the material presented herein—rules, boards, and counters—are designed to be fully compatible with both the previous installment of the Advanced Squad Leader Starter Kit (ASLSK) and ASL. You will not need any other product to play this game, it is completely self-contained; however, you can find additional material for ASL and many other fine products at **www.mmpgamers.com**. Additional ASLSK scenarios are available in **OPERATIONS** magazine.

These rules have been color-coded to show what has been revised from the ASLSK #1 module. Any rules or wording highlighted in salmon have been revised to either add rules necessary for the use of ordnance or to correct errata from ASLSK #1. This rule booklet takes precedence over the rule booklet found in the ASLSK #1 module. Finally, note that Starter Kit #2—Guns contains all the counters needed to play the eight scenarios under average circumstances. ASL is a game of wide possibilities, however, and exceptional circumstances in a given playing may result in a shortage of a particular counter.

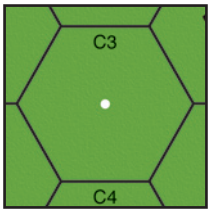
1. Game Components

1.1 Mapboard:

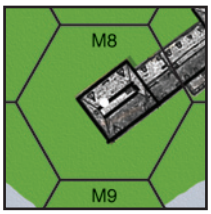
This ASL module contains two geomorphic mapboards (w and x). These represent the battlefield and can be butted end-to-end or side-to-side together with others to form different playing areas. Superimposed over the map is a hex grid used to measure distance. Each hex contains a specific type of terrain. 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., xK2) 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:

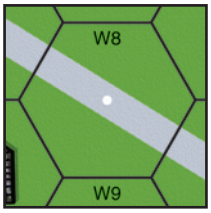
The following describes the various types of terrain found on the boards included in this module. For aesthetic purposes, terrain symbology may extend marginally out of a hex into an adjacent hex of another terrain type, but most hexes are dominated by one specific terrain type and are governed by the 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 LOS or hinder LOS and can provide some cover by modifying fire attacks, i.e., the Terrain Effects Modifier (TEM).



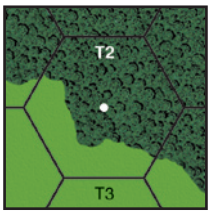
Open Ground: Open Ground is any hex devoid of other printed terrain features, generally covered uniformly in light green such as hex wC3. Open Ground presents no obstruction or Hindrance to LOS, and the only TEM for Open Ground is the –1 First Fire Moving in the Open (FFMO) Die Roll Modifier (DRM) vs. moving units. Open Ground costs Infantry 1 MF to enter.



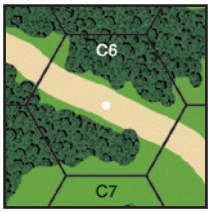
Buildings: Buildings represent man made dwellings of various sizes. Any hex that contains a gray or brown rectangular overhead building depiction is a building, such as wM8. A building is an obstacle to LOS. A building costs Infantry 2 MF to enter. The TEM for a stone (gray) building is +3 and for a wooden (brown) building is +2.



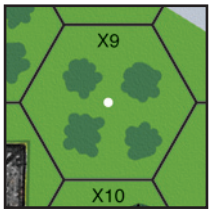
Roads: Roads represent either paved or dirt surfaces. A road represented by a brown stripe, such as xP9, is a dirt road while one represented by a gray stripe, such as wW8, is a paved surface. A road is considered Open Ground for all purposes. Additionally, Infantry that crosses only road hexsides throughout its entire MPh is entitled to one extra MF (the road bonus).



Woods: Woods represent a forested area with dense undergrowth, such as xT2. Woods are an obstacle to LOS and cost Infantry 2 MF to enter. The TEM for woods is +1. Mortar fire vs. Infantry in a woods hex instead receives a –1 TEM due to Air Bursts.

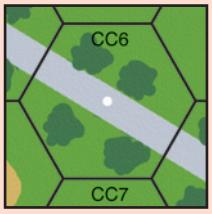


Woods-Road: A moving unit in a Woods-Road hex, such as xC6, is not eligible for the +1 Woods TEM during Defensive First Fire (and is subject to FFMO or Interdiction) *if* the LOS does not cross a green woods symbol and the moving unit entered the hex at the road movement rate. Otherwise normal Woods TEM is in effect; a unit may always choose to utilize the woods movement rate and receive resultant TEM benefits. The road portion does not obstruct LOS.

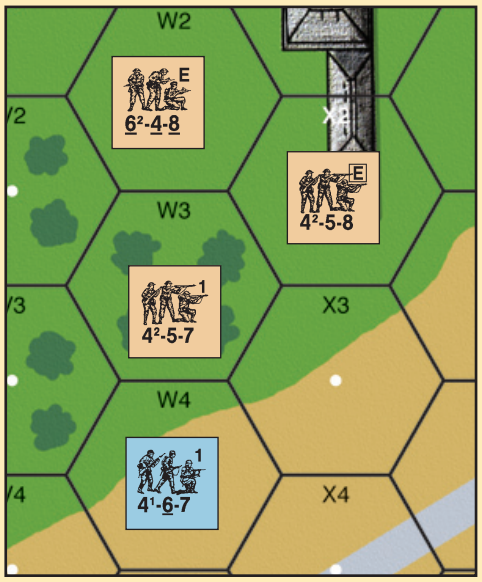


Orchard: An Orchard represents a thinly wooded area devoid of undergrowth such as wX9. An orchard is a Hindrance to same level LOS and therefore adds a +1 Hindrance DRM for every orchard hex between the target and the firer. Orchards cost Infantry 1 MF to enter. There is no TEM for an orchard, but because it is not Open Ground, FFMO does not apply, and Interdiction is negated.

Orchards are in season during the months of April through October. An in-season orchard is an obstacle to any LOS drawn between units at different elevations. Each out of season orchard hex (November through March) adds a +1 Hindrance DRM to any LOS drawn between units at different elevations.



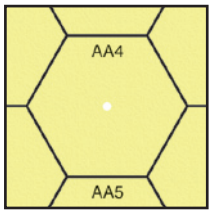
Orchard-Road: A hex containing both orchard and road symbols such as wCC6 is actually a tree-lined road. Entrance of such a hex through a road hexside is identical to movement along any road. Hindrances do not apply to such hexes if that portion of the LOS from firer to target never leaves the confines of the road depiction regardless of elevation differences. In such cases, the



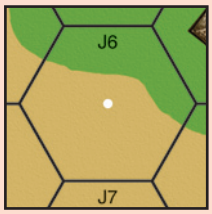
Orchard Example:

The orchards are in season. The German 4-6-7 is on the level one hill while the British units are all at level zero. The orchard in w3 blocks LOS between the 4-6-7 at level one and the 6-4-8 and 458 at level zero. If the orchards were not in season the w3 orchard would provide a +1 Hindrance instead. The German 4-6-7 and the British 4-5-7 in hex W3 have an unhindered LOS to each other regardless of the season.

–1 FFMO DRM applies to Infantry using the road to move. Otherwise, orchard-roads are identical to orchards in every respect



Grain: While in season, Grain represents a cultivated field of a variety of standing crops such as xAA4. Grain is a Hindrance to same level LOS and therefore adds a +1 Hindrance DRM for every grain hex between the target and the firer. The season for Grain is during the months of June to September (inclusive). Outside this season grain hexes are treated as Open Ground instead. Grain costs Infantry 1.5 MF to enter. There is no TEM for grain, but because it is not Open Ground (unless out of season), FFMO does not apply, and Interdiction is negated.



Hills: Hills represent terrain elevations that rise a full level above ground level, and any terrain on them rises normally from this new level to form new height equivalents. All hills are terrain obstacles to LOS involving a unit not on the hill. Any hill hex devoid of other terrain is also an Open Ground hex. FFMO and Interdiction will not apply if a moving/routing unit is eligible for Height Advantage (see below). A one-level (building/woods/orchard) obstacle on a level-one hill hex becomes a two-level obstacle. A hill mass is depicted in a brown shade such as wJ6; however for aesthetic purposes some hexes may contain both the color of the hill mass and the color of the ground level. Hexes (and any units herein) are always considered to be at the elevation level containing the hex center dot.

A Crest Line is formed in every hex where two different full level elevations meet, such as wH9. Crest Lines are important both for determining movement costs and defining the slope of the hill for possible LOS obstructions. When Infantry crosses a crest line into higher terrain the unit must expend double the Cost of Terrain (COT) of the hex entered.

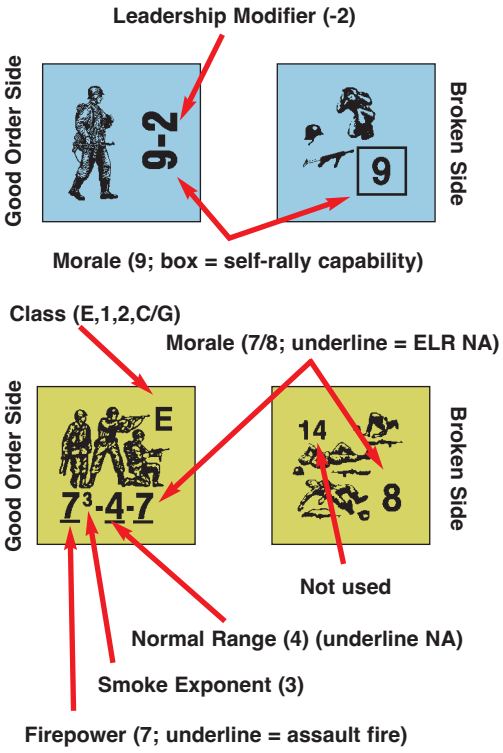
Any unit receiving non-Mortar fire from a lower elevation is entitled to a +1 Height Advantage TEM, provided that unit is not eligible to receive any other positive TEM. In addition, a unit eligible for the +1 Height Advantage TEM is not subject to Interdiction or FFMO from an attack to which that +1 TEM applies. As an exception, a unit is *not* eligible for the Height Advantage TEM during the MPh or RtPh if in entering the target hex it crosses a Crest Line through the same hexside that is intersected by the firer's LOS.

1.2 Counters:

There are four types of counters used in this game: informational markers, personnel markers, Support Weapons (SW), and Guns. The informational markers are used by both sides and are generally memory devices. These include such counters as Prep Fire, First Fire, Pin, DM, and Smoke. Informational counters 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). These latter are 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. Leadership modifiers are not cumulative. A leader may attempt only one action per phase, and 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 a MC.



1.2.2 Multi-Man Counters (MMC):

MMC are units that bear the silhouette of more than one man. There are three types of MMC used in this game: squad, half-squad (HS), and Infantry crew. A squad bears the silhouette of three men, a HS that of two men, and Infantry crew that of two men kneeling. Infantry crews are always elite. The Squads and HS counters are defined as either E (Elite), 1 (First Line), 2 (Second Line), G (Green), or C (Conscript) which is noted in the upper right hand corner of the counter. Two HS or crew counters equal one squad in size.

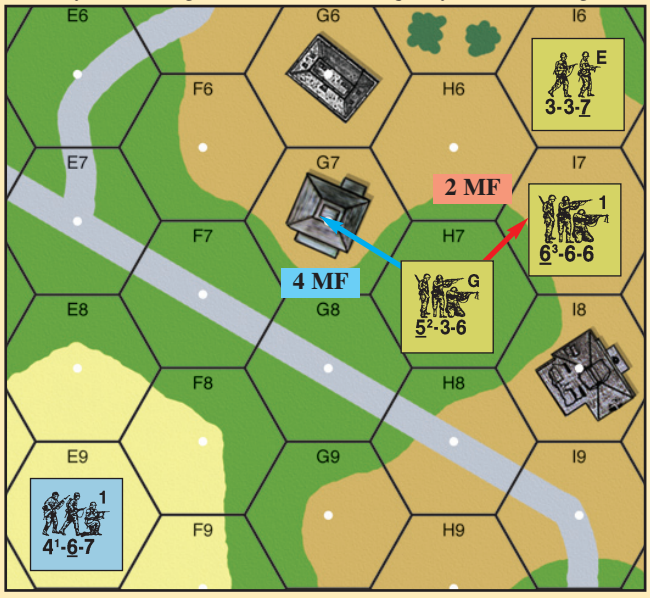
Each MMC contains a three-digit number called its strength factor that quantifies its capabilities in the game. Firepower (FP) is the leftmost factor and represents the FP the MMC can attack with prior to any modification. The middle number (its normal range) is the number of hexes away that it can reach 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 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

Height Advantage and Hill LOS Example:

The German 4-6-7 in E9 can see the American 6-6-6 in hex I7 unhindered by the grain in F8, although such an attack by the 4-6-7 against the 6-6-6 would qualify for the +1 Height Advantage TEM. It costs the 5-3-6 in H7 2 MF to move to I7 (open ground 1 MF doubled for crossing the crestline uphill). The 5-3-6 would not qualify for Height Advantage TEM for attacks from the 4-6-7 during the MPh because the moving unit crossed a crestline that is intersected by the firer's LOS. The 4-6-7 has no LOS to the 3-3-7 in wI6 (and vice versa). If the 3-3-7 moves from I6 to I7 (1 MF), then LOS would exist with the 4-6-7, and the 3-3-7 would receive Height Advantage TEM versus an attack by the 4-6-7. If the 5-3-6 in H7 were instead to move to G7, the cost would be 4 MF (building COT of 2 doubled for crossing a crestline uphill—requiring the Green 5-3-6 to first declare Double Time), and the 5-3-6 would receive building TEM rather than Height Advantage.



