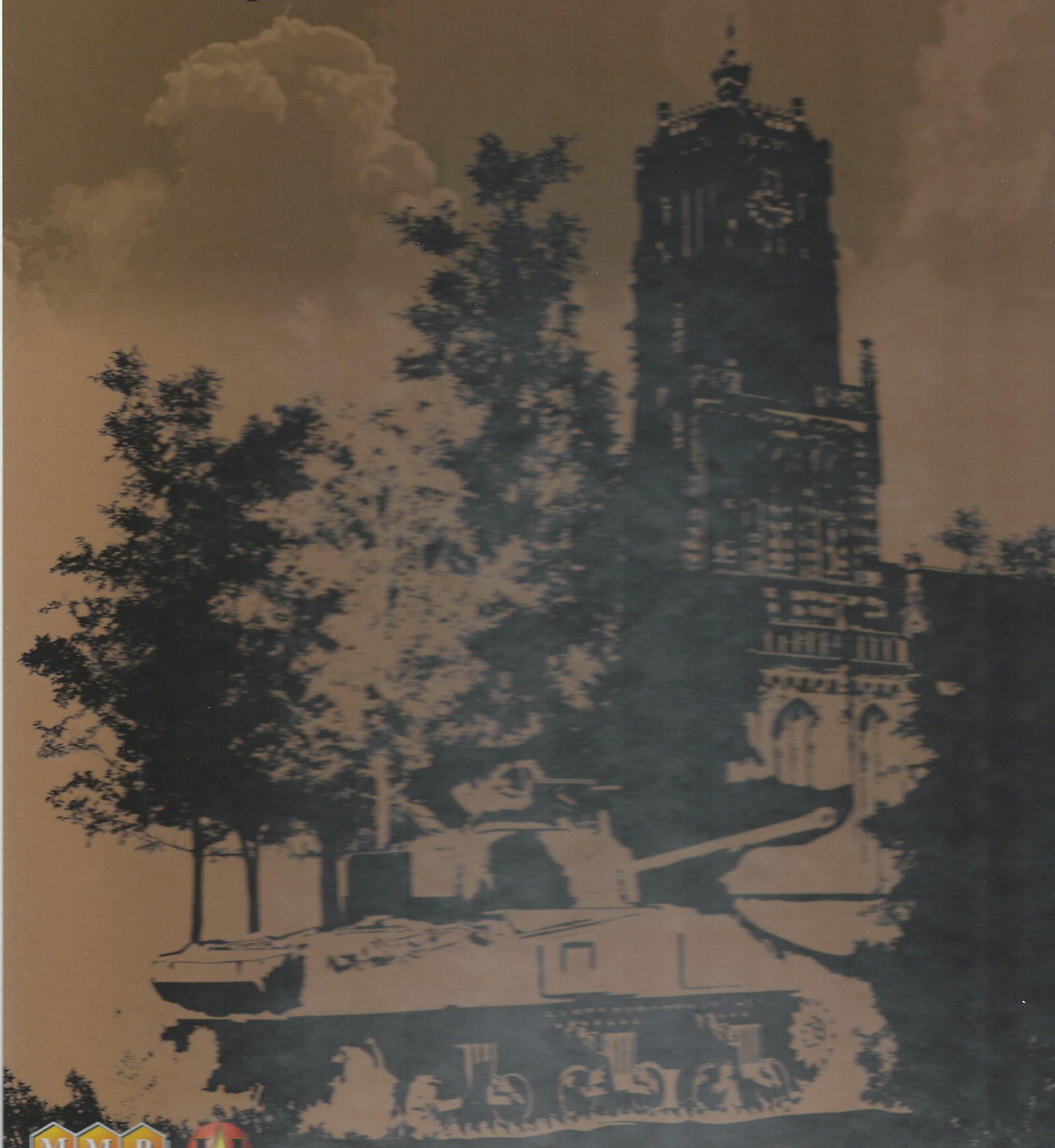


Decision at Elst

An Advanced Squad Leader Starter Kit Historical Module



Advanced Squad Leader Starter Kit

Historical Module #1



Decision at Elst Rulebook

Introduction:

Welcome to the first Historical Module in the Advanced Squad Leader Starter Kit (ASLSK) series. *Decision at Elst* will introduce you to the primary material necessary for 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. 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 or historical mapsheets 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. Abbreviations have been used for many of the terms presented in the rules. While you will become familiar with them through use, the Definitions section provided in the rules can be a helpful reference to this special terminology.

Squad counters represent approximately 9-15 men, depending upon nationality and type. Individual leader counters represent combat lead-

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ers 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, Gun, and vehicle counters represent individual weapons beyond the organic small arms that are already included in the firepower values given each squad and half-squad counter. Firegroups for attacking enemy units are put together from the combined firepower of individual units and weapons. After totaling the firepower of the attack, two six-sided dice are rolled and that result (modified by various factors) is cross-referenced with the applicable firepower column of the Infantry Fire Table to determine the result of the attack. Ordnance, including vehicular Main Armaments, 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 Historical Module #1 Decision at Elst is a complete game that introduces the player to a new historical mapsheet and scenarios and includes squads, half-squads, leaders, support weapons, crews, crew-served ordnance weapons, and vehicles 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, map, and counters—is designed to be fully compatible with previous installments of ASLSK and with 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.multiphasepublishing.com. Additional ASLSK scenarios are available in OPERATIONS and SPECIAL OPS magazine.

These rules have been color-coded to show what has been revised from ASLSK EP #1. Any rules or wording in salmon have been revised to correct errata from ASLSK EP #1. This rule booklet takes precedence over the rule booklet found in ASLSK #1, 2, 3, and EP #1. Finally, note that Historical Module #1 Decision at Elst contains all the counters needed to play the four scenarios and CG under average circumstances. ASLSK is a game of wide possibilities, however, and exceptional circumstances in a given playing may result in a shortage of a particular counter.

1.0 Game Components:

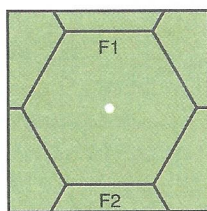
1.1 Mapboard:

This ASLSK module contains one historical mapsheet (Elst). This map represents the battlefield. 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., sK2) 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.

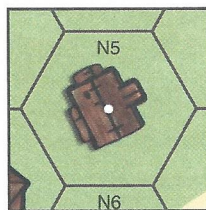
1.1.1 Terrain Types:

Note: not all of the terrain types listed below will be found on the Elst map.

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) for Infantry and in Movement Points (MP) for vehicles. Terrain can also block or hinder Line of Sight (LOS) and can provide some cover by modifying fire attacks with its Terrain Effects Modifier (TEM).



to LOS, and the only TEM for Open Ground is the -1 First Fire Movement in Open Ground (FFMO) Dice Roll Modifier (DRM) vs moving Infantry. Open Ground costs Infantry 1 MF to enter. Open Ground costs a Fully Tracked vehicle 1 MP and an Armored Car 3 MP.



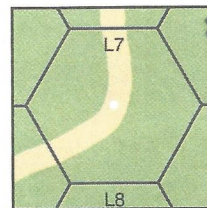
LOS between two units crosses the building depiction then the building hex is an obstacle to both units if they are on the same level as the building. The building depiction is also a LOS obstacle between two units at different levels. A

Open Ground: Open Ground is any hex devoid of other printed terrain features, generally covered uniformly in light green such as hex qF1. Open Ground presents no obstruction or Hindrance

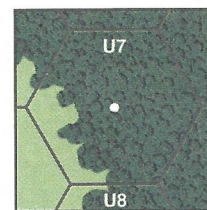
to LOS, and the only TEM for Open Ground is the -1 First Fire Movement in Open Ground (FFMO) Dice Roll Modifier (DRM) vs moving Infantry. Open Ground costs Infantry 1 MF to enter. Open Ground costs a Fully Tracked vehicle 1 MP and an Armored Car 3 MP.

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 qN5. If the

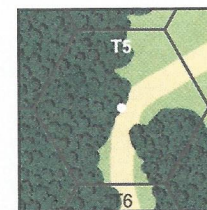
building costs Infantry 2 MF to enter. A Mortar may not fire from a building. An Armored Car may not set up in or enter a building. A Fully Tracked Armored Fighting Vehicle (AFV) that is Buttoned Up (BU; 7.7) may enter a building at half its total MP allotment while taking a Bog Check (7.6). The TEM for a stone (gray) building is +3 and for a wooden (brown) building is +2.



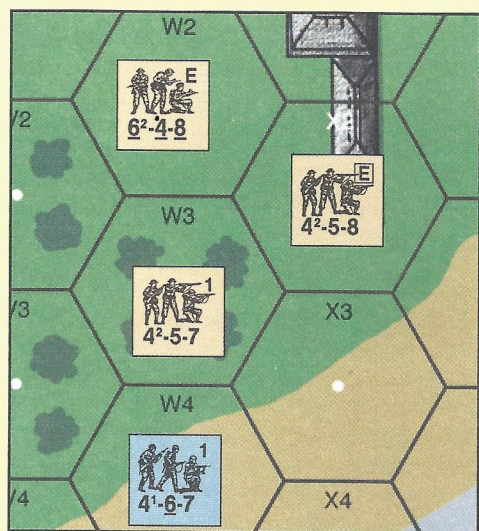
Roads: Roads represent either paved or dirt surfaces. A road represented by a brown stripe, such as rL7, is a dirt road while one represented by a gray stripe, such as sP6, is a paved surface. A road is considered Open Ground for all purposes. Additionally, Infantry that crosses only road hexsides throughout its entire MPH is entitled to one extra MF (the road bonus) unless it claims the protective benefits of a Woods-Road hex or the non open ground of an Orchard-Road hex, or has to pay the extra movement costs for entering Smoke (1.2.5). Crossing a road hexside costs both Armored Cars and Fully Tracked vehicles ½ MP if Crew Exposed (CE; 7.7) or 1 MP if Buttoned Up (BU).



Woods: Woods represent a forested area with dense undergrowth, such as sU7. If the LOS between two units crosses the woods depiction then the woods hex is an obstacle to both units if they are on the same level as the Woods depiction. Woods are also a LOS obstacle to the LOS between two units at different levels. Woods cost Infantry 2 MF to enter. Woods cost an Armored Car all its MP while taking a Bog Check (7.6). A Fully Tracked vehicle may choose to spend either half or all its total MP to enter a woods hex while taking a Bog Check (7.6). A vehicle spending all its MP to enter a woods hex may still spend 1 MP to start and 1 MP to stop. The severity of the Bog Check DRMs depends on how many MP the vehicle expended to enter the woods hex. The TEM for woods is +1. Mortar fire vs Infantry or CE vehicles in a woods hex instead receives a -1 TEM due to Air Bursts.



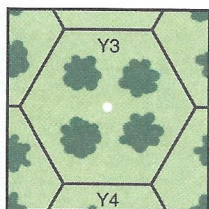
Woods-Road: A moving unit in a Woods-Road hex, such as qT5, is not eligible for the +1 Woods TEM during Defensive First Fire (and is subject to FFMO or Interdiction) if the LOS does not cross a green woods symbol and the moving unit entered the hex at the road movement rate. Otherwise normal Woods TEM is in effect; an Infantry unit may always choose to utilize the woods movement rate and receive resultant TEM



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 wW3 blocks LOS between the 4-6-7 at level one and the 6-4-8 and 4-5-8 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.

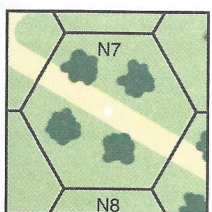
benefits. The road portion does not block LOS. A unit using a road through a woods hex pays the normal road movement rate rather than the woods movement rate. A vehicle in a Woods-Road hex is always considered to be on the road.



Orchard: An Orchard represents a thinly wooded area devoid of undergrowth such as sY3. 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. Orchards cost an Armored Car 3 MP and a Fully Tracked vehicle 1 MP to enter. There is no TEM for Orchard but because it is not Open Ground it negates FFMO and Interdiction.

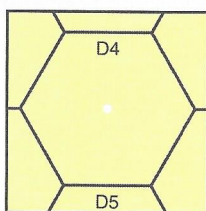
every orchard hex between the target and the firer. Orchards cost Infantry 1 MF to enter. Orchards cost an Armored Car 3 MP and a Fully Tracked vehicle 1 MP to enter. There is no TEM for Orchard but because it is not Open Ground it negates FFMO and Interdiction.

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. An Orchard hex is considered Inherent Terrain (3.2.1) so the entire hex including hexsides affect LOS drawn through an Orchard hex.

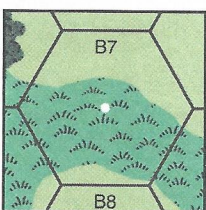


Orchard-Road: A hex containing both orchard and road symbols such as qN7 is actually a tree-lined road. Entrance of such a hex through a road hexside is identical to movement along any

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



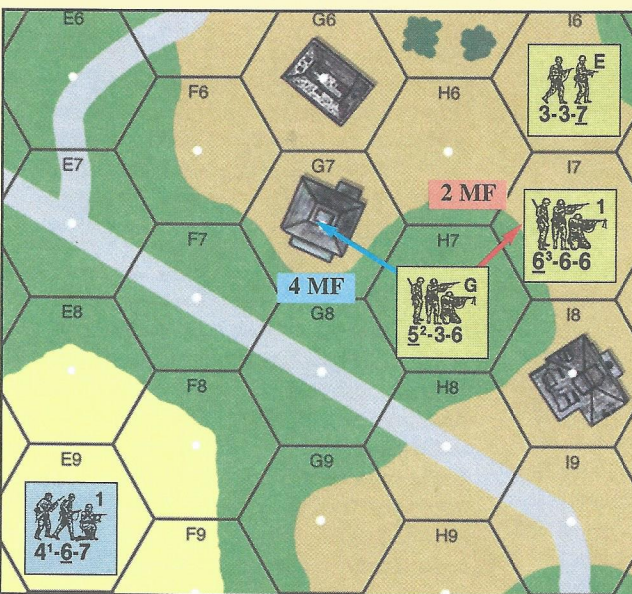
Grain: While in season, Grain represents a cultivated field of a variety of standing crops such as qD4. Grain is a LOS Hindrance between units on the same level as the Grain feature and therefore adds a +1 Hindrance DRM for every grain hex between the target and the firer in which the LOS crosses the Grain depiction. Grain is in season during the months of June through September. Outside this season grain hexes are treated as Open Ground instead. Grain costs Infantry 1½ MF to enter when in season. Grain costs an Armored Car 4 MP to enter and a Fully Tracked vehicle 1 MP. There is no TEM for Grain but because it is not Open Ground (unless out of season) it negates FFMO and Interdiction.



Brush: Brush represents a thinly wooded area with dense undergrowth such as rB7. Brush is a LOS Hindrance between units on the same level as the Brush feature and therefore adds a +1 Hindrance DRM for every brush hex between the target and the firer in which the LOS crosses the Brush depiction. There is no TEM for Brush but because it is not Open Ground it negates FFMO and Interdiction. Brush costs Infantry 2 MF to enter.

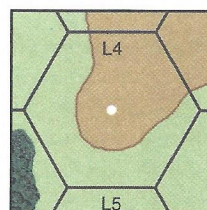
Height Advantage and Hill LOS Example

The German 4-6-7 in wE9 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 Crest Line 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 Crest Line that is intersected by the firer's LOS. The 4-6-7 has no LOS to the 3-3-7 in I6 (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 Crest Line 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.

enter, costs an Armored Car 4 MP, and costs a Fully Tracked vehicle 2 MP.



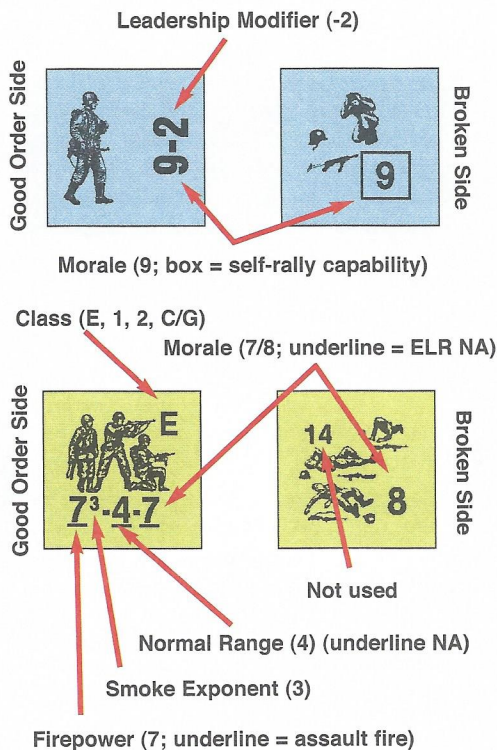
Hills: Hills represent terrain elevations that rise a full level above ground level, and any terrain on them rises normally from this new level to form new height equivalents. All hills are terrain obstacles to LOS involving a unit not on a hill. A hill mass is depicted in a brown shade such as qL4; however for aesthetic purposes some hexes may contain both the color of the hill mass and the color of the ground level. Hexes, units, and terrain (including Inherent Terrain) are always considered to be at the elevation level containing the hex center dot. 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.

Two units on hill hexes will have LOS to each other unobstructed by any terrain that is not also on a hill. Neither ground level grain nor brush will hinder LOS between one unit on a hill and another that is not.

A Crest Line is formed in every hex where two different full level elevations meet, such as sBB7. 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. Vehicles pay the cost of the terrain in the hex plus an additional 4 MP to cross a Crest Line into higher terrain or an

additional 2 MP if crossing the Crest Line via a road hexside.

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 five types of counters used in this game: informational markers, personnel markers, support weapons (SW), Guns, and vehicles. Informational markers are used by both sides and are generally memory devices. These include such counters as Prep Fire, First Fire, Pin, Desperation Morale, Smoke, and Crew Exposed. 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 (unless they are moving separately). Leadership modifiers are not cumulative. A leader may attempt only one action per phase,

but may use his leadership modifier (even if 0 or +1) more than once in the same phase only to attempt to rally more than one unit in a RPh, to direct ROF and/or Defensive Fire attacks, and to assist units with Morale Checks (MC).

1.2.2 Multi-Man Counters (MMC):

MMC are units that bear the silhouette of more than one man. There are three types of MMC used in this game: squad, half-squad (HS), and crews. A squad bears the silhouette of three men, a HS that of two men, and a crew that of two men kneeling. Crews are always elite. The squads and HS counters are defined as either E (Elite), 1 (1st Line), 2 (2nd Line), G (Green), or C (Conscript) which is noted in the upper right hand corner of the counter. Two HS 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 left-most factor and represents the FP the MMC can attack with prior to any modification. The middle number (its normal range) is the number of hexes away that it can reach with its full FP. The third strength factor is its Morale, the relative rating of a unit's ability to withstand punishment before breaking. Some squads have a Smoke Exponent as a superscript to their FP strength to indicate they can attempt to place Smoke grenades.

1.2.3 Broken Side:

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

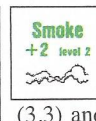
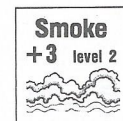
1.2.4 Support Weapons (SW):

These 1/2" counters represent weapons that must be possessed by MMC or SMC to be used (4.0). These include Machine Guns (MG), Flame-throwers (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 an 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 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 or vehicle Main Armament (MA) may fire again in that phase (except the AFPh) until 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). The normal ROF indicated on a

counter can be decreased due to certain circumstances listed on the Quick Reference Data Card (QRDC). See also the Area Target Type (ATT) discussion in 3.2.4.



1.2.5 Smoke:

1/2" Smoke is placed by Infantry during the MPh (3.3) and is removed at the end of that MPh. 3/4" Smoke lasts longer and is placed by Ordnance at the start of the PFPh or DFPh by securing a hit with the Area Target Type (ATT). Vehicles may also dispense Smoke during the MPh (7.5). If done in the PFPh, place a +3 full Smoke counter or +2 if White Phosphorus (WP); if done in the MPh or the DFPh, place a +2 Dispersed Smoke counter (+1 if WP). At the start of the placing player's next PFPh, remove all Dispersed Smoke counters and flip all full Smoke counters to the Dispersed side. Smoke represents an inherent LOS Hindrance; any fire traced through or into a Smoke hex is subject to an additional Hindrance DRM per hex (+3 for full 3/4" Smoke; +2 for 1/2" Smoke, Dispersed Smoke, or WP; +1 for Dispersed WP and up to a maximum of +3 per hex); fire traced out of a Smoke hex incurs an additional +1 DRM. Any movement during the MPh/RtPh into (but not out of) Smoke costs one additional MF/MP.



1.2.6 Guns:

Any ordnance-capable non-vehicular weapon depicted on a 1/2" counter is termed a Gun (6.0). A Gun must be manned by a 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 Equivalent (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 ASLSK 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.



1.2.7 Vehicles:

All vehicles (7.0) are represented by 1/2" counters. ASLSK contains two types of Armored Fighting Vehicles (AFV). An Armored Car is recognizable by the white circular background behind its MP number. Fully Tracked vehicles (e.g., tanks, tankettes, assault guns, etc.) are recognizable by the white oval background behind the MP number. The front of a vehicle counter will also indicate its Main Armament type, its ground pres-

sure, its target size, its ROF (if any), its Armor Factors (AF), its Turret Type, and its vehicular MGs.

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. Note that when a specific board is identified as qualifying for Victory Conditions or the only board on which a unit may set up, the partial hexes of that board that mate to another board do not qualify for Victory Conditions or setup.

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 also used for determining ROF, backblast, vehicular hit location, and Bog removal.

2.0 Definitions:

A#: APCR (Armor Piercing Composite Rigid) Depletion Number.

AAMG: Anti-Aircraft Machine Gun; must be CE to use, range is 8 hexes.

AC: Armored Car; recognizable by the white circle behind its MP allowance.

Acquired Target: A TH DRM of either -1 or -2 gained by a vehicle Main Armament, Gun, or Mortar that fires at the same target again. Infantry and Vehicle Target Type use a 1/2" Acquisition counter, and Area Target Type uses 3/4" Acquisition counters (6.10 and 6.11).

AF: Armor Factor (7.1).

AFPh: Advancing Fire Phase (3.5).

AFV: Armored Fighting Vehicle; any vehicle that has an Armor Factor.

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

AP: Armor Piercing (6.2). AP can be used on the VTT and the ITT (with reduced effectiveness) but cannot be used on the ATT.

APh: Advance Phase (3.7).

Area Fire: The firepower of a non-ordnance attacking unit is halved for each case of Area Fire (3.2.2, 3.2.3, 3.3.3, 3.5, and 4.1).

Area Target Type (ATT): One of three general target types used by Ordnance. Must be used by Mortars and whenever Ordnance fires Smoke; cannot be used by LATW or when firing other than HE or Smoke/WP (3.2.4).

Aspect: Location of a vehicular hit divided between turret and hull as well as front, side, or rear facing (3.2.4 and 7.1).

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

Assault Movement: A type of Infantry movement (3.3.1).

ATR: Anti-Tank Rifle (4.4.4).

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

B#: Breakdown number of a Weapon or vehicle MA (Weapon or MA is repairable) (4.0 and 6.12).

Backblast: A condition of firing a BAZ, PSK, or PF from inside a building (4.4.3).

BAZ: Bazooka, an American Light Anti-Tank Weapon (4.4.1).

Blind Hex: A hex that cannot be seen due to LOS obstacles.

BMG: Bow Machine Gun; range is 8 hexes.

Bog: A vehicle's temporary immobilization due to failing a Bog Check caused by environmental or terrain constraints (7.6).

Bounding Fire: Fire by a vehicle in the AFPh after movement to a new hex during the MPh (3.3.2.2 and 3.5).

Bounding First Fire: Fire by a vehicle during its own MPh before or after moving (3.3.2.2).

BU: Buttoned Up (7.7).

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).

CCT: Close Combat Table.

CCV: Close Combat Value.

CE: Crew Exposed (7.7).

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

CH: Critical Hit (6.1).

Close Combat Reaction Fire: Also known as CC Reaction Fire, this is a form of Defensive First Fire available to Infantry in the same hex as an enemy AFV (3.3.4).

CMG: Coaxial Machine Gun, range is 12 hexes.

Control: A Good Order Infantry MMC gains control of the hex or building it occupies without the presence of an enemy unit. This is often required for purposes of victory determination. Not all hexes of a building need to be occupied for a unit to Control a building if there are no enemy units in the building at the time a friendly unit enters the building. An AFV Controls the hex it presently occupies if that hex is devoid of Good Order enemy units; Control reverts immediately to its former condition when the AFV leaves the hex.

COT: Cost of Terrain; the cost in MF/MP 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, IFE, or any vehicle fire.

CX: Counter Exhausted; the status of a unit after it declares Double Time (3.3.1) or uses all its MF in the APh (3.7).

D#: APDS (Armor Piercing Discarding Sabot) Depletion Number.

DC: Demolition Charges (4.3).

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

Defensive First Fire: Firing at moving units in the MPh (3.3.3).

Depletion Numbers: Numbers on the back of Ordnance or vehicle counters that represent its supply of Special Ammo (6.2).

DFPh: Defensive Fire Phase (3.4).

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, and 3.6).

Double Time: An Infantry unit may add 2 MF to its MPh by becoming CX (3.3.1).

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.

Emplaced Gun: 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/ATR joining together to make a combined fire attack (3.2.2). Ordnance may not combine. A vehicle's MG/IFE may not combine with other units.

FP: Firepower; the strength with which a unit (or FG) attacks (1.2.2 and 3.2.2).

FPF: Final Protective Fire (3.3.3).

FT: Flamethrower (4.2).

Fully Tracked: A vehicle that is identified by a white oval behind its MP number.

Good Order: An Infantry unit that is neither broken nor marked with a Melee counter. A vehicle that is neither Shocked (including UK) nor Stunned.

Ground Pressure: A DRM for Bog Checks (7.6).

Gun: Any non-vehicular Weapon on a $\frac{1}{2}$ " counter (1.2.6 and 6.0).

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

H#: HEAT (High Explosive Anti-Tank) Depletion Number.

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

HE: High Explosive (6.2); default Ordnance ammunition when using the ITT and ATT. Can be used on the VTT with own To Kill (TK) Table.

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

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

Hindrance: Some terrain types (orchard, grain, brush) as well as vehicles/wrecks that are not moving targets and Smoke are not substantial enough to completely block Line of Sight (LOS). These are LOS Hindrances and each one hinders same level fire traced through it (but not into) and does not block it completely. Each Hindrance hex adds a +1 DRM to any same level IFT or TH DR traced through it.

HIP: Hidden Initial Placement for Guns (6.4).

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

HS: Half-squad.

IFE: Infantry Firepower Equivalent.

IFT: Infantry Firepower Table.

Immobilized: A vehicle that, due to combat effects (including Shock or Stun results), the effects of Bog, or Mechanical Reliability may not change hexes, turn its VCA, or start.

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

Infantry: All SMC and MMC.

Infantry Target Type (ITT): One of the three general target types used by Ordnance. Not available to Mortars or LATW. All types of ammo other than Smoke/WP are 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 (3.2.1).

Intensive Fire: After losing ROF a Gun or vehicle MA 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).

IPC: Inherent Portage Capacity (4.0).

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

LATW: Light Anti-Tank Weapon; a type of non-MG SW, BAZ, PSK, PF, ATR, and PIAT.

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

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 during the RtPh; avoids Interdiction in Open Ground (3.6).

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

MA: Main Armament of a vehicle (7.2). This is considered Ordnance unless it is MG/IFE firing on the IFT.

Mandatory Fire Group: Infantry and MG/ATR in the same hex that desire to fire at the same target (or moving stack on the same expenditure) must fire as a FG rather than separately (3.2.2). Ordnance may not combine. A vehicle's MG/IFE would have to combine to fire on the same target.

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 (3.3.1).

MG: Machine Gun; a type of SW designated as light (LMG), medium (MMG), or heavy (HMG) (4.1). Vehicles may also be equipped with MGs.

Mired: A more severe form of Bog (7.6).

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

Mobile: A Good Order vehicle that is neither bogged nor Immobilized.

Mortars: An indirect fire type of Ordnance that must use the ATT. 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 a crew to fire without penalty (4.5 and 6.9).

Motion Fire: Fire by a vehicle that is Non-Stopped or while still in Motion. The MG/IFE firepower of such a vehicle is halved while still in Motion. In addition there are certain TH penalties (3.3.2.2).

Motion Status: A vehicle that has started since the last time it stopped.

Motion Status Attempt: An attempt by a vehicle, during the opposing player's MPh, to gain Motion status or change VCA (3.3.2.1).

Moving Target: A vehicle/wreck that has moved into a new hex this Player Turn, or that is in Motion, or that started its MPh in Motion.

MP: Movement Point; a measure of movement capabilities for vehicles (3.3.2).

MPh: Movement Phase (3.3).

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

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

NT: Non-Turreted weapon including all Guns except those with a 360-degree mount (3.2.4). Also includes turretless vehicular MA.

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).

Non-Stopped: During the MPh, a vehicle that has not expended a stop MP since its last start MP (3.3.2).

OB: Order of Battle; the forces which compose one side in any scenario as defined by the scenario card.

Ordnance: A Gun, SW (Mortar or LATW), or vehicle MA that must first secure a hit via the To Hit process prior to resolving an attack via the IFT (6.0) against Infantry or prior to the To Kill process against a vehicle (7.9).

PAATC: Pre-AFV Advance/Attack Task Check (3.3.4 and 3.7).

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

PF: Panzerfaust (4.4.2).

PFFh: Prep Fire Phase (3.2).

PIAT: Projector Infantry Anti-Tank (4.4.5).

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 SW is to carry, and are assessed vs a unit's IPC (4.0).

PSK: Panzerschreck, a German Light Anti-Tank Weapon (4.4.1).

PTC: Pin Task Check (3.2.3).

QRDC: Quick Reference Data Card; the card containing the tables needed to play the game.

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

Recall: The condition of an AFV that must exit a friendly board edge as soon as possible (7.10). May be caused by suffering a STUN result, a second Stun result (one Stun if a 1MT), or permanently disabling its MA.

Residual FP: Firepower left in a hex as a result of Defensive First Fire (3.3.5).

RMG: Rear Machine Gun; range is 8 hexes.

ROF: Rate of Fire; a MG, Mortar, Gun, or vehicle MA may be able to attack more than once in a turn. The ROF number is encased in a square (1.2.4.1).

RPh: Rally Phase (3.1).

RtPh: Rout Phase (3.6).

#: Smoke Depletion Number.

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).

Shock: One of the possible results following a To Kill attempt (7.10).