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):

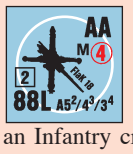
These ½″ counters represent weapons that must be possessed by MMC or SMC to be used (see section 4). These include Machine Guns (MG), Flamethrowers (FT), Demolition Charges (DC), Light Mortars, and Light Anti-Tank Weapons (LATW). These SW are possessed by the unit stacked immediately beneath them. A 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 range and a FP that is utilized like that of a MMC. 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.

1.2.4.1 Rate of Fire (ROF):

Some Weapons have 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, such an unpinned SW or Gun may fire again in that phase (except the AFPh) until such time as the ROF is exceeded by the colored die roll or the Weapon or its manning Infantry is marked with a Final Fire counter (e.g., uses Subsequent First Fire).

1.2.5 Smoke:

½″ Smoke is placed by Infantry during the MPh (3.3) and is removed at the end of that MPh. ⅝″ Smoke is placed by Ordnance at the start of the PFPh or DFPh by securing a hit on the Area Target Type and lasts longer. If done in the PFPh, place a +3 full Smoke counter (+2 if WP); if done in the DFPh, place a +2 Dispersed Smoke counter (+1 if WP). At the start of the placing players next PFPh, remove all Dispersed Smoke counters and flip all full Smoke counters to their Dispersed side. Smoke represents an inherent LOS Hindrance; any fire traced through or into a Smoke hex is subject to a Hindrance DRM per hex (+3 for full ⅝″ Smoke; +2 for ½″ Smoke, Dispersed Smoke, or WP; +1 for Dispersed WP); fire traced out of a Smoke hex incurs an additional +1 DRM. Any movement into (but not out of) Smoke costs one additional MF.



1.2.6 Guns:

Any Ordnance-capable Weapon depicted on a ⅝″ counter is termed a Gun. A Gun must be manned by an Infantry crew counter to fire without the +2 Non-Qualified Use penalty. Guns are possessed, transferred, recovered, and destroyed as if a SW (4.0). There are five types of Guns. The type is depicted on the counters in abbreviated form. They are: MTR = Mortar, AT = Anti-Tank Gun, INF = Infantry Howitzer, ART = Artillery, and AA = Anti-Aircraft Gun. These roles should not be taken literally. An Anti-Tank Gun is free to fire at Infantry, etc. The Gun counter front will also indicate its caliber size (in mm), its target size (6.7), its manhandling number (6.5) and, if any, its ROF, its Infantry Firepower Equivalence (IFE; 6.8), and its 360 degree status (3.2.4). Some Guns are Quick Set Up (QSU on back of counter), and thus able to move via manhandling. Other Guns cannot move during the course of an ASL scenario because they must be limbered to move (as indicated by Limbered on the back of the counter). Only small target Guns and AT/INF Guns that are not large targets may occupy a building hex.

1.3 Scenario Cards:

Each game begins with the scenario card which depicts the information and components required to play the game: the board(s), the units and Weapons (with the quantity of each printed beneath its depiction), where the units 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. Definitions:

Acquired Target: A To Hit DRM of either –1 or –2 gained by a Gun or Mortar that fires at the same target again. Infantry Target Type uses a ½″ Acquisition counter, and Area Target Type uses ⅝″ Acquisition counters. (6.10 & 6.11)

AFPh: Advancing Fire Phase (3.5).

Air Burst: Mortar fire vs. Infantry in a woods hex receives a –1 (instead of a +1) TEM. (1.1.1)

AP: Armor Piercing (6.2)

APh: Advance Phase (3.7).

Area Fire: The firepower of a non Ordnance-attacking unit is halved for each case of Area Fire (3.2).

Area Target Type: One of two general target types used by Guns (sometimes) and Mortars (always). Must be used whenever Ordnance fires Smoke, cannot be used by LATW or when firing AP. (3.2.4)

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 Weapon (Weapon is repairable). (4.0/6.12)

BAZ: Bazooka, an American Light Anti-Tank Weapon (4.4).

Casualty Reduction: A combat result that eliminates a HS or crew or wounds a SMC. A squad is reduced to a HS. (3.2.3)

CA: Covered Arc, the direction a Gun is facing as depicted by the gun barrel. (3.2.4)

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).

CH: Critical Hit. (6.1)

COT: Cost of terrain; the cost in MF to enter a hex of a given type. The actual cost to enter a hex may be higher (e.g., crossing a Crest Line to a higher elevation).

Cowering: The penalty for MMC rolling doubles on an IFT attack without leader direction (3.2.2). Does not apply to Ordnance or IFE.

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.

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.

DFPh: Defensive Fire Phase (3.4).

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

Direct Hit: A KIA/K Final DR (prior to Gunshield DRM) result on the IFT after an Ordnance hit against a Gun (6.7).

DM: Desperation Morale (+4 DRM on rally attempts) (3.1, 3.2.3, & 3.6).

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.

Depletion Number: Number on the back of an Ordnance counter that represents its supply of Special Ammo (6.2).

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

Emplacement: A Gun that was not set up on a paved road and has not moved receives a +2 Emplacement TEM (6.3).

FFMO: First Fire Movement in Open Ground; a –1 DRM vs. moving Infantry in Open Ground; does not apply if there is a 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).

FPF: Final Protective Fire (3.3.1).

FT: Flamethrower (4.2).

Good Order: A personnel unit that is neither broken nor marked with a Melee counter.

Gun: Any Weapon on a ⅝″ counter (1.2.6 & 6.0).

Gunshield: protection (usually +2 IFT DRM) sometimes available for a crew manning an AT or INF Gun (6.6).

H: counter designation for HEAT.

HEAT: High Explosive Anti-Tank; used by BAZ and PSK and as Special Ammo by some Guns (4.4 and 6.2).

HE: High Explosive (6.2); standard Ordnance ammunition.

Hazardous Movement: Type of movement used by units manhandling a Gun (6.5).

Height Advantage: Protective TEM for units at a higher elevation (1.1.1).

HIP: Hidden Initial Placement for Guns (6.4).

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 it (but not into) and does not block it completely. Each Hindrance hex adds a +1 DRM to any IFT or To Hit DR traced through it.

Hit: Ordnance must secure a hit (via the To Hit process; 3.2.4) prior to resolving an attack via the IFT.

HS: Half-squad.

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)

IFT: Infantry Firepower Table.

Infantry: All SMC and MMC.

Infantry Target Type: One of the two general target types used by Guns. Not available to Mortars or LATW. HE and AP ammo are both allowed (3.2.4).

Inherent terrain: Certain terrain depictions (orchards) 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 traced along such a hexside) is affected by its inherent terrain.

IPC: Inherent Portage Capacity (4.0).

Intensive Fire: After losing ROF a Gun may make one final attack (3.2.4); adds a +2 TH DRM and lowers the B# by 2 (6.12).

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

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

LATW: Light Anti-Tank Weapon; a type of SW Ordnance that uses its own To Hit table (4.4).

LLMC: Leader Loss Morale Check; an additional MC caused by the loss of a leader with higher morale than the unit(s) he is stacked with (3.2.3).

LLTC: Leader Loss Task Check; caused by the breaking of a leader with higher morale than the unit(s) he is stacked with (3.2.3).

LOS: Line of Sight (3.2.1).

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

M#: Manhandling number; a DR required when attempting to move a Gun (6.5).

Mandatory Fire Group: Units and MG in the same hex that desire to fire at the same target (or moving stack on the same MF expenditure) must fire as a FG rather than separately (3.2.2).

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 SW designated as light (LMG), medium (MMG), or heavy (HMG) (4.1).

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

Mortars: An indirect fire type of Ordnance that must use the Area Target Type. Light Mortars (60mm or less) are SW and can be manned by any Infantry, while all other Mortars are Guns and must be manned by an Infantry crew to fire without penalty (4.5).

MPh: Movement Phase (3.3).

NA: Not allowed, or not applicable.

NMC: Normal Morale Check; requires a dice roll less than or equal to the current morale level of the unit to avoid breaking. Leadership modifiers can apply (3.2.3).

NT: Non-Turreted Weapon including all Guns except those with a 360-degree mount (3.2.4).

Near Miss: Any hit vs. a Gun not resulting in a KIA/K result prior to Gunshield modification (6.7).

Non-Qualified Use: The use of a Gun by units other than a crew (1.2.6); adds a +2 TH DRM and lowers the B# by 2 (6.12).

Ordnance: A Gun or SW (Mortar or LATW) that must first secure a hit via the To Hit process prior to resolving an attack via the IFT (6.0).

PBF: Point Blank Fire; fire at a target in an adjacent hex. Total firepower is double the normal firepower (3.2.2).

PFPh: Prep Fire Phase (3.2).

PSK: Panzerschreck, a German Light Anti-Tank Weapon (4.4).

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

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

PTC: Pin Task Check (3.2.3).

QSU: Quick Set Up Gun. This gun may be moved during play via the manhandling process (6.5)

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

ROF: Rate of Fire; a MG, Mortar, or Gun may be able to attack more than once in a turn. The ROF number is encased in a square (4.0).

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).

SMC: Single Man Counter (1.2.1).

Smoke: Smoke grenades placed by an Infantry squad (½″ counter; 3.3) or smoke shells placed by Ordnance (⅝″ counters 6.2), which provide protective cover (1.2.5).

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 or crews are equivalent in size to one squad (1.2.2). A crew manning a Gun is equivalent to one squad.

SSR: Scenario Special Rule (1.3).

Stacking Limits: Each side may have up to three MMC Squad Equivalents per hex plus up to four leaders (3.3).

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

SW: Support Weapon (4.0).

TEM: Terrain Effects Modifier; an IFT or TH DRM caused by the terrain of the unit being attacked (3.2).

Target Size: A Gun's size as indicated by the color of its M# (6.7).

TH: To Hit; Ordnance must secure a hit (via the To Hit process) prior to resolving an attack on a unit via the IFT (3.2.4).

Weapon: Either a Support Weapon (1.2.4) or a Gun (1.2.6).

WP (White Phosphorous): a type of Smoke that provides lessened cover (1.2.6) and also inflicts NMC when it Hits (6.2).

X#: Breakdown number of a FT, DC, or LATW (Weapon is not repairable) (4.0).

3. Sequence of Play:

There are eight distinct phases in each Player Turn:

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) ATTACKER rolls for any provisional (SSR) reinforcements and sets up off board all forces due to enter this Player Turn.

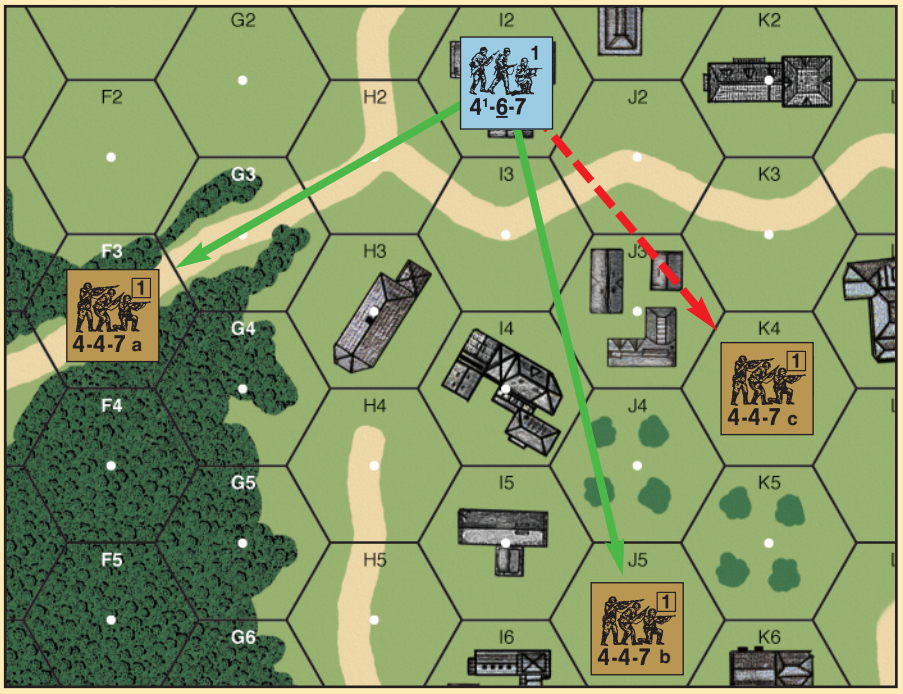
b) Good Order units may attempt to recover an unpossessed SW in the same hex by making a dr less than 6 (+1 drm if CX) (ATTACKER first).

c) Repair of Broken Weapons: A Good Order unit possessing a Weapon of its own nationality (i.e., color) may attempt to repair the Weapon 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 Weapon permanently.

d) Transfer of Weapons: Stacks may be freely rearranged to change possession of all Weapons 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 and crews). The ATTACKER only may attempt to Self Rally one other 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.

Line of Sight Example:
The 4-6-7 can see 4-4-7a in F3 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.



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 unit attempting to rally the broken unit. If the only leader present in a stack of broken units is broken, he may attempt to rally the other units if he himself 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 broken 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 with Weapons maintaining ROF. Otherwise a player may fire all, some, or none of his units in any applicable fire phase. Fire attacks ordinarily affect all units in the target hex, except during the MPh when a Defensive First Fire attack only affects units moving together.

3.2.1 Line of Sight (LOS):

A unit may only fire at an enemy unit if it has a Line of Sight (LOS) to it. Units at the same level can trace a LOS to each other barring intervening LOS obstacles. 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 offboard units. If the thread does not cross the depiction of a LOS obstacle (building, woods, or hills) with the obstacle visible on both sides of the string there is a LOS between the two hexes. Similarly, if the thread does not cross a LOS Hindrance depiction (e.g., grain) or intersect an inherent Hindrance hex (e.g., orchard or Smoke), the LOS is unhindered. The terrain in the firer's hex or the target hex does not block LOS to the center dot (although Smoke in the firer's hex or the target hex does hinder LOS). Attacks may be traced

Russian Rally Phase Example:
The broken 5-2-7 in Q6 attempts an MMC self-rally. It must add +1 to its rally attempt for self-rally, but may subtract one for being in a building hex. The original DR is a 7, with the modifiers negating each other, 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 the DR because it is currently DM. The leader's –1 DRM applies as does a -1 for being in building. The broken 4-4-7 is not under DM and does not have to apply the additional +4 for DM. The total DRM is for the 5-2-7 is +2 and -2 for the 4-4-7. 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.

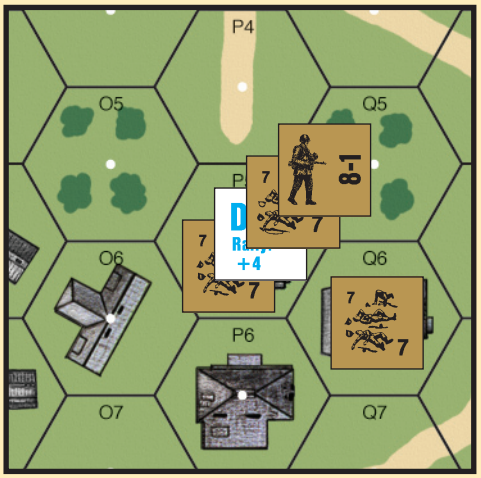


Illustration before any results

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

During the American PFPh one 7-4-7 in hex N5 performs a multi-location 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.

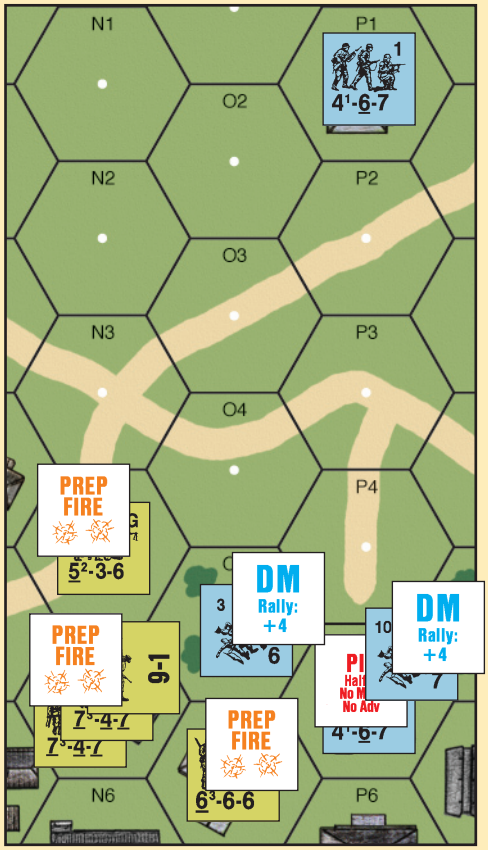


Illustration after all results

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 which 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.

A unit may trace a LOS to a lower elevation (and vice versa) only if the higher unit traces its LOS through a Crest Line as it leaves its hex and this LOS never crosses another Crest Line. A unit on a higher elevation may not see past LOS obstacles although they may see into them. A unit on a higher elevation may see over lower level Hindrances (grain) without Hindrance.

3.2.2 Fire Attacks:

The FP of an attacking unit/MG is doubled for Point Blank Fire (PBF), which occurs when a unit fires at an adjacent hex. A unit/MG/FT may attack beyond its Normal Range, 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; attackers 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 Weapon 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 no effect. Cowering does not affect Ordnance, 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. Ordnance may not firegroup. All members of the FG must be able to trace a LOS (3.2.1) 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 FG with valid LOS may still attack the target but as a smaller FG 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 Mandatory FG; they may not make separate attacks.

A leader may use his leadership DRM to modify the IFT DR of any one attacking unit 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.

3.2.3 Effects:

Fire attacks are resolved by cross-referencing the combined FP total of the attacking unit(s) with a DR on the Infantry Firepower 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 due to 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 (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 or a crew, reduces a squad to a HS, and wounds a SMC. A wounded SMC must immediately take 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. 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 must take a PTC after resolving the initial attack, with any negative leadership DM added to the DR rather than subtracted from it. This is a Leader Loss Task Check (LLTC).

If a 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 pinned, and a Pin counter is placed on that unit. This unit may not move further this Player Turn and fires at half his normal FP.

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

PTC: Pin Task Check; each target unit must roll less than or equal to his 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 or change the CA of a Gun, 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.

3.2.4 To Hit Process:

Ordnance (Guns, SW Mortars, and LATW; 6.0) must first secure a hit; on either the Infantry Target Type, the Area Target Type, or (if a LATW) its own To Hit Table by using the To Hit procedure. Then, if a hit is secured, roll for an effect on the IFT. Not all the occupants of the hex will always be hit. Some units may not be hit because they are not moving during Defensive First Fire or because of relevant DRM that may not affect all targets equally.

Infantry Target Type:

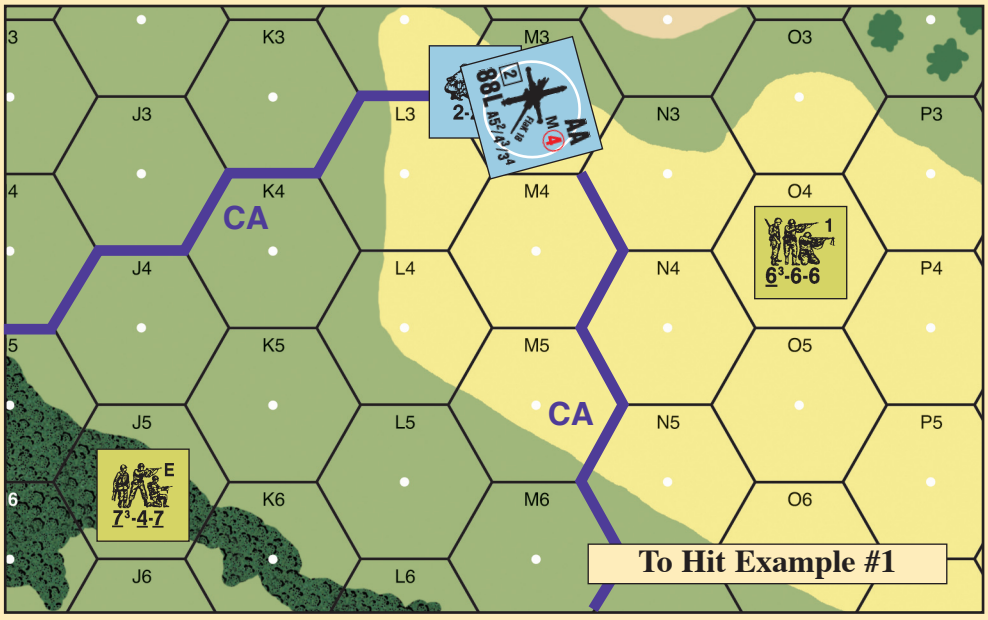
Shots using the Infantry Target Type typically use High Explosive (HE) ammo but can also use HEAT or AP types of ammo. All enemy targets in the target hex can be affected by a Hit. TEM applies to the To Hit DR but not the IFT DR.

Area Target Type:

The Area Target Type is always used by Mortars and whenever Ordnance attempts to fire Smoke; otherwise, it may be selected whenever firing HE ammo, but not HEAT or AP ammo. Fire on the Area Target Type by other than a Mortar consumes all of the Gun's ROF for that turn, thus non-Mortars cannot fire again after using the Area Target Type. TEM does not apply to the To Hit DR but will apply to the IFT DR.

To Hit Procedure:

Ordnance may fire during the Prep Fire, Defensive First Fire, Final Fire, or Advancing Fire Phases, but must be possessed by a MMC manning it. The firing player must declare both a target and a target type. Determine the range to the target and find the To Hit number (TH) on the To Hit Tables found on the Player Aids by cross-referencing the Ordnance type, the target type, and the range. This number is the maximum



In its PFPh the German 88mm AA Gun fires at the 7-4-7 in xJ5 (within its Covered Arc) using the Infantry Target Type. The range to the target is 4 hexes, and grain is in season. Cross referencing the Target Type, range, and Gun Type on the To Hit Chart gives us the To Hit number of 8. This is a black To Hit #. None of the grounds for using red To Hit #s apply to this shot; furthermore, at range 6 on the Infantry Target Type there are only black To Hit #s to consider. The dice roll is modified as follows: Woods TEM is +1, the grain hex Hindrance of L3 is +1, and the total To Hit (TH) dice roll modifier (DRM) is +2. The German player rolls a 7 (colored die of 1) and adds the +2 DRM for a final DR of 9. This is higher than 8, so the attack misses; place a –1 Acquired Target counter on the target unit in xJ5.

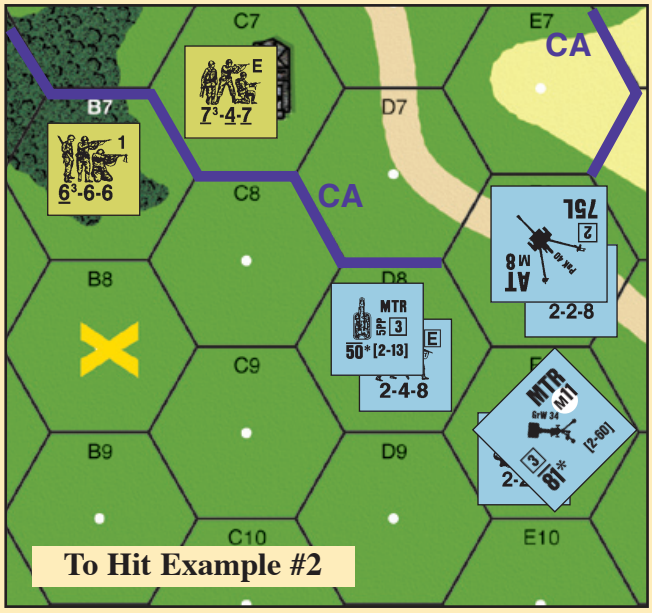
The German has kept Rate of Fire (ROF) on the 88 and decides to fire again. In addition to the previous DRM a –1 Acquired Target DRM also applies for a total DRM of +1. The German player rolls a 3 (colored die of 1) and adds the +1 DRM for a final DR of 4, which is ≤ 8, resulting in a hit. The German now rolls on the IFT column appropriate for an 88mm Gun; the 16FP column applies to weapons of at least 80mm but less than 100mm. No DRM apply (TEM was applied to the To Hit DR). The German rolls a 7 which becomes the final IFT DR and results in a 2MC. The 7-4-7 takes a 2 morale check, fails, and breaks; the –1 Acquired Target counter is flipped to its –2 side.