SMC: Single-Man Counter (1.2.1).

Smoke: Smoke grenades placed by an Infantry squad ($\frac{1}{2}$ " counter; 3.3.1) or smoke shells placed by Ordnance or dispensed by an AFV ($\frac{1}{2}$ " counters; 6.2 and 7.5), 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 (3.3.1).

Squad Equivalent: Two HS or crews are equivalent in size to one squad (1.2.2). A crew or HS 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 SMC (3.3.1). Each side may also have up to one vehicle in a hex.

Stun: A vehicle condition that follows a failed MC, or a MG Final TK DR equal to the Final TK number (7.10).

STUN: A vehicle condition that follows a KIA, K, or a second Stun result (first for a 1MT) or rolling a 12 on a MC (7.10); also results in Recall.

Subsequent First Fire (SFF): Firing again in Defensive First Fire, but as Area Fire (3.3.3).

SW: Support Weapon (4.0).

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

TEM: Terrain Effects Modifier; an IFT or TH DRM caused by the terrain of the unit being attacked (3.2.3 and 3.2.4).

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

TK: To Kill; having secured a hit on the Vehicle Target Type (VTT) table, the To Kill number is used to determine the effect on the vehicle (7.9).

TPBF: Triple Point Blank Fire; fire at a target in the firer's hex; total FP is triple the normal firepower (3.2.2.1).

Turret Covered Arc (TCA): Defined either by the front of the vehicle or by the direction of the Turret counter if different than the vehicle front.

Vehicle: A motorized unit that expends MP, depicted on a $\frac{1}{2}$ " counter.

Vehicle Covered Arc (VCA): Defined by the front of the vehicle.

Vehicle Target Type (VTT): One of the three general target types used by Ordnance. Not available to Mortars or most LATW. All types of ammo other than Smoke/WP are allowed (3.2.4).

Weapon: Either a support weapon (1.2.4), a Gun (1.2.6), or an AFV's MA (7.2) or MG (7.8).

WP (White Phosphorous): a type of Smoke limited to certain nationalities and Weapons that provides lessened cover (1.2.5) and also inflicts a NMC when it hits (6.2).

WP#: White Phosphorous Depletion Number.

Wreck: A vehicle that has been destroyed is flipped over to its wreck side.

X#: Breakdown number of a FT, DC, BAZ, or PSK (weapon is not repairable) (4.0).

3.0 Sequence of Play:

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

3.1 Rally Phase (RPh):

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

- Reinforcements:** ATTACKER rolls for any provisional (SSR) reinforcements and sets up offboard all forces due to enter this Player Turn.
- Recovery:** Good Order units may attempt to recover an unpossessed SW/Gun in the same hex by making a dr less than 6 (+1 drm if CX) (ATTACKER first).
- 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. A Good Order vehicle may attempt to repair each broken MG or MA; a dr of 1 repairs the Weapon and a dr of 6 eliminates it 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 additional MMC without a box around its broken side morale. A leader attempting to self-rally may not apply his leadership modifier, and any unit attempting to self-rally also suffers a +1 DRM.

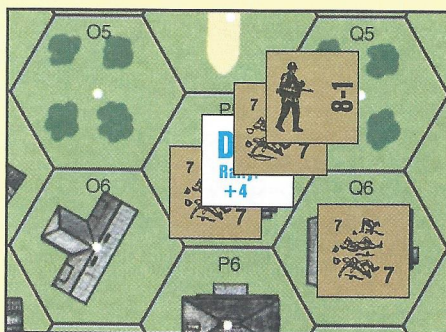
f) Unit Rallies: Both sides (ATTACKER first) may attempt to rally broken units stacked with a Good Order leader. To rally, a unit must make a DR $\leq$ the morale number on its broken side. There is a +4 DRM if the unit is suffering from Desperation Morale (DM), a -1 DRM if the unit is in woods or a building, and a DRM equal to the leadership modifier of the leader attempting to rally the broken unit. If the only leader present in a stack of broken units is broken, he may attempt to rally the other units only if he self rallies first. There is no penalty for failing a rally attempt, unless the unit rolls an original 12, in which case it suffers Casualty Reduction. No unit may attempt to rally more than once per Player Turn; however, a Good Order leader may attempt to rally all the units he is stacked with.

g) Vehicle Shock: Both sides roll for Shock/Unconfirmed Kill (UK) AFV recuperation. Remove or flip marker or eliminate vehicle as appropriate.

h) 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.

Russian Rally Phase Example

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



(Illustration before any results)

Next, the leader attempts to rally both broken squads. The broken 5-2-7 must add 4 to its DR because it is currently under DM. The leader's -1 DRM applies, as does the -1 for being in a building. The broken 4-4-7 is not under DM and does not have to apply the additional +4 for DM. The total DRM for the 5-2-7 is +2 and for the 4-4-7 is -2.

The original DR for the 5-2-7 is 6; after adding the +2 DRM the final DR is 8. Since this is greater than the 5-2-7's broken morale level of 7, the squad does not rally. The original DR for the 4-4-7 is 9; after adding -2 the final DR is 7. Since this is less than or equal to the 4-4-7's broken morale level of 7, the 4-4-7 rallies and is flipped over to its unbroken side.

3.2 Prep Fire Phase (PFPh) and Fire Attacks:

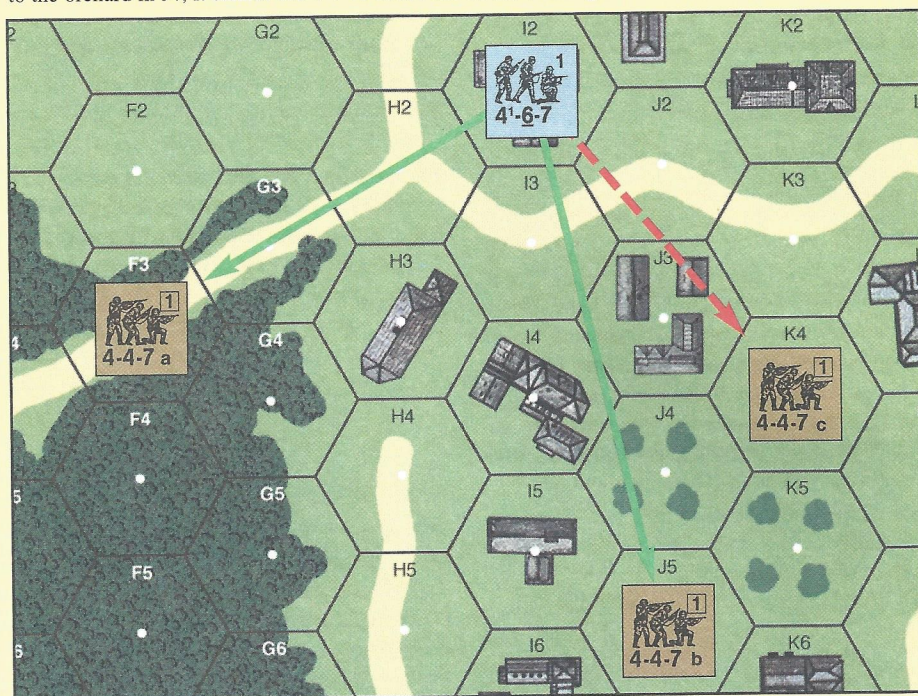
Fire attacks are the main process by which a unit attacks enemy units. No unit may fire at full strength more than once per Player Turn, except with weapons maintaining ROF. Otherwise a player may fire all, some, or none of his units in any applicable fire phase. Fire attacks ordinarily affect all units 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 through units in intervening hexes without affecting them. Neither player may make a LOS check until after an attack has been declared. Should a LOS check reveal that a LOS obstacle blocks the fire, the fire attack is not resolved, but the units that declared the attack have fired for

Line of Sight Example

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



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 it may see into them. A unit on a higher elevation may see over lower level Hindrances (grain/brush) without Hindrance.

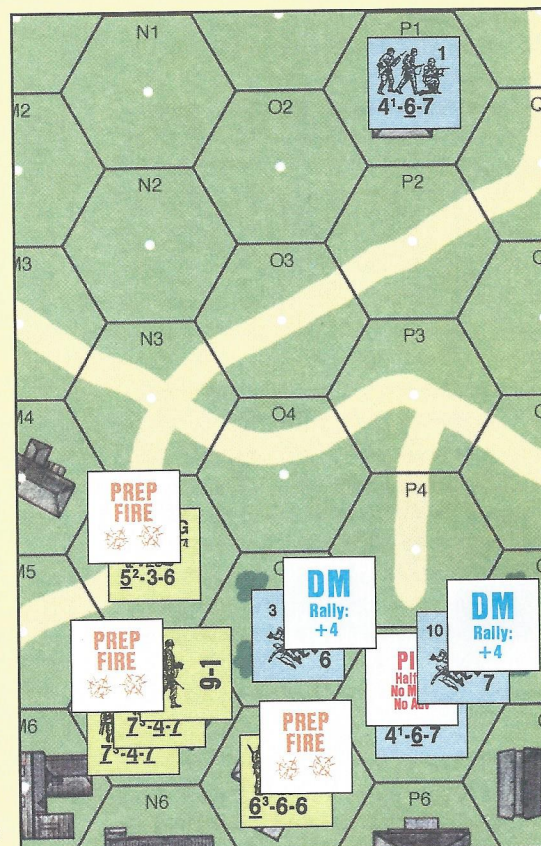
Prep Fire Phase Example (assuming German ELR of 3)

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

Next the remaining American 7-4-7 and 9-1 in N5 attack the 4-6-7 in P1 with 2 FP (7 FP at Long Range Fire is 3.5 FP, use the 2 FP column) and a +2 DRM (+3 stone building, -1 leadership modifier). The original DR is a 2 ("snake eyes!") double ones, the attack does not cover 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 covers 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



3.2.2 Fire Attacks:

A fire attack by a unit or Fire Group uses the firepower (FP) strength of the unit(s). The printed FP strength can be modified under some conditions. The FP of an attacking Infantry unit/ATR/MG (including vehicular MG/IFE) is doubled for Point Blank Fire (PBF), which occurs when an Infantry unit fires at an adjacent hex and tripled vs units in the same hex for Triple Point Blank Fire (TPBF). An MMC/MG/IFE/FT may attack beyond normal range, as Area Fire, at a distance up to and including double that range, but does so at half FP. Fractions of halved FP totals are not dropped, but rather retained and subject to further modification, or added to the FP totals of other units involved in the same attack. FP modifications are cumulative; attacker's FP can be both doubled and halved and can be halved again several times. A unit may not split its FP between different targets but a squad may opt to fire its own FP at one target and any possessed Weapon at a different target. Whenever a non-leader-directed MMC attack rolls original doubles as the IFT resolution DR, it covers and is resolved on the next lower column on the IFT and results in the cowering unit being marked with a Prep Fire or Final Fire counter (as appropriate). If an Inexperienced MMC is involved in such an attack, the attack shifts two columns to the left rather than just one. Any shift below the lowest column results in an attack that has no effect. Cowering does not affect Ordnance, vehicles, 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 and FT may not form a FG. A vehicle's MG/IFE may FG only with themselves. 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 units in the FG with valid LOS must still attack the target but as a smaller FG (if adjacent) or as separate attacks at the firer's option. If Infantry 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 unless using FT, Ordnance, or subsequent ROF attacks.

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

3.2.2.1 Triple Point Blank Fire (TPBF):

MG/ATR/IFE and MMC's firepower are tripled for fire attacks vs targets in the firer's hex on those rare occasions when they can occur (an

enemy vehicle moves into your hex or Infantry advances into a hex with enemy vehicle that is or becomes in Motion/Non-Stopped). BU AFV are safe from TPBF, but CE AFV are not, although the +2 CE DRM applies normally. A unit may not fire outside its hex when an enemy unit is in its hex.

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 such as leadership, Terrain Effects Modifier (TEM), or LOS Hindrance between (but not in) the firer's hex and the target hex. The results are applied as follows vs Infantry and CE AFV crews:

#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. If a CE AFV crew suffers a KIA result, the AFV and crew are STUNNED (7.10).

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 make a wound severity dr; a 1-4 indicates a light wound (place a Wound counter) and a 5-6 eliminates the SMC.

A wounded SMC is reduced to three MF, has an IPC of zero, and cannot Double Time. If wounded again he must add a single +1 drm to his wound severity dr—the only penalty for being wounded more than once. His morale level and leadership modifier are reduced by one, e.g., a wounded 8-0 leader has a morale level of 7 and a leadership modifier of +1. If the CE crew of an AFV suffers a K result, the AFV and crew are STUNNED (7.10).

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

ed. An unbroken unit that fails a MC by more than its ELR (see 5.1) might be replaced by a lesser quality unit.

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

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

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

If an unbroken unit passes a required MC by exactly the highest number by which that unit could pass the MC (after all modification), then that unit is 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.

If a CE AFV crew fails its MC, that crew is Stunned (7.10) and marked with a Stun counter. If a CE AFV crew rolls a 12 on a MC then the AFV is STUNNED (7.10) and marked with a STUN counter.

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

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

A Pin result vs the crew of a CE AFV forces the crew to become Buttoned Up (BU) for the remainder of that Player Turn. A vehicle itself can never be pinned and therefore may still move.

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) and non-MG vehicular MA must first secure a hit on either the Infantry Target Type (ITT), the Area Target Type (ATT), the Vehicle Target Type (VTT), or (if applicable) its own To Hit Table by using the To Hit procedure (see 4.1 for MG). If a hit is secured against Infantry or a Gun, roll for an effect on the IFT or on the To Kill (TK) Tables if the target is a vehicle. 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, because of relevant DRM that may not affect all targets equally, or because a non-relevant Target Type was used.

Infantry Target Type:

Shots using the Infantry Target Type typically use High Explosive (HE) ammo but can also use HEAT or AP ammo. All enemy targets except for BU AFV in the target hex can be affected by a hit including any Crew Exposed (7.7) units. TEM applies to the TH DR but not the IFT DR.

Area Target Type:

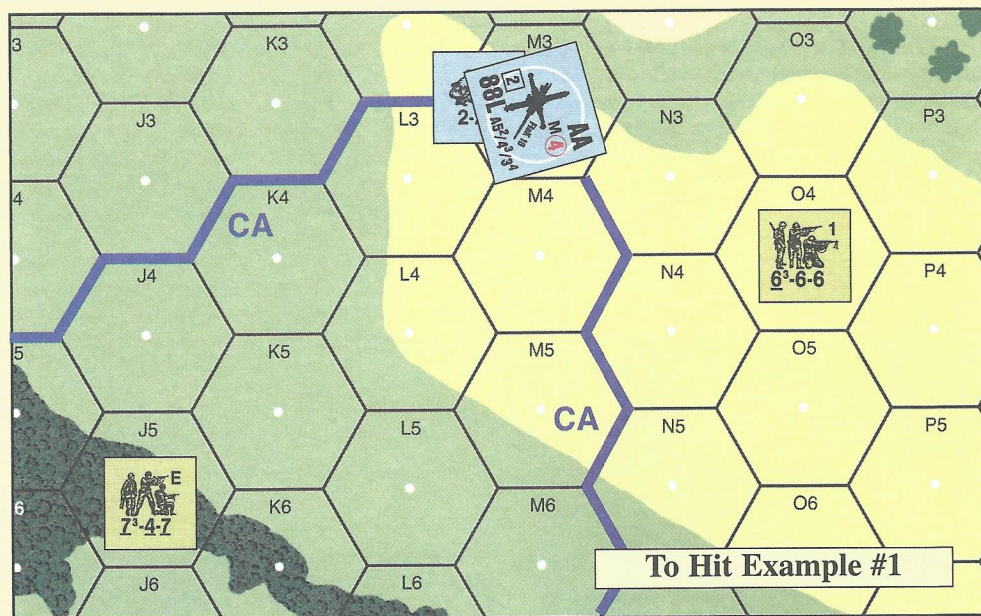
The Area Target Type is always used by Mortars and whenever Ordnance attempts to fire Smoke; otherwise, it may be selected whenever firing HE ammo, but not HEAT or AP ammo. Fire on the Area Target Type by other than a Mortar consumes all of the Gun's/MA's ROF for that turn, thus non-mortars cannot fire again after using the Area Target Type. TEM does not apply to the TH DR but will apply to the IFT DR. A hit can potentially affect all units in the hex. The Area Target Type cannot be used in the firer's own hex (range 0), as Bounding First Fire, or by a Motion vehicle.

Vehicle Target Type:

The Vehicle Target Type is used when firing at a specific vehicle. A hit on the Vehicle Target Type cannot cause damage to any other unit in the targeted hex.

To Hit Procedure:

Ordnance may fire during the Prep Fire, Defensive First Fire, Final Fire, or Advancing Fire Phases, but must be possessed by Infantry manning it or be a vehicular MA. A MA may also be fired during the vehicle's MPh (3.3.2.2). 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 Charts on the Player Aids by cross-referencing the Ordnance type, the Target Type, and the range. This number is the maximum 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 and Vehicle Target Type uses black TH's unless firing a Russian, Italian, Polish, Slovak, or pre-1944 American MA/Gun, or if subject to Non-Qualified or Captured use. If the entry has no red TH#, 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 FFM, FFMAM,



In its PFP 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 TH#. None of the grounds for using red TH's apply to this shot; furthermore, at range 6 on the Infantry Target Type there are only black TH's to consider. The dice roll is modified as follows: Woods TEM is +1, and the grain Hindrance of L3 is +1, so 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 > 8, so the shot misses; place a 1/2 -1 Acquired Target counter on the target unit in J5.

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 16 FP column applies to weapons of at least 80mm but less than 100mm. No DRM apply (TEM was applied to the TH 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 (2MC), 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 J5 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 TH# 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 TH 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.

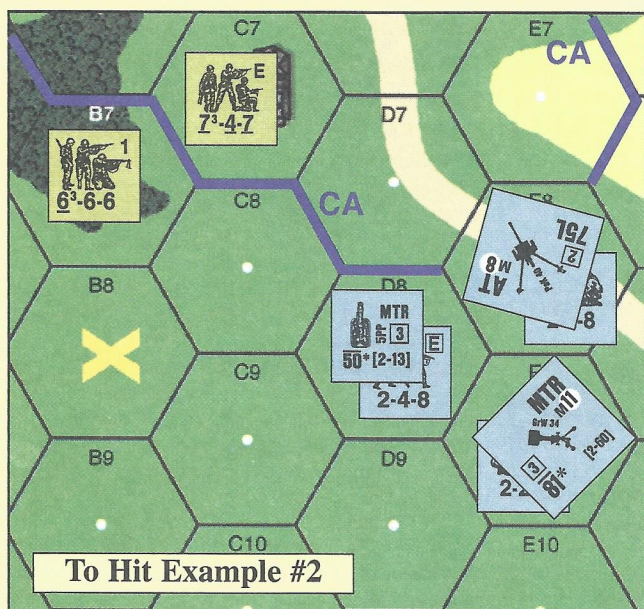
Target Acquisition, Hindrances, and if not using the Area Target Type, TEM) found on the reference card for the Target Type being used. If the DR is equal to or less than the To Hit number then a hit has been achieved on the target. If firing in the ATTACKER's MPh, Defensive First Fire principles apply and only moving targets may be affected.

Some Guns and MAs have a ROF indicated by a number encased in a square (1.2.4.1). There are some instances however in which this ROF can be lowered. These are: Infantry Firepower Equivalence (IFE) use, Captured/Non-Qualified use, and a Non-Turreted Gun changing its Covered Arc (NA for 76mm-82mm Mortars) during the phase. Each of these applicable instances cumulatively reduces the normal ROF by one for that shot. Most Guns/MA 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/MA/BMG/CMG has a facing that is determined by its Covered Arc (CA). A Covered Arc is indicated by placing the Gun/Turret 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/MA/BMG/CMG may only fire within its CA but may change its CA prior to firing (and suffer the resulting To Hit [or IFT if using MG/IFE] Firer Based penalties).

The 75mm AT Gun in xE8 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 ½ -1 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 12 FP 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 1MC. 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 apply 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 (col-



ored die of 2) and adds the +4 DRM for a final DR of 8, a hit. The resulting attack on the 12 FP column has no DRM and the IFT DR of 7 results in a 1MC on the 6-6-6 that the squad passes. The -2 Acquired Target counter is removed from C7 and a -1 is placed on 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 50% -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 MTR 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 IMC 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 $\frac{5}{6}$ -1 Acquired Target counter. The MTR attacks on the 2 FP column (half of 6 FP) 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.

These penalties apply only to the first shot after the CA change. The Case 8 DRM will not apply to another shot from that weapon unless the weapon changes its CA again. Case 8 is never applicable to Bounding First Fire. A Gun may also change its CA without firing at the end of a friendly fire phase (not MPH) but only if it can fire without using Intensive Fire and its manning Infantry has not fired its inherent firepower; both the Gun and its manning Infantry then cannot move that Player Turn. If a Gun counter has a white circle around the Gun depiction, it is a 360-degree mount and has reduced To Hit penalties when changing its CA before firing. All other Guns are Non-Turreted (NT) weapons.

Each vehicle has a Vehicular Covered Arc (VCA) based on the front of the vehicle which should always point towards one of the 6 hexspines of its hex as it expends MP to change its hex or VCA. Turreted vehicles (with a circle or square around the vehicle depiction) have a Turret Covered Arc (TCA), which may be different than the VCA; if different, this is represented by a Turret counter. Both the VCA and TCA are defined in the same manner as, and operate similar to, a Gun's CA. Bow mounted weapons (e.g., BMG) always fire through the VCA and turret mounted weapons (e.g., CMG) always fire through the TCA, except for rear CMG which fire through the rear TCA.

A unit's own hex is considered part of its CA/VCA/TCA during the enemy MPh if a vehicle

that enters the hex enters through a hexside of the appropriate weapon's CA or if the weapon changes its CA to encompass the hexside as the vehicle enters. Otherwise an immobile vehicle's own hex is not considered part of the VCA of its bow mounted weapons.

Intensive Fire:

Intensive Fire
+2 TH
B#: -2

A Gun/MA (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/MA's B# is reduced by two. An original TH DR equal to the original B# for a Gun/MA using Intensive Fire results in permanent removal of the Gun and Recall (7.10) for the vehicle. A Gun/MA 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. A Gun/MA cannot Intensive Fire if pinned, Shocked, or Stunned. Intensive Fire cannot be used in the AFPh and only vs adjacent (or same) hex during the DFPh. If a Weapon has "No IF" listed on its counter then it may not use Intensive Fire.

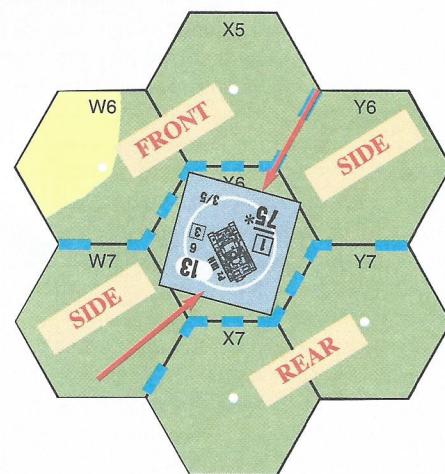
Non-Qualified Use:

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 $\geq$ the Gun's original B#.

Effect:

If a hit is secured (i.e., a final DR less than or equal to the To Hit number) against Infantry, a CE crew, or on the Area Target Type vs a vehi-

cle, 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 IFT 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.



If a hit is secured when firing on the Vehicle Target Type or using a LATW against an AFW, it will be necessary to determine the appropriate target facing, aspect, and Armor Factor (AF) and then use the appropriate To Kill (TK) Tables to

determine if an AFV's armor has been penetrated. Target facing is determined as depicted in the accompanying diagram; if the LOS runs directly along a hexspine of the target hex that determines target facing, use the target facing least favorable to the attacker. If the fire originates from within the target hex, target facing is determined by the colored die of the TH DR: 1-2 rear; 3-4 side; 5-6 front; a FT would strike the rear facing. A vehicle is hit in the Turret aspect if the colored dr of the original TH DR is less than the white dr. The Hull aspect is hit if the colored dr of the original TH DR is greater than or equal to the white die. For a turreted vehicle, determine the facing (front, side, rear) when hit in the turret based on the TCA, while the facing of a hull hit is determined based on the VCA. Then determine the TK number (TK#) of the weapon prior to resolving the effect of the hit by using the TK Table for the type of Ammo used. The TK Tables list each weapon's TK number based on Weapon caliber and length. The *final* TK number is derived by subtracting the appropriate Armor Factor (AF). If the DR was less than the *final* TK number then the target vehicle is eliminated. Flip it over to its wreck side. There are potentially additional results if the DR equals or even exceeds the Final TK# (7.10).



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. A Motion vehicle may not fire in the Prep Fire Phase; it must wait until the Movement Phase.

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 not broken, held in Melee, or immobile. Units can be moved in any direction or combination of directions up to the limit of their Movement Factor (MF) allotment for Infantry or Movement Point (MP) allotment for vehicles. When moving, units move from hex to hex and may not skip hexes. Units may move over and stack on top of friendly units but may not move into a hex that would violate stacking limits at any time during the move. Non vehicular units may not move into a hex containing enemy units during the MPh. Units enter from offboard—either at the start of a scenario or as reinforcements—as directed by the scenario card, including turn and location of entry. Units are set up offboard along the specified edge(s) of the map at the start of their RPh in the Player Turn of entry. They may not perform any action while offboard except move during the MPh per normal Open Ground movement costs. They must enter during the MPh or APH of their turn of entry or be eliminated. Roads are considered to extend offboard for purposes of road bonus. A unit may not voluntarily leave the map unless it is in Good Order and exits as part of the Victory Conditions, doing so as if the offboard hex were Open Ground. Any unit otherwise forced to exit the map is eliminated.

3.3.1 Infantry Movement:

A SMC has 6 MF (or 3 MF if wounded) and an MMC has 4 MF (or 3 MF if Inexperienced). A MF bonus of one can be earned if the unit travels along a road throughout the MPh. Any MMC that begins and ends its MPh stacked with a leader receives a 2 MF bonus during the MPh, provided it moves with the leader in a combined stack. MF cannot be transferred between units nor accumulated between turns. Units expend MF based on the terrain that is entered, subtracting that amount from their remaining total until they reach zero or choose not to move further. Whenever a player moves a unit he states the MF expended by that unit in entering each hex or in performing any other activity in that hex. If a unit is going to end its MPh there he must state so before moving another unit. The player is not allowed to take the unit back to a previously occupied hex and begin again unless it does so as part of its movement. Once a unit moves, stops, and another unit moves, the original unit may not move again in that MPh.

For each side, up to three MMC squad equivalents and 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 an MMC is using bonus MF gained by moving with a leader. Units *may* choose to move as a stack and may break up the stack during the MPh to continue to move separately, but all members of that moving stack must end their MPh before a unit not in that stack may move.

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

Any Infantry capable of movement and neither broken, pinned, wounded, using Assault Movement, nor already Counter Exhausted (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.

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 dr. No unit may attempt to place Smoke grenades more than once per

To Hit and To Kill vs Vehicle Summary

- 1) Select Ammo and Target Type (ATT or VTT).
- 2) Select target and calculate range.
- 3) Cross-reference range and Target Type with firing weapon gun size and length.
- 4) Roll dice and add appropriate To Hit DRMs.
- 5) If hit occurs, determine location of hit: hull/turret and front/side/rear.
- 6) Determine TK# by cross-referencing Ammo and gun size, length, and range.
- 7) Roll dice and subtract the AF of location hit from the TK# to obtain the final TK# and then compare that to the DR, consult appropriate AFV Destruction Table based on ammo type (AP, HEAT, APCR/APDS, HE, MG).

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 during the MPh/RtPh into (but not out of) Smoke costs one additional MF. A ½" Smoke grenade counter is removed at the end of the MPh.

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

3.3.2 Vehicle Movement:

A mobile vehicle must expend its full Movement Point (MP) allotment during its own MPh in accordance with the Cost of Terrain (COT) entered although it can declare it is spending additional MP to enter a hex. MP cannot be transferred between units or accumulated between turns. A vehicle may enter one or more enemy occupied hexes. A vehicle which ends its MPh with MP remaining is assumed to have spent all remaining MP in that hex. Once a vehicle has moved to a new hex, it is considered to be a moving target to any Defensive Fire that turn. A CE AFV entering a hex along a road hexside may do so using the road rate of ½ MP per hex.

A VCA can be changed at the cost of 1 MP per hexspine change or at the risk of Bog for 2 MP per hexspine if in woods or a building. A vehicle must move within its VCA in order to enter a new hex. To move to a hex not within its VCA, it must first change its VCA in the hex it occupies. A TCA/VCA may also be changed without MP expenditure as a result of firing outside the CA during any fire phase (other than its own MPh) or at the end of any fire phase in which it is still eligible to fire a turret/bow mounted weapon without using Intensive Fire (bow mounted NA for TCA). The Turret Covered Arc (TCA) may change freely with each MP expend-

ed during the MPh, there is no extra cost for changing TCA. Do this by placing a Turret counter on the vehicle (as either BU or CE) and moving the Turret counter (place one first if necessary, BU or CE as appropriate) so that it is pointing in the desired direction. If the TCA and the VCA are pointing in the same direction, no Turret counter is needed (unless the vehicle is CE). The TCA change must be announced as MP are expended and can be done with Start, Stop, or Delay MP expenditure. At least two MP must be expended in order to change TCA in a woods or a building.

A vehicle that wishes to move in the MPh and that did not start that turn under a Motion counter, must expend one MP to start before entering a new hex or changing VCA. This start MP is considered to take place in the currently occupied hex and so the unit is subject to Defensive First Fire in that hex although not as a moving target. A vehicle must spend one additional MP in its current hex to stop movement unless it is ending its MPh under a Motion counter. If it stops, it may begin to move again in the same MPh if it has sufficient MP, but must pay the start MP again to do so. Even though stopped, the vehicle is a moving target if it entered a new hex during that Player Turn or if it began or ended its MPh in Motion.

A vehicle must pay one additional MP per wreck or other vehicle in a hex it is going to enter regardless if the vehicle already in the hex is friendly or enemy, but each side may have only one non-wrecked vehicle in each hex at the end of the MPh; this movement penalty is doubled to 2 MP per wreck or vehicle if the hex is entered via a road hexside while using the road rate and this penalty is doubled in woods. If two friendly AFV occupy the same hex at the end of the MPh, the owner must flip one over to its wreck side.