The German has kept ROF with the 88 again and now attacks the 6-6-6 in O4, but must first change its Covered Arc (CA). The Gun changes its CA to M4/N3, a 1 hexspine change. The range is 2 hexes, and the TH number is now 9. The DRM are grain Hindrance of +1 in N3 and a 1 hexspine CA change of +1 (for 360° Gun) for a DRM total of +2. The DR is 8 (colored die of 5) and adding the +2 DRM provides a final DR of 10, a miss. The Gun has lost ROF and is marked with a Prep Fire Marker. The –2 Acquired Target counter is removed from xJ5 and a –1 Acquired Target counter is placed on the 6-6-6 in O4.

The Gun now Intensive Fires at the 6-6-6. The CA change DRM no longer applies. There is a +2 DRM for Intensive Fire, a –1 Acquired Target DRM, and the grain Hindrance for a total DRM of +2. The German rolls another 8 (colored die of 2) for a final DR of 10 and another miss. ROF was previously lost, and the Gun is marked with an Intensive Fire counter and has no more attack opportunities this player turn. The Acquired Target counter is flipped to its –2 side.

The 88 could have originally fired at the 7-4-7 on the Area Target Type instead, and may have done so if the 7-4-7 were in a stone building, even though at range 4 the To Hit # is lower on the Area Target Type than it is on the Infantry Target Type. On the Area Target Type the TEM does not modify the To Hit DR but instead modifies the IFT DR after a hit, thus making the 7-4-7 easier to hit on the Area Target Type, but at reduced effect.

The 75mm AT Gun in E8 has the 7-4-7 in its CA but not the 6-6-6. During the Gun's PFPh it fires on the 7-4-7 using the Infantry Target Type (ITT) at a range of 2. Cross-referencing the Target Type, range, and Gun type on the To Hit chart gives us the black To Hit (TH) # of 9. (No red TH # applies at range 2 on the ITT even if there were a cause for using the red TH#s.) The dice roll is modified only by the +3 TEM of the stone building. The German rolls a 7 (colored die of 1) and adds the +3 DRM for a final TH DR of 10. This is higher than 9, so the attack misses. A –1 ½˝ Acquired Target counter is placed on C7. The AT Gun kept Rate of Fire (ROF) and fires again. In addition to the +3 TEM, the –1 Acquired Target DRM applies for total DRM of +2. The German rolls a 7 (colored die of 2) and adds the +2 DRM for a final TH DR of 9, resulting in a hit with ROF. The German now rolls on the IFT column appropriate for a 75mm Gun; the 12FP column applies to weapons of at least 70mm and less than 80mm. No DRM apply to the IFT DR (TEM was applied to the TH DR). The German rolls a 7, which becomes the final DR and results in a 1 MC. The 7-4-7 takes a 1MC, fails, and breaks; the –1 Acquired Target counter is flipped to its –2 side. The AT Gun could have fired on the 7-4-7 using the Area Target Type (ATT) with a TH # of 7 (red, since it is on the ATT). The TEM would not modify the TH DR, making the 7-4-7 slightly easier to hit on the ATT than the ITT, although foregoing any chance for ROF. The results after a hit would be less effective than on the ITT, however, since the FP would be halved and the +3 TEM would to the IFT DR. Having kept ROF again, the AT Gun now fires on the ITT at the 6-6-6 in B7, changing its CA to D7/D8, a 1 hexspine change. The range is 3 hexes, so the TH # is 8. The TH DRM are +3 for the first hexspine change and +1 for the woods TEM for a total of +4. (The acquisition in C7 does not apply.) The Gun's ROF is reduced by 1 due to its changing of its CA. The German rolls a 4 (colored die of 2) and adds the +4 DRM for a final DR of 8, a hit. The resulting attack on the 12FP column has no DRM and the IFT DR of 7 results in a 1MC on the 6-6-6 that the squad passes. The –1 Acquired Target counter is moved from C7 to B7. The AT Gun, having lost ROF, declines to Intensive Fire at this time.



The 81mm MTR in E9 now fires on the 7-4-7 in C7, changing its CA 2 hexspines to D8/E8. Because it is a Mortar, it must use the ATT, and its ROF is not reduced due to changing its CA. The TH# at range 3 is 7. The TH DRM are +3 for changing CA 1 hexspine and +1 for changing CA another hexspine for a total of +4. The German rolls a 4, resulting in a final TH Dr of 8, a miss, and placing a ½˝ –1 Acquired Target counter. Having kept ROF the 81mm MTR fires at the 7-4-7 again, this time with a total DRM of –1. A DR of 8 (colored die 3) results in a final DR of 7, a hit, with ROF. The IFT attack occurs on the 8 FP column (half of the 16 FP column) with +3 DRM for the TEM of the stone building. The German rolls a 7, modified to a 10, for no effect. The 81mm NTR now changes target to the 6-6-6 in B7. The TH# remains 7, but there are no DRM. The German rolls a 6 (colored die 4), resulting in a hit (but no ROF), and an attack on the 8 FP column, this time with –1 DRM for Air Bursts. The German rolls an 8, modified to 7, resulting in a 1MC on the 6-6-6 (which passes). Having lost ROF, the 81mm MTR declines to Intensive Fire.

The 50mm MTR now fires at the 6-6-6 in B7. Being a SW, the 50mm MTR does not have a defined CA and need not worry about changing CA. At range 2 on the ATT its TH# is 7. (Note that if this were the American 60mm Mortar firing, it could not attack B7 at range 2.) No TH DRM apply, and the MTR hits when the German rolls a 6, losing ROF with a colored die of 4, and placing a second ½˝ –1 Acquired Target counter. The MTR attacks on the 2FP column (half of 6FP) with a –1 DRM for Air Bursts. An original DR of 2 is modified to 1, resulting in a 1KIA, eliminating the 6-6-6. Since the 50mm MTR is a SW, it cannot Intensive Fire.

number on two dice that can be rolled to obtain a "hit." Each TH entry has a black #, a red #, or both. Fire on the Area Target Type always uses red TH #s. Fire on the Infantry Target Type uses black TH#s unless firing a Russian, Italian, Allied Minor, or pre-1944 American Gun, or if subject to Non-Qualified, Captured, or Inexperienced use. If the entry has no red #, use the black TH#. Add to the DR both the Firer-Based Hit Determination DRMs (such as CX status, Covered Arc change, and Non-Qualified Use) and the Target-Based Hit Determination DRMs (such as FFMO, FFNAM, Target Acquisition, Hindrances, and if using the Infantry Target Type, TEM) found on the reference card for the target type being used. If the DR is equal to or less than the *modified* To Hit number then a hit has been achieved on the target. If firing in the Defensive First Fire Phase, Defensive First Fire principles apply and only moving targets may be affected.

Some Guns have a ROF indicated by a number encased in a square (1.2.4.1). There are some instances however in which a Guns ROF can be lowered. These are: Infantry Firepower Equivalence (IFE) use, Captured/Non-Qualified use, and changing its Covered Arc change during the phase. Each of these instances cumulatively reduces a Guns normal ROF by one for that Fire Phase. Most Guns do not list a range limit; however, if two numbers appear, the first is its minimum range and the second is its maximum range.

A Gun has a facing that is determined by its Covered Arc (CA). A Covered Arc is indicated by placing the Gun counter with the depicted Gun barrel pointing directly at one of the six hexspines of its hex. The Covered Arc comprises the two hexes joined by that hexspine, all the hexes and hexspines of the two diagonal rows of hexes that pass through those hexes while converging on the unit's hex, and all the hexes between those two converging diagonal hexrows. A Gun may only fire within its CA but may if not a pinned Gun change its CA prior to firing (and suffer the resulting To Hit Firer Based penalties). A Gun may also change its CA without firing at the end of a friendly fire phase (not MPh) but only if its manning Infantry has not fired its inherent firepower. If a Gun counter has a white circle around the Gun depiction, it is a 360° mount and has reduced To Hit penalties when changing its CA before firing. All other Guns are Non-Turreted (NT) Weapons.

Intensive Fire:

A Gun (not SW) that has fired and lost ROF can still fire again once in the same phase by using Intensive Fire. Mark it with an Intensive Fire counter to indicate that it cannot fire again that Player Turn. There is a +2 TH DRM for Intensive Fire, and the Gun's B# is reduced by two. An original TH DR of 12 for a Gun using Intensive Fire results in permanent removal of the Gun. A Gun with no ROF shown on its counter that changes its CA is marked with an Intensive Fire counter after that shot and cannot fire again that Player Turn.

Non-Qualified Use:

A Gun (not SW) fired by a squad or HS must add a +2 TH DRM, has its B# reduced by 2, and is permanently removed on an original TH (or IFT if using IFE) DR of 12.

Effect:

If a hit is secured (i.e., a Final DR less than or equal to the To Hit number), a new DR is made on the IFT to determine the effect. Use the FP column for the Ordnance's caliber size if using the Infantry Target Type or the column representing half of that FP if using the Area Target Type (see 6.2 if using AP, HEAT, or WP). When using the Infantry Target Type TEM does not modify the TH DR. The Area Target Type must apply the TEM to the IFT DR. Ordnance does not double its IFT FP for PBF, has no long range fire, and is not halved when firing in the AFPh.

3.2.5 Prep Fire Phase (PFPh):

The ATTACKER conducts fire attacks in the PFPh. After resolving each attack during the PFPh, the firing unit (and Weapon) 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 friendly units but may not move into a hex containing enemy units during the MPh. A unit may not voluntarily leave the map unless it is in Good Order and exits as part of the Victory Conditions. Any unit otherwise forced to do so is eliminated.

A SMC has 6 MF and a MMC has 4 MF (or 3 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 in the same hex 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. Whenever a player moves a unit he states out loud 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 4 SMC may be in a hex at a time. A crew or HS possessing a Gun is equivalent to a full squad for stacking purposes.

Units are usually moved one at a time unless a 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 only 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 First Fire Non-Assault Movement (FFNAM) –1 DRM.

Any Infantry capable of movement and neither broken, pinned, wounded, 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 (IFT, TH, CC) DR (maximum +1) they make or direct and to the dr for 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.

Unit Movement Factor Chart

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

A unit with a Smoke Exponent (1.2.2) may check for ½″ 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. See 1.2.5 for the effect of Smoke; however, recall that any movement into (but not out of) Smoke costs one additional MF. A ½″ Smoke grenade counter is removed at the end of the MPh.

Weapon recovery is allowed during the MPh by expending one MF and making a dr less than 6 (+1 drm if CX). The recovering unit must be in the same hex as the unpossessed Weapon.

Units enter from off-board-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 turn of entry. They may not perform any action while off board 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 off board for purposes of road bonus.

3.3.1 Defensive First Fire:

Defensive Fire can occur during the enemy MPh and 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 Weapon that has fired and exhausted its ROF. Defensive First Fire must be resolved before the moving unit or stack leaves the intended target hex. 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 the expenditure of a MF in a location qualifies it as a target for Defensive First Fire even though it might not have entered that location during the MPh. Examples of such expenditures include Smoke grenade attempts, Weapon 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 Open Ground (FFMO) DRM if the target 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 DEFENDING 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 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 Weapons (whether or not they all fired).

A DEFENDING Gun already marked with a First Fire Counter may Defensive First Fire again as Intensive Fire (3.2.4) regardless of the presence of a closer enemy unit. Flip the First Fire counter to its Final Fire side for the manning unit and all its Weapons. See 6.8 if using IFE.

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 usable MG (or IFE) 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 can be fired upon again in that same loca-

tion 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 Weapon 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, 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 (including an Ordnance Hit), although a Weapon that malfunctions or retains ROF leaves no 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, a new IFT DR, TEM of the target location, and any applicable FFNAM or FFMO DRM. A unit expending MF to leave a location is not subject to Residual FP attack in the location it is leaving. After the amount of Residual FP left by any attack has been determined, it is reduced by one IFT column for each positive IFT or To Hit DRM *caused solely by conditions outside the target hex (including TH DRM)*. This could include positive leadership modifiers, CX status, and LOS Hindrances. Height Advantage and negative leadership DRMs never affect Residual FP.

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 and MG (or IFE Gun) 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 and MG (or IFE Gun) 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 Weapon's FP halved (and doubled due to the effect of PBF). A Gun marked with a First Fire counter may Intensive Fire (3.2.4) at units in an adjacent hex. A unit already marked with 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 DFPh.

See page 12 for a comprehensive example.

3.5 Advancing Fire Phase (AFPh):

The ATTACKER's units and Weapons that did not fire in the PFPh may fire at half FP; Ordnance instead adds a +2 TH DRM. 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), heavy machine guns (HMG), Mortars, nor Guns may fire in the AFPh if they moved in the MPh. Weapons may not fire more than once 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 an 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. Broken units not in Melee under DM must rout away (ATTACKER first- one unit at a time) during that RtPh or be eliminated for failure to rout. All broken units 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.

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:

- 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

1b. Final Protective Fire:

- 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 unit

Final Fire:

- Occurs during DFPh
- FFNAM and FFMO do not apply
- affects all units in target location
- not available to units already marked with a First Fire counter unless they are firing at an adjacent hex
- place (or flip to) Final Fire counter

Movement Phase (MPh) Example (fig 1):

In the Russian MPh, the 4-4-7 in I5 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 squads 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 I4 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 two 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 two 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 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 moves 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).

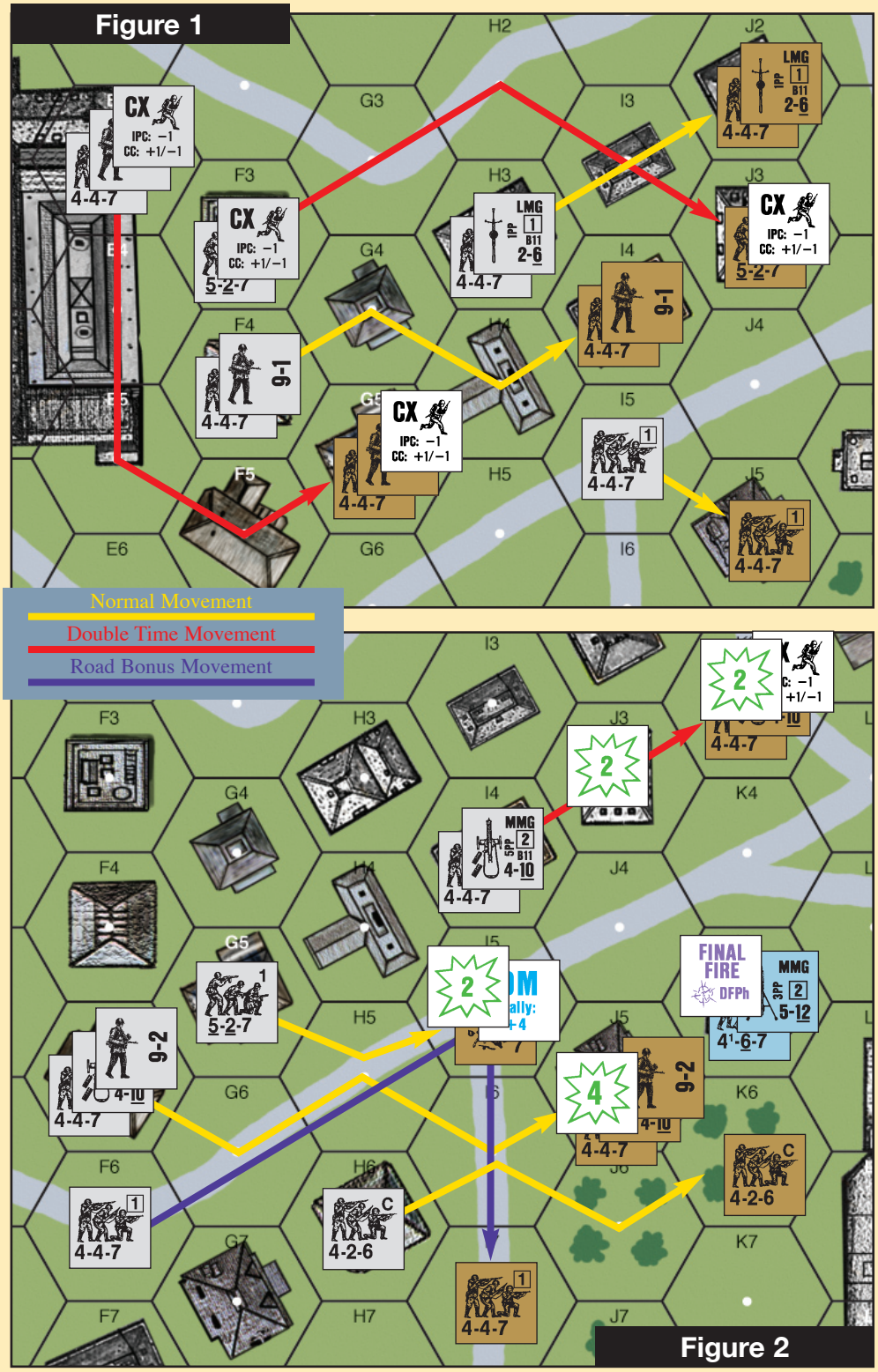
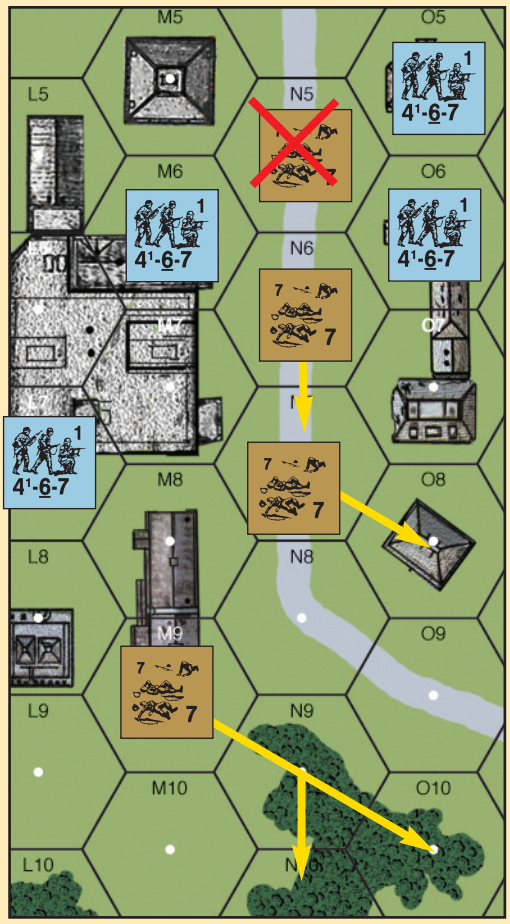


Figure 2 after all results except FPF attack versus 4-2-6 moving into hex K6.



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 present 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 if under DM. A 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 or hitting it via the TH process at under 17 hexes. A unit in Melee cannot interdict, nor can a CX unit, a lone leader with a MG, or a Gun that must change its CA. If Interdiction occurs, then the routing unit is subject 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 RtPh 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 units and move any of his unpinned and Good Order 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 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 Weapons 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 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.

Rout Phase Summary

- Routing may use 6 MF.
- Must rout if adjacent to an enemy unit.
- Must rout from its starting hex if a hypothetical unit routing through that hex would be subject to Interdiction.
- May rout 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 they are 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.

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 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 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 CCPh). A leader may direct the CC of the MMC it attacks and defends with (and any other unit which joins 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 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 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 turn counter and, if he was already

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 G6 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.

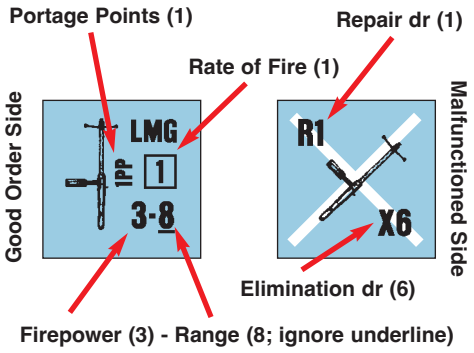
The three German 4-4-7s advance into the H4 building location with the two Russian 4-5-8s. Both sides have Ambush drm of zero, and their respective Ambush drs of 3 for the German and 5 for the Russian result in no ambush. The German must declare all his attacks first. Each of his squads may only attack 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; 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. 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.

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.



4. Weapons and Support Weapons (SW):

A unit can possess any number of Weapons (SW/Guns). A Weapon may not move by itself; a SW must be carried by a unit at some cost in PP (see 1.2.4); a Gun must be manhandled (6.5). An unbroken unit may pick up and drop a Weapon at any point in its move provided it has sufficient MF to do so, although no Weapon can be moved more than once per MPh. An unbroken unit may drop possession of a Weapon at no MF cost during its MPh or APh. If a unit drops possession of a SW/Gun at the start of an allowed phase prior to expending MF, that Weapon is assumed to have been unpossessed (and hence not moved by any unit) at the start of that phase. Units must drop Guns and SW in excess of their IPC before they can rout. If a unit drops possession or is eliminated, its Weapon is left unattended in the same location and must be recovered to be possessed. Good Order Infantry may claim possession of an unpossessed Weapon 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 Weapon 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 Infantry Portage Capacity (IPC) of a MMC or SMC. Weapons may be dropped at any time during the MPh. No item can be portaged more than once per MPh. A 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 in order to increase the IPC of the latter by one provided that they start the MPh together and move as a stack.

Weapons may be voluntarily destroyed by their possessing unit during PFPh or DFPh, but such an action counts as use of a Weapon. Weapons may also be destroyed when a final IFT DR results in a KIA of the possessing unit (see 6.7 for Ordnance Hits). Make a subsequent dr on the same column as the IFT attack for each Weapon possessed by that unit. If the Final dr is a KIA, that Weapon is destroyed, if it is a K then that SW is malfunctioned. A captured Weapon has its ROF lowered by one and its B# or X# lowered by two, and a Weapon 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 Weapon at no cost to its own FP, or any two Weapons at the cost of forfeiting its own FP for the current and any remaining fire phases in that Player Turn. A HS or crew may fire only one Weapon, and in so doing forfeits its own FP for any remaining fire phases in that Player Turn (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.

Weapons 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 MMC is going to fire its own FP and a MG at the same target (at both the same hex and the same unit) during the same phase, they must form a FG; they may not attack separately unless the MG retains ROF (or the MMC 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#, the MG is malfunctioned and flipped over after making its attack. The B# of a MG using Subsequent First Fire or Final Fire when marked with a First Fire counter is lowered by two.

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. A FT 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 2 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. 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.

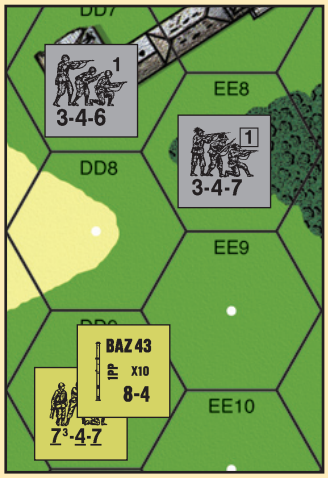
An Infantry unit possessing a DC attempts to place it on an adjacent target during its MPh by expending extra MF (in the hex the DC is placed from) equal to the number of MF it would require that unit to enter that target location were it to do so in that MPh. The act of placing the DC is considered 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 a placing unit survive 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.

4.4 Light Anti-Tank Weapons (LATW):

LATWs are Ordnance SW, including Bazooka (BAZ) and Panzerschreck (PSK). These SW must secure a hit on the To Hit table on the back of the counter. Upon securing a Hit, effects are resolved on the IFT. BAZ and PSK are Shaped Charge Weapons (SCW) firing HEAT (High Explosive Anti-Tank), not HE. Thus, these Weapons may only be fired at Infantry if the target can receive building TEM benefits. SCW may also be fired at Guns. The Weapon's FP, range, X #, and PP values are shown on the front of the counter. All LATW To Hit DR are modified normally for TEM, etc.