The expenditure of MP without moving is termed Delay and can only be used if the vehicle is stopped. A vehicle is not prohibited from expending more MP to enter a hex than the minimum required and may declare, as it enters a new hex, a higher than necessary MP expenditure.

Any mobile vehicle that has used its entire printed MP allotment during its MPh without expending a MP to stop or Delay at the end of that MPh is in Motion and has a Motion counter placed on it. A vehicle may end its MPh in Motion without using all its MP only if it has insufficient MP remaining to enter the next hex it wishes to enter. A vehicle that starts its Player Turn in Motion may not Prep Fire and must expend MP even if it is just to stop and Delay. All vehicles that start offboard start in Motion. No vehicle may set up onboard in Motion. A vehicle may enter a hex occupied by an enemy

unit, however, it cannot voluntarily stop or end its MPh in Motion in an enemy AFV's hex unless it is, at the moment of entry and position of entry into that hex, capable of destroying or shocking the AFV with an original TK or IFT DR of 5 while using a non-depletable ammo type available to the attacking vehicle.

Any Motion vehicle is eligible for the Motion Target Based TH DRM when fired upon in any fire phase and includes any attack by a DC, or when in CC. A Motion vehicle is never a LOS Hindrance/TEM.

Vehicles with red MP numbers suffer from Mechanical Reliability. Each time a vehicle with a red MP number expends a start MP or makes a successful Motion Attempt, its owner must make a DR. If a 12 is rolled (or an 11 for some Russian vehicles; see vehicle notes), the AFV has suffered a mechanical breakdown and is Immobilized (7.10).

When entering woods by expending all its MP a vehicle may first spend 1 MP (if necessary) for starting and may spend 1 MP to stop. A vehicle that enters a woods or building hex must take a Bog Check (7.6).

A mobile vehicle may always move one hex (no VCA change) by expending all its MP (not including the 1 MP to start) to do so and then remaining in Motion (unless it bogs).

3.3.2.1 Motion Status Attempt:

A Motion Status attempt may be made during the MPh of an enemy ground unit by any defending mobile vehicle. The AFV must make a dr less than or equal to the number of MF/MP expended by the enemy unit while in the LOS of the AFV making the Motion Status attempt. The enemy unit must not have been in the LOS of the AFV making the attempt at the beginning of that Player Turn. An AFV may only make a Motion Status attempt once per enemy MPh and may not make the attempt at all if marked with a First/Final/Intensive Fire counter. There is no penalty for failing the attempt, but if successful, place a Motion counter on the AFV and the AFV may freely change its VCA/TCA except that if required to by terrain restrictions, it must first pass a Bog Check (7.6). Mechanical Reliability still applies and if the vehicle stalls, the attempt has failed. A vehicle already in Motion may also attempt to change VCA/TCA.

3.3.2.2 Bounding First Fire:

A vehicle may move and fire in the MPh including vs units in the AFV's own hex. This is termed Bounding First Fire. Place a Bounding Fire counter on the firing vehicle. There are various Firer Based TH DRM based on the amount of MP the vehicle has expended with a LOS to the target. Covered Arc change DRM (Case 8)

never apply to a Bounding First Firing unit. A vehicle may expend Delay MP while stopped to increase the amount of MP spent in the LOS of a target in order to reduce the DRMs but must announce these Delay MP individually and suffer any Defensive Fire that is triggered by those Delay MP. A vehicle may move again in the MPh after firing provided it has sufficient MP. A vehicle that did not exhaust its ROF may fire again as Bounding First Fire after expending another MP but all other Weapons must be fired from the same hex as the first MA shot. MG/IFE have their FP halved in the MPh and quartered if Non-Stopped. Vehicular FT are not halved for firing in the MPh but are halved if Non-Stopped. The only way a vehicle may fire in both the MPh and the AFPh is if it fires only its MA in the MPh and retains ROF; such a vehicle may fire once again in the AFPh (3.5).



3.3.3 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 or MP 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 or expends another MF/MP. The DEFENDER may not request that a moving unit or stack be returned to a previous position to undergo attack, however, the ATTACKER must give the DEFENDER ample opportunity to declare his fire before moving on, and must declare the end of that unit's movement before moving another unit. Once another unit begins movement or the MPh is declared over, previously moved units are no longer subject to Defensive First Fire attacks. Any action that requires a unit to expend a MF or MP in a hex qualifies the unit as a target for Defensive First Fire even though the unit might not have entered that hex during the MPh. Examples of such expenditures include Smoke grenade attempts, Weapon recovery, start or stop MP expenditure, VCA changes, and DC placement.

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

Unit Movement Factor Chart

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

A DEFENDER Infantry unit already marked with a First Fire counter may Defensive First Fire again with its own FP and/or MG during that MPh provided that the target is not at a range greater than that to the closest enemy unit in LOS, nor outside the firer's normal range. A unit thus using Subsequent First Fire (SFF) has its FP halved. If using a MG during Subsequent First Fire, the B# is lowered by 2 and permanently removed on an original IFT DR $\geq$ to the original B#. 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 DEFENDER Gun/MA 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. Place an Intensive Fire counter on the unit in this case.



Final Protective Fire (FPF):

FPF is an option available to a DEFENDER Infantry 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/MP 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 affects.

A unit that survives a Defensive First Fire attack can be fired upon again in that same location during its MPh before expending additional MF/MP, but only by different attackers or if it expended at least 2 MF/MP 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/MP 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.

3.3.4 Reaction Fire:

Any Good Order unpinned Infantry unit may attack in its hex a moving vehicle as CC Reaction Fire using normal DFF/SFF/FPF procedures; mark it and its Weapons as fired. An MMC must first pass a Pre-AFV Attack Check (PAATC; 3.7). Failure of the PAATC pins the unit and prohibits any Reaction Fire, but only one PAATC is required per unit per AFV. Use the normal CC vs AFV rule (3.8) except that the vehicle may not attack back via CC. The Infantry unit's CCV is reduced by 1 if it already fired (including firing a SW).

3.3.5 Residual Fire:

When a unit is attacked by Defensive First Fire, Subsequent First Fire, or PPF, 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 chooses to retain ROF leaves no Residual FP. A To Kill attempt will leave Residual FP in the same manner except when using AP (unless fired by an MG), ATR, APCR, or APDS. Thereafter, any unit entering (or expending MF/MP including a CE AFV) in that same location in the same MPh is attacked on the IFT with the FP represented by that counter, by a new IFT DR. The TEM/Smoke of the target location, and any FFNAM or FFMO apply as a DRM. A unit expending MF/MP 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 TH 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. Air Bursts increase the amount of Residual FP by one column.

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/MP 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/MP 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, Weapons, and vehicles that are not marked with a First or Final Fire, or Intensive Fire counter may fire (including MG/Weapon/vehicle MA that maintained ROF in the MPh). Any of the DEFENDER's units and non-vehicular MG (or IFE Gun/MA) marked with a First Fire counter may also fire again, but only at units in the same or 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/MA marked with a First Fire counter may Intensive Fire (3.2.4) at units in an adjacent (or same) 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, PPF, 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 PPF).

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

See page 15 for a comprehensive example.

3.5 Advancing Fire Phase (AFPh):

The ATTACKER's units and Weapons that did not fire in the PPh 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. Medium machine guns (MMG), heavy machine guns (HMG), Mortars, and Guns may not fire in the AFPh if they moved in the MPh. Weapons may not fire more than once in the AFPh. A vehicle that has moved uses Bounding Fire to fire in the AFPh. If a vehicle fired in the MPh as Bounding First Fire but did not lose ROF and did not fire any other weapon, it may fire that multiple ROF weapon once more in the AFPh using the appropriate TH DRM or halved MG/IFE FP if the multiple ROF weapon is IFE capable or an MG. If a vehicle fires any weapon other than the MA during the MPh it may not then fire in the AFPh.

Remove all Prep Fire and Bounding 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 unemplaced in the same Open Ground location in the normal

Movement Phase (MPH) Example (fig 1)

In the Russian MPH, the 4-4-7 in zI5 spends two MF to enter J5; because this is a move of only one hex that does not require all the 4-4-7's MF allotment, it may Assault Move. The 4-4-7 in H3 spends two MF to enter I3 and another two MF to enter J2; because the LMG's PP (1) does not exceed the 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 zI4 spends 2 MF to enter J3; because the five-PP MMG reduces the squad's MF by two, the squad cannot Assault Move to J3. The 4-4-7 could declare Double Time which would increase its MF by two but reduce its IPC by one for a net of one extra MF allowing it to enter K3 after J3. Assume this is the move the Russian player makes. The German 4-6-7 with MMG in K5 fires only the 4-6-7 at the moving unit in J3 on the 4 FP column with a +2 DRM (+3 stone building, -1 FFNAM), does not cower (i.e., doesn't roll "doubles"), leaves 2 Residual FP in hex J3, and the squad (only) is marked with a First Fire counter. When the Russian 4-4-7 continues moving to K3, the German player then fires the K5 MMG on the 4 FP column with a -2 DRM (-1 FFMO, -1 FFNAM). Assuming the MMG neither malfunctions, cowers, nor retains Rate of Fire (i.e., the original DR is neither 12 nor doubles and the colored die is 3 or more), the MMG is marked with First Fire counter (use the same marker covering the 4-6-7 to cover the whole German stack) and leaves 2 Residual FP in hex K3.

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

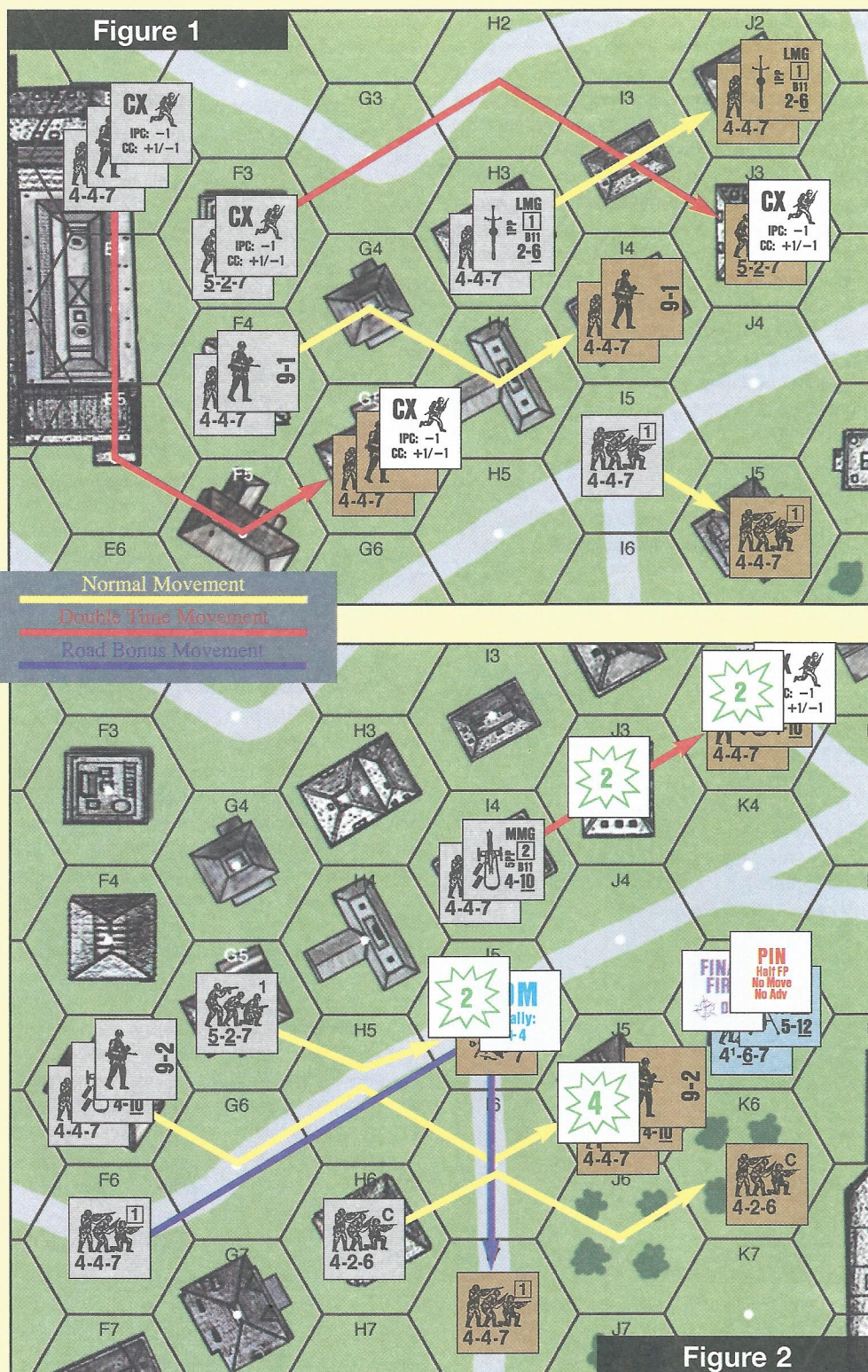


Figure 2 after all results *except* FPF attack versus 4-2-6 moving into hex K6.

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 PPF 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 PPF 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).

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

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

unit, unless in doing so it is leaving that enemy unit's location. Otherwise a routing unit may move towards an enemy unit.

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

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

A broken unit may rout if under DM. An unpinning 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 NMC. 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 unit/Weapon which has any form of halved FP or positive DRM (e.g., a CX unit, a lone leader with a MG, a BU vehicle's MA, a Motion vehicle or a Gun/MA 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 (thus excluding units benefiting from Emplacement TEM). 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/Guns between Good Order, unpinned units and move any of his Good Order, unpinned Infantry units to

an adjacent hex (even if enemy 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 (brush, hills, 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.

In order for an MMC to advance into a hex with an enemy AFV, it must first pass a Pre-AFV Advance/Attack Task Check (PAATC). It must roll equal to or less than its morale to advance into that hex. Failure of the PAATC results in the unit being pinned. Leaders are not required to take a PAATC and may modify the PAATC of units they are stacked with even if they themselves do not enter the hex. All Inexperienced Infantry, non-elite Italian, Allied Minors, or Axis Minors must add +1 to the DR. A unit that passes a PAATC must immediately enter the hex; it may not wait for the results of another unit's PAATC before deciding to enter the hex, however, PAATC need not be predesignated.

An AFV may change to become Crew Exposed (CE) or may Button Up (BU).

Place a CC counter on units that advance into an enemy occupied hex.

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 simultaneous so both sides attack the other even if one or both is thereby eliminated, unless an ambush occurs or one or both sides have vehicles present in the hex.

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.

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:

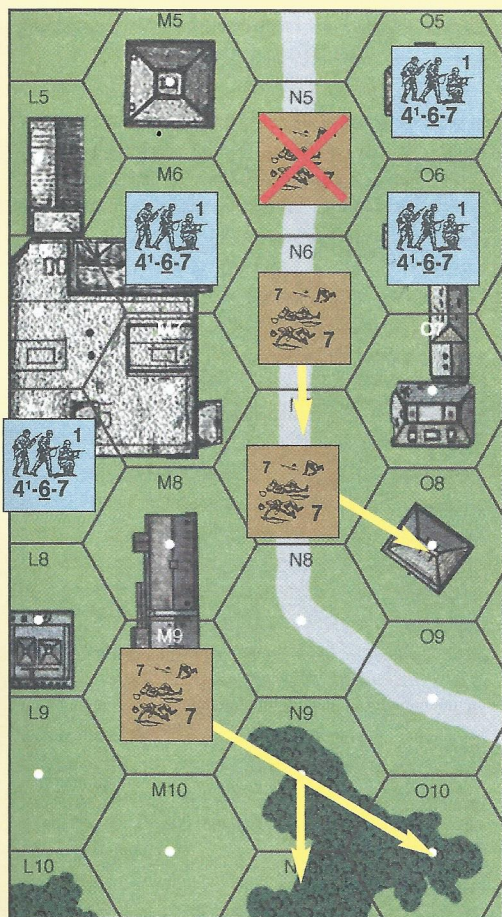
- Occurs during opponent's MPh.
- Affects only moving unit(s) within normal range.
- Can leave Residual FP.
- Available to units that have already been marked with First Fire counter but have no closer target.
- Flip counter to Final Fire side.
- Lowers B# of MG by 2 with removal on the IFT DR $\geq$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

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.
- Lowers B# of MG by 2 with removal on the IFT DR $\geq$ to original B#.

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.



Route 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 interdiction 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).

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 FP strength of one. A SMC may attack alone but if it does it must also defend alone. Any number of SMC may combine with MMC or other SMC to make a CC attack by adding their FP together. A SMC defends in CC as part of the group it attacks with by adding its one FP to the FP of the unit it is stacked on top of (players are free to rearrange the leaders in their stacks prior to the commencement of the 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); see also the QRDC. The ambushing side resolves all of its attacks in that CCPh first; only surviving enemy units may attack back after being ambushed.

All CC attacks in a hex containing a vehicle must be declared sequentially even if the vehicle neither attacks nor is attacked. The non-vehicular player makes one attack first and then the vehicular player may make one attack. Thereafter, each side alternates until all units have attacked once, been eliminated (meaning that they will not have an opportunity to attack if they have not already by the time of their elimination), or pass. When a CC location has a vehicle from both sides, the ATTACKER goes first, followed by the DEFENDER. Should a hex with a vehicle in it also have an ambush, then the ambushing side makes all of his attacks first.

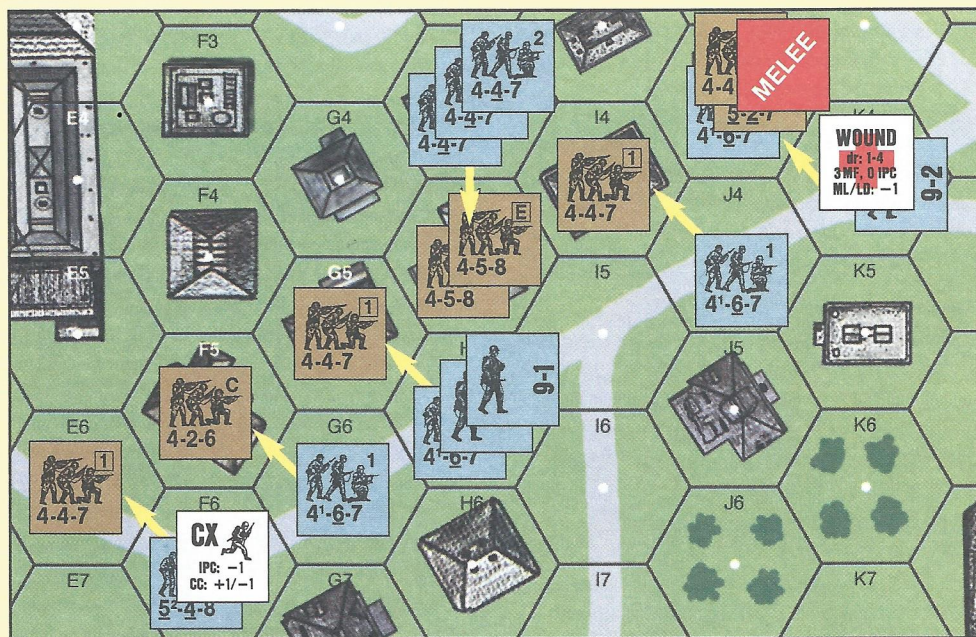
Infantry attack a vehicle in CC by using their Close Combat Value (CCV). The CCV of a squad is 5, crew is 4, half-squad is 3, and a SMC is 2. If a SMC combines with another unit add 1 to its CCV instead. A CCV subject to any form of Area Fire (such as pinned) is reduced by 1 for each such reason. If the CC DR is less than the

CCV, then the vehicle is eliminated. If the CC DR is equal to the CCV, then the vehicle is Immobilized. Although multiple attacks can be made, no more than two units may combine to make a single CC attack vs a vehicle and one of those units must be a SMC. A single CC attack cannot be made against a vehicle and personnel in the same location. An original 2 always results in the chance of success even if the CC DRM or a small CCV make it otherwise impossible. If the odds of eliminating a vehicle after the addition of all CCV DRMs is less than a 2, and the attacker rolls a 2, then the attacker rolls a third die. On a 1-2 the vehicle is eliminated and on a 3, the vehicle is Immobilized. A 4-6 results in no effect. Anytime a unit attacks a vehicle in CC that is neither Shocked nor Stunned and rolls an original 12, the attacking unit suffers Casualty Reduction. Determine randomly which unit is affected if a SMC and MMC attack together.

A vehicle may attack Infantry in CC with its AAMG (if the vehicle is CE), its CMG (unless that CMG may fire through the VCA only), a RMG, close defense weapons, and/or the IFE FP of a turreted MA ≤ 15 mm. A vehicle may combine any IFE, CMG, RMG, or AAMG FP into one combined attack or use them separately in different CC attacks. All such FP are used to form odds ratios vs the defender's CCV and are never increased by any condition although they may be halved for Motion Fire and can be negat-

Route Phase Summary

- Routing may use 6 MF (wounded SMC only have 3 MF).
- Must rout if adjacent to an unbroken enemy unit.
- Must rout from its starting hex if a hypothetical unit routing through that hex would be subject to Interdiction.
- May rout 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 be eliminated.
- If woods/building cannot be reached in a single RtPh, (i.e., more than 6 MF away) unit may rout to any terrain consistent with all other requirements.
- A routing MMC possessing a SW must carry as close to 3 PP (without exceeding 3 PP or 1 PP for a SMC) as it can. A SW exceeding the PP allowance is dropped (as is a Gun) before a unit routs.



Close Combat Phase Example

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

When the German 4-6-7 in zG6 advances into CC with the Russian 4-2-6 in F5, ambush can occur because it is a building location. The Ambush drm of the 4-2-6 is +1 (Conscript) while the German dr 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 (5.3). The Russian makes a dr on the Leader Creation Table with a +1 dr (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.

ed by a Shock or Stun result. Note that while BMGs may not be used in a CC, it negates the DRM for a vehicle defending without an MG.

Beginning in July 1944, certain German AFV are equipped with a close defense weapon system (Nahverteidigungswaffe). It can be used to make an HE attack on the IFT if the AFV is BU, but only during the CCPh after the AFV has been attacked in that CCPh (or if the AFV is the ambusher). If fired, it attacks all Infantry units (including friendly ones) in the hex with 16 FP on the IFT. It cannot be combined with any other attack and no TH roll is needed, however, if the original IFT roll is greater than the usage number (do not add +1 for being BU) there is no effect. No TEM/Smoke or other LOS Hindrances apply to this attack.

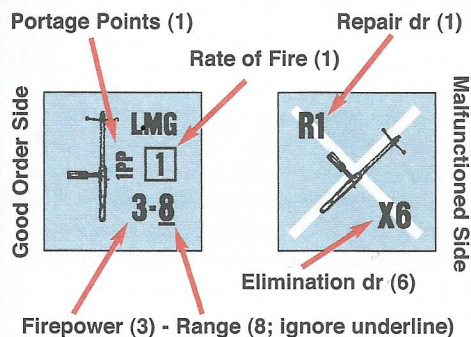
If Infantry from both sides (any of which is unbroken) remain in the same location after all initial CC attacks have been resolved at the end of the CCPh, they are considered to be locked in Melee and may not conduct any activity other than CC, (e.g., leave that location, make a fire attack, interdict 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 Melee units in the hex must be attacked. Remove the Melee counter as soon as no unbroken unit remains.

A vehicle is never held in Melee and if mobile, may exit a Melee hex during its next MPh. An immobile vehicle, or ones that opts to stay in the Melee hex, may only fire its weapons at enemy (and Melee) units in that hex. A vehicle however, does hold all enemy Infantry units in that hex in Melee for as long as the vehicle stays in that location unless it is in Motion/Non-Stopped. AFVs may not attack each other in CCPh.

Remove all Pin counters at the end of the CCPh. Flip any stun counters placed this Player Turn to their reverse side.

3.9 Turn Record Chart:

The previous DEFENDER now becomes the ATTACKER and inverts the turn counter and, if he was already the ATTACKER this game turn, advances the turn counter one box on the Turn Record Chart. When the turn counter is placed on the END box the scenario is over. If a Turn Box is halved diagonally and printed in red, it indicates that only the first side to move has a Player Turn that final game turn. Nationality symbols in a Turn Box are reminders to check for reinforcements that game turn.



4.0 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 QSU 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 dr 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 Inherent Portage Capacity (IPC) of an MMC or SMC. Weapons may be dropped at any time during the MPh. No item can be portaged more than once per MPh. An MMC has an IPC of three PP, and a SMC has an IPC of one PP. An Infantry unit loses one MF for each PP carried in excess of its IPC, and a SMC may never carry more than two PP. One Good Order SMC may add its IPC to that of one Good Order MMC to increase the MMC's IPC by one if they start the MPh together and move as a stack.

Weapons may be voluntarily destroyed by their possessing unit during PPh or DPh, 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 dr is a KIA, that Weapon is destroyed, if it is a K then that Weapon is malfunctioned. A captured Weapon has its ROF lowered by one and its B# or X# lowered by two, and a SW used by an Inexperienced MMC has its B# or X# lowered by one (both effects cumulative with other penalties).

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



4.1 Machine Guns (MG):

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

SW 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/TH DR of any attack using a MG is greater than or equal to its B#, one MG is malfunctioned and flipped over after making its attack. Randomly select which MG malfunctions if using multiple MGs in a FG. The B# of a MG using Subsequent First Fire or Final Fire when marked with a First Fire counter is lowered by two, and one MG is removed if the original IFT DR is $\geq$ the original B#.

A non-vehicular MG (or vehicular MA MG) can attack an AFV as Ordnance (3.2.4) using the AP TK Table after securing a hit on the VTT. Such an attack must be made within normal range of the MG, without any form of halved FP penalty.



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/TPBF. FT FP is not halved during the AFPh but is affected by Cowering. FT attacks are resolved on the IFT but receive no DRM for leadership or TEM. Applicable DRM for Hindrances (including Smoke) and the +1 DRM for CX may apply. A unit may not use two FT, but a full squad may make a separate attack with its own FP. A FT may not combine with any other attack, nor may it form a FG. Any unit possessing a FT must deduct one (per FT possessed) from the IFT resolution DR of any attack against it. If the original IFT resolution DR of any attack made by a FT is greater than or equal to 10 (its X#), the FT is removed from play after making its attack. Non-elite MMC that use the FT lower its X# by two.

For a FT to attack an AFV it must predesignate the AFV as the target before making the attack.

The attack is made on the HE and Flame TK Table. Armor Factors do not affect this attack but the TK number is halved for long range fire. A FT TK number is increased by one if the AFV is CE.



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 may not use two DC but a squad attacking with a DC may use its own FP in the AFPh. Non-elite MMC using a DC lower its X# by two.

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

In order for a DC attack to affect an AFV, it must be predesignated as being placed against the AFV. An MMC must first pass a PAATC. If the attacker places the DC on the AFV it will attack on the HE TK Table (TK# 16) but only after a special DC position DR. Consult the DC Position Chart for results. The DC position DR also serves as the hit location DR (hull/turret). The target facing is based on the hexside through which the DC was placed, even if the AFV changes its CA prior to the detonation of the DC in the AFPh.



4.4 Light Anti-Tank Weapons (LATW):

LATWs are Ordnance SW, including Bazooka (BAZ), Panzerfaust (PF), PIAT, Anti-Tank Rifle (ATR), and Panzerschreck (PSK). These SW must secure a hit on the To Hit Table either on the back of the counter if they have one or on the VTT if not. Upon securing a hit, effects are resolved on the IFT if the target is Infantry or Gun. PF, BAZ, PIAT, 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. If firing at an AFV the effects of a SCW hit are resolved on the HEAT TK Table. The weapon's FP, range, B#/X#, and PP values are shown on the front of the counter. All LATW TH DR are modified normally for TEM, etc.



4.4.1 Bazooka (BAZ) and 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 SMC may not fire a BAZ. A BAZ is permanently removed from play if its original TH DR is greater than or equal to its X#. A leader can modify the TH DR if he is directing that attack; however, a leader cannot modify his own attack. A BAZ attacks on the 8 FP column of the IFT if it obtains a hit against Infantry in a building. If a hit is secured against a vehicular target, it is resolved on the HEAT TK Table (TK# 13 for a BAZ 43; 16 for a BAZ 44+).

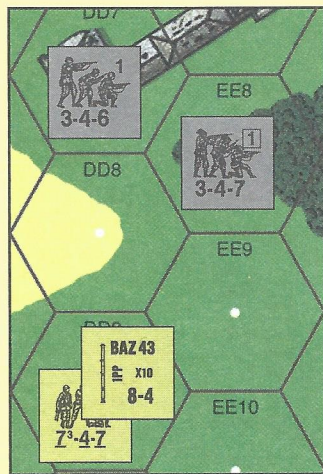
All BAZ rules apply to the PSK except that the PSK has its own TH Table, attacks Infantry in a building on the 12 FP column of the IFT, has its own column on the HEAT TK Table (TK# 26), and is available from September 1943 on.

4.4.2 Panzerfaust (PF):

The PF is potentially an inherent SW of every German Infantry unit beginning October 1943 in any scenario with an enemy AFV or by SSR. Hits vs vehicles are resolved on the HEAT TK Table (TK# 31). Beginning October 1943 all Good Order German Infantry units which can still fire (e.g., a leader, crew, or half-squad that has not fired or a squad that can still fire a SW at full strength) during their current fire phase can possibly fire a PF. A unit fires a PF by making a PF check dr. If the final PF check dr is 1-3 the unit has a PF and is in a position to fire it and must attempt a TH DR vs either a vehicle or Infantry in a building. If the final PF check dr is 4 or greater, the unit may not make a TH DR (it may have a PF but no opportunity to use it). If the original PF check dr is a 6, then the unit has no PF and is pinned. Place a Pin counter on this unit. If already pinned, it is broken instead. There is a +1 drm if the PF is fired at other than an AFV, a +1 drm if the unit is CX, +1 if the unit is a HS/crew, a +2 if the unit is a SMC, and a -1 if the scenario is set in 1945.

A unit may not make a PF check as Subsequent First Fire or FPF regardless of whether it made a PF check as First Fire. Provided a squad has not yet fired its inherent FP, it can attempt to fire a second PF in the same phase even if its first check did not yield a shot, but that would constitute the use of two SW and the squad would lose its inherent FP. Even if a PF check fails to result in a shot, the PF check constitutes the use of a SW.