4.4.1 Bazooka (BAZ) Panzerschreck (PSK):

Bazookas are only available beginning in November 1942 (use BAZ 43 counters). Better models are available in 1944 (BAZ 44) and 1945 (BAZ 45). Any unbroken Infantry MMC can fire a BAZ and such use constitutes the use of a SW. Any two SMC may fire a BAZ at full effect; however, a single leader may not fire a BAZ. A BAZ is permanently removed from play if its original To Hit DR is greater than or equal to its X#. A leader can modify the To Hit DR if he is directing that attack; however, a leader cannot modify his own attack. A BAZ attacks on the 8 column of the IFT if it obtains a Hit.



LATW To Hit Example:

The 7-4-7 cannot fire its BAZ 43 at the Italian squad in EE8 because the 3-4-7 is not in a building. Instead, the 7-4-7 fires the BAZ 43 at the 3-4-6 in the stone building in DD7. The To Hit chart on the back of the BAZ 43 shows that at a range of 2 a final DR of 8 or less is needed for a hit. The To Hit DRM are +3 TEM and +1 Hindrance in DD8 (grain is in season) for a total of +4, so an original DR of 4 will hit the 3-4-6. A hit is resolved on the 8 FP column with no DRM. An original TH DR of 2 would result in a CH, which would be resolved on the 16 FP column with -3 TEM. Having used its SW, the 7-4-7 can then use its inherent FP to attack the 3-4-7—or even the 3-4-6 again, since Mandatory Fire Group does not apply to ordnance. If DD9 were a building hex, the 7-4-7 would have to add +2 to its TH DR or instead suffer a Backblast attack on the 1 FP column using the colored die roll of the To Hit DR to determine the result.

All BAZ rules apply to the PSK except that the PSK attacks on the 12 column of the IFT and is available from September 1943 on.

4.4.2 Backblast:

A BAZ or PSK may be fired from inside a building under two conditions. The firer may choose to use a +2 To Hit DRM penalty to protect against the attendant backblast of these Weapons. The firer may instead subject all the occupants of the building hex to a backblast attack on the one column of the IFT using only the colored dr of that To Hit DR; no TEM applies.

4.5 Light Mortars:

Mortars are classified as either a Gun or a SW depending on size. Any Mortar of a caliber size less than or equal to 60mm is a light Mortar and is represented as a SW on a ½˝ counter. As a SW it has no CA and can be fired by any squad/HS with no detriment and with normal leadership To Hit modification. Should a lone SMC fire a light Mortar, it loses its ROF capability. Even though a light Mortar is a SW it can use and lose Target Acquisition as a Gun. See 6.9 for the general rules for Ordnance Mortars.

5. 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 20. Crews and 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 on the MMC. Each major nationality and its units and Weapons are reflected by a common color distinct from those of other nations. In some instances, minor nations are generically represented by the same color.

5.3 Field Promotions:

Whenever a MMC rolls an original 2 DR for a self-rally attempt 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); their Ordnance uses red TH#s; the B# or X# of a Weapon they use is lowered by one and they suffer a +1 ambush drm.

5.5 Captured Equipment:

Any Weapon 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, the B#/X# are decreased by two, and all attacks by captured Ordnance use Red TH#s and add +2 to the To Hit DR.

6.0 Ordnance:

Any Weapon that must secure a hit on a target using the To Hit process (3.2.4) before resolving the effect of that hit on the IFT is Ordnance (Gun, LATW, or SW). A Gun is a Weapon on a ⅝˝ counter which usually fires as Ordnance. The Ordnance Weapon's caliber (in mm) is shown on the counter. If the Weapon caliber size is overscored, the Gun may not fire AP ammo. If the caliber size is underscored, the Gun may not fire HE ammo. If the scoring is accompanied by a star, that ammo may be available in limited quantities after a certain date (6.2).

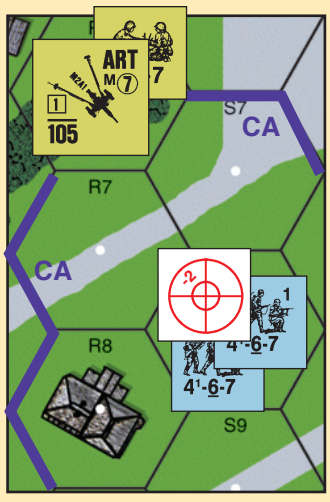
6.1 Critical Hits (CH):

An original DR of 2 that secures a hit for a LATW or on the Area Target Type is a Critical Hit. On the Infantry Target Type Table, each Gun has a Critical Hit possibility listed in parenthesis next to the To Hit number (in red for red TH#s). The **Final** DR must be less than or equal to this number in order to achieve a Critical Hit. A Critical Hit vs. an Infantry target is resolved on the IFT with the attacking Weapon's standard HE FP equivalent *doubled* (with no prior halving if using the Area Target Type). Furthermore, any positive TEM that the target would normally be entitled to for TH or IFT purposes is *reversed* and applies as a negative DRM to the IFT DR. Air Burst, FFMO/FFNAM still apply as negative DRM (if applicable) in addition to the effects of the CH. A Critical Hit automatically destroys a Gun and its manning Infantry.

Regardless of the number of targets in a location hit by a Critical Hit, the special provisions of a Critical Hit apply only to one randomly determined target.

6.2 Special Ammo and Depletion Numbers:

Some Weapons have the possibility of Special Ammo, as designated on the back of the counter by a Special Ammo symbol followed by a Depletion Number. If the Depletion Number has a superscripted date (e.g., 4 = 1944, J4+E = June



Critical Hit Example:

The American 105mm in wR6 fires at the two German squads in wS8 on the Infantry Target Type. Since it is 1943, red To Hit #s would apply for an American Gun, but at range 2 on the Infantry Target Type there is only the black To Hit # of 9. DRM of +3 TEM for the Stone Building and –2 for the Acquired Target counter apply. The American rolls a 3 and adds the modifiers for a final TH DR of a 4, equaling the 4 in parentheses after the To Hit # of 9 and achieving a Critical Hit (CH). One 4-6-7 is randomly chosen to receive the Critical Hit, while the other squad suffers a normal 105mm attack. The American rolls for an effect on the IFT with the same DR applying to both squads. The normal hit uses the 20FP column with no DRM; the CH uses the 36 FP column (double 20) with a -3 DRM (reversed TEM). If the range had instead been 7, the red To Hit #s would apply. The American would need a final To Hit DR of 6 for a hit at range 7 and would need a final DR of 2 for a CH.

1944 in Europe), then such possibility is date dependent. An attempt to fire Special Ammo must be announced prior to making the TH DR. If the original TH DR is less than the Depletion Number, the Gun has that Special Ammo, uses it to resolve any hit from that DR, and may try for that Special Ammo again when firing. If the original TH DR equals the Depletion Number, the Weapon has that Special Ammo for that shot only, uses it to resolve any hit from that DR, but may not try for that Special Ammo again. If the original TH DR is higher than the Depletion Number, the Gun never had that Special Ammo and has not fired. If the TH DR results in a malfunction, however, the Weapon has fired and is malfunctioned and out of that Special Ammo. Annotate depletion on a side record.

AP: (Armor Piercing): Guns less than 37mm in size firing AP use the 1 FP column on the IFT. Guns greater than or equal to 37mm firing AP use the 2 FP column; AP ammo does not leave any Residual FP.

HE: (High Explosive): standard anti-personnel ammo.

HEAT: (High Explosive, Anti-Tank): HEAT can only be used against targets in buildings or against Guns and it attacks on the IFT column one lower than normal for HE. LATW show their FP on the counter.

s (Smoke): Ordnance Smoke (1.2.5) on a ⅝" counter is placed at the *start* of the PFPh or DFPh by securing a hit on the Area Target Type. If done in the PFPh place a +3 Smoke counter; if done in the DFPh, place a +2 Dispersed Smoke counter. Once the firer has fired anything other than Smoke during that PFPh/DFPh no more Smoke may be fired in that phase.

WP (White Phosphorous): WP may only be fired on the Area Target Type and at the start of the PFPh or the DFPh or as Defensive First Fire. A unit hit with WP must take a NMC, with the TEM subtracted from the NMC DR; Mortar Air Bursts from WP add a +1 to the DR. A WP CH adds the positive TEM to the DR. Treat WP as Ordnance Smoke, except that full WP is a +2 counter and Dispersed WP is a +1 counter.

6.3 Emplacement:

Any Gun that has not been moved during the scenario is emplaced unless set up on a paved road. If emplaced, a Gun and its manning crew are entitled to a +2 Emplacement TEM. This Emplacement TEM cannot be used in conjunction with any other TEM or Gunshield DRM (6.6) (the owner may choose one or the other but not both) nor may it be used if the Gun is manned by a non-crew unit. If a Gun moves it loses its emplaced status.

6.4 Hidden Initial Placement (HIP):

An emplaced Gun and its crew may always set up using Hidden Initial Placement (HIP) unless on a paved road. The Gun owner records the Gun's location and CA during set up. The Gun and crew counters are then placed to the side and not placed on board until the Gun loses HIP. A HIP Gun in Open Ground or unpaved road loses HIP when a Good Order enemy unit within 16 hexes has LOS to the Gun.

A Gun that fires, changes CA, or attempts to move or whose crew moves loses HIP. In addition, if an enemy unit attempts to enter a hex that contains a HIP Gun, the enemy unit is returned to its prior hex, its movement ends, and the Gun loses HIP.

An attack against a HIP Gun is resolved as Area Fire with half FP on the IFT or for Ordnance by adding a +2 DRM. Any TEM or Gunshield benefit is applied. If the attack results in an effect, the Gun loses HIP and the attack is resolved.

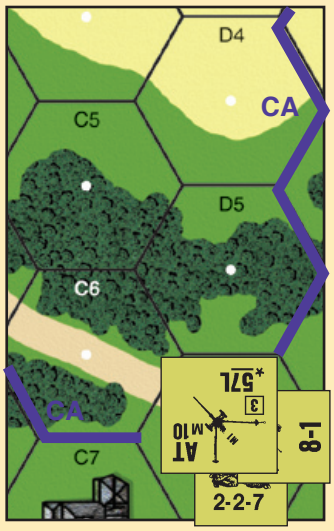
6.5 Gun Movement:

A QSU Gun (1.2.6) may be manhandled during the game into a new location. Each Gun has a manhandling number in the upper right hand corner that begins with an 'M'. To move it to a new location in the MPh, the owner must roll less than or equal to the manhandling number modified by the appropriate DRM found on the player aid sheet. The MF cost to manhandle a Gun is double the normal MF for the terrain type entered. A manhandling unit cannot use Assault Movement nor carry any PP. Double Time can be used but road bonus cannot. If the final manhandling DR is less than the manhandling number, the Gun has been successfully moved to the new location and if the manhandling unit(s) have enough remaining MF, they may continue to attempt to manhandle the Gun to another hex. If the final manhandling DR is equal to the manhandling number, the Gun and those pushing it can enter the new hex but may not move any farther that turn. If the final manhandling DR is greater than the manhandling number, neither the Gun nor those pushing it may move that turn. A Gun may not move in the APh nor can any unit that attempted to manhandle a Gun that turn. A Gun or unit that attempts to move via manhandling may not fire in the AFPh. Manhandling is Hazardous Movement and any unit involved in manhandling a Gun receives a –2 DRM to any fire attack directed at it that Player Turn *regardless of fire phase* until it is pinned. Neither FFMO nor FFNAM apply to Hazardous Movement. Non-QSU Guns (i.e., Guns that must be unlimbered to fire; 1.2.6) cannot move during the course of an ASLSK scenario.

6.6 Gunshield:

All AT and INF Guns have a gunshield to help protect their crews. The gunshield protects its Good Order manning crew (only) from most attacks that originate through the Gun's Covered Arc. Infantry manhandling a Gun may not benefit from a gunshield. The manning crew protected by a gunshield may add +2 to the IFT DR (+1 vs. Mortar fire; 0 vs. FT). The gunshield DRM is never cumulative with other TEM (including Emplacement) but can modify an IFT DR after TEM has been used to modify a To Hit DR. The gunshield DRM never applies to a Direct Hit (6.7).