PF range is determined by the scenario date. Prior to June 1944, PF range is one hex. From June 1944 through December 1944, the range is 2 hexes. Beginning 1945, the range is 3 hexes. The basic TH number of a PF is 10 and is reduced by two for each hex to the target. A leader may apply his leadership modifier to one



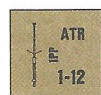
LATW To Hit Example

The 7-4-7 cannot fire its BAZ 43 at the Italian squad in wEE8 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 Table 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 TH DRM are +3 TEM and +1 Hindrance in DD8 (grain is in season) for a total of +4, so an original DR of 4 or less 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 TH DR to determine the result.

PF TH DR but such use would constitute his sole fire direction capabilities for that phase. A PF is a one shot weapon and therefore is unaffected by breakdown rules. However, an original 12 PF TH DR (11 or 12 for Inexperienced Infantry) is not only a miss but results in Casualty Reduction for the firer. An original 12 on the TK or IFT Table is a dud. A PF attacks on the 16 FP column of the IFT if it obtains a hit against Infantry in a building but does not leave Residual FP. When a PF obtains a hit, it may only affect one unit in the hex. However, prior to any target random selection, the firer may instead choose to pick the target to be selected provided that the target is manning a Gun/SW. The total number of PF shots taken in a scenario may not exceed the number of German squads in the OB prior to 1944, 1.5 times the number (rounded down) during 1944, and 2 times the number in 1945.

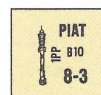
4.4.3 Backblast:

A BAZ, PSK, or PF may be fired from inside a building under one of two conditions. An unpinned firer may choose to use a +2 TH DRM penalty to protect against the attendant backblast of these weapons. A firer may instead subject all the occupants of the building hex from which the weapon is being fired to a backblast attack on the 1 FP column of the IFT using only the colored dr of that TH DR; no TEM applies.



4.4.4 Anti-Tank Rifles (ATR):

An ATR is a SW that uses the VTT table and the AP TK Table to attack vehicles. Any unbroken Infantry unit can use an ATR. An ATR has a maximum range of 12 hexes and does not have long range fire capabilities. An ATR is used on the IFT vs Infantry as a 1 FP SW (which can FG). Normal breakdown and repair rules apply to an ATR. Leadership modifiers can apply to any ATR use. An ATR does not leave Residual FP.



4.4.5 PIAT:

First available in April 1943, the PIAT has its own TH Table on the back of the counter and resolves vehicular hits on the PIAT column of the HEAT TK Table (TK# 15). A PIAT may not fire at a unit one level lower and in an adjacent hex. The PIAT

can be used by a SMC at full effect although no leadership benefit would apply unless another leader were directing. A PIAT attacks on the 8 FP column of the IFT if it obtains a hit against Infantry in a building. A PIAT has a B10 instead of an X#, is repaired on a dr of 1-2, and removed on a dr of 6.



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 1/2" counter. As a SW it has no CA and can be fired by any squad/HS (or two SMC) 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.

5.0 ELR and Unit Distinctions:

5.1 Experience Level Rating (ELR):

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

If an unbroken unit fails a MC by more than its ELR, it is immediately replaced by a broken unit of the same size but one step lower in quality as per the ELR Charts on page DE6. 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 an MMC rolls an original 2 DR as the first self-rally attempt of a RPh or in a CC attack, it may create a leader. The quality of the leader is based on a dr on the Leader Creation Table (using the morale level of the unit at the time of the original 2 DR). If more than one type of MMC made the CC attack, use the best one to base the dr on.

5.4 Inexperienced MMC:

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

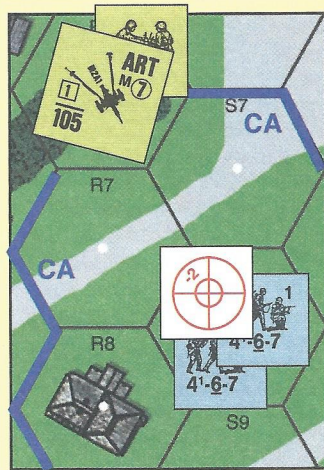


6.0 Ordnance:

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 (or a TK Table) is Ordnance (Gun, MA, LATW, or SW). A Gun is a non-vehicular weapon on a 1/2" 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 for a Gun/MA on the Area/Vehicle Target Type is a Critical Hit. On the Infantry Target Type Table, each Gun/MA 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 against a Gun automatically destroys the Gun and its manning Infantry. A CH on the Vehicle Target Type, doubles the TK number of



Critical Hit Example

The American 105mm in wR6 fires at the two German squads in S8 on the Infantry Target Type. Since it is 1943, red TH#s would apply for an American Gun, but at range 2 on the Infantry Target Type there is only the black TH# 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 TH# 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 20 FP 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 TH#s would apply. The American would need a final TH DR of 6 for a hit at range 7 and would need a final DR of 2 for a CH.

that weapon. 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:

Guns/MA have unlimited AP (except Mortars or if overscored) and HE ammo (unless the Gun size is underscored) unless one of these ammo types is listed on the back of the counter which indicates limitations to availability. If such unlimited ammo is available, it is assumed that ITT attacks use HE and VTT attacks use AP unless otherwise announced prior to the attack. 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 1944 in Europe), then such possibility is date dependant. 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 Weapon 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 Weapon never had that Special Ammo and has not fired. If the TH DR results in a malfunction (or Low Ammo; 7.21), however, the Weapon has fired and is malfunctioned (or under Low Ammo) and out of that Special Ammo. Annotate depletion on a side record. HEAT is only available to the Germans beginning on 5/42, the Italians on 9/42, and all others on 1/43.

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

APCR (A)/APDS (D) (Armor Piercing Composite Rigid/Armor Piercing Discarding Sabot): If available it is listed on the back of the counter as 'A' or 'D' respectively and always uses the 1 FP column on the IFT vs Infantry.

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

HEAT (High Explosive Anti-Tank): HEAT can only be used against Infantry in buildings or against Guns and vehicles. It has its own To Kill Table, and it attacks on the IFT column one lower than normal for HE. LATW show their FP on the counter. If available for other than SCW, it is listed on the back of the counter as 'H'.

s (Smoke): Ordnance Smoke (1.2.5) on a 1/2" 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 ATT 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 or paved orchard 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. The negative DRM from an Air Burst does apply cumulatively with Emplacement TEM. 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 setup. The Gun and crew counters are then placed to the side and not placed onboard until the Gun loses HIP. A HIP Gun in Open Ground (including 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 Infantry unit attempts to enter a hex that contains a HIP Gun during the MPh, the unit is returned to its prior hex, its movement ends, and the Gun loses HIP. A unit that attempts to enter during the RtPh is returned to its prior hex and must attempt to continue to rout along a different path although Low Crawl is no longer available; the Gun loses HIP. A Gun will also lose HIP status if an enemy AFV enters its hex. A Gun that loses its HIP status for any reason is placed onboard in its recorded location. Any DFF/SFF/FPF by the HIP Gun against the Infantry unit entering its hex is done in the hex the Infantry unit was in as it tried to enter the Gun's hex. FFMO and FFNAM penalties apply if applicable. A HIP Gun that attempts to fire at a vehicle in its hex does so with the in-hex penalties (Case 10). An Infantry unit that enters a hex that contains a HIP Gun during the APh, remains in that hex for CC.

An attack against a HIP Gun is resolved as Area Fire with half FP on the IFT or for Ordnance by adding a +2 TH 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:

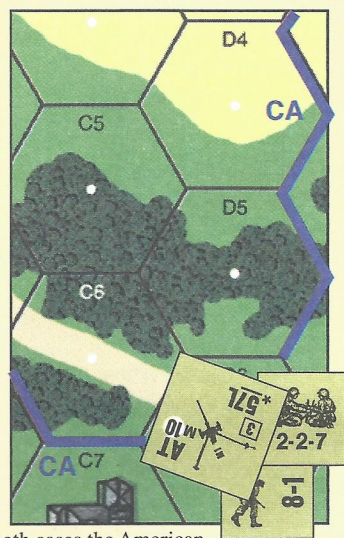
A QSU Gun (1.2.6) may be manhandled by an MMC during the game into a new location. Each Gun has a manhandling number in the upper right hand corner that begins with an "M". To move it to a new location in the MPh, the owner must roll less than or equal to the manhandling number modified by the appropriate 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) has 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

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 PFP 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 for a total of +5. If the American rolls a 4 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 5 (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 6 or more, he cannot move this turn nor change its CA. Having rolled less than a 5 and moved to D5 he can attempt to manhandle the Gun again into D4 for a cost of 2 more MF (Grain is not in season). He still needs a final DR less than 11 to get there, but the DRM are +2 for MF for a total of +2. If, instead of moving to D5 he wanted to move to C6 that would cost 2 MF and incur DRM of +2 for MF, +1 for TEM, and -2 for crossing a road hexside for a total of +1. 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.



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. If successfully manhandled, a Gun may simultaneously change its CA.

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 including Emplacement has been used to modify a TH DR. The Gunshield DRM never applies to a Direct Hit (6.7).

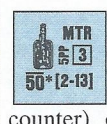
6.7 Guns as Targets:

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 DRM 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/vehicle caliber size is that weapon's IFE. Not all Weapons have this option. The IFE is used directly on the IFT without using the To Hit process, as if the weapon were a MG, although it would still apply CA change DRM as necessary. A Gun/MA 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 subject to neither Covering nor leadership. Like a MG, an IFE Gun/MA 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 $\geq$ the original B#.



6.9 Mortars:

Mortars are classified as either a Gun ($\frac{3}{4}$ " counter) or a SW ($\frac{1}{2}$ " counter).

Mortars with a caliber greater than 60mm are Guns. Mortars may not fire from a building hex.

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 on the front of the counter. 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/MA makes a TH DR using the Infantry Target Type or Vehicle Target Type it may place a $\frac{1}{2}$ " -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 Weapon. A target can be acquired by more than one Weapon but never more than at the -2 level. The target remains acquired until the Weapon or its manning Infantry leaves its present location, changes CA without firing, attacks a different target, malfunctions, fires Smoke, uses IFE, or until its manning Infantry is eliminated, is not in Good Order, no longer possess the Weapon, fires its inherent FP, uses Interdiction, or an AFV fires its CMG at a different hex, 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 $\frac{1}{2}$ " Acquired Target counter to a $\frac{3}{4}$ " counter if the Gun/MA 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 $\frac{1}{2}$ " Acquired Target counter of his choice on one of the previously Acquired Targets. If an Acquired Target appears to leave the LOS of the Gun/MA, a free LOS check may be made. If the LOS check reveals that there is no LOS to that hex, the $\frac{1}{2}$ " Acquired Target counter is returned to the last hex to which the Gun/MA had LOS. Smoke may take advantage of Target Acquisition but does not gain Target Acquisition and once a Smoke shot is taken, Target Acquisition is lost. Target Acquisition may not be gained for Bounding First Fire or by an AFV that is in Motion.



6.11 Area Acquisition:

Acquisition gained while using Area Target Type is marked by using the $\frac{3}{4}$ " Acquired Target counter. All principles of $\frac{1}{2}$ " Acquisition apply except that the Acquisition belongs to the hex rather than the target. A $\frac{3}{4}$ " 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 $\frac{3}{4}$ " Acquired Target to a $\frac{1}{2}$ " counter if the Gun/MA later fires into the hex using the Infantry or Vehicle Target Type. Empty hexes may be fired at but must use the Area Target Type to do so and would gain Area Acquisition.

The Vehicles section (7) employs a lot of acronyms that are defined in the glossary on pages 5-7. For ease of reference this table includes some of the more common acronyms in section 7.

AAMG: Anti-Aircraft Machine Gun
AF: Armor Factor
AFV: Armored Fighting Vehicle
B#: Breakdown Number
BMG: Bow Machine Gun
BU: Buttoned Up
CE: Crew Exposed
CMG: Coaxial Machine Gun
DR: Dice Roll
DRM: Dice Roll Modifier
FT: Flamethrower
HE: High Explosive
IFT: Infantry Fire Table
ITT: Infantry Target Type
LATW: Light Anti-Tank Weapon

LOS: Line of Sight
MA: Main Armament
MG: Machine Gun
MP: Movement Point
NT: Non-Turreted weapon
Turret Types:

- **T:** Fast Turret Traverse
- **ST:** Slow Turret Traverse
- **RST:** Restricted Slow Traverse

TEM: Terrain Effects Modifier
TH: To Hit
TK: To Kill
TCA: Turret Covered Arc
VCA: Vehicle Covered Arc
VTT: Vehicle Target Type

6.12 Ordnance Breakdown:

A Gun or SW Mortar with no B# shown has an inherent B# of 12. If the original TH 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/MA using Intensive Fire (or IFE if already marked as First Fire) while a SW fired by an Inexperienced MMC has its B# lowered by 1. In either case, an original To Hit (or IFT) DR $\geq$ the original B# 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".

7.0 Vehicles:

Vehicles are represented by $\frac{3}{4}$ " counters with overhead depictions of a vehicle. Armored Fighting Vehicles (AFV) have Armor Factors (AF) and two AFV types are included; Fully Tracked and Armored Cars. The shape of the white symbol behind the large Movement Point (MP) allowance in the upper right of the counter identifies the type of vehicle and its movement type. A white circular background behind the MP allowance identifies an Armored Car (AC) while a white oval behind the MP allowance identifies a Fully Tracked vehicle. Any MP number listed in red means the vehicle is prone to mechanical failure upon starting. Black MP numbers are standard. See the accompanying Vehicle and Ordnance Historical Notes booklet.

7.1 Armor Factors (AF):

Each AFV has two Armor Factors (AF) listed; one above the other. The top AF is for the vehicle front facing aspect while the bottom AF is for the vehicle side/rear facing aspect. Note that 0 is considered an AF. Each listed AF also represents the AF for both the hull and the turret. The hull/turret AF are only different if the aspect is encased in a circle or a square, which will decrease or increase the AF of the turret in relation to the hull AF. A circle represents inferior turret armor in the facing and therefore the AF for the

turret is decreased to the next lower AF rating. A square represents superior turret armor in that facing and therefore the AF for the turret is increased to the next higher AF rating. The AF ratings are as follows: 0, 1, 2, 3, 4, 6, 8, 11, 14, 18, and 26.

7.2 Main Armament (MA) and Turret Types:

Each armed vehicle has one Main Armament (MA) inherent weapon. The MA is shown as a large number to the lower left of the center representing the MA caliber size and barrel length. The MA is either turreted or bow mounted. Any vehicle with a thin white circle surrounding the vehicle depiction has a Fast Turret Traverse (T) MA. Any vehicle with a thin white square around the vehicle depiction has a Slow Turret Traverse (ST) MA. Any vehicle with a thick white square around the vehicle depiction has a Restricted Slow Traverse (RST) MA. An RST MA AFV is considered a ST MA AFV for TH DRMs except that it cannot fire its MA/CMG while the AFV is Crew Exposed (CE). A vehicle with a thick white square with no corners has a One Man Turret (1MT). A 1MT AFV is considered a RST AFV and cannot fire its MA or CMG while CE. Finally, any vehicle with no such circle or square on the counter is considered Non-Turreted (NT) and thus bow mounted. A MA with no B# shown has an inherent B# of 12; MA breakdown and repair as if a Gun (6.12) except the MA is marked with a "Malfunctioned" counter and is marked with a permanent "Disabled" counter instead of being removed if the repair attempt is a 6. Vehicle MA and MGs cannot be repaired when Shocked or Unconfirmed Kill (UK).

7.2.1 Low Ammo:

A MA with a circled B# malfunctions on an original 12 TH DR and suffers Low Ammo on any other TH DR greater than or equal to the circled B#. A Low Ammo result includes all ammo types the vehicle is allowed to use. A vehicle suffering from Low Ammo is marked with a Low Ammo counter, which creates a new B# one less than the original circled B# and causes the MA to be permanently disabled on any TH DR greater than or equal to the original circled B#.

Vehicle Movement and Smoke Dispenser Usage Example

It's June 1943 and the PzKpfw IIIN in vC6 begins its MPh by spending 1 MP to start. It then spends 1 MP (2) to enter C5, 1 MP (3) to change its VCA and TCA to D4/D5, ½ MP (3.5) to enter D4, 1 MP (4.5) to enter E5, 1 MP (5.5) to enter F4 where it attempts to fire its Smoke Discharger (sD7)—needing a DR ≤ its usage number of 7. It rolls a 7 (this does not affect possible future attempts) and successfully dispenses Smoke (since it is CE, no DRM apply), spending 1 MP (6.5) to do so and placing a +2 Smoke counter in F4. If it had failed to dispense Smoke, it would not have expended the MP. It then Buttons Up, removing the CE counter, and spends 5 MP (11.5) to enter G5—1 MP for entering Open Ground and 4 MP for crossing a Crest Line into higher terrain—while changing its TCA to F4/G4, placing a BU TCA counter. It then spends 1 MP (12.5) to stop, with its remaining one-half MP considered spent there also.



7.3 Vehicle Target Size:

All vehicles are rated for one of five possible target sizes which serve as TH DRM for that vehicle. A Very Large target (-2 TH) has both its upper and lower AF printed in red. A Large target (-1 TH) has the upper AF printed in red. An Average target (0 DRM) has both AF printed in black. A Small target (+1 TH) has the upper AF printed on a white dot. A Very Small target (+2 TH) has both AF printed on white dots.

7.4 AFVs as Cover and Wrecks:

All Infantry in the same location as a wreck/friendly AFV are entitled to a +1 TEM (negating FFMO) unless the wreck/AFV is a Moving Target. If it is a Moving Target, then there is no TEM until it stops and then only after the AFPh. This TEM is applicable only if the unit can claim no other positive TEM, but it is cumulative with Smoke or Hindrance DRM applicable to the firer. Infantry are not affected by the elimination of a vehicle in their hex.

A wreck is created whenever a vehicle is eliminated. This is done by flipping the vehicle counter over to its white side. Each wreck/AFV increases the cost to enter that hex for other vehicles by 2 MP if entering via a road hexside or 1 MP otherwise; the road penalty is doubled in woods. Wrecks do not contribute to overstacking.

7.4.1 AFV/Wreck LOS Hindrance:

There is a +1 LOS Hindrance DRM to same level LOS for firing through (not into or out of) a hex containing a wreck/AFV unless the wreck/AFV is a Moving Target. If it is a Moving Target, there is no Hindrance until it stops and then only after the AFPh. The Hindrance does not apply if the wreck/AFV hex cannot be seen by both the firer and the target.

7.5 Vehicular Smoke Dispensers:

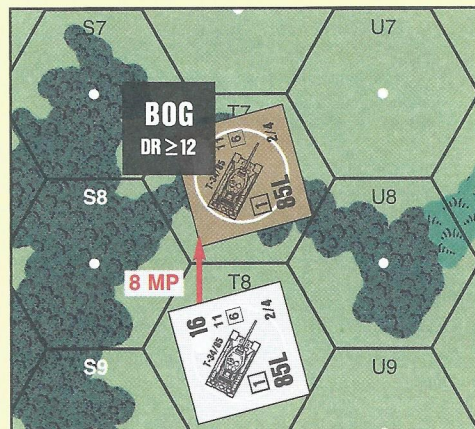
Smoke Dischargers (sD), Smoke Mortars (sM), Smoke Pots (sP), and the Nahverteidigungswaffe (sN) are all vehicular smoke dispensers. An AFV is equipped with such a smoke dispenser if the reverse side of the counter contains the appropriate abbreviation and a usage number. An AFV may attempt to dispense smoke once per Player Turn in the MPh but only if the crew is not Stunned or Shocked and the AFV has not yet fired any weapon (including Bounding First Fire or Defensive First Fire) during that Player Turn. Using a smoke dispenser costs 1 MP during an AFV's own MPh but there is no MP expenditure for an unsuccessful usage attempt. During an

opponent's MPh a smoke dispenser usage attempt can be made following any MP/MF expenditure by an opposing unit in the vehicle's LOS as if it were intervening with Defensive First Fire. The use of a smoke dispenser does not constitute the use of a Weapon; therefore, a vehicle may still fire after the use of the smoke dispenser. Even an immobile vehicle may attempt to dispense Smoke.

When a player wishes to attempt a smoke dispenser he makes a DR. If that final DR is less than or equal to its usage number, a Smoke counter is placed per the applicable smoke dispenser type. If the final DR is greater than the usage number, it was not successful but the player is free to

Bog Example

At the start of its MPh, the T-34/85 enters vT7 at a cost of 8 MP—half its MP—and takes a Bog Check with +4 DRM: +1 for Normal Ground Pressure and +3 for entry of woods at half its MP. The Russian DR is 9 which results in a final



DR of 13. The T-34/85 bogs in hex T7, stops immediately, its MPh is finished, and a Bog counter is placed on it. In his next MPh, the Russian player declares a Bog removal attempt. No DRM apply. When he rolls a 5 on the colored die, the T-34/85 becomes Mired. In his next MPh, he tries again, this time with a +1 drm to the colored die due to being Mired. He rolls a 3 on the colored die, which becomes a 4—unbogg the T-34/85—and a 6 on the white die. Multiplying the two die rolls together provides the MP cost to start—18 MP—more than the T-34/85 has. The Bog counter is removed, and the tank is left in Motion in T7.

If the T-34/85 had rolled a 3 on the white die of this second unbogg attempt, it would only cost 9 MP to Start (3 × 3), and the tank could use its remaining 7 MP to move. If it had used all its MP to enter T7 to begin with, the only applicable DRM to the Bog Check would have been +1 for Normal Ground Pressure, and it would not have bogged from rolling a 9 on its Bog Check.

have the vehicle try again in another Player Turn. An AFV must add +1 to its usage DR if BU.

Smoke Discharger (sD) places dispersed smoke (+2, $\frac{5}{8}$ " counter) in the AFV's own hex.

Smoke Mortar (sM) places dispersed smoke (+2, $\frac{5}{8}$ " counter) in any hex of the firer's choice that is at a range of 1-3 hexes from the AFV within its LOS and TCA. If the AFV changes its TCA to fire a sM, a DRM will apply to the usage DR as if it were firing. A moving/Non-Stopped AFV must add +2 to its sM usage DR. Hindrance DRM between the AFV and its target hex also

apply to the usage DR. An AFV may not fire a sM from inside a building.

Smoke Pots (sP) places dispersed smoke (+2, $\frac{5}{8}$ " counter) in the AFV's own hex. The crew must be CE to use a sP.

Nahverteidigungswaffe (sN) places dispersed smoke (+2, $\frac{5}{8}$ " counter) in the AFV's own hex. The crew must be BU to use the sN. The sN is also used during the CCPh as an attack vs enemy units, but without placing smoke.

7.6 Bog and Ground Pressure:

Bog occurs whenever a vehicle fails a Bog Check DR. A vehicle must take a Bog Check whenever entering woods or a building (but not during setup) or when it attempts to change its VCA while in a woods or building hex. The Bog effect takes place in the entered hex. The VCA change attempt does not occur if the vehicle bogs. A bogged vehicle may not exit its hex or change its VCA until freed but may change its TCA if otherwise able to do so.

If the Final Bog Check DR is greater than or equal to 12, the vehicle bogs, is marked with a

To Hit/To Kill Example

(use page 24 illustration)

Let's consider the To Hit possibilities of the Russian KV-1 M41 in vE3 during the MPh of the PzKpfw IIIN that starts in C6. If the orchards are in season (April-October) the tanks cannot see each other until the PzKpfw IIIN enters G5 because the orchards in D4 and E4 block LOS from E3 to the lower level hexes C6, C5, D4, E5, and F4. When the PzKpfw IIIN enters G5, the KV-1 M41 changes its TCA to E4/F3 and fires. It must change either its VCA or TCA to include G5 within the CA of its Main Armament, and changing the TCA incurs less of a penalty. The KV-1 M41 fires on the Vehicle Target Type; cross-referencing the Gun Type (Russian 76L) with the range (3 hexes) on the Vehicle Target Type To Hit Chart provides a TH# of 10. The TH DR will be modified as follows: +2 for the first CA hexspine changed by the ST Gun (Case 8); +1 BU (Case 13; note that this RST Gun cannot fire if CE); +2 for Moving Vehicle (Case 24; the PzKpfw IIIN spent more than 3 MP in LOS to enter G5); +2 Smoke Hindrance (Case 18; the orchard does not Hinder LOS between the two higher-level hexes); for a total of +7 DRM (the shot would be the same in the DFPh, assuming nothing else changed). The Russian rolls a 3 (colored die of 1), hitting the PzKpfw IIIN in the front of its turret. (If the colored die had been 2 and the white die 1, the PzKpfw IIIN would be hit in the rear hull.)

The AP TK# for the Russian 76L Gun at range 3 is 13 on the AP To Kill Table. Subtracting the Front Turret Armor Factor of 6 provides a Final TK# of 7. The Russian rolls an 8, one greater than the Final TK#, resulting in Possible Shock. The PzKpfw IIIN passes its MC, avoiding Shock.

The Russian then intensive fires the KV-1 M41. (He would not be able to use Intensive Fire vs a non-adjacent unit in the DFPh.) The TH# remains 10, but with slightly different modifiers to the TH DR: +1 BU (Case 13), +2 Moving Vehicle (Case 24), and +2 Smoke Hindrance (Case 18) still apply; Case 8 for changing CA no longer applies, but the +2 for Intensive Fire (Case 9) does, as does a -1 Acquired Target (Case 20) for a total of +6 DRM. The Russian rolls a 4 (double 2s), hitting the PzKpfw IIIN in the rear hull, where the AF is 3. Because it is a rear hit, the TK# of 13 is raised to 14, for a Final TK# of 11. The Russian rolls an 11 and immobilizes the PzKpfw IIIN.

In the AFPh the PzKpfw IIIN fires back at the KV-1 M41. (The German could have fired during its MPh with essentially the same chances but would not then be able to place an Acquisition counter for future use.) He declares he will attempt to shoot HEAT (H9) and also has a To Hit number of 10. The modifiers to the TH DR are +4 for T Gun Bounding Firer (Case 14), +1 BU (Case 13), +2 Smoke Hindrance (Case 18), and -1 Target Size (Case 22) for a total of +6 DRM. The German rolls a 5 and just misses but does not run out of HEAT yet. If the PzKpfw IIIN had not stopped (or not been Immobilized) it would have had to double the lower dr (Case 16).

Next turn when the KV-1 M41 fires in the Russian PFPh its TH# remains 10. Modifiers for its TH DR are +1 BU (Case 13), +2 Smoke Hindrance (Case 18), and -2 Acquired Target (Case 20) for a total of +1.

Assuming the PzKpfw IIIN survives until the DFPh, its TH# will remain 10 and the TH DRM will be +1 BU (Case 13), +2 Smoke Hindrance (Case 18), -1 Target Size (Case 22), and -1 Acquired Target (Case 20) for a total of +1 DRM. If it hits with HE, its HE TK# of 7 is essentially worthless against the KV-1 M41. If it hits with HEAT, it would have a TK# of 13. On a turret hit the PzKpfw IIIN would strike the KV-1 M41's frontal Armor Factor of 11, and the Final TK# of 2 would be tough to achieve. A hull hit would strike the side armor of 8 (since the VCA is not pointed at the PzKpfw IIIN), and the resulting Final TK# of 5 is more feasible to attain. (The box around the 8 side Armor Factor indicates that the turret side armor is 11, one step up from 8.)

If, instead of using the Vehicle Target Type (as all these shots have done), the PzKpfw IIIN used the Area Target Type, then its TH# at this range would be 7 and the TH DRM would be the same total of +1. If it hit the KV-1 M41, the result would be determined on the 6 FP IFT column (half of the 12 FP column normally used for 70+mm attacks) with a +1 DRM since the KV-1 M41's smallest Armor Factor is 8. The German would need to roll an original 2 or 3 to affect the KV-1 M41; on the 6 FP column a final DR of 3 or 4 (resulting in a K/# result or one greater) would either Shock or Immobilize the KV-1 M41, depending on whether it was a turret hit or a hull hit.

If the orchards were out-of-season (November – March), then the KV-1 M41 and the PzKpfw IIIN

in C6 (back where it started) could see each other at the start of the MPh. When the PzKpfw IIIN spends 1 MP to start, the KV-1 M41 can fire. The TH# is 10, and the DRM are +1 BU (Case 13) and +2 Orchard Hindrance (Case 18) for D4 and E4 (the E4 hexside of this Inherent Terrain is enough to invoke the Hindrance) for a total of +3. Although the PzKpfw IIIN has started, it has not yet entered a new hex and so is not yet a Moving Vehicle for Case 24 to apply. If the KV-1 M41 hits the PzKpfw IIIN, it will strike the frontal 6 AF regardless of whether it hits the hull or the turret. Since the LOS enters C6 along the hexspine dividing the turret front from the turret side, the target facing used is that least advantageous to the firer. (The PzKpfw IIIN's side hull AF is 3; its side turret AF is 4, one level up from 3.) The KV-1 M41 fires and rolls a 7 (colored die of 4), hitting the PzKpfw IIIN in the hull; using the Basic AP TK# of 13 provides a Final TK# of 7. The Russian rolls an 8 on the TK DR, achieving Possible Shock. The German then passes his MC, avoiding Shock. Because there was no effect on the vehicle, the CE crew suffers a 2 FP Collateral Attack for the AP hit using the same TK DR to resolve the IFT attack but with a +2 CE DRM. In this particular case (and most others), any AP TK DR that does not affect the AFV will also have no effect on the 2 FP Collateral Attack.

The Russian could have instead declared the KV-1 M41 was using HE ammo, while still using the Vehicle Target Type with the same chance of hitting the PzKpfw IIIN. After a hit, a look at the HE and Flame TK Table shows the HE TK# in the 70+ column is 7, providing a Final TK# of 1 against the frontal 6 AF—impossible to achieve. The subsequent Collateral Attack would be on the 12 FP column. Assuming an original 7 TK DR, adding the +2 CE DRM provides a final 9 on the 12 FP column and results in a MC on the crew. If the crew rolls equal to its Morale of 8 and Pins, it would Button Up. If the crew fails the MC, the AFV would be Stunned and would Button Up, Stop, and have a Stun counter placed. If the crew rolls a 12 on its MC, the AFV would be Stunned and under Recall; it would Button Up, Stop, and have a STUN counter placed.

Bog counter, becomes stopped, and must end its MPH immediately. Bog Checks are subject to DRMs found on the QRDC including Ground Pressure. A vehicle's Ground Pressure is identified by the unit letter in the upper left corner of the vehicle counter. Any vehicle whose unit letter is encased in a square has Low Ground Pressure. If encased in a circle it has High Ground pressure. If neither, it has Normal Ground Pressure.