Emplacement and Manhandling Example:



The 57mm AT Gun in xD6 manned by the 2-2-7 crew started the scenario emplaced and HIP; it would be neither emplaced nor HIP if it were manned by a non-crew. Because it is in an Open Ground/unpaved Road hex, it lost HIP as soon as a Good Order enemy unit within 16 hexes had LOS to it. Because it is emplaced it receives a +2 TEM to all attacks. Thus any ordnance shot would add +2 to the TH DR. If hit by ordnance, an original IFT DR resulting in a KIA eliminates the crew and Gun (or if a K, eliminates the crew and malfunctions the Gun). If the original IFT DR is not an original KIA or K, and if the hit occurs through the Gun's CA, the crew adds the +2 Gunshield modifier (available to AT Guns) to the IFT DR.

The American player wants to move the Gun, crew, and the 8-1 leader to D5, so rather than fire in PFPh he attempts to manhandle the Gun in the MPh (losing HIP now if it hadn't previously); if successful this will cost 4 MF (double the normal cost). The manhandling number is 10 as shown on the counter. The applicable DRM (listed on the QRDC) are +1 for the TEM and +4 for MF cost and -1 for the leader for a total of +4. If the American rolls a 5 or lower, the Gun, crew, and leader move to D5, and he may try to manhandle the Gun again this turn. If he rolls a 6 (for a final DR of 10), he moves the Gun and units to D5 and stops. In both cases the American can change the Gun's CA. If he rolls a 7 or more, he cannot move this turn nor change its CA. Having rolled less than a 6 and moved to D5 he can attempt to manhandle the Gun again into D4 for a cost of 2 more MF. He still needs a final DR less than 11 to get there, but the DRM are +2 for MF and -1 for leadership for a total of +1. If instead of originally moving to D5 he wanted to move to C6 that would cost 2MF and incur DRM of +2 for MF, +1 for TEM, -1 for leadership, and -2 for crossing a road hexside for a total of 0. If a squad possessed the Gun instead of the crew there would be an additional -1 DRM. If an extra squad were part of the manhandling stack there would be an additional -2 DRM. In all cases, any attack against the manhandling stack would receive the -2 Hazardous Movement DRM and no Gunshield DRM. In all cases, none of the manhandling units could fire in AFPh or advance in the APh.

Having moved, the Gun is no longer emplaced. Any Small Arms, MG, or DC attack through the CA will receive the +2 Gunshield DRM available to AT Guns, as will any IFT DR after an ordnance hit through the CA that does not result in an original KIA or K.

6.7 Guns as Targets:

The color of the M# (6.5) indicates the Gun's target size. If the M# is printed on a white circular background, the Gun is a small target. If it is printed in red, the Gun is a large target. A CH automatically destroys both the Gun and its manning Infantry. Once a hit (other than a CH) is achieved on a Gun via the To Hit process, the firer rolls on the IFT to determine the effect on the Gun and the crew. If the final DR (prior to any gunshield DRM) results in a KIA the Gun is destroyed along with its manning Infantry. A K result causes the Gun to become malfunctioned and causes Casualty Reduction to the manning Infantry. These results are considered Direct Hits. If the IFT DR does not result in a Direct Hit, then the result is considered a Near Miss and any applicable gunshield TEM is applied to the same DR to determine the effect on the manning Infantry.

6.8 Infantry Firepower Equivalent (IFE):

Any single number appearing in parenthesis beside a Gun's caliber size is that Gun's IFE. Not all Guns have this option. The IFE is used directly on the IFT without using the To Hit process, as if the Gun were a MG. A Gun using IFE has its ROF lowered by one and may not form a FG with other units, nor use, gain, or retain any form of Target Acquisition. IFE has a normal range of 16 hexes, is not considered Ordnance, and is not subject to Cowering. Like a MG, an IFE Gun may use Subsequent First Fire and Final Protective Fire in the MPh, and if marked with a First Fire counter in DFPh may fire at an adjacent unit, all at half fire and with its B# lowered by 2 and suffering permanent removal on an original IFT DR of 12.

6.9 Mortars:

Mortars are classified as either a Gun (⅝″ counter) or SW (½″ counter). Mortars with a caliber greater than 60mm are Guns. Mortars must use the Area Target Type, but do not give up ROF by doing so. Mortars may not fire at targets closer than the minimum range or farther than the maximum range. Those ranges are printed in brackets underneath their ROF box. Any original DR of 2 that secures a hit for a Mortar is a Critical Hit (6.1).

6.10 Target Acquisition:

When a Gun makes a To Hit DR using the Infantry Target Type it may place a ½″ –1 Acquired Target counter on its target (or flip a –1 counter to the –2 side). This Acquired Target counter applies as a TH DRM for subsequent shots by that Ordnance. A target can be acquired by more than one Weapon but never more than at the –2 level. The target remains acquired until the Ordnance or its manning Infantry leaves its present location, changes CA without firing, attacks a different target, malfunctions, fires Smoke, or uses IFE, or until its manning Infantry is eliminated, is not in Good Order, no longer possess the Ordnance, fires its inherent FP, or uses Interdiction, or until the target leaves the LOS after entering a new hex. However, in this last case, the last hex the target was in prior to leaving the LOS will retain the acquisition. If another enemy unit enters that hex, it then receives the acquisition. Change the ½″ Acquired Target counter to a ⅝″ counter if the Gun later fires at the target using the Area Target Type.

If a stack of acquired units scatter and enter different hexes the firer may retain a ½″ Acquired Target counter on his choice of one of the previously Acquired Targets. If an Acquired Target appears to leave the LOS of the Gun, a free LOS check may be made. If the LOS check reveals that there is no LOS to that hex, the ½″ Acquisition Counter is returned to the last hex to which the Gun had LOS.

6.11 Area Acquisition:

Acquisition gained while using Area Target Type is marked by using the ⅝″ Acquired Target counter. All principles of ½″ acquisition apply except that the acquisition belongs to the hex rather than the target. A ⅝″ acquisition cannot track a target; the firer would have to reacquire the target in the new hex it moves into. Mortars always utilize Area Acquisition. Smoke may take advantage of Area acquisition if firing at a hex that has been acquired, but, Smoke shots do not gain acquisition and once taken lose whatever acquisition there may have been. Change the ⅝″ Acquired Target counter to a ½″ counter if the Gun later fires at the hex using the Infantry Target Type.

6.12 Ordnance Breakdown:

A Gun or SW Mortar with no B# shown has an inherent B# of 12. If the original To Hit DR is greater than or equal to its B#, that Gun/SW is malfunctioned. A Gun fired by a squad or HS has its B# lowered by 2, as does a captured Gun or a Gun using Intensive Fire (or IFE if already marked as First Fire) while a Weapon fired by an Inexperienced MMC has its B# lowered by 1. In either case, an original To Hit (or IFT) DR of 12 results in its permanent removal. If a QSU Gun or SW Mortar malfunctions, flip the counter to its back; place a Malfunction counter for a non-limbered Gun that malfunctions. Guns and SW Mortars repair on a dr of "1" and both are permanently removed on a dr of "6."

CHAPTER H
ORDNANCE NOTES

In addition to providing important details on how specific weapons function within the ASL system, the Vehicle and Ordnance Notes in Chapter H of the ASL Rulebook are widely renowned as one of the best single sources of information on the guns and vehicles that saw combat in World War II. The ASL Notes for the ordnance that appear in ASLSK #2 are being included here in their entirety, even though parts of the Notes refer to ASL rules that do not apply in ASLSK #2. Rarity Factors (RF) and Basic Point Values (BPV) for Guns are provided for ASL designers in producing their own scenarios. (SW are not assigned these values, but are instead allocated based on the number of squad equivalents.) Rarity Factors range from .9 (most common) to 1.6 (most rare). BPV can help gauge the relative value of units; for the guns included here, they range from a low of 25 to a high of 55. For comparison sake, a German 5-4-8 squad has a BPV of 13 and a German Conscript HS has a BPV of 2.

M1 57mm AT: By 1941 the Army had realized that its 37mm AT gun was rapidly becoming obsolete. Since it might take several years to design and develop a new gun, the British 6-pounder was copied, with minor alterations made for American preferences and production methods. Some 16,000 of the M1 were built, and from mid-1943 it gradually replaced the 37mm M3A1 in the ETO. In mid-1943 the Army also reorganized its infantry divisions; subsequently the 57mm could be found in the division's HQ company, as well as in the infantry battalion HQ company's AT platoon and the infantry regiment's AT company (first appearing in the latter company, and only later in the battalion AT platoon). Each armored infantry company had one platoon (towed by M2 half-tracks), as did the armored division's HQ company. In an airborne division AT guns were found in the gilder infantry regiment, the glider infantry battalions (in 1945), the airborne AA battalion, and the artillery battalions which were often towed by Jeeps. Unlike most British, Soviet, and German divisions, a U.S. Army division had no organic AT battalion - divisional AT assets being in the form of one or more attached TD battalions. Exceptions to this were the 10th Mountain Division in Italy with its AT battalion of 18 57mm guns, and the airborne divisions which had a combined AA/AT battalion.

† HE with a depletion number of "7", and APDS with a depletion number of "4", are available in the ETO as of June 1944. HE7 becomes available in the PTO in 1945. These restrictions are signified on the counter by the superscripts "J" for June and "E" for ETO.

† Dates for use in the ETO and PTO are 7/43-5/45 and 44-45 respectively. Decrease ETO RF by .1 for each two-month period after 8/43, until 1.0 is reached in 1/44. PTO RF is 1.2. BPV is 33.

M2A1 105mm ART: As the standard divisional light artillery piece, the M2A1 was used in the field artillery battalions of Marine, cavalry and infantry divisions, and also in non-divisional field artillery battalions. A battery consisted of four howitzers, each towed by a 2½ ton truck. 8,536 were built by the end of the war. 13 different types of ammunition were developed for it. The M2A1 was an excellent howitzer and in various modified forms is still in service with over forty countries, including the U.S., where it is designated as M101A1.

† ETO dates and RF are 11/42-5/45 and 1.0. PTO dates are 8/42-45, with RF of 1.2 for 8-10/42 and 1.0 thereafter. BPV is 34.

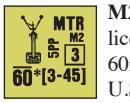
M1 155 ART: Production of the M1 was slow in getting underway; by the end of 1942 only 33 had been completed. 4,035 were eventually built during the war, during which time it gained reputation for both reliability and accuracy. Slightly modified after the war, it is still used in almost 30 countries, including the U.S. where it is designated as the M114A1. The 155mm howitzer was most commonly used as a companion piece to the 105mm howitzer in divisional artillery, with one 155mm medium field artillery battalion (three batteries of four howitzers each) per infantry division. "One-five-fives" also

equipped non-divisional medium artillery battalions. Marine divisions were authorized a battalion of 155mm howitzers in May 1945.

† Dates for use other than the PTO are 7/43-5/45; RF for such use is 1.5 through 8/43, 1.4 for 9-10/43, and 1.2 thereafter. PTO dates and RF are 44-45 and 1.3 *[EXC: for use with the Marines they are 2-6/45 and 1.5]*. BPV is 40.

M1 81mm MTR: This weapon, a copy of the classic French Brandt 81mm mortar, was the standard battalion mortar in U.S. service. It fired both light (7-lb.) and heavy (10¾-lb.) HE bombs, as well as WP. About 30,000 were made during the war. Its primary use was in the heavy weapons company of the infantry battalion, whose mortar platoon contained three sections of two mortars each. (Parachute mortar platoons had only two sections - and airborne 81mm mortar platoons were located in the infantry battalions' HQ company.) A mechanized cavalry recon squadron had three 81mm mortars, as did a TD battalion (SP). The weapons company of a Marine battalion contained a platoon of four 81mm mortars until April 1944 (after which date the platoon was moved to the battalion's HQ company), while the HQ company of a Marine Raider company had eight.

RF is 1.1 for 41-45. BPV is 29.



M2 60mm MTR: This light mortar was a license built version of the French Brandt 60mm mortar, and was adopted by the U.S. Army in 1940. About 75,000 were made. An Army rifle company had three in the mortar section of its weapons platoon. A mechanized cavalry recon troop had nine (three per platoon; see U.S. Vehicle Note 54). Each armored infantry platoon had one (see U.S. Vehicle Notes 28 and 29). Each parachute infantry platoon had one, as did each glider infantry platoon until 8/44. The glider infantry company also had 2-4 more (depending on the date) in its weapons platoon. A Marine rifle company had two (officially increased to three in April 1943 - although many companies apparently did not receive the third one until much later). In May 1944 four were also authorized in each Marine infantry battalion HQ company. A Marine Raider company had three 60mm mortars.