An otherwise mobile vehicle may attempt to eliminate Bog status at the start of its MPH provided it has not fired during its PFPh. Bog removal is attempted by spending as its start MP an amount of MP equal to an original colored dr times an original white dr. This MP cost is doubled if the vehicle is non-tracked. If the final colored dr is 1-4 the vehicle is freed, even if the start MP expenditure is greater than its total MP, but it is still in the bog hex. The vehicle may then use any remaining MP to move normally. If the colored dr was a 5, the vehicle becomes Mired and its Bog counter is flipped over to its Mired side, which adds a +1 to the colored die to future Bog removal attempts as long as it is Mired. If the colored dr is a 6 or more, then the vehicle becomes Immobilized. A bogged vehicle can still expend MP for non-movement related activities (smoke dispensers) and can fire normally. However, after the phase in which it became bogged is over, it may not change its VCA or fire bow mounted weapons at units in its hex unless the unit entered during this MPH from within the VCA of the vehicle and only during the MP used to enter the hex, not for any MP spent in the hex.

7.7 Crew Exposed (CE)/Buttoned Up (BU):

An inherent AFV crew is either Buttoned Up (BU) or Crew Exposed (CE). An AFV is considered to be BU unless under a CE counter signifying it is CE. A BU crew is not vulnerable to any fire except as it might affect the AFV. A BU crew must add +1 to any TH DR by a MA. Being

BU doubles the ½ MP road movement rate of the AFV.

An AFV must be CE to use its AAMG. A CE AFV may not enter a building; however once a BU AFV is inside a building, it may become CE. A CE crew is entitled to a protective +2 DRM due to the partial protection of the AFV. Some AFV, however, provide less protection and subsequently less DRM. The CE DRM is not cumulative with other positive TEM. A CE crew cannot be targeted by Ordnance other than as part of the AFV.

CE counters may be placed during setup and thereafter they may be placed or removed only during the owner's MPH/APh except due to combat results but may not be both placed and voluntarily removed or vice-versa during the same phase. Such placement cannot occur in the MPH following a PFPh in which the AFV fired or in the MPH simultaneously with or after declaring Bounding First Fire. Becoming CE or BU does not constitute movement for purposes of Defensive First Fire, but does allow Defensive First Fire in the new state (CE or BU) by Weapons that were otherwise allowed to fire based on the AFV's last MP expenditure or action. An AFV that becomes Shocked or Stunned becomes BU for at least the remainder of the Player Turn.

7.8 Vehicular Machine Guns/IFE Fire:

Most AFV have MG(s) of one type or another. MG FP is listed in the lower right portion of the counter and is listed in Bow (BMG)/Coaxial (CMG)/Anti-Aircraft (AAMG) order such as 2/4 (no AAMG present) or 2/4/4, or -/-/2. A few AFVs have Rear MGs (RMG) which is reflected as a superscript R# after the CMG FP. Each MG/IFE armament of an AFV may only make one fire attack per Player Turn unless it is the MA of a vehicle with a specific multiple ROF. Non-Close Combat vehicular machine gun fire is

limited to the same fire phase as the vehicle's MA. If a vehicle does not fire its MGs in the same fire phase as its MA (counting MPH and DFPh as one), it forfeits their use in other phases with the exception of the CCPh. In its MPH, a vehicle may fire its weapons only from the same hex, unless the MA retains ROF. The FP of a vehicle's various IFE/MGs may be added together to make one attack assuming the target lies within the CA for all the IFE/MGs that wish to fire, or the IFE/MGs may make separate attacks against different targets; Mandatory FG applies. If fired together the worst applicable CA DRM applies to the total attack. It does not matter if the MGs fire before or after a MA. Additionally, once a vehicle fires any turret-mounted weapon, any of its other turret-mounted weapons must pay the same CA penalties as the first weapon that fired. If, after firing, another turret-mounted weapon or MA that has maintained ROF wishes to fire at another target outside the current TCA, the turret DRM would only apply on the move from the current TCA to the new TCA. These same principles apply to bow-mounted weapons if changing the VCA to fire. If the VCA changes, the TCA changes the same number of hexspines relative to the VCA. A RST or 1MT AFV cannot fire a CMG while CE.

Any vehicle MG/IFE firing outside its current respective CA must add a DRM equal to the pertinent case on the Firer Based TH DRMs (BMG = NT, CMG/RMG = T or ST depending on turret type). A vehicle that uses MG Bounding Fire must halve its FP and a Bounding First Firer must always fire within its TCA (it may usually adjust the TCA if expending MP before firing). Vehicular MG fire during the AFPh is also halved unless it is a MA attempting a TH DR as Ordnance.

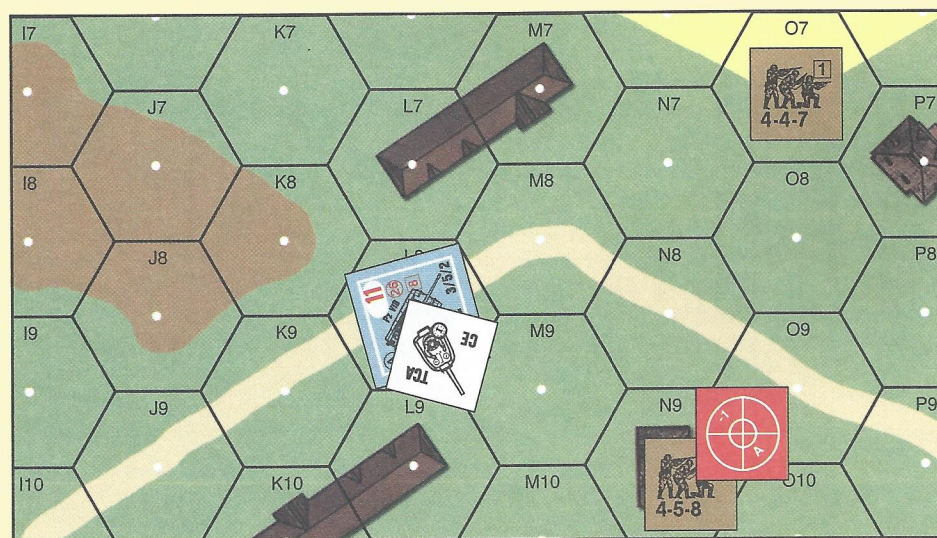
An AAMG has a range of 8 hexes and may only fire if the AFV's crew is CE. The CMG has a range of 12 hexes, and the RMG and the BMG have a

Vehicular MG Example

In the German Prep Fire Phase the PzKpfw VIB wishes to fire its MGs at the two squads. The tank fires its 3 FP bow machine gun (BMG) and its 2 FP anti-aircraft machine gun (AAMG) at the 4-4-7 in vO7. The attack is on the 4 FP column (3 FP BMG + 2 FP AAMG) with no DRMs. Vehicular MG can firegroup with each other and must do so when firing at the same target. The target is in the tank's VCA, so the tank does not have to pivot to fire its BMG, and the tank is CE, allowing use of its AAMG (which has no CA to worry about). The tank then fires its 5 FP coaxial machine gun (CMG) at the 4-5-8 in N9. This hex lies within the TCA of the CMG so the tank does not need to pivot its turret. The attack is on the 4 FP column with +2 DRM (for the wooden building TEM). The King Tiger could have chosen to fire the CMG and the AAMG together at the 4-5-8 in N9 for an attack on the 6 FP column with +2 DRM (building TEM of +2) (its best chance of affecting the 4-5-8 with

MGs alone). The King Tiger could instead have opted to firegroup its BMG and CMG at the 4-4-7 in O7, changing its TCA to M8/M9. This attack would be on the 8 FP column (adding the AAMG doesn't help) with +2

DRM (+2 for one hexspine change for Slow Turret Traverse). This would remove the -1 Acquisition on N9 due to firing the CMG at a different target.



range of 8 hexes. A vehicular MG may attack another vehicle's crew if they are CE but may target another AFV as Ordnance only if it is the vehicle's MA. MGs malfunction on a DR of 12, mark this with a MG "Malfunction" counter. They repair on a dr of 1 and are permanently disabled on a repair dr of 6, mark this with a "Disabled" counter. AAMGs may only be repaired if the crew is CE. A BMG with a white dot overprinted on its FP strength factor is a Fixed Mount MG which requires that an additional +1 DRM be applied when the MG is firing at any moving target.

7.9 To Kill Process:

A hit scored on a vehicle using a LATW TH Table or using the Vehicle Target Type is resolved on the applicable To Kill (TK) Table. There are 3 different TK Tables [AP (APCR/APDS) TK Table, HEAT TK Table, and the HE and Flame TK Table] and each is consulted only to resolve hits using its particular ammo type. Each TK Table lists a TK number for each weapon capable of using that type of ammunition.

The TK# of an Ordnance hit vs a vehicle is found by consulting the TK Table used for that ammo type to find the TK# listed for that gun caliber, length, and range. The TK# is then modified by the applicable modifiers listed on the QRDC (if any) to find a Modified TK#. Lastly, the Final TK# is derived by subtracting from the

Modified TK# the Armor Factor of that aspect of the vehicle that was hit. The Final TK# is the number the firer must roll less than to guarantee destruction of the vehicle.

7.10 AFV Effects:

An AFV has been destroyed when the Final TK DR made by Ordnance fire is less than the Final TK number. In this case flip the vehicle over to its wreck side. There are many instances however when a vehicle can be affected by attacks against it but not destroyed. All AFVs have an inherent crew that is not represented by a counter. This crew checks morale with a morale level of its nationality's best unbroken elite Infantry MMC (as located in the chart on the Nationality Chart).

A Shock *possibility* occurs whenever a non-MG, non-HE TK DR is one greater than the Final TK number of an AFV. Such an AFV must take a normal MC, failure of which results only in the placement of a Shock counter on the AFV. An *automatic* Shock is caused by an HE turret hit or a DC turret effect one greater than the Final TK number/K IFT result number or on a turret hit TK number equal to the Final TK/K IFT result on Direct or Indirect and DC attacks. The crew of a Shocked AFV is incapable of any action. If CE, they must immediately BU. A Shocked AFV may not move even to pivot or change TCA, interdict or attack, even in CC. No

MP expenditure is needed to bring the AFV to a halt. At the end of the next RPh, the AFV must make a dr for recuperation. On a 1-2 the Shock counter is removed. On a 3-6 the Shock counter is flipped to its Unconfirmed Kill (UK) side. An AFV under a UK counter is still Shocked and must make a dr for recuperation in the next RPh. On a 1-3 the UK counter is removed. On a 4-6 the AFV is flipped over to its wreck side. An already Shocked AFV that is Shocked again has no additional penalties except that a UK counter is flipped back to the Shock side.

A Final TK DR equal to the Final TK number of any AFV struck by a hull hit results in Immobilization of that AFV regardless of the target facing. A Final HE/DC TK DR one greater than the Final TK number on a hull hit or an Indirect Fire attack resulting in a K on the IFT vs the hull also results in an Immobilization of the AFV. A FT/MG/IFE attack can never result in an Immobilization.

If an AFV CE crew fails a MC (other than for Possible Shock), or if a MG Final TK DR equals the Final TK number, the crew is Stunned and the AFV is marked with a Stun counter. A Stunned AFV immediately becomes BU if CE and may not regain CE status until able to do so in a subsequent Player Turn. A Stunned AFV may not fire (even in CC), move (including CA

PF and Same Hex Fire Example

The T-34/85 begins its MPH by expending 1 MP to start. The 4-6-7 makes a PF attempt, needing a final dr of 3 or less. No drm apply if this is before 1945, and when the German rolls a 4 the squad does not secure a PF but is considered to have used a SW (it can still use its inherent FP normally or fire another SW). The 4-6-7 cannot try again until the AFV expends another MP. The 5-4-8 makes a PF attempt, rolls a 6, fails to secure a PF, and is pinned. The tank expends another MP to move to vY2. The pinned 5-4-8 makes another PF attempt, rolls another 6, and breaks.

The T-34/85 then enters Z1 at one-half its MP (8) for the cost of the building terrain, and takes the required Bog Check for entering a building. It will Bog on a final DR of 12 or more, and the DRM are +1 for Normal Ground Pressure and +3 for entering a wooden building. The Russian rolls a 7, passing the Bog Check.

The 4-6-7 then makes a second PF attempt and rolls a 3, getting the PF. At a range of zero hexes the PF has a TH# of 10. The applicable DRM are +2 for TEM (Case 17), +2 for Moving Vehicle (Case 24), and possibly +2 for avoiding the Backblast caused by firing from a building (Case 12). The German declares that he will accept the Backblast Desperation penalty, however, so the total TH DRM is +4, and he rolls a 6 (colored die of 3), hitting the AFV in the hull (colored dr $\geq$ white dr) and in the side (colored dr of 3 or 4 when shooting in the same hex). A 3 on the 1 FP column results

in a 1MC on the 4-6-7 as a result of the Backblast penalty, which the squad passes, being marked with a First Fire counter for having used 2 SW. On the HEAT To Kill Table the PF has a TK# of 31, and subtracting out the side hull AF of 6 results in a Final TK# of 25; only a DR of 12—a Dud—can save the T-34/85. The German rolls a 12, leaving the T-34/85 unaffected.

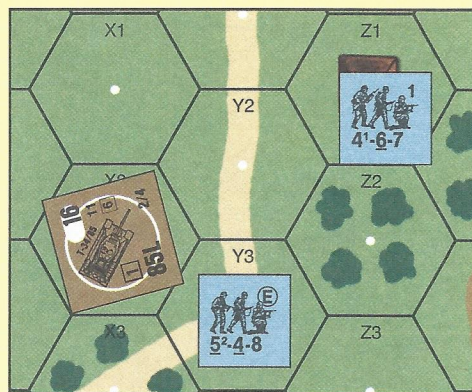
The 4-6-7 cannot make any more PF attempts, but it can attack the T-34/85 again since it spent 8 MP to enter. The 4-6-7 now desires to conduct a CC Reaction Fire attack against the tank and first takes a PAATC, passing by rolling less than 8. The squad's normal CCV of 5 is reduced by 1 to 4 for having already fired, and there is a +2 DRM since the vehicle is Non-Stopped. The German must roll a 2 to have any effect. (If he did roll a 2 in CC, the 4-6-7 would be eligible for Leader Creation.) The German rolls higher than a 2, however, leaving the T-34/85 unaffected, but marking the 4-6-7 with a Final Fire counter.

The T-34/85 then spends a MP to Stop, and the 4-6-7 makes another CC Reaction Fire attack, this time as Final Protective Fire (it could have done so before the T-34/85 stopped). The squad does not have to take another PAATC, and now there are no DRM since the tank is now stopped, although the squad's CCV is still reduced to 4. The squad rolls a 5, passing its PPF MC but with no effect on the T-34/85.

Now the tank attacks the 4-6-7 on the 8 FP column with +2 TEM; the 6 FP of the com-

bined MG (2 FP BMG and 4 FP CMG) are tripled (TPBF) and halved (Bounding First Fire). Because the tank only spent 1 MP to stop, the squad cannot attempt another PPF CC Reaction Fire attack before the T-34/85 gets to attack. If the tank had not stopped, its FP would be halved again for being Non-Stopped. The Russian rolls a 7, which becomes a 9 on the 8 FP column for a PTC. The German rolls a 10 and fails the PTC, becoming pinned, preventing any further CC Reaction Fire.

The T-34/85 still has 5 MP remaining. It could spend those as Delay and end its MPH in Z1, or it could start and exit Z1. If it stays in the hex it will engage in CC with the 4-6-7 again during the CCPh, with no PAATC required. If both then survived the CCPh, the 4-6-7 would be locked in Melee; the AFV would not be locked in Melee, but would be precluded from firing outside the hex as long as the 4-6-7 was there.



changes), or expend MP for any reason during the remainder of the Player Turn, and immediately Stops, although no stop MP is spent, if moving/in Motion. At the end of the Player Turn in which the Stun was placed, flip the Stun counter to its +1 side. This indicates the AFV is no longer Stunned but must add +1 to any TH, MG/IFE, CC, or MC DR. The +1 counter remains with the AFV for the rest of the scenario. An AFV that suffers a second Stun result is Recalled. A 1MT AFV that has been Stunned is automatically Recalled and may not become CE for the remainder of its time onboard.

Recall also occurs whenever a CE AFV suffers a K/KIA result on the IFT or rolls an original 12 on a MC (other than for Possible Shock). Place a STUN counter on the AFV which is Recalled which is treated the same as Stun except that at

the end of the Player Turn the STUN counter is flipped over to its Recall +1 side and that AFV must attempt to exit the playing area along a friendly board edge (the edge either which the player entered on, or was allowed to set up in front of with no enemy units between) via the shortest route in MP using Motion status (3.3.2) as fast as possible. If an AFV's MA suffers permanent breakdown, the AFV is Recalled (but not Stunned). Victory Points are not awarded for Recall.

7.11 Area Target Type Results:

A hit using the Area Target Type vs an AFV is resolved on the IFT using half of the FP of the column representing the ordnance's caliber size, using the same effects DR for all units hit by the attack. A final KIA result destroys the AFV and a final DR resulting in a K/# or one

greater than a K/# Shocks the AFV on a turret hit or immobilizes it on a hull hit. TEM modifies the IFT DR, as do the following DRM: -1 if all AF are ≤ 4 ; +1 if all AF are ≥ 8 .

7.12 Collateral Attack:

An attack with an MMC's inherent firepower, or a MG/FT attack that does not specifically target an AFV, or an attack using the ITT cannot affect an AFV, only its CE crew. An attack using the ATT or VTT that hits an AFV (or a predesignated FT attack) but does not destroy, Shock, or Stun it may also affect the CE crew collaterally. Using the same original effects DR that resolved the attack vs the AFV, make another attack vs the crew using the IFT firepower of the attacking weapon and ammo type (halved if hit on the ATT) and applying only the CE DRM or the in hex TEM.

PAATC and Close Combat Example

It is the Russian APH, and all the Russians desire to advance into Close Combat (CC) with the German Panther. The MMC must first take a Pre-AFV Advance/Attack Task Check (PAATC). The 8-1 leader modifies the DR of the two 4-4-7s that he is stacked with and they each roll an 8, pass, and immediately advance into vJ2. The 6-2-8 fails its TC, is pinned, and cannot advance. After observing these results, the 8-1 advances into J2.

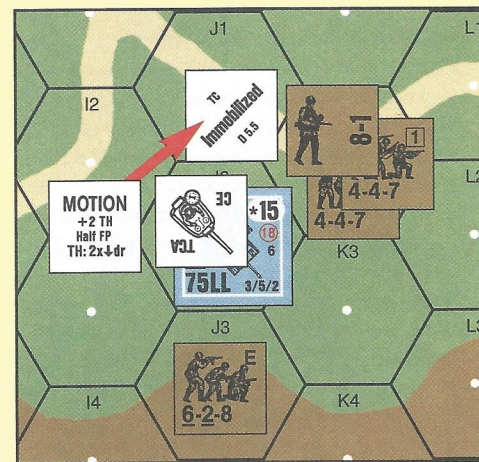
During the CCPh the CC attacks are sequential due to the presence of the vehicle. The non-vehicular player attacks first, and the Russian chooses to attack the AFV with the 8-1 and one 4-4-7. He cannot group the two squads together, and the leader will defend with the unit with which it attacks. The squad has a Close Combat Value (CCV) of 5, and the leader has a CCV of 1 which he adds for a total CCV of 6. The DRM for the CC attack against the AFV are -1 for leader direction, -1 for CE vehicle, and +2 for Motion vehicle for a total of 0. The Russian rolls a 6 which equals the CCV, immobilizing the AFV. Had it been eliminated, there would be no further attacks.

The AFV now attacks back, and the German must choose how to assign his two CC-capable weapons, the 5 FP CMG and the 2 FP AAMG (not halved since the AFV is no longer in Motion), against the CCV of the Russian squad(s) on the Close Combat Table (CCT). He can either group them together at one target (including the 8-1 and the 4-4-7) or he can attack different targets with them. If he groups them together he can attack the 8-1 and 4-4-7 at 1:1 (7:6) or attack the remaining 4-4-7 at 1:1 (7:5) instead.

Assuming the remaining 4-4-7 survives, it can attack back with its CCV of 5, a -1 DRM for CE, and a -1 DRM because the AFV is Immobilized. If the German splits the attacks, he can attack the 4-4-7 at 1:1 with the CMG. Assuming the AFV survives any attack by the remaining 4-4-7, he could then attack the 8-1 and 4-4-7 at 1:4 (2:6). Deciding that the 4-4-7 that has not yet attacked is the greatest threat, the German attacks it with the CMG at 1:1 and no DRM. The German rolls a 5, equaling the # under the 1:1 column of the CCT and inflicting casualties on the 4-4-7, which gets replaced with a 2-3-7 HS. The HS then attacks with its CCV of 3 and a -2 DRM. The Russian rolls a

12, causing Casualty Reduction for the HS and thus eliminating it.

Now the Panther attacks the 8-1 and 4-4-7 with the AAMG at 1:4 (2:6). The roll is a 10 for no effect. 8-1 and 4-4-7 are now locked in Melee with the Panther and marked with a Melee counter. The tank is not locked in Melee, but will be unable to fire outside of its own hex.



ASL Starter Kit Historical Module #1 Decision at Elst credits

Rules Design: Ken Dunn (Special Thanks to Brian Youse, Perry Cocke, & Kevin Valerien)

Rules Development: Ken Dunn, Kevin Valerien, Perry Cocke, Klas Malmström, & Chas Argent

Map Design: Ken Dunn

Mapboard Art: Kurt Miller & Nicolás Eskubi

Scenario Design: Ken Dunn

Cover Design: Nicolás Eskubi

Layout: Chas Argent

Proofing: Chas Argent, Jon Bays, Perry Cocke, Ken Dunn, Nadir Elfarra, Klas Malmström, Jose Tomas Balaguer Monferrer, Jeff Myers, Joseph Pellam, Jay Richardson, Michael Rodgers, Mark Sockwell, Paul Suderman, J.R. Tracy, Martin Vicca, & Jakub Vosahlo

Playtesting: Chas Argent, Perry Cocke, Art Douglas, Ken Dunn, Darren Emge, Steve Foren, Matt Kirschenbaum, Paul Messina, Gary Phillips, Nick Richardson, Kevin Valerien, & Brian Youse

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Module #1

1st

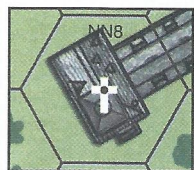
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Decision at Elst is an Advanced Squad Leader Starter Kit Historical Module for two players. It depicts the British 214th Brigade's advance toward Arnhem through the Dutch town of Elst, defended by the German *Kampfgruppe* Knaust. This area of Betuwe, also known as "the Island," was the furthest advance of XXX Corps before the official end of the MARKET-GARDEN offensive on 25 September 1944. The battle of Elst was to be the hardest fought battle on "the Island."

ORDER OF PRESENTATION:

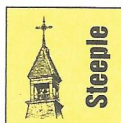
1. Terrain
2. Offboard Artillery (OBA)
3. British and SS Units
4. *DaE*: Campaign Game

1. TERRAIN



1.1 STEEPLE: A building hex with a black center dot in a white cross (EX: NN8) represents a church with a Steeple in the hex that contains the depiction of the white cross. This one hex (only) contains one additional building location above the base (or ground) level of the building. This upper level location, referred

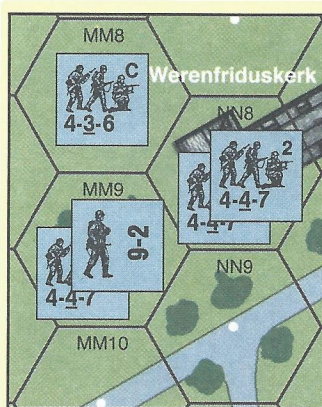
to as the Steeple, may only be entered (by going up one level) or exited (by going down one level) via a stairwell in the building hex with the Steeple. Only Infantry may enter the Steeple, which costs 1 MF to enter/exit by changing levels using the stairwell. No Guns or vehicles are allowed in the Steeple. The Steeple has the same +3 TEM as the level below it, but the lower level receives an additional +1 TEM against mortar and OBA attacks. Ground level and Steeple level units in the same building have LOS to—and may fire upon—each other but cannot engage in CC/Melee vs each other. However, neither Point Blank Fire (PBF) nor Triple Point Blank Fire (TPBF) apply to any attacks to or from the Steeple. Guns, PF, PSK, and vehicular weapons in the ground level may not fire at units in the Steeple of the same hex. A PIAT may not be fired from the Steeple into the ground level of its own hex or an adjacent hex. A unit firing a PF or PSK from a Steeple may not choose to use the +2 TH DRM to avoid a Backblast (ASLSK rule 4.4.3) attack.



 A unit in the Steeple is in a different location than units on the ground level, and except for Area Target Type and Control purposes are also treated as being in a different hex—including for stacking limit purposes. Each side is limited to one squad equivalent per Steeple, plus up to four SMC. Other than via the Area Target Type or OBA, units in the Steeple (signified by being placed on top of a Steeple counter) are not affected by fire attacks against units on the ground level and vice versa. When firing at a non-moving unit in the

Steeple hex with other than the Area Target Type, the firer must predesignate if he is firing at the ground level or the Steeple level.

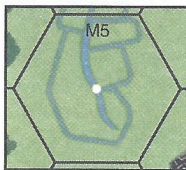
A unit in the Steeple has a line of sight (LOS) to every hex on the map except those hexes that are immediately behind an obstacle (buildings/orchards); such LOS are blocked. LOS through or into a Smoke Hindrance, including White Phosphorus, are hindered. LOS reciprocity applies. While regular Smoke in the Steeple hex does not affect units in the Steeple, White Phosphorus does.



EX: It is the German Movement Phase. Two 4-4-7s are in hex NN8 on the ground level. A 4-4-7 and 9-2 leader are in hex MM9. A 4-3-6 is in hex MM8. The leader and the 4-4-7 move from hex MM9 to hex NN8. There are now three squads and a leader in NN8. The leader and the 4-4-7 have spent 2 MF and they will now move “upstairs” to the Steeple level for an additional 1 MF for a total now of 3 MF. They are placed on top of a Steeple counter to signify that they are on a different level (and therefore in a different location) than the two squads on the ground level. Now the 4-3-6 squad moves into NN8 for 2 MF. The 4-3-6 cannot go upstairs now since the Steeple level may contain a maximum of four SMC).



1.2 POND: A pond represents an impassable water obstacle such as hex S28. No unit may enter a Pond. Smoke may not be placed in a Pond hex.



1.3 POLDER: Polder represents a 5' wide, deep, water filled drainage channel and the generally soggy surrounding ground that was prevalent in the vicinity of Elst. Hex M5 is an example of Polder. Any hex containing multiple solid blue lines is, in addition to other terrain, considered to be a Polder hex. Polder is neither an obstacle nor a Hindrance to LOS. A hex with a

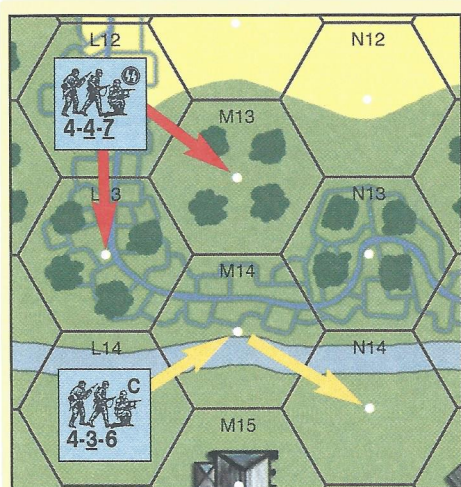
Polder in addition to other terrain types is considered to be that other terrain type (including Open Ground). The presence of more than one blue line has no additional affect. The TEM for Infantry in Polder is +1. This TEM applies to Infantry entering during the MPh only if the Infantry expends one extra MF to enter the Polder hex but not if manhandling a Gun. Only Infantry may claim this TEM, which is never cumulative with any other TEM.

Infantry may enter a hex with a Polder at the COT of that hex or it may expend the COT plus one extra MF to enter the Polder. If a unit expends this extra MF, it receives the benefit of the Polder conditional TEM and is not considered to be moving in the open for purposes of FFMO. However, Infantry must always spend an extra MF to exit a Polder hex unless leaving via a road hexside and not spending an extra MF to enter a new Polder hex. The extra MF spent to exit a Polder hex is actually spent in the Polder hex being exited. Thus, a unit attacked on the extra MF to exit a Polder hex receives the +1 Polder TEM, any Residual FP counter from that attack is placed in the Polder hex, and the unit remains in the hex if broken or pinned on that MF. The same principles apply to routing units. Infantry in a Polder hex receive the +1 Polder TEM (absent some other TEM) in all other phases or when only expending MF in that Polder hex (e.g., to recover a SW).

If, at any time during its move, an Infantry unit expends the extra MF to enter a Polder, it forfeits any claim to the road bonus movement benefit.

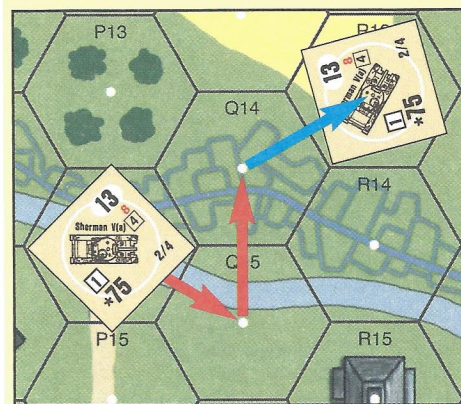
Vehicles pay COT to enter a Polder hex. To exit, they must first expend 4 MP and pass a Bog Check. The 4 MP to leave the Polder hex is spent in the Polder hex, and Bog occurs in the Polder hex. There is a +3 DRM to the Bog DR unless the vehicle declares it will spend ALL its MP (other than any Start or Stop MP and the 4 MP to leave the Polder hex) to enter the new hex. Upon passing the Bog Check, the vehicle expends the COT to enter the destination hex.

Moving on a Road negates both the Bog requirement and the extra MF/MP cost for exiting a Polder hex unless moving Infantry spends an extra MF to enter a new Polder hex.



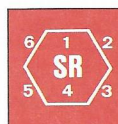
(but by doing so it must give up any road bonus). If, at the start of its next MPH, that same 4-3-6 wanted to move from M14 to N14, it may do so at a cost of 1 MF (because it is exiting M14 via a road hexside).