† The M2 had a longer range than most light mortars because its primary role was not a "direct support" weapon for the platoon/company, but rather as the company's on-call "OBA". Therefore, for every three M2 mortars the U.S. player receives in his OB, he may exchange those three for a radio (or field phone) and a 4 FP OBA battery that can fire only HE (and WP in 1945) Concentrations/IR. This battery receives the -2 Radio Contact Maintenance DRM of C1.22, and uses the standard U.S. Battery Access draw pile *[EXC: if the U.S. force is suffering from Ammo Shortage, this battery has Scarce Ammo]*. When used as OBA, the M2 is treated as having a maximum range of 40 hexes, which is counted from the enter road hex of the U.S. player's Friendly Board Edge (i.e., as per B11.42). An AR/SR/FFE counter of this OBA cannot be placed/Corrected beyond this range of 40 hexes, and any direction/extent of error dr that would place such a counter beyond this range is void and must be rerolled. If the U.S. force has no Friendly Board Edge, this OBA option cannot be used.

7.5cm PaK 40 AT: The next planned generation of AT guns after the PaK 38. In fact, the PaK 40 was really a scaled-up version of the PaK 38 and looked very similar to it (except for being larger, of course). Design work on the PaK 40 began in 1939, but Operation Barbarossa and the discovery of the T-34 and KV found it still in the pre-production state. Once its manufacture began however, it did not cease until 1945. In action the PaK 40 was an excellent AT gun - its only drawback being its weight, which made it difficult to manhandle. The PaK 40 eventually became the standard equipment of AT battalions; it was mounted on many TD and was also the basis of the long-barreled 7.5cm gun used in the PzKpfw IV and StuG III. Some were even issued as field guns, although in this mode they were hindered by their limited elevation.

RF are 1.5 for 1/42-3/42; 1.4 for 4/42-7/42; 1.3 for 8/42-11/42; 1.2 for 12/42- 3/43; and 1.1 for 4/43-45. Not used in North Africa prior to 11/42. BPV is 43.

2cm FlaK 38 AA: The FlaK 30 was redesigned by Mauser to correct its deficiencies and as the FlaK 38 it became the standard German light AA gun for the duration of the war (although it never entirely replaced the older model). It was also used in a variety of reconnaissance vehicles. Use of the single-barreled 2cm FlaK gun in the AA role began to diminish in early 1944 due to its decreasing ability to deal with the faster and more heavily armored allied ground attack aircraft. In March 1944 there were 19692 FlaK 30 and 38 guns in service with the Luftwaffe, while an undetermined number were being used by the army.

RF is 1.0 for 39-45. BPV is 32.

3.7cm FlaK 36 o. 37 AA: Another standard light AA gun. In its towed version it does not seem to have often been included in the Army's divisional establishments. Apparently most were used in FlaK divisions and independent FlaK regiments and battalions. A 3.7cm FlaK platoon consisted of three guns, with three platoons forming a battery. The main difference between the FlaK 36 and 37 was the type of sights used.

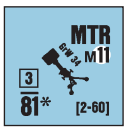
This special HEAT round was known as the Stielgranate 41. It consisted of an egg-shaped hollow-charge warhead, to the rear of which was attached a rod inside a finned and perforated sleeve. The round was muzzle-loaded; I.e., the loader inserted the rod into the muzzle end of the gun-barrel (with the finned sleeve sliding down over the outside of the barrel), and a special blank cartridge was loaded into the breech to fire it. The fin-stabilized projectile had a muzzle velocity of 110 m/sec (361 ft/sec) and a maximum range of about 364m (400 yds).

H#[9] has a Basic To Hit number of 11. Each hex of range decreases this number by one. Its maximum range is 9 hexes. All Firer/Target-based To Hit DRM apply normally. It may only be fired at a vehicle, or at those target types allowed to HEAT (C8.31). The gun's ROF is lowered by one if it successfully fired the Stielgr 41 (i.e., it can continue to fire in that phase if its To Hit colored die for that shot was a 1 or a 2 rather than 1-3).

RF is 1.3 for 39-45. BPV is 36.

8.8cm FlaK 18 o. 36 AA: The "88", probably the most famous gun of WW2, was designed by a team of Krupp engineers working clandestinely in Sweden. It was an excellent design and quickly became the mainstay of the Luftwaffe heavy AA defenses. The differences between the Flak 18 and 36 were minor; many of their parts were interchangeable. During the Spanish Civil War its usefulness against ground targets was noted, and appropriate ammunition was developed for this role. The 88's lasting fame (or notoriety) came with its use in North Africa, where it easily destroyed the previously invulnerable Matildas at over 2000m. It came to be so feared in the desert that British crewmen were said to sometimes abandon their tank even if an 88's first shot missed them - for they know it rarely missed with a second. Nor did its reputation ever diminish. One reason for this was that at the end of the war an 88 could still frontally penetrate any U.S. or British tank, save perhaps the Sherman Jumbo. Another reason was that so many 88's were built; for instance, in August 1944 the Luftwaffe alone had 10,704 in service - and this number does not include those used in Army FlaK battalions. These facts alone make it easy to understand why they made such a powerful impression on those who had to face them. An 88 platoon consisted of four guns, usually towed by SdKfz 7.

RF is 1.2 for 39-45. BPV is 55.

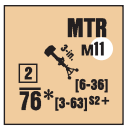


8cm GrW 34 MTR: A conventional medium mortar whose actual caliber was 81.4mm. It was the standard battalion support weapon, with six being issued to the machinegun company of each; these in turn were often distributed two per company within the battalion. In a foot infantry unit the mortar was hand-carried when in action, but for long moves was carried in a horsecart. One interesting type of ammunition fired by the GrW 34 was the "bouncing bomb", which rebounded in the air when it struck the ground; the at a height of 15-50 feet it exploded with an enhanced fragmentation effect. This round usually worked well if it struck hard ground but functioned poorly (if at all) when the ground was soft, so in 1942-43 it was withdrawn. Later in the war the GrW 34 was supplemented by a lightened, shorter-range version called the kz GrW 42. This variant had been intended for use in airborne units but eventually saw more general issue, often being used in infantry companies.

RF is 1.1 for 39-42; .9 in 1943 and thereafter. BPV is 30.

5cm leGrW 36 MTR: The standard German light mortar was issued on the scale of three per rifle company; these were often distributed individually to the company's platoons. It was rather complex for such a small weapon and, being little more than a glorified grenade launcher (like all such small caliber mortars) with insufficient range and punch, it was mostly relegated to second-line and reserve units after 1942. Its nickname was the Bulettenschmeisser (meatball thrower).

OML 2-in. MTR: The "Ordnance, Muzzle Loading, 2-in. Mortar" was derived from a Spanish design. The threatening international situation forced it into production in 1938 after only a minimum of testing, but nonetheless it performed well throughout WW2. Its short range was a drawback, but one at least partially offset by its ability to fire smoke, and later, IR. One 2-in. mortar was allotted to the HQ of each infantry (including parachute and airlanding) platoon, each motor platoon, each assault troop in an infantry recce squadron, and each support troop in an AC squadron. In the latter half of 1943, each gun troop in an AT regiment was authorized two 2-in. mortars (those in a 17pdr troop, whether SP or towed, were carried in trucks; see also British Vehicle Note 66). There were 14 variations of the 2-in. mortar, the most noteworthy being the Airborne version which was lighter and had a shorter barrel; it was issued to parachute infantry.



OML 3-in. MTR: The Stokes 3-in. trench mortar which entered service in 1917 was the forerunner of the modern infantry mortar. By 1939 the Mk II version was in widespread service, but lacked range compared to its Axis counterparts. Improved ammunition and, later, improvements to the mortar itself partially redressed this problem. In 1940 an infantry battalion contained only two 3-in. mortars, but in 1941 this was increased to platoon of six. Also in 1941 two were added to the infantry's division recce battalion, and in 1942 this too was increased to a platoon of six. Some motor battalions began the war with two 3-in. mortars per company, but others apparently had none until 1942. An airlanding (glider) battalion in 1944 had a platoon of four 3-in. mortars, plus two more 3-in. in each of the battalion's four companies; at the start of 1945 all were placed at battalion level in three four-mortar platoons. In India/Burma the 3-in. saw even more widespread service: Light Mountain, and Jungle Field, artillery regiments were given a battery of sixteen 3-in. in 1943, and in 1944 AT and AA/AT regiments also received them. In Burma, each Chindit company was authorized two 3-in. mortars.

† The mortar's Range is 6-36 initially, but changes to 3-63 in September 1942 as signified by "[3-63]$^{S2+}$" on the counter.

† Dates and RF for non-PTO use are 4/40-3/41 (1.3), 4-10/41 (1.2) *[EXC: 1.3 for 5/41 use on Crete]*, and 11/41-5/45 (1.1). For PTO use they are 12/41-10/42 (1.3), 11/42-11/43 (1.1), 12/43-10/44 (1.0), and 11/44-45 (.9). BPV is 25.

OQF 40mm Bofors AA: The British adopted the Bofors gun in 1938, and purchased quantities from Sweden (its country of origin), Poland, Hungary and Belgium. By 1941, British factories were turning them out in quantity, and both Canada and Australia produced them as well. Bofors equipped light AA regiments in all theaters throughout the war. A troop initially comprised four guns, but by 1943 it had been enlarged to six. The Bofors gun is still employed in well over a dozen armies.

† Dates and RF for ETO use are 4/40 (1.5), 5-6/40 (1.3) *[EXC: 1.4 in Norway]*, 4-5/41 (1.3), and 7/43-5/45 (1.2). For Africa they are 6/40-4/41 (1.3), 5-10/41 (1.2), and 11/41-5/43 (1.1) *[EXC: 1.3 for use in Madagascar]*. For the PTO they are 12/41-2/42 (1.4), 3-6/42 (1.6), 7-8/42 (1.5), 9-10/42 (1.4), and 11/42-45 (1.3). BPV is 40.

45mm PTP obr. 32 AT: Basically the 37mm PTP 30 with a 45mm barrel substituted. At the time of its introduction it was the most powerful purpose built AT gun in the world and, along with its successor the Model 37, formed the mainstay of the Red Army's AT defenses through the first half of WW2. A light AT gun platoon consisted of two guns; a battery could contain either two or three platoons; and a battalion contained six platoons.

RF is 1.0 for 39-45. BPV is 29.

76.2mm PTP obr. 39 ART: Also called the 76-39, this Soviet field gun also had a designed anti-tank capability. It was intended as a replacement for the 76-36 since it was lighter and thus easier to manhandle. The game piece represents the later P obr 42 (76-42), which had a new carriage and a muzzle brake. These two models became the standard Soviet light artillery/medium AT guns for the duration of the war, with four constituting a battery. They also remained in use for many years after the war, and indeed are still in service with some armies. The high velocity 76mm gun was called the "crash-boom" by the Germans, due to its supersonic shell exploding on the target before the defenders could hear the sound of the gun firing. Any gun whose shell traveled faster than the speed of sound could actually be called a crash-boom, but this nickname was applied primarily to the 76mm types since they were so commonly encountered.

† RF is 1.2 for 39-42 and .9 for 43-45. BPV is 35.

82mm BM obr. 37 MTR: A slightly redesigned copy of the French Brandt medium mortar. It was used primarily for support at the battalion level. The later versions (BM 41 and 43) had wheels, thus obviating the need to disassemble the mortar for long hauls; therefore, after 1941 this mortar can be fired once in the same phase either prior to becoming dm or after reverting to non-dm status.

† RF is 1.1 prior for 39-41; 1.3 in 1942; and .9 for 43-45. BPV is 28.

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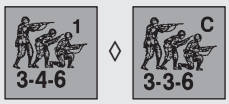
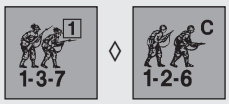
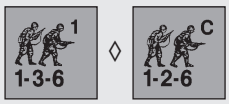
Nationality Chart

German Squads and Half-Squads

Italian Squads and Half-Squads

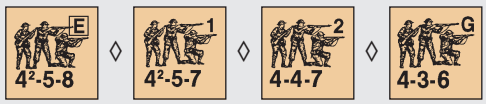




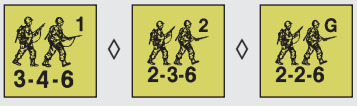


Allied Minor Squads and Half-Squads

British Squads and Half-Squads



American Squads and Half-Squads



Crews

American	German	British	Russian
2-2-7	2-2-8	2-2-8	2-2-8

Leaders (SMC)