EX: The SS 4-4-7 in L12 wishes to move to M13. It would cost a total of 2 MF (1 MF to exit the Polder in L12 + 1 MF to enter the Orchard in M13). If the 4-4-7 wished to move to hex L13 instead it would cost a total of 3 MF if the 4-4-7 wished to take advantage of the Polder's conditional TEM (1 MF to exit the Polder + 1 MF for the Orchard in L13 + 1 MF to enter the Polder in L13). A 4-3-6 in L14 could enter M14 by spending 1 MF and not receive the conditional TEM, or it could spend 2 MF and receive the TEM



ends, it is considered stopped, and has a Bog counter placed on it in hex Q14.

EX: The British Sherman V(a) in P14 enters Q15 via the road hexside and spends 1 MP. It then changes VCA to Q14/R14 for 1 MP, then enters hex Q14 for 1 MP. It has spent 3 MP so far. The tank now attempts to enter R13. It must pay 4 MP for exiting the Polder in Q14 and take a Bog Check. If it passes the Bog Check then it spends 1 MP COT to enter the grain and is safely in hex R13 for a total of 8 MP. If it fails, then its movement



2. OFFBOARD ARTILLERY (OBA)

OBA represents a battery of guns outside the area depicted by the map, using radio-directed indirect fire to fire High Explosive (HE) or Smoke ammunition. OBA availability is usually symbolized by the presence of a radio counter in the scenario OB or the addition of an Offboard Observer in an SSR which will also define the type of OBA. Each radio counter or Offboard Observer represents one predesignated available OBA battery (i.e., module). Each battery may produce a variable number of Fire Missions, but only via the one radio or designated Offboard Observer representing it in the scenario. If that radio is eliminated, so is the opportunity to contact that battery; another radio or Offboard Observer may not be used to call in the remaining Fire Missions of that battery.

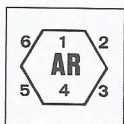


2.1 RADIO CONTACT ATTEMPT: A radio is a 1PP SW. A leader must possess a radio to use it. A radio breaks down on a Contact or Maintenance DR of 12 and is subject to normal SW Repair (ASLSK rule 1.2.4). An OBA counter—Artillery Request (AR), Spotting Round (SR), or Fire For Effect (FFE)—may be Placed, Corrected, Converted, or voluntarily Cancelled only if the friendly player currently has Radio Contact and Battery Access (2.2). Only an Observer (i.e., a Good Order leader possessing a functioning radio) may attempt Radio Contact or Maintenance, and may do so only at the start (but after all Ordnance Smoke has been attempted) of the PFPh/DFPh as his sole action for that phase aside from other allowed OBA activities. Radio Contact is established with a DR $\leq$ the Radio Contact value printed on the radio counter. If the Radio Contact DR is failed, neither the radio nor the Observer may attempt Radio Contact again until the start of his next PFPh/DFPh (whichever comes first). An Observer not in Good Order immediately loses Radio Contact.

2.11 MAINTAINING RADIO CONTACT: During each Player Turn after the initial Radio Contact is made, the possessing player may roll to maintain Radio Contact. The player must roll $\leq$ the Radio Contact value again in his next PFPh or DFPh (whichever comes first), but may deduct one from the DR (-2 if a SSR defines the battery as, or is purchased as, battalion mortar OBA). Failing to roll for Contact (for whatever reason) causes loss of Contact. Loss of Contact does not automatically cause loss of Battery Access, but lack of Contact prevents the Conversion, Correction, or voluntary Cancellation of that battery's onboard SR/FFE counter; in that case, a SR stays in place, any FFE:2 is resolved in place and then flips, and a FFE:C is removed. A Good Order Observer with a functioning radio but no LOS to the SR/FFE's Blast Height that does not roll for Contact/Maintenance causes the immediate loss of Access and Cancellation of the Fire Mission (if any). Otherwise an Observer that does not roll for Contact/Maintenance and has LOS to the Blast Height may move during the MPH and retain Access.

2.2 BATTERY ACCESS: Having established or maintained Radio Contact, the player must then immediately attempt to gain Battery Access if that battery currently has no SR/FFE counter onboard or if it has a FFE:C counter already in play onboard. Battery Access for a battery can be attempted only once per Player Turn and is gained only by randomly drawing a black card/chit from that battery's Draw Pile and revealing it to the opponent. Once gained, Battery Access is retained until the end of a RPh in which that battery has a FFE:C counter onboard or until a FFE of that battery is Cancelled (whichever comes first). Failure to gain Battery Access (i.e., drawing a red card/chit) does not break Radio Contact but ends both that Observer's and that battery's OBA actions for that phase. In addition, the second red card/chit drawn for a battery causes the loss of its Battery Access permanently for the rest of that scenario. Remove the module's SR/FFE when Battery Access is lost.

2.21 DRAW PILE: Each battery's Draw Pile is assembled prior to setup and comprises a number of black and red playing cards or different type counters (hereafter referred to collectively as chits) as indicated in an SSR. The Draw Pile is then "shuffled" and set aside for use during play. Whenever Battery Access is lost or a new chit draw is made, the previously drawn chit is removed permanently from the Draw Pile. If there is more than one battery in play, a separate Draw Pile is assembled for each.



2.3 ARTILLERY REQUEST (AR): Having established (or maintained) Radio Contact during that phase, and if he has Battery Access but no SR/FFE onboard, the player may continue his radio action in that phase by placing an AR counter in any hex in his Observer's LOS. If placement is attempted in a hex outside of LOS, remove the AR and Cancel any FFE (see 2.35).

The player then makes an Accuracy dr to determine if his Spotting Round (SR) will land accurately (i.e., in the AR's hex). Players must make a Final Accuracy dr of ≤ 2 to result in the SR landing on target. Hindrances, including Smoke and OBA, modify the Accuracy dr. If Accurate, replace the AR counter with a SR counter. If not accurate, use the error DR (2.31) to place the SR in a new hex.

2.31 DIRECTION/EXTENT OF ERROR: If the SR does not land on target on the AR, make a DR. The colored dr indicates (using the hexagonal grid reference on the AR counter) the hexside direction from the AR that the SR has landed. The white dr determines the Extent of Error (this may be limited if Correcting; 2.4) and is the number of hexes away from the AR counter along that Hex Grain in the errant direction that the SR lands. Mark this hex with the battery's SR counter and remove the AR counter.

2.32 LOS TO BLAST HEIGHT OF SR/FFE: A SR counter or FFE Blast Area has a Blast Height that can be seen anywhere on the board except that an intervening LOS obstacle will block an Observer's LOS to a SR counter or FFE Blast Area if the obstacle is a Steeple or if the Observer is adjacent to the obstacle and not at a higher elevation than the obstacle. If a SR lands offboard, use an extra board butted against the playing area to mark that SR's position (to indicate its distance to/from the AR counter). The SR is out of the Observer's LOS as long as it is on this extra board. Use the same procedure if a FFE counter lands offboard; only its onboard Blast Area is resolved and Observed in the normal manner.

2.321 END OF ACTIONS: Placing a SR, or Correcting one without pre-designating its Conversion to a FFE, ends both that Observer's and that battery's OBA actions for that phase.



2.33 SR & FFE:2 OPTIONS: At the start of each friendly PFPh/DFPh in which an Observer has gained/maintained Radio Contact and Battery Access, and has that battery's SR or FFE:2 onboard from his previous PFPh/DFPh (whichever came last), he *must* then attempt to perform one of the following, as applicable, for that battery (no other options [e.g., replacing a FFE:2 with a SR] are possible). LOS to an enemy unit is not required to place a Smoke FFE and HIP units are ignored when determining adjacency.

- If he currently has a LOS to the SR's or FFE's Blast Height but not to an enemy unit that is in or adjacent to the SR/FFE counter's hex, then he may:
 - a) Leave that SR in place; or
 - b) Leave that FFE:2 in place for resolution; or
 - c) Correct that SR or FFE:2; or
 - d) Pre designate aloud that he will Correct (per 2.4) that SR onto or adjacent to a Known Enemy Unit and then Convert it to a FFE:1 which, if he then does so, requires him to Convert the now-Corrected SR to a FFE:1 after an Accuracy dr is made for a Corrected SR. A Corrected SR that is pre designated to be Converted to a FFE receives a +1 Accuracy drm if that SR was Corrected 7-12 hexes, or a +2 Accuracy drm if it was Corrected 13-18 hexes.
- If he currently has a LOS to the SR's or FFE's Blast Height, and to an enemy unit that is in or adjacent to the SR/FFE counter's hex, then he may do everything above, or he may Convert that SR to a FFE:1 in that hex and leave it there for resolution.
- If he would have LOS to the FFE:2's Blast Height except for Smoke Hindrances, he may leave that FFE:2 in its hex for resolution.
- If, disregarding Smoke Hindrances, he currently has no LOS to the SR's or FFE:2's Blast Height, he must Correct (per 2.4) or Cancel that SR or FFE:2.
- He may voluntarily Cancel the SR, and may also attempt to place an AR (followed by a new SR).
- He may voluntarily Cancel the FFE.

- A Smoke Fire Mission (2.7) does not need a Known Enemy Unit for a SR/FFE:2 to be Converted or Corrected, but must be resolved before all HE OBA.



2.34 FFE:C: A FFE:C (Continuation) counter is never Corrected, and is resolved only vs each unit that enters its Blast Area. Its main purpose is to mark the position of the previous FFE:2 counter so that its Observer, after regaining Battery Access in the next PFPh/DFPh (whichever comes first), may place his next SR or FFE:1 counter in that same hex. At the start of each friendly PFPh/DFPh in which an Observer has gained/maintained Radio Contact and has that battery's FFE:C onboard, he must attempt to gain Battery Access. Regardless, that previous Fire Mission is now Cancelled—but if he gains Access and had a LOS to the FFE:C's Blast Height during the current phase prior to achieving Access, he may now attempt to perform one of the following for that battery:

- If he currently has a LOS to the FFE:C's Blast Height and an enemy unit in or adjacent to the hex the FFE:C is in, he may Convert that FFE:C to a FFE:1 and leave it in that hex for resolution.
- If he currently has a LOS to the FFE:C's Blast Height, he may replace the FFE:C counter with a SR, which he may also Correct normally.

Otherwise he must remove the FFE:C counter, but may also attempt to place an AR (followed by a SR) if he has Battery Access.

2.35 CANCELLED SR/FFE: Any Cancellation of a FFE immediately ends that Fire Mission and causes the removal of that FFE counter from onboard. In addition, Cancelling a FFE:2 necessitates regaining Battery Access at the start of a subsequent friendly PFPh/DFPh before a new AR can be placed for that battery. Cancelling a SR causes the removal of that SR counter but does not end a Fire Mission or lose Battery Access.

2.4 CORRECTING OBA: An Observer may Correct an existing SR up to 18 hexes, or an existing FFE:2 counter up to 3 hexes (to a hex on or adjacent to a Known Enemy Unit if not Smoke), from its current position by attempting to place an AR (2.3) outside the SR/FFE counter's present hex. Accuracy is not possible if the SR/FFE had to be Corrected because the Observer did not have LOS to the Blast Height. If the Correction is not Accurate, determine Direction and Extent of Error but limit the Extent of Error (2.31) to a maximum of one hex for every three hexes from the SR/FFE counter to the AR counter unless the SR/FFE had to be Corrected because the Observer had, disregarding Smoke, no LOS to the Blast Height.

EX: A SR is being voluntarily Corrected four hexes, but the Observer's LOS to the AR is Hindered by Dispersed Smoke. There is no Accuracy dr because the +2 drm of the Dispersed Smoke makes Accuracy impossible. Even so, the maximum Extent of Error will be two hexes: an Extent-of-Error dr of 1 will land the SR adjacent to the AR, while a dr of 2-6 will cause a two-hex error.

2.5 FFE RESOLUTION: Initial resolution of a new Fire Mission always begins with the FFE:1 side of the counter face-up. After resolution in that PFPh/DFPh, it is replaced with that battery's FFE:2 counter. After resolution in the next PFPh/DFPh, that FFE:2 is flipped to its FFE:C side unless Cancelled in the interim. Once placed, a FFE:1/2 must be resolved at the start of that fire phase. Each FFE:1 and FFE:2 attacking in the PFPh/DFPh is resolved on the IFT vs all units (including friendly units) in each hex of its Blast Area, using a separate DR vs each hex and the FP that corresponds to the battery's caliber size. An original 2 DR is a Critical Hit (ASLSK rule 6.1) against that hex. Double the firepower (up to 36); vs Infantry, reverse any positive TEM (other than the additional +1 TEM for OBA against a ground level location in a Steeple hex) and include any FFMO/FFNAM negative modifiers (see 2.51). A hex devoid of onboard units is attacked only if there is a possibility of effects vs HIP units.

The Blast Area of a FFE HE Concentration Fire Mission is the hex that the FFE counter occupies and the 6 hexes around it. Each of these hexes is attacked during an OBA attack. Any LOS drawn from, through, or into any of these 7 hexes adds a +1 maximum Hindrance to any fire attacks or Accuracy drs.

2.51 ENTERING A FFE: A HE FFE:2/C also attacks each unit/stack that enters a hex of the Blast Area or that moves upstairs in a Steeple hex in the

Placing a New Spotting Round:

- Battery Access does not currently exist:*

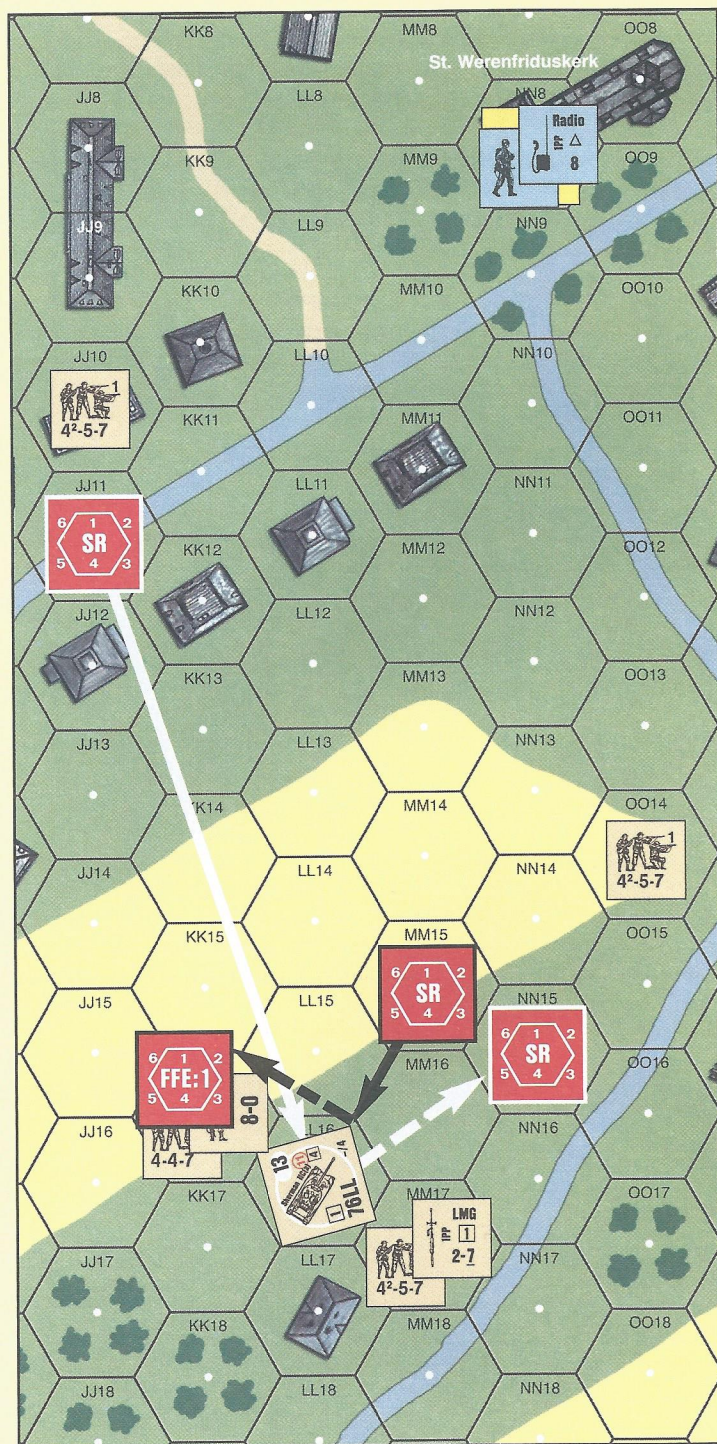
- Handling an existing SR/FFE:2 with Radio Contact:*

- EX: The Germans have an 8-1 leader with a radio in the Steeple in hex NN8. The German has a 100mm OBA module available. There is a SR (outlined in white) in hex JJ11 and the German has Battery Access. It is the German Prep Fire Phase. The German has not chosen to fire any Ordnance Smoke so he must now do all OBA actions that he can and wants to do before any other actions this phase.

If he chooses to use his OBA, the German player has several options. But first he must maintain his Radio Contact by making a DR less than or equal to the Radio Contact number (he has a -1 DRM since he already has contact). He passes this and then may either leave the SR where it is, Convert to a Smoke mission, or he may Correct the SR. He has a LOS to the Blast Height of the SR but he does not have LOS to the unit in JJ10 therefore he *may not* Convert the SR to an HE FFE in hex JJ11.

The German player wishes to Correct the SR from JJ11 to LL16, a Correction of 6 hexes. Since this is a long Correction, he chooses not to Convert the SR to a FFE. In order to Correct, he places an AR counter on the desired hex of LL16. Next, he makes a dr to see if the SR is accurate. It is not, therefore the SR errs. Because the Correction was 6 hexes the error will only be a maximum of 2 hexes. He rolls 2 dice, the colored die determines the direction (which is a 2) and the white die determines the distance (he rolls a 6 so that is the maximum error or in this case 2 hexes). Thus the Corrected SR lands in hex NN15. The German places the SR in that hex and removes the AR counter. His OBA actions for this Prep Fire Phase are over.

EX: Now instead of a SR in hex JJ11, the SR (outlined in black) is in hex MM15. The German can see the Blast Height of the SR and all the British units except the 4-5-7 in hex JJ10. The German chooses to Correct the SR and then Convert. He must predesignate this action and he picks hex LL16 to Correct the SR to. He places the AR counter in hex LL16 and rolls for accuracy. He is inaccurate but because he only Corrected the SR two hexes it will only err one hex. He rolls a die and errs in direction 6 to hex KK16. He places the SR there and then Converts it to a FFE:1 counter. The British must now undergo a 20 FP attack on the IFT in hex KK16 and hex LL16. If there were any British units in hexes LL15, KK15, JJ15, JJ16, or KK17, they would have to undergo similar attacks. Each affected hex is attacked with a separate DR. The FFE:1 is replaced with a FFE:2 at the end of the last attack caused by the OBA module and the German player's OBA actions are finished for this turn.



Blast Area during the MPh/RtPh/APh; FFMO/FFNAM can apply during the MPh (only) and non-moving units in the hex are not affected. A moving unit/stack can undergo a FFE attack in its MPh and again (along with the hex's other contents) in the DFPh. During the RtPh, a FFE does not cause Interdiction, but rather an actual attack on the IFT if a unit routs through the Blast Area.

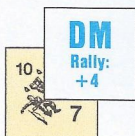
2.52 TEM: OBA resolution is subject to TEM, including Air Bursts and +1 for Gunshield, but not Height Advantage. Hindrances (including Smoke) do not affect the IFT resolution of an OBA attack.



2.53 AFV: An HE FFE attacks an AFV as if hit on the ATT (7.11) except that the IFT column of the battery's full caliber size is used. Use the OBA's IFT DR to determine the hit location.

2.54 FRIENDLY UNITS: Each unit has its Morale Level lowered by one while within the Blast Area of a friendly HE FFE.

2.55 vs HIP UNITS: OBA resolution is not halved on the IFT when attacking a potential hex of a HIP unit.



2.6 ROUT: A routing unit can rout into/out of/within a FFE at its option, but is not forced to do so merely to reach the closest woods/building hex.

2.7 FIRE MISSIONS: A Fire Mission consists of the entire time between Battery Access draws in which a FFE is on board. There are two possible types of Fire Missions: HE Concentration and Smoke Concentration. A Smoke Concentration (if the player has access to both as defined by SSR) must be announced when the FFE:1 appears on board or when the SR is predestinated for Conversion. A Fire Mission may not be switched from one type to the other for the duration of that Fire Mission.

A Smoke Concentration does not attack on the IFT. In the PFPh it places a +3 (full) Smoke counter in each hex of the Blast Area instead. In the DFPh it places a +2 (Dispersed) Smoke counter in each hex of the Blast Area. Unlike HE, LOS to an enemy unit is not required to place a Smoke FFE.

2.8 OFFBOARD OBSERVER: An SSR may give a player an Offboard Observer and it will specify a particular hex. All LOS checks are made from this hex but because the hex is not in play, no fire or movement from or to this hex may take place. Radio Contact and Maintenance are automatic for Offboard Observers.

2.9 ROCKET OBA: Rocket OBA is only available to the Germans and only by SSR or purchase in a CG. No SR is placed, nor is a Rocket FFE subject to Correction. Rocket OBA never receives more than one Fire Mission per battery. Error is automatic, so no Accuracy dr is made. After gaining Battery Access, the player simply places an AR normally, rolls for error, and places a FFE:1. If there is any unit (including friendly and potential HIP) in the Rocket Blast Area, the Rocket FFE:1 is resolved in the affected hexes. The Blast Area of a Rocket OBA is comprised of all onboard hexes within two hexes of the FFE counter. In the next PFPh/DFPh, the FFE:2 is resolved in the hex unless the FFE:2 is Cancelled; if (disregarding Smoke) the Observer does not have LOS to the FFE's Blast Height, the FFE:2 is Cancelled. Smoke may not be used with Rockets.

3. BRITISH AND SS UNITS



3.1 BRITISH COWERING: British Elite and 1st Line MMC do not cower.



3.2 SS INFANTRY: SS squads (6-5-8/4-4-7) and HS (3-4-8/2-3-7) are elite Class troops differentiated by the SS insignia on the counter and their increased Morale Level on their broken side. Due to their underlined morale, they are not subject to ELR. 6-5-8 SS squads have Assault Fire capability at this point in the war.

4. DECISION AT ELST: CAMPAIGN GAME

4.1 INTRODUCTION: The *DaE* Campaign Game (CG) consists of a variable number of interrelated scenarios each simulating a part of the Battle for Elst that took place from 23–25 September 1944.

4.11 BETWEEN SCENARIOS: Between Campaign Game (CG) scenarios, players make use of a special CG Phase called the Refit Phase (RePh) wherein each side takes stock of what has happened and prepares for further combat in the next CG scenario. In the RePh, Reinforcement Groups (RG) may be purchased through the expenditure of Campaign Purchase Points (CPP).

4.12 CASUALTIES: The amount of casualties suffered in a CG scenario does not directly impact any aspect of the CG other than allowing for MMC Replenishment (4.513).

4.13 CG ROSTER & RG PURCHASE RECORD: The *DaE* "CG Roster" and "RG Purchase Record" provided should be photocopied and used to keep track of RG purchased and CPP spent/remaining. Their use will be covered in more detail in section 4.5.

4.2 DEFINITIONS & ABBREVIATIONS: The following glossary explains abbreviations and important terms used frequently in the *DaE* Campaign Game system.

CG: Campaign Game.

CG Date: Each CG Date consists of the calendar day plus a Morning, Mid-Day, or Afternoon reference. One CG scenario may be played per CG Date. Hence up to 3 scenarios may be played per day, one Morning, one Mid-Day, and one Afternoon. See the 4.514 CPP Replenishment Table for possible CG Dates.

CG End: The CG Scenario End that occurs on the 25 Mid-Day CG Date, or if one side concedes victory.

CG Roster: The sheet used to record information for each CG Date. During the RePh, one line is filled out per CG Date.

CG Scenario End: Occurs when both the CG scenario being played and the ensuing RePh steps have occurred.

Coy (Company): A CG Infantry RG organization type.

CPP (Campaign Purchase Points): Used for purchasing RG in the RePh.

Depleted: A purchased RG received at less than full strength.

Eliminated: Units/Equipment "Eliminated" in a CG are removed from that side's OB (i.e., are not Retained). Keep track of eliminated MMC for possible Replenishment.

Enterable: A hex that the unit in question could enter (disregarding its occupation by an enemy unit) during a hypothetical MPh/APh. If defined in relation to a Setup/Entry Area (or a path of hexes drawn to/from/between such) the hex must be Enterable along that path.

Entry Area: See SSR CG7.

Equipment: Any SW/Gun/vehicle that can be a part of a side's OB.

Escape: The RePh process by which a unit attempts to exit an Isolated Location/No Man's Land/enemy Setup Area/Uncontrolled Territory that it cannot remain in, to a friendly Setup Area or Eligible Entry Area.

Front Line Hex: A Setup Area hex that shares $\geq$ one hexside with $\geq$ one hex of an enemy Setup Area/No Man's Land/Uncontrolled Territory hex.

Full Strength: A RG received *in toto*.

Idle Date: A CG Date in which both sides have picked an Idle Chit (no CG scenario is played).

Initial Scenario: The 23 Afternoon Scenario gives each side's setup/entry restrictions, CG Victory Conditions, Initial Scenario SSR, and starting OB applicable only to that initial scenario.

Isolated: A unit/Weapon in a friendly Setup Area hex from which it cannot trace a path of contiguous, Enterable, Uncontrolled Territory hexes or friendly Setup Area hexes to an Eligible Entry Area. A hex or Setup Area is considered Isolated if an Infantry MMC would be Isolated upon being set up therein.

No Man's Land: A non-Strategic Location within two hexes of both friendly and enemy Controlled Strategic Locations.

OB (Order of Battle): All the units and Equipment of a side that are eligible

to participate in the next CG scenario. Includes all Retained units and Equipment, plus all RG purchased since the last CG scenario, and all Replenished units.

Pltn (Platoon): A CG Infantry/AFV RG organization type.

RePh (Refit Phase): The series of steps performed between CG scenarios. All rules beginning with 4.5 are RePh rules or steps.

Replenished: Those Infantry units returned to the OB from the eliminated pile per 4.513.

Retained: All units/Equipment/RG in a side's OB that are available for setup/entry in the next CG scenario. In *DaE*, such unit/Equipment is required to either set up in the Setup Area it was Retained in or to enter at an Eligible Entry Area.

RG (Reinforcement Group): Usually a number of units/Equipment purchased as a group for use in the CG as additions to a side's OB. Also includes OBA.

RG Purchase Record: The sheet used to record the units and information for each CG RG type. One line is filled out for each RG purchased.

Sect (Section): A CG Gun RG organization type.

Setup Area: Each Strategic Location Controlled by a side, plus each non-Strategic Location hex that is within two hexes of such a Strategic Location but not within two hexes of an enemy Controlled Strategic Location. Each such non-Strategic Location hex must also be Enterable by Infantry from a Strategic Location of that Setup Area. Friendly Setup Areas that overlap or touch are considered as one Setup Area.

Shift: The RePh process (4.511) by which a Retained unit attempts to exit its current Setup/Entry Area to another friendly Setup Area or Eligible Entry Area.

Strategic Location: Each road exit/entry hex on the east, north, and west map edges and each building hex is a Strategic Location. Each hex that is occupied by a friendly, mobile vehicle with a functioning MA but no enemy mobile vehicle with functioning MA is also a Strategic Location, provided that it is not a road exit/entry hex.

Strength: A Pltn/Sect/Coy/Troop RG is received at Full Strength unless Depleted.

Troop: A CG AFV RG organization type.

Uncontrolled Territory: All non-No Man's Land hexes that are not part of any Setup Area, i.e., are ≥ 3 hexes from all Controlled Strategic Location hexes.

Weapons: Any SW, Gun, or vehicle using the IFT or TH table to cause damage to the opponent.

4.3 CAMPAIGN GAME SPECIAL RULES: The following CG SSR apply in all *DaE* CG scenarios and RePh:

CG1. MAP: Each CG scenario uses the entire *DaE* map.

CG2. GAME END: The Turn Record Chart for all CG scenarios is located on the *DaE* map. All CG scenarios have a variable game length. Starting at the end of Game Turn 5, the German player makes a Scenario End dr; if it is less than or equal to the circled number in the current turn's box on the *DaE* Turn Record Chart, the scenario ends immediately. Scenarios may end by mutual agreement of both players at the end of any Player Turn. If neither of these has happened by the end of Game Turn 8, the scenario ends.

CG3. OBA: Each side is limited to using a maximum of two OBA modules per CG scenario (with usage being defined as having its radio in play at any time during a CG scenario). When an OBA module is selected as a RG, the player automatically gets a radio. Both the Germans and the British receive 8 black and 3 red chits for each OBA module. All modules may fire HE and Smoke. An OBA module that has placed a FFE in the just played CG scenario is eliminated for purposes of the next scenario, as is its radio. An OBA module that has not placed a FFE in the just played CG scenario is Retained for the next CG scenario, complete with functioning radio and 8 black chits and 3 red chits.

CG4. SELF-RALLY: Each side is allowed two MMC self-rally attempts in the RPh of their Player Turn.

CG5. GERMAN PF: For each CG scenario, the number of PF initially available to the German side is 1.5 times the number of German squads set

up on-map. During play whenever at least one squad enters as a reinforcement, the number of available PF is immediately increased by 1.5 per reinforcing squad (fractions rounded down). PF are available for each CG scenario.

CG6. RETAINED RG: Regardless of whether it was used during a CG scenario, each purchased RG is Retained until eliminated in a CG scenario. Each unentered RG (or part thereof) is Retained.

CG7. ENTRY AREAS: The British may enter anywhere along the west edge. The Germans may enter on hexes TT6 and TT7 and along the north and east edges on/between the blue arrows (hexes S1 and TT8) on hexes that are not part of any British Setup Area.

CG8. RG SETUP/ENTRY: If set up on-map, units/Equipment of a RG must be set up in the friendly Setup Area they are Retained in. All units/Equipment that set up off-map during the RPh but do not enter during that same Player Turn forfeit their entry in the present CG scenario, but are Retained for the next CG scenario. All units/Equipment of the same RG must initially be set up in the same Setup Area or enter from the same Entry Area.

CG9. GUNS: Each non-vehicular Gun that ended the last CG scenario on-map must be set up within three hexes of the hex in which it ended that scenario. If the Gun is not in a friendly Setup Area, then it must attempt to Escape. If unpossessed and not in a friendly Setup Area, then the Gun remains in its hex unpossessed by either side.

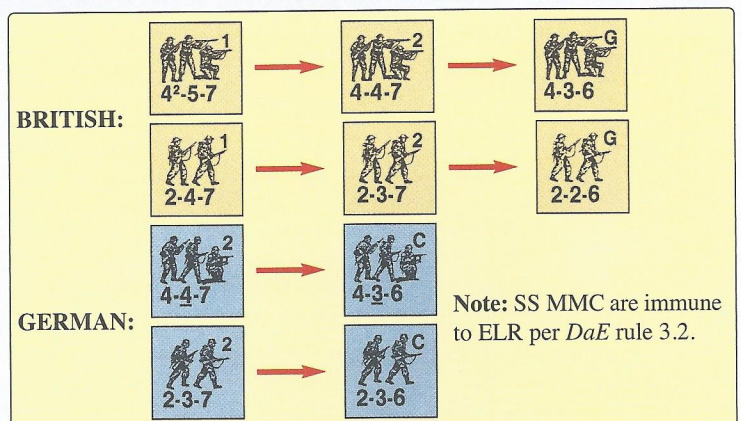
CG10. ROAD EXIT/ENTRY HEX CONTROL: A Strategic Location road exit/entry hex (A3, A12, A19, TT6, TT7, TT20, B0, D0, T0, Z0, DD0) is Controlled by the last side to Control it and all adjacent hexes by moving through these hexes with a Good Order MMC. At the start of each CG scenario, each side Controls only the Strategic Location road hexes (and adjacent hexes) within its Setup Area.

CG11. MAP EXIT: Each unit/Weapon that exits the map during play via an Eligible Entry Area cannot re-enter during that CG scenario, but is Retained in that Entry Area. However, each such broken Infantry unit must take a NMC (a Good Order leader's DRM can apply) immediately upon exiting. Failure of this NMC causes Casualty Reduction (and if it is eliminated so is any possessed SW). Otherwise, anything exited from the map is eliminated. British Infantry exiting the map for Victory Condition purposes need not make this morale check, but they may not re-enter the map.

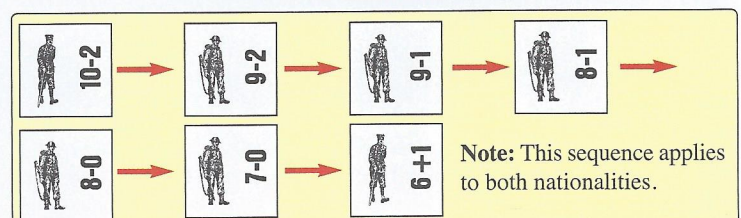
CG12. STUG IIIG(L): *StuG IIIG(L)* have their Depletion Numbers increased by 1 (i.e., to A5 and s9), and have no CMG per the Vehicle Note on page DE14.

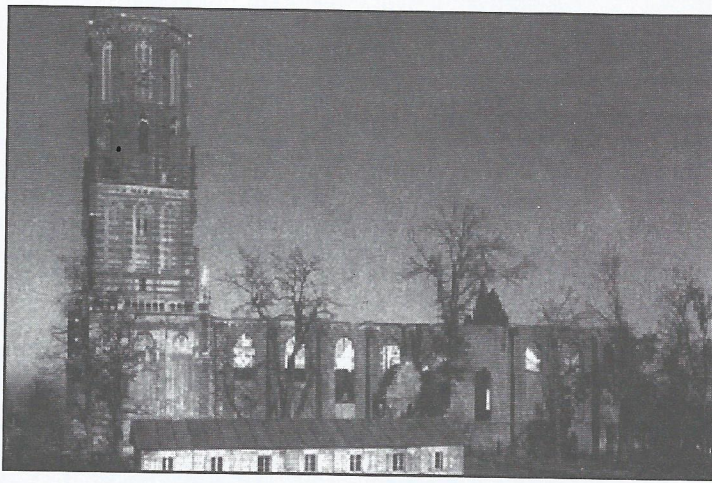
CG13. ELR: British ELR is 3. The ELR for all German SMC is 3. The ELR for non-SS German MMC is 2 (see 3.2).

MMC ELR Chart:



SMC ELR Chart:





4.4 INITIAL SCENARIO: For the initial scenario for the *DaE* CG, both players skip the RePh and set up per the scenario instructions.

4.41 *DaE* Campaign Game: **THE ISLAND**

CG Length: 23 September Afternoon – 25 September Mid-Day

CG Victory Conditions: The British win by Controlling building NN8. They must also exit at least 20 VP off the map on/between hexes TT6 and TT20. Each squad or crew exited is worth 2 VP, each half-squad is worth 1 VP, each -2 leader is worth 3 VP, each -1 leader is worth 2 VP, and each 0 or +1 leader is worth 1 VP.

CG Balance Provisions:

German: Delete both mortars from the British Initial Scenario OB.

British: Reduce German OBA in the Initial Scenario from 100+mm to 80+mm.

4.42 INITIAL SCENARIO SETUP SEQUENCE: Germans set up first; British move first.

4.43 INITIAL SCENARIO SPECIAL RULES:

1. The Germans receive one module of 100+mm OBA (HE/Smoke).

4.5 REFIT PHASE: The following steps (4.501-.517) are performed simultaneously by each side during the Refit Phase (RePh), which occurs between each CG scenario. Each step (and sub-step) must be carried out in the order given; those not applicable to the current situation may be omitted. Those preceded by a "\$" are the only steps necessary to achieve CG Scenario End after the last Player Turn CPh. Those preceded by a "#" are per-

formed in repeated sequence until a new CG scenario is generated in RePh step 4.517.

RePh Sequence:

- \$ 4.501 Conclusion of Melee
- \$ 4.502 Marker Removal
- \$ 4.503 Rally & CG Scenario End
- 4.504 Shock & Bog
- 4.505 Setup Area Determination
- 4.506 Escape
- 4.507 Equipment Possession
- 4.508 Wounded Leaders
- 4.509 Recombining
- # 4.510 New CG Date
- # 4.511 Shift
- # 4.512 Equipment Repair
- # 4.513 MMC Replenishment
- # 4.514 CPP Replenishment
- # 4.515 Purchasing Reinforcement Groups
- # 4.516 RG Strength, Weapons, & Leaders
- # 4.517 Initiative Determination
- 4.518 Unit Setup



4.501 CONCLUSION OF MELEE: All opposing units in the same hex are now assumed to be in Melee. Units in such hexes must undergo an unlimited number of Melee rounds until no more CC attacks can be made. The side that moved first in that scenario is considered the ATTACKER. Following the conclusion of the first round of RePh Melee in a hex, each pinned unit becomes unpinned, all CX counters are removed from the hex, and each Stun counter therein is flipped to its "+1" side (the vehicle may still be Recalled if applicable and may be marked as CE if desired). Melees may be resolved in any order desired.

4.502 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time.

- a) OBA counters (including radios if not Retained);
- b) Smoke counters;
- c) Acquired Target, DM, CX, Motion, and CE counters.

4.503 RALLY & CG SCENARIO END: All currently broken units of both sides automatically rally. No DR is made. Final building/hex Control is determined. After this step, CG Scenario End occurs.

INITIAL SCENARIO OB:



Elements of *Kampfgruppe Knaust* [ELR: 3/2; see SSR CG13] set up on/east of hexrow E:

6 ⁺ 5-8	4-4-7	4-4-7	9-2	9-1	8-1	8-0	7-16	5-12	3-8	12-4	8	15 18 6 75LL 3/5/2
3	5	5						2	4	2		2

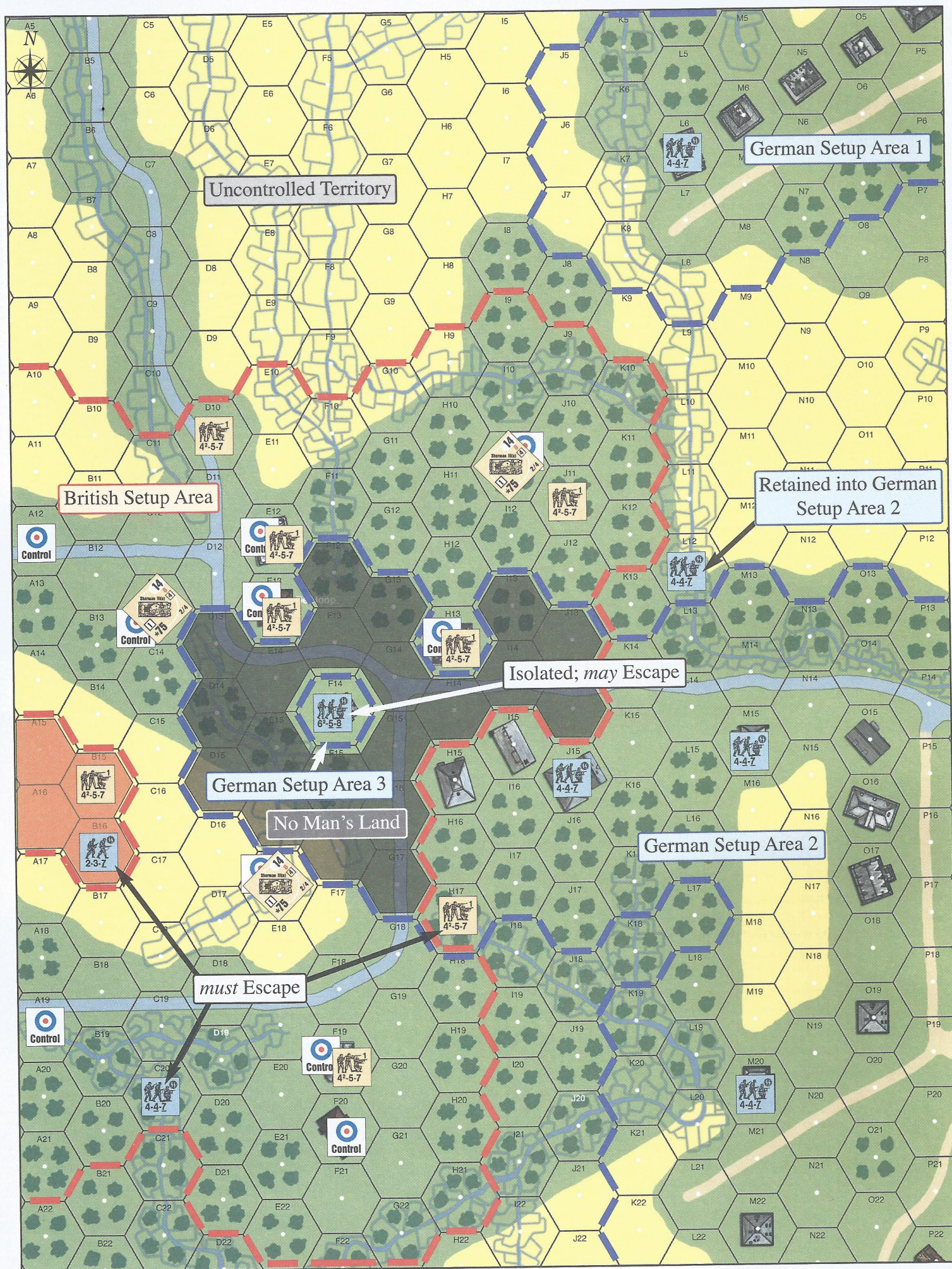


Elements of 214th Brigade, 43rd Wessex Division [ELR: 3] set up on/west of hexrow D and/or enter on/after Turn 1 along the west edge:

4 ⁺ 5-7	2-4-7	2-2-8	10-2	9-1	8-1	8-0	7-0	4-12	2-7	8-3	51 [2-11]
20	2	4						4	8		2

Elements of 4/7 Dragoon Guards, 8th Armoured Brigade enter on/after Turn 1 along the west edge:

13 76LL -/4	14 75 2/4
	5



4.504 SHOCK & BOG: Each Shocked vehicle must undergo enough recuperation attempts to resolve the shock, until either the marker is removed or the vehicle eliminated. Each bogged/mired vehicle must

undergo Bog removal attempts until it is either unbogged or Immobilized (MP expenditure is immaterial).

4.505 SETUP AREA DETERMINATION: Each side now determines its Setup Areas for the next CG scenario per 4.5051-.5055.

Each side may at any time place a friendly hex Control marker in a Strategic Location that it currently Controls, especially if that Strategic Location's Control might become disputed at some later point. A Control marker must be removed or flipped if the Controlling side loses Control of that Strategic Location. A non-Strategic Location may still be Controlled but does not receive a Control marker. A Setup Area may currently contain no units but can still have friendly units Shifted into it unless it is Isolated.

4.5051 NO MAN'S LAND: As each side determines its Setup Area(s), there will be portions of the map where two opposing Setup Areas overlap. A non-Strategic Location within two hexes of both friendly and enemy Controlled Strategic Locations is a No Man's Land hex. A No Man's Land hex can never be part of a Setup Area. A Strategic Location can never be No Man's Land (though it can be Isolated). Each immobile vehicle in No Man's Land is flipped to its wreck side.

4.5052 ISOLATED UNITS: An Isolated unit/Weapon is one in a friendly Setup Area hex from which that unit (or for a Weapon only, a hypothetical Infantry MMC) would be unable to trace a path of contiguous, Enterable, Uncontrolled Territory hexes or friendly Setup Area hexes to an Eligible Entry Area.

4.5053 UNCONTROLLED TERRITORY: Uncontrolled Territory refers collectively to all hexes that are neither No Man's Land nor part of either side's Setup Area. Each Infantry unit (and its possessed Equipment) and mobile vehicle in an Uncontrolled Territory hex at CG Scenario End is Retained into the nearest friendly Setup Area (even if Isolated, but ignoring any Isolated Setup Area that would result in overstacking) or Eligible Entry Area. Nearest is defined as along the shortest path of contiguous Enterable, Uncontrolled Territory hexes, owner's choice of Area if equidistant. Each personnel unit/mobile vehicle unable to trace such a path is required to attempt Escape. Each immobile vehicle without functioning MA is flipped to its wreck side.

4.5054 SURROUNDED HEXES: Each Uncontrolled Territory hex, and each unoccupied Strategic Location, that is currently completely enclosed within a Setup Area of only one side (including, for this purpose, any board edges) becomes part of that Setup Area.

DRAWING THE PERIMETER: (refer to the illustration on page DE8)

The players have completed their first CG Date (23 Afternoon) and must now record their Setup Areas (4.505-.5055). The Strategic Locations (building hexes, west-edge road hexes, and mobile vehicles with functioning MA) that the British Control are marked with British roundel Control markers. The Germans Control all other building hexes.

The Setup Areas are outlined by marking hexsides that are two hexes away from a Strategic Location Controlled by the side enclosing its Setup Area and connecting those hexes to each other in order to form a completely enclosed area (with a board edge forming one solid edge if appropriate).

The British Setup Area is outlined in red and extends from A10 to the east, then south, then west to A21. The Germans have three Setup Areas (outlined in blue): #1 is centered on buildings L6-O5, #2 on buildings M15, H15, and M20, and #3 on the single hex F14. Non-Strategic Locations within two hexes of both British-Controlled and German-Controlled Strategic Locations are No Man's Land and are shaded gray; they cannot be part of a Setup Area. Note that hexes E13 and H13 (Strategic Locations Controlled by the British) and hexes H15 and I15 (Strategic Locations Controlled by the Germans) cannot be No Man's Land and are thus part of the Setup Area to which they are adjacent.

Hexes that are ≥ 3 hexes from all Strategic Locations are Uncontrolled Territory hexes initially, but each such hex completely enclosed within a Setup

4.5055 MARKING THE MAP: Included in the *DaE* rulebook (on page DE19) is a reduced sized map. Each side should now record its Setup Area(s) on a photocopy of that map. Both sides outline (in different colors, but on the same photocopy) each Strategic Location they Control. Mark them as to type e.g., "B" for building hex, "R" for road exit/entry hex, or "V" for mobile vehicle with functioning MA. Once all Strategic Locations have been marked, draw each side's Setup Areas by tracing a line along the hexsides of all hexes within two hexes of each friendly Controlled Strategic Location connecting these hexes in an uninterrupted line. Use different colors for each side. Each Setup Area should be an enclosure.

Mark all No Man's Land hexes that have been formed by overlapping British and German Setup Areas. These hexes are removed from any Setup Area. After all Setup Areas have been determined, each side should record on the reduced sized map an ID for each one. Subsequent changes, if any, to the status of the Strategic Locations during the remainder of the RePh do not affect the Setup Areas.

4.5056 IN FRIENDLY SETUP AREA: Each unit/Equipment currently in a friendly Setup Area is Retained therein.

4.5057 NOT IN FRIENDLY SETUP AREA: Use the charts on page DE10 to determine what happens to on-map units/Equipment that do not end a CG scenario inside a friendly Setup Area. Note that the actions below are to be carried out in order according to the RePh sequence.

4.506 ESCAPE: Each Infantry unit or mobile vehicle ending a scenario in No Man's Land, or in an enemy Setup Area, or in Uncontrolled Territory from which it is required to Escape, must attempt Escape. Each Infantry unit or mobile vehicle ending a scenario Isolated may attempt Escape. If more than one personnel unit in the same hex wishes to Escape, they may combine into one or more stacks; each stack then makes its own DR on the Escape Table. When attempting Escape, each MMC may portage up to 5 PP, and each unwounded SMC may portage up to 2 PP. A wounded SMC may not portage anything. Prior to its possessor's Escape attempt, each SW/Gun may be dropped or eliminated or transferred.

4.5061 ESCAPE RESULTS: If a unit survives its Escape attempt, it and all Equipment it took with it are Retained into a friendly Setup Area or off-map at an Eligible Entry Area, whichever is nearest in a path of contiguous Enterable hexes (Escapee's choice if equidistant, but always using as few enemy Setup Area hexes as possible), but may ignore Isolated Setup Areas. If a unit is eliminated by the Escape attempt, all Equipment it took with it is eliminated.

4.507 EQUIPMENT POSSESSION: Each piece of Equipment in a Setup Area is Retained (as captured if applicable) therein by the side Controlling that Setup Area. At its (new) owner's option, each such non-vehicle piece may be eliminated by any personnel Retained in that Setup Area.

Area of only one side (and/or a board edge) becomes part of that Setup Area (4.5054). Thus, hexes shaded red (A15, A16, B15, and B16) become part of the British Setup Area.

The British tanks are all retained into the British Entry Area (4.5127) and all British Infantry units are retained into their single Setup Area except for the 4-5-7 in H17. This squad is in an enemy Setup Area and must roll to Escape (4.506) to the British Setup Area with a net 0 DRM (+1 in enemy Setup Area, +1 greater than one HS, -2 adjacent to a friendly Setup Area), which means it will probably Escape somehow; it will be replaced (by a 4-4-7) on a DR of 9, Casualty Reduced (to a 2-4-7) on a DR of 10, Replaced and Reduced (to a 2-3-7) on a DR of 11, but Eliminated on a DR of 12.

The SS 2-3-7 in B16 and the SS 4-4-7 in C20 are in an enemy Setup Area and must roll to Escape to (respectively) Setup Area 3 and Setup Area 2, the former with a +1 DRM, the latter with a +2 DRM, ignoring any replacement results (3.2). The SS 2-3-7 in B16 could ignore Isolated Setup Area 3 (4.5061) and Escape instead to Setup Area 2. The SS 4-4-7 in L12 is retained into Setup Area 2 (4.5053). The SS 6-5-8 in F14 may (but need not) roll to Escape to Setup Area 2 with a +3 DRM.

The SS 4-4-7 in L6 may roll to Shift (4.511) to Setup Area 2 with a 0 DRM. Any of the British units Retained in the British Setup Area may automatically Shift into the west-edge Eligible Entry Area as they are adjacent.

4.5057 NOT IN FRIENDLY SETUP AREA CHARTS

Infantry/Mobile Vehicle

In enemy Setup Area	must attempt Escape
In No Man's Land*	must attempt Escape
In Uncontrolled Territory	is Retained into nearest friendly Setup Area/Eligible Entry Area or must attempt Escape

Unpossessed Equipment

In enemy Setup Area	is captured or eliminated (enemy's choice)
In No Man's Land	is left in place unpossessed
In Uncontrolled Territory	is left in place unpossessed

Immobile Vehicle without Functioning MA

All cases	is flipped to wreck side
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Immobile Vehicle with Functioning MA

In enemy-Controlled Strategic Location hex	is flipped to wreck side
In enemy Setup Area or No Man's Land	is flipped to wreck side
In Uncontrolled Territory	is Retained by owner in its current hex

ESCAPE TABLE

Final DR	Infantry	Mobile AFV
≤ 8	Escapes	Escapes
9	Escapes; Replaced	is flipped to wreck side
10	Escapes; Casualty Reduced	is flipped to wreck side
11	Escapes; Replaced and Casualty Reduced	is flipped to wreck side
12	All units/Equipment eliminated	is flipped to wreck side

DRM:

- +x Leader DRM (NA to lone leader)
- 1 If AFV
- 1 If lone, unwounded SMC
- 2 If adjacent to a friendly Setup Area
- +1 If in enemy Setup Area
- +1 If wounded
- +1 If Stunned
- +2 If Isolated
- +4 If possessing a Gun
- +1 per HS for more than 1 HS using same Escape DR (1 squad = 2 HS)



4.508 WOUNDED LEADERS: Each side makes a dr on the following table for each currently wounded Retained leader:

WOUNDED LEADER TABLE

Final dr	Result
≤ 1	Retained unwounded
2-4	Retained wounded
≥ 5	Eliminated

drm:

- +1 If Isolated



4.509 RECOMBINING: All Retained, same-type HS within the same Setup/Entry Area (or within the Eliminated Pool) must now recombine into squads (2 HS = 1 squad) so that no more than one of each HS type is Retained in that Area.

4.510 NEW CG DATE: Each passage of this RePh step represents the start of a new CG Date.

4.511 SHIFT: An Infantry unit or mobile vehicle (or group of such) retained in a Setup Area may attempt to Shift to another friendly Setup Area or Eligible Entry Area. An Infantry unit (or group of such) retained in an Entry Area may attempt to Shift to a non-Isolated friendly Setup Area. A unit/group that wishes to Shift from a Setup Area must be able to trace a path (of any length) of contiguous, Enterable (by all units of the Shifting group) Uncontrolled Territory hexes, friendly Setup Area hexes, or Eligible Entry Area hexes from any friendly Controlled hex of that Setup Area to any hex of the Area to which it is attempting to Shift. When attempting Shift, each MMC may portage up to 5 PP, and each unwounded SMC may portage up to 2 PP. A wounded SMC may not portage anything. Prior to its possessor's Shift attempt, each SW/Gun may be dropped or eliminated or transferred. A Gun cannot be Shifted.

Make a separate Secret DR on the following table for each unit/group attempting to Shift. If a unit/group Retained in a Setup Area wishes to Shift to an Eligible Entry Area that is part of or adjacent to that Setup Area, it is automatically successful. Only one Shift attempt may be made per unit/group per CG Date, and all units attempting to Shift from the same, and to the same new, Entry or Setup Area must do as a single group.

If a friendly Setup Area no longer has any units in it, it is still Controlled by the last side to Control that Area.

SHIFT TABLE

Final DR	Result
≤ 8	Shifted safely
9-10	No Shift
11	Shifted, possible casualties*
≥ 12	All units and Equipment eliminated

DRM:

- 1 If entire path can be traced on road/open ground hexes
- +1 Per every five Uncontrolled Territory hexes along path

* Each personnel unit suffers Casualty Reduction on a subsequent dr ≥ 4; each vehicle is eliminated on a dr ≥ 4. Roll separately for each unit.

4.512 EQUIPMENT REPAIR: Each side performs the applicable step(s) below:



4.5121 IMMOBILIZED VEHICLE: Each Immobilized vehicle must make a dr on the following table to determine if the immobilization is repaired:

IMMOBILIZATION REMOVAL TABLE

Final dr	Result
≤ 2	Become mobile
≥ 3	No change

drm:

- +1 If Isolated
- +1 If in Front Line Hex
- +1 If in Uncontrolled Territory



4.5122 STUNNED AFV: A side Retaining an AFV suffering the results of a Stun must make a dr on the following table to determine if the vehicle recovers from the stun result:

AFV STUN RECOVERY TABLE

Final dr	Result
≤ 2	Recover
3-5	Retain Stunned
≥ 6	Eliminated

drm:

- +1 If Isolated



4.5123 WEAPON REPAIR: Each side now makes a separate dr on the table below for each friendly malfunctioned, Retained Weapon in each friendly Setup/Entry Area that contains person-

nel. On a roll of a 1 or less the Weapon is repaired, anything greater than a 1 eliminates the Weapon. A Disabled vehicular MG may be automatically repaired (even if Disabled by the above process) by eliminating a friendly SW LMG. In all cases the MG to be eliminated must be Retained within the same Setup/Entry Area as the AFV.

WEAPON REPAIR TABLE

Final dr	Result
≤ 1	Repaired
≥ 2	Eliminated*

drm:

-1 If vehicular-mounted
-x Weapon repair number
+1 If only Non-Qualified Use possible
+1 If Isolated

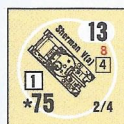
*If vehicular-mounted, the weapon is Disabled; if the MA, the AFV is immediately Recalled.

4.5124 CAPTURED EQUIPMENT: Each side now makes a separate dr for each functioning captured and Retained Weapon in each friendly Setup/Entry Area that contains personnel. If greater than or equal to 4 the Weapon is eliminated. Each already malfunctioned captured Weapon is eliminated.

4.5125 SPECIAL AMMO: Each non-captured, non-Isolated Weapon which has some form of Ammo depletion is automatically replenished.

**Low
Ammo
B# -1**

4.5126 LOW AMMO: Each Low Ammo marker on non-captured, non-Isolated Weapons is removed.



4.5127 BRITISH TANKS: All mobile, non-Isolated British tanks are retained into the British Entry Area instead of remaining on-map at the end of any Afternoon scenario. They are available for entry in the next CG scenario. British tanks may not be purchased for on-map setup for any Morning scenario.

4.5128 AFV RECALL: Each Retained AFV under Recall is eliminated.

4.513 MMC REPLENISHMENT: Both sides may now Replenish their onboard units by resurrecting MMC from the previous CG scenario's Eliminated Pool. Each side keeps track of its eliminated Infantry units, placing them aside, and may bring back 25% of all squad equivalents eliminated (fractions rounded down). These units are placed in any non-Isolated Setup Area or Eligible Entry Area. However, each unit brought back must first be replaced by the next lower quality unit as if it had experienced an ELR failure. These units do not count as a purchased RG in any way. An SS 6-5-8 squad is replaced by an SS 4-4-7 squad, and an SS 4-4-7 squad is replaced by an SS 2-3-7 HS for purposes of this rule only.

EX: In the previous CG scenario, the British lost three 4-5-7 squads, a 2-3-7 HS, and a 2-4-7 HS. The British player may replenish one squad equivalent because he has lost four squad equivalents. He decides to replenish one of the 4-5-7, which he must first replace as if it suffered ELR failure. He receives a 4-4-7 squad.

The Germans lost an SS 3-4-8 HS, three SS 2-3-7 HS, and two non-SS 2-3-7 HS for a total of three squad equivalents. The German player may not replenish any MMC, as 25% of three squad equivalents is 3/4 of a squad, and fractions are rounded down to zero. If the Germans had also lost a non-SS 4-4-7 squad, this fourth squad equivalent would allow them to replenish one squad equivalent. First, two of the SS 2-3-7 would recombine into an SS 4-4-7 squad and two of the non-SS 2-3-7 HS would recombine into a non-SS 4-4-7 squad. The German player could then replenish a non-SS 4-4-7 squad, which would be replaced by a 4-3-6. Or he could replenish a SS 4-4-7 squad, which would be replaced by a SS 2-3-7 HS for this rule.

4.514 CPP REPLENISHMENT: Campaign Purchase Points (CPP) are replenished according to the following formula: the CPP Base Number (below) minus a Secret dr equals the final total amount of CPP replenished (minimum of zero). The amount should be kept secret, record the final result of the CPP Replenishment in the CPP "Repl" column on the proper line for the current CG Date, on the CG Roster. Add the current CG Date's CPP

"Repl" numbers and "Start" numbers (the latter is the number of CPP unspent from the previous CG Date), and record this sum in the CPP "Total" box of the same line. This is the total CPP available for purchasing RG(s).

CPP REPLENISHMENT TABLE

CG DATE	GERMAN BASE #	BRITISH BASE #
23 Afternoon	(see initial OB)	(see initial OB)
24 Morning	16	25
24 Mid-Day	11	13
24 Afternoon	7	10
25 Morning	7	20
25 Mid-Day	5	10

GERMAN REINFORCEMENT GROUP CHART

ID	Type	F/D	Unit	Cost	Date Max	CG Max
I1 ^{a,e}	SS Inf Pltn	3/2	6-5-8	4	1	1
I2 ^{a,e}	SS Inf Coy	6/5	4-4-7 (SS)	6	1	1
I3 ^{a,e}	VolksGr Coy	6/5	4-4-7	4	1	3
V1 ^a	Pz III Pltn	2/1	Pz IIIN	2	1	1
V2 ^a	Pz V Pltn	2/1	Pz VG	4	1	2
V3 ^a	Pz VI Pltn	2/1	Pz VIE	3	1	2
V4 ^a	SS StuG Pltn	3/2	StuG IIIG(L)	5	1	2
G1 ^b	AT Sect I	1	75L PaK 40	2	2	2
G2 ^b	AT Sect II	1	88 PaK 43/41	3	1	1
HW1 ^{a,b}	SS MG Pltn	2/1	HMG	6	1	2
O1 ^{b,d}	Btln. Mtr	-	80+mm OBA	3	2	5
O2 ^b	Arty OBA	-	100+mm OBA	5	1	3
O3 ^b	Rocket OBA	-	150+mm OBA	3	1	1
-	Attack Chit ^c	-	-	1	1	1

^a "T", "V", and "HW" type RG may set up on-map for 1 additional CPP on the CG Date purchased or per 4.5154.

^b A 2-2-8 crew accompanies each AT Gun, and an SS 3-4-8 HS each HMG. "G" and "O" type RG may set up on-map for free.

^c NA on 25 Mid-Day (see 4.5154).

^d Receives -2 DRM to Radio Maintenance, not -1 (see 2.11).

^e Only one "T" type RG may be purchased per CG Date.

BRITISH REINFORCEMENT GROUP CHART

ID	Type	F/D	Unit	Cost	Date Max	CG Max
I1 ^a	Inf Coy	10/7	4-5-7	8	1	4
V1 ^a	Tank Troop I	1/1 3/2	Sherman IIC Sherman III	6	1	1
V2 ^a	Tank Troop II	1/1 3/2	Sherman VC Sherman V	5	1	3
G1 ^b	AT Sect	2/1	6-pounder	2	1	1
HW1 ^{a,b}	MG Pltn	3/2	MMG	5	1	2
HW2 ^{a,b}	Mtr Pltn	2/1	51mm LT MTR	2	1	3
O1 ^{b,c}	Btln. Mtr	-	70+mm OBA	2	2	4
O2 ^b	Med Arty	-	80+mm OBA	3	2	5

^a "T", "V" (not Morning scenario; 4.5127), and "HW" type RG may set up on-map for 1 additional CPP on the CG Date purchased.

^b A 2-2-8 crew accompanies each AT Gun and each MMG, and a 2-4-7 HS each LT MTR. "G" and "O" type RG may set up on-map for free.

^c Receives -2 DRM to Radio Maintenance, not -1 (see 2.11).

4.515 PURCHASING REINFORCEMENT GROUPS: The players now secretly allot CPP for the purchase of RG. All CPP expended are subtracted from the player's current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all be kept secret. The players consult their RG Chart for the different types of RG available, the CPP cost of each, the number that may be purchased during the course of the CG, and any applicable notes. As each RG is selected, record its ID (and the CPP expended to purchase it) in the RG Purchased column on the line for the current CG Date on the CG Roster. After all RG purchases, record the total CPP spent this RePh in the spent column for the current CG Date; then write the number of CPP remaining, even if zero, in the left column for the current CG Date. Any remaining CPP may be used to purchase RG in any subsequent RePh.

4.5151 REINFORCEMENT GROUPS: The RG Charts contain the following information:

ID: Alphanumeric identification for each RG.

Type: Lists the name of the RG. This name and the ID are secretly recorded on the player's RG Purchase Record Sheet.

Full/Depleted Units: Lists the numbers and types of units that each RG contains if Full or if Depleted.

CPP Cost: Lists the CPP cost of the RG. This is the number of CPP that must be subtracted from the player's current CPP total in order to receive that RG. Each RG whose ID begins with "I", "V", or "HW" may be set up on-map in a friendly, non-Isolated Setup Area in a scenario played on the same CG Date that is purchased if it has its listed CPP cost increased by one (see also 4.5127 and 4.5154).

Date Max: Lists the maximum number of RG(s) of this specific type that may be purchased per CG Date.

CG Max: Lists the maximum number of RG of this type that may be purchased during the course of the CG. Both players must keep a written record of each RG purchased during the CG in order to know if additional RG of that type are still available for purchase.

4.5152 ENTRY AREA: See SSR CG7 for British and German Entry Areas. Furthermore, if the German cannot enter along the north edge of the map, they may no longer purchase "I", "V", or "HW" RG for on-map setup.

4.5153 RG PURCHASE RECORD: After all RG for the current CG Date have been selected and CPP expended for them, the RG Purchase Record must be updated. One line of this sheet must be filled out for each RG purchased. The following listing explains how each column of the RG is used.

CG Date: The CG scenario the RG is purchased.

RG ID: The RG's alphanumeric ID.

Group Type: The RG's name.

#P (Numbered Purchased): The total number of friendly RG of this Group Type purchased thus far during the CG.

#R (Number Remaining): The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG's #P column from the number listed in the Maximum column for that RG in the purchasing side's RG Chart.

Str.: The RG's strength as determined in RePh step 4.5161. record F for Full or D for Depleted.

Units: The number and type of units received in that RG.

SW/Gun(s) Received: The number and type of each SW/Gun received in RePh step 4.5162.

Leader(s) Received: The type of each leader received in RePh step 4.5163.

Set Up: If the RG was purchased as an on-map setup, put an "O" in this box; if purchased for off-map entry, put an "E" in the column.

Other: This column may be used to record miscellaneous information.

4.5154 GERMAN ATTACK CHIT: Once per game, the German may purchase an Attack Chit. This allows the Germans to potentially stage a local counterattack. If so they may purchase all units for on-map setup in this CG scenario for no additional cost. The Attack Chit must be played on the CG Date that it is purchased, but it may not be purchased on the 25 Mid-Day CG Date.

4.516 RG STRENGTH, WEAPONS, & LEADERS

4.5161 RG STRENGTH: Each "I", "V", "HW", and British "G" RG is eligible for Depletion. For each such RG the player has just purchased he must make one DR on the RG Strength Table to determine whether it is received at Full or Depleted Strength. A Full Strength RG receives the number of units to the left of the "/" while a Depleted RG receives the number of units to the right of the "/". All RG Strength, Weapon, and Leader DR/dr are secret and need not be revealed until CG end.

RG STRENGTH TABLE

Final DR	RG Strength
≤ 8	Full
≥ 9	Depleted

4.5162 SUPPORT WEAPON ALLOTMENT: Determine the number of SW listed in the chart below received by each "I" type RG. A Full Strength RG automatically receives all SW listed. A Depleted RG must make a dr ≤ 4 to receive each SW. Record each SW received in its appropriate column on the RG Purchase Record on that RG's line. Each SW received must set up/enter stacked with and possessed by a unit of its respective RG during the first CG scenario in which that RG participates.

INFANTRY REINFORCEMENT GROUP SW CHART

Nationality	Pltn/Coy Type	MMG	LMG	PSK	PIAT
German	SS Inf Pltn	1	1	1	-
German	SS Inf Coy	1	2	1	-
German	VolksGr Coy	-	2	-	-
British	Inf Coy	-	3	-	2

4.5163 LEADER ALLOTMENT: Each player rolls one time for each "I" type RG on the appropriate table below with the applicable DRM.

COMPANY LEADER ALLOTMENT TABLE

Final DR	Leaders Received
2	10-2, 8-1, 8-0
3	9-2, 9-1, 8-0
4	9-2, 8-1, 7-0
5	9-1, 8-1, 8-0
6	9-1, 8-1, 7-0
7	8-1, 8-0, 8-0
8	9-1, 8-0
9	8-1, 8-0
10	8-1, 7-0
11	8-0, 7-0
12	8-0, 6+1
≥ 13	7-0, 6+1

DRM:

+2 If Depleted
+1 If VolksGr Coy

PLATOON LEADER ALLOTMENT TABLE

Final DR	Leader Received
≤ 2	9-2
3, 4	9-1
5-7	8-1
8-9	8-0
10-11	7-0
12	6+1

DRM:

-2 If SS
+2 If Depleted

4.517 INITIATIVE DETERMINATION: Each side selects its initiative for the current CG Date, either to "Attack" or stand "Idle," representing its desired tactical plans. The British may use four Attack Chits and the Germans may purchase one Attack Chit. The Initial Scenario attack does not count against the British total.

Each side takes its respective Initiative Chit and secretly places it on the playing area, hidden from the opponent's view, with the chit's face up side displaying the side's Initiative selection (Attack or Idle) for the next CG scenario. The counters are then revealed simultaneously and cross indexed on the following matrix to determine if a new CG scenario is generated and if so, what type it will be.

INITIATIVE MATRIX

chit selected	British Assault	British Idle
German Assault	<i>Dual Attack</i> ¹	<i>German Assault</i> ¹
German Idle	<i>British Assault</i> ¹	<i>Idle</i> ²

¹ Scenario generated; consult proper scenario type below for further information.

² No scenario generated for this CG Date; repeat RePh steps 4.510-.517 until the next scenario is generated.

4.5171 SCENARIO TYPES:

a) **DUAL ATTACK:** Represents a CG Date when both sides have planned offensive action. The British player makes a dr to determine which side sets up first: if ≤ 2 the British does, otherwise the German does. If the German sets up first, proceed as if a British Assault. If the British sets up first, then after the British setup the German declares the scenario playing area (maximum of 10×10 hexes). The rest of the map is not in play during the German attack. The scenario ends after three Game Turns. After the Game Turns have been completed, then a regular British Assault CG Date takes place and the rest of the map and units outside the 10×10-hex area can be used. The CG scenario re-starts on Turn 1. Both sides set up their forces again with Setup Areas (including Escapes) being re-determined first (4.501-.509).

b) **GERMAN ASSAULT:** On this CG Date the German is attacking. The British sets up first and the German moves first. After British setup, the German declares the scenario playing area (maximum of 10×10 hexes). The scenario ends after three Game Turns. The rest of the map is not in play.

c) **BRITISH ASSAULT:** On this CG Date the British is attacking. The German sets up first and the British moves first. The entire map is in play.

d) **IDLE DATE:** There is no CG scenario on this CG Date. No scenario is played.

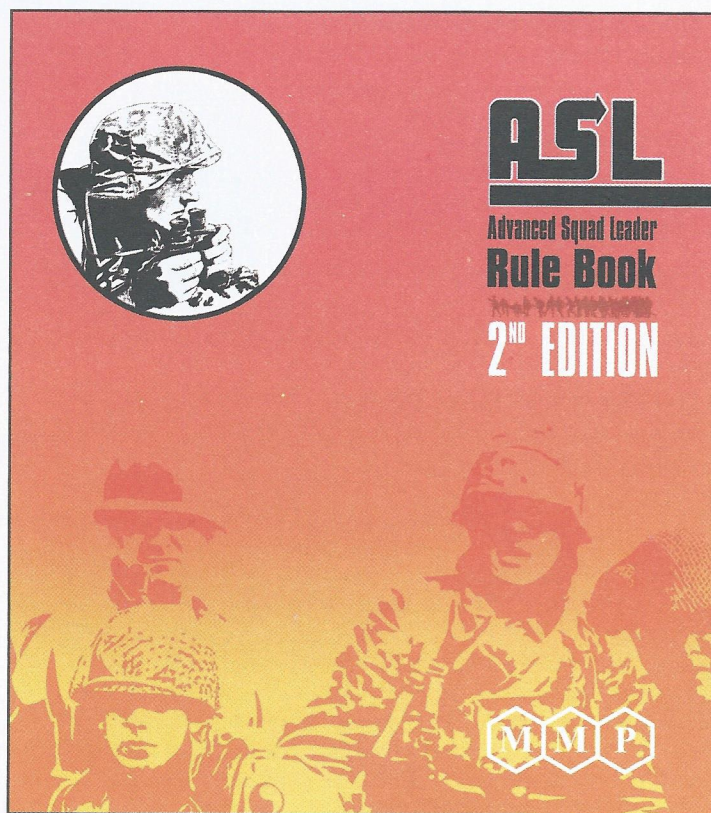
CG SCENARIO VICTORY CONDITIONS: In *Decision at Elst*, individual CG scenarios do not have Victory Conditions. The CG scenarios serve instead to position players for the overall CG Victory Conditions. Neither side wins or loses a CG scenario, only the CG itself. The CG Victory Conditions are listed in 4.41.

4.518 UNIT SETUP

4.5181 ISOLATED UNIT SETUP: The side that sets up first in a given CG scenario now sets up all of its Retained units and Equipment which will go into an Isolated Location, after which the other side does likewise. Each Isolated unit/Equipment piece may be set up only in its current Setup Area and, if an immobile vehicle, in its current hex and VCA. Each AFV that sets up in an Isolated Location is subject to Low Ammo as per ASLSK rule 7.2.1.

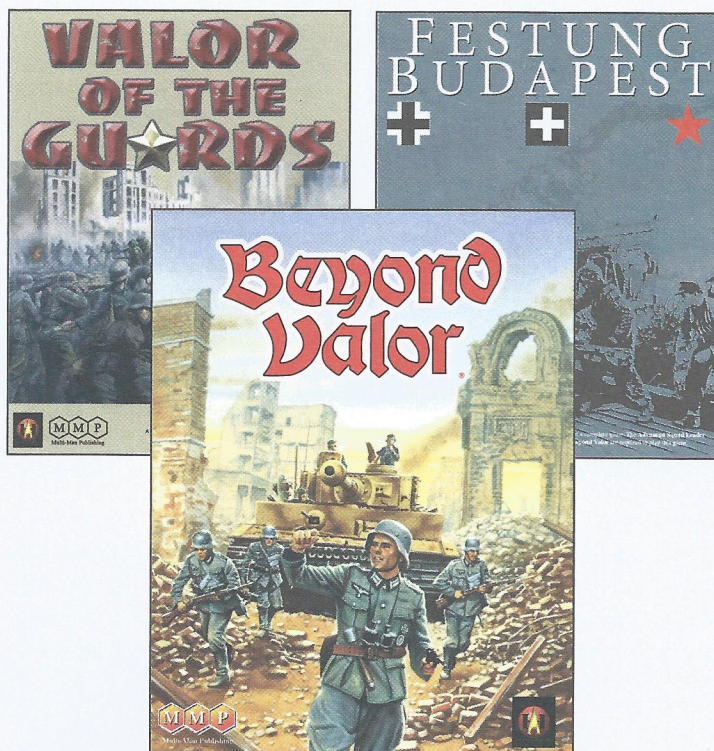
4.5182 NON-ISOLATED UNIT SETUP: The side which sets up first now sets up the remainder of its Retained units and Equipment in eligible hexes of the Setup Area it was Retained in. Once the side setting up first has completed its setup, the other side follows the same procedure. Units intended for Entry will set up after play begins.

4.6 BEGIN PLAY: The side setting up second moves first.



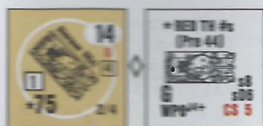
Next?

If the historical map and CG for *Decision at Elst* have whetted your appetite for more ASL, you may want to think about getting the **ASL Rulebook** and adding those rules to the Elst experience. You might even want to get the full German and Russian OBs and all the information counters in **Beyond Valor** as a prelude to the ASL Historical modules *Valor of the Guards* and *Festung Budapest*.



VEHICLE & ORDNANCE NOTES:

British:



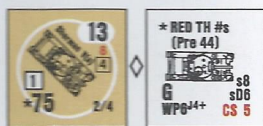
Sherman III(a): This was the American Medium Tank M4A2. Of all the 75mm Sherman types available in quantity to the British, they liked the Sherman III best due to its better speed, performance, and reliability. About one-

third of the Shermans available to the 8th Army at the second battle of Alamein were of this type. 5,041 were Lend-Leased to the British, and another 382 to the Free French.

† The MA uses red To Hit numbers prior to 1944—as signified on the counter by “RED TH#s (Pre 44)”.

† WP becomes available June 1944—as signified by the superscript “J4+”.

† RF is 1.4 for 10/42, 1.3 for 11/42-2/43, 1.2 in 3/43, 1.1 for 4-6/43, and 1.0 thereafter. BPV is 68.



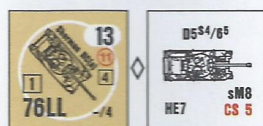
Sherman V(a): This was the British designation for the American Medium Tank M4A4. This piece also represents the Sherman I (American M4), which is equivalent in game terms, the main difference between the Mk I

and the Mk V being the engine used. 7,499 Sherman V were built, of which 7,413 were Lend-Leased. Of these, 7,167 went to the British, making the Mk V the most numerous Sherman type available to them. Another 274 Sherman V were Lend-Leased to the Free French. 2,096 Sherman I were Lend-Leased to the British. A Sherman troop officially contained three such tanks, but in NWE and Italy most actually had four, with the extra being a Sherman Firefly or Sherman IIA—with the exact configuration dependent on the date and the unit. However, a Sherman troop in the armoured recce regiment of the 1st or 6th Armoured Division in Italy comprised two Shermans and two Stuarts (with the later often being turretless).

† The MA uses red To Hit numbers prior to 1944—as signified on the counter by “RED TH#s (Pre 44)”.

† WP becomes available June 1944—as signified by the superscript “J4+”.

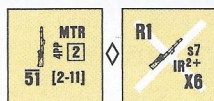
† RF for ETO use is 1.1 for 7-8/43, 1.0 for 9/43-4/44, and .9 thereafter. BPV is 67.



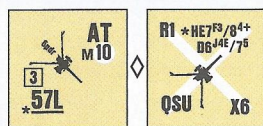
Sherman IIC(a) & VC(a): When it became obvious that the Challenger would not be available in time for the Normandy landings, the Sherman was suggested as an alternative to carry the powerful 17-pdr gun. The feasibility of this was doubted, but an experimental installation proved it would indeed work with a minor adaptation of components. Subsequently a rush conversion program produced

enough 17pdr Shermans (nicknamed Fireflies) by June 1944 to provide an average of one per non-DD Sherman troop, and one per Cromwell troop in the 7th Armoured Division's 22nd Armoured Brigade. The Firefly at last gave the British a tank whose gun equaled or bettered those mounted in the majority of German tanks, as well as being superior to all American tank guns. It was often used from an “overwatch” position; i.e., sitting back behind cover, protecting the forward ranks of 75mm Shermans against Tigers and Panthers. The Panzers rightly feared it, and had standing orders to attack Fireflies first in any engagement. The Firefly had neither a BMG nor its corresponding crewman, his position being used to stow extra MA rounds. The most common version of the Firefly was a converted Sherman V, the VC (which also represents the converted Sherman I). “C” in the British designation denoted the 17-pdr gun. Recent research has shown that at least 2,139 Fireflies were produced.

† RF and Dates for ETO are 1.1 for 6-12/44 and 1.2 for 1-5/45—except for use in Italy where they are 1.5 for 10/44-5/45. BPV is 76.



OML 2-in. Mortar: 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 at least partially offset by its ability to fire smoke, and later, IR. One 2-in. mortar was allocated to the HQ of each infantry (including parachute and airlanding) platoon, each mortar 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). There were 14 variations of the 2-in. mortar, the most noteworthy of which being the Airborne version which was lighter and had a shorter barrel; it was used by parachute infantry.



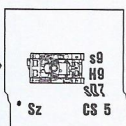
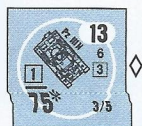
OQF 6-Pounder: This gun was designed in 1938 but, due to the immediate and pressing need for 2pdrs after the fall of France, it was late 1941 before any could be produced even for testing. It was being issued to motor battal-

ions in North Africa just as the Gazala battles commenced in May 1942, but did not have much impact at that time due to its new owners' lack of training with it. AT regiments began receiving it shortly afterward, and used it in four-gun troops. By the second battle of Alamein, three-fourths (on average) of the AT guns in an infantry division's AT regiment, and all the AT guns in an armored division, were 6pdrs (though in the latter some were Deacon SP guns). AT regiments in North Africa also received some Lend-Lease American 57mm AT guns in late 1942 and early 1943. Infantry battalions began exchanging their 2pdrs for 6pdrs in early 1943, and at the end of the North African campaign, infantry battalions destined for the ETO were authorized a platoon of six 6pdrs in their support company. In North Africa, a motor battalion equipped with 6pdrs had sixteen (four platoons) such guns, but by 1944 in the ETO this had been reduced to three platoons. In 1944, airlanding battalions had two six-gun 6pdr platoons; in early 1945, each troop was reduced to four guns. In the PTO, 6pdrs apparently were used only in AT regiments. Prior to the invasion of Italy in 1943, 6pdrs were carried *en portee*; afterwards they were towed—usually by Loyd Carriers. Small numbers of 6pdrs were still in service in a few countries as late as the 1980s.

† HE with a Depletion number of “7” becomes available in February 1943, as signified by the superscript “F3”; the Depletion number becomes “8” for 1944 and 1945, as signified by the additional superscript “4+”. APDS becomes available in June 1944 but only for use in the ETO—as signified by the superscript “J4E”.

† Dates and RF for non-PTO use [EXC: NA in Madagascar] are 5-6/42 (1.5), 7/42 (1.4), 8/42 (1.3), 9/42 (1.2), 10-12/42 (1.1), 1-5/43 (1.0), and 6/43-5/45 (.9). For PTO use they are 5/43-11/43 (1.3) and 12/43-45 (1.1). BPV is 34.

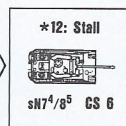
German:



PzKpfw IIIN: With the growing obsolescence of the 5cm tank gun it was decided to convert production of the PzKpfw III to a support role, using the short 7.5cm gun of the early PzKpfw IV with its more effective HE capability. Prior

to 6/43, ten were allotted to each Tiger Company. Others were used in the PzKpfw IV role, and yet others probably equipped the Panzer-Battalion included in each of the newly-renamed Panzer-Grenadier divisions. A total of 700 were constructed.

† Dates and RF are 9/42-45 and 1.3. BPV is 55.

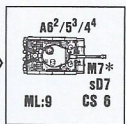


PzKpfw VG: Most of the Panther D's flaws were eventually rectified (although the later models' engines remained capricious), and in the Ausf G (and earlier A, which the game piece also represents) the panzer force had one

of the best tanks of World War II. Its combination of firepower, mobility, and armor made it an extremely formidable opponent. The U.S. Army judged that it generally took five Shermans to destroy a Panther. Although over 5,000 were built (2,000 As and 3,126 Gs) and the 1944 Panzer Regiment establishment called for one battalion each of Panthers and PzKpfw IV (with the Panthers generally equipping the 1st battalion), there were—fortunately for the Allies—never enough to go around. Like the PzKpfw IV, the Panther—in other than favored Panzer Divisions—was used in four-vehicle platoons rather than the five called for in the official establishment.

† Each time a Panther G expends one MP to start, its owner must make a DR; if a 12 is rolled, the AFV has stalled and has not actually begun to move. Its owner must then immediately make another DR, which equals the total number of Delay MP (including one MP to stop, but excluding the MP expended to start) that the AFV has used in the unsuccessful attempt to move. It can again attempt to move, but must expend another MP to start—and must undergo another Stall DR as it does so. If the owning player forgets to make this Stall DR, the opposing player can thereafter call for it to be made at any time during that same MPh as the AFV expends any MP. An AFV that stalls is subject to Defensive First Fire (since it has expended a MP to start), but not as a moving target unless it had already entered a new hex during the same MPh. Should a Stall result in more Delay MP being expended than the AFV has available, the AFV is considered to have expended its entire MP allotment in Delay.

† RF is 1.3 for 10/43-12/43 and 1.1 for 44-45. BPV is 89.



PzKpfw VIE: The Tiger is probably the most legendary AFV of World War II. At the time of its introduction, its “88” gun—used in a tank for the first time—combined with its heavy armor, made it a most deadly adversary.

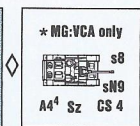
Indeed, at that time it could rarely be knocked out except by a close-range flank or rear shot—although its great weight, lack of mobility, and poor reliability (due to a very complicated drive train and suspension) diminished its overall effectiveness. Tigers were used in independent heavy (“schwere”) tank companies and battalions allotted as strategic reserves; although the Grossdeutschland had an organic Tiger company (7/43-8/43, and thereafter an entire battalion), as did the SS *Leibstandarte*, SS *Das Reich*, and SS *Totenkopf* divisions (1/43-3/44, 2/43-3/44, 7/43-3/44 respectively). A full-strength Tiger platoon consisted of four such AFV.

† Availability begins 1/43 in Russia and 12/42 in Tunisia.

† The Secondary Armament “M” was a number of mine dischargers mounted around the tank and fired from within as an anti-personnel close-defense weapon. It is used (in CC/Melee only) just like a sN, but with 12 FP and no smoke placement ability.

† A Tiger crew represented the *crème de la crème* of the Panzer force. Therefore, as an inherent crew its morale is 9 (signified by “ML:9” on the counter), and the Tiger’s printed APCR Depletion number (if one is present on the counter) is one higher than normal.

† RF is 1.5 for 12/42-44. BPV is 87.



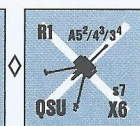
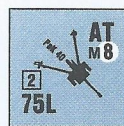
StuG IIIG(L): Various improvements were made to the late production StuG IIIG, among them being a CMG, a remote-controlled MG on the roof, and a *Nahverteidigungswaffe*. Not all these additions were always present together,

but occasionally they were—and the game piece represents such a vehicle. “(L)” in the piece name indicates “late model”. When used in a *Panzer-jaegerabteilung* (TD battalion), a StuG platoon consists of four StuG IIIG.

† The AAMG is remotely controlled; it can fire only while the AFV is BU, cannot be used by a Rider, and may never fire at an aerial target (or one whose elevation advantage is > the AAMG’s range to it). Otherwise it is treated as a normal AAMG.

† The CMG may not fire outside of the VCA—as signified by “MG:VCA only” being printed on the counter. Otherwise, it is treated as a normal CMG, but is available only after 9/44 (RF 1.3).

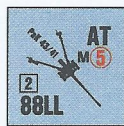
† RF is 1.5 for 7/44-45. BPV is 64.



7.5cm PaK 40: 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 stage. 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 7.5 cm 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 is 1.5 for 1/42-3/42, decrease RF by .1 for each four-month period after 3/42, until 1.1 is reached in 4/43. BPV is 43.

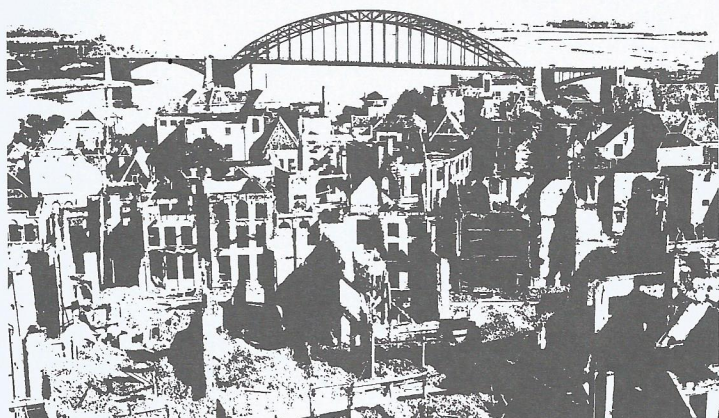


8.8cm PaK 43/41: Demand for the excellent PaK 43 soon outstripped production, leading to an expedient version that consisted of a modified PaK 43 barrel mounted on a carriage

assembled from parts of several existing howitzers. The result was a big and awkward (it was nicknamed *Scheuntor* [barndoor]), but in action was just as powerful as the PaK 43. It was encountered by the Allies on all fronts.

† RF is 1.4 for 6/44-45. BPV is 50.

Decision at Elst by Ken Dunn



There are a lot of games to choose from if you are an Operation MARKET-GARDEN enthusiast. Nobody has ever accused MMP of ignoring this significant battle. When MMP began discussing a historical Starter Kit module, MARKET-GARDEN immediately sprang to mind. This module depicts just a small portion of the MARKET-GARDEN operation launched by the Allies in mid-September of 1944. Let me try to set the table for the action within a moderately bigger picture. I'll skip past the overall campaign and concentrate simply on the events that take place within "the Island"—the land between the great rivers Waal and Rhine.

The American 82nd Airborne Division failed to capture the bridge over the Waal in Nijmegen on 17 September, so it wasn't until the British Guards Armoured Division arrived on the 19th that the costly battle to take the bridge really started. Without the bridge, the British could not advance to Arnhem and link up with the increasingly beleaguered British 1st Airborne Division trapped beyond the Rhine in Arnhem. The 504th Parachute Infantry Regiment finally mounted a heroic river crossing described as "unbelievable" by British commanders. The assault was successful and the paratroopers met the Grenadier Guards tanks at the north end of the bridge, passing them on into "the Island" proper to continue their advance. Unfortunately for the Allies, the Germans attacked the supply lines farther to the south and produced significant disruption. This caused even more delay and allowed SS Brigadeführer Heinz Harmel to bring forward every available soldier, gun, and tank he could find to block the road to Arnhem. But General Horrocks, commander of the British XXX Corps, had passed the 43rd Wessex Division forward to carry on the assault, having anticipated that the terrain was not favorable for armor.

"I did not realize at this time that they were so badly blocked on that one blasted road which was constantly under fire and so often cut. In many cases, the front line of the 101st Division was the ditch on the side of the road. The administrative situation at this time was deteriorating rapidly, and the artillery ammunition, like almost everything else, was beginning to be in short supply" said Horrocks.

With the Wessex blocked and forward progress bogged down, Horrocks had no choice but to attack with the depleted and unsupplied Guards Armoured Division, the infantry component of which had been reduced to only 5 platoons. The Guards advanced into the teeth of the German defense on 21 September. Those "teeth" consisted of one Sturmgeschuetz assault gun and seven old French 75mm guns with no armor piercing ammunition. Trapped on the road, the Guards lost several tanks to the Sturmgeschuetz. British tanks couldn't get into a firing position without being exposed to killing shots, so the infantry had to be passed forward because the steep roadside ditches prevented the tanks from executing flanking maneuvers. Air support was unavailable as the radios did not work. The Germans added Nebelwerfer rockets into the bizarre scene. Though the Welsh Guards made it forward in the fading daylight, the attack was finally called off as casualties mounted. With artillery ammunition stocks dwindling and no supporting air cover, there was little hope the British would break through, even though the Germans had few units covering the road. In the meantime, the Germans had established a strong defensive line at Elst.

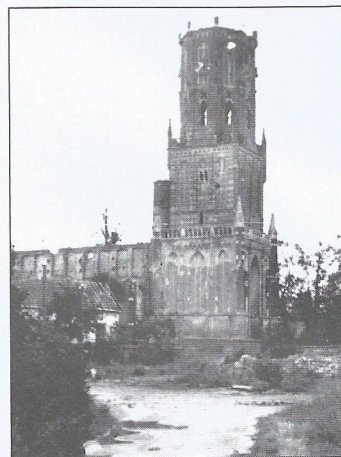
Back at Nijmegen, after delays caused as much by traffic jams as the Germans, the 43rd Wessex was finally able to cross over into "the Island." However, while the bridge at Nijmegen had been taken Nijmegen itself had not been cleared, so the 214th Brigade found itself embroiled in a battle against the Germans at Oosterhout, a suburb of Nijmegen, on the morning of 22 September. Having been joined by a troop of 17-pounder anti-tank guns and the Shermans of the 4/7 Dragoon Guards as well as the machine guns and mortars of the 8th Middlesex, they ran afoul of several German PzKpfw IIIs; obsolete tanks perhaps, but their machine guns could still pin down the infantry, and their main guns halted the advance of the Shermans that had to drive along the road on top of the dyke. Finally, under the supervision of the 214th's commander, Brigadier Essame, the attack was delayed until artillery preparations could be made. That afternoon, the British again advanced on Oosterhout and in less than an hour the 7th Somersets cleared the village. The British could now move on, although they were down to only a few rounds per gun. The commander of the 1st Airborne Division, General Roy Urquhart, was severely critical of the infantry after the battle, stating that they were held up by some infantry and a tank, but without artillery support, nothing was moved forward on "the Island."

Still, some good had come from clearing Oosterhout; the German position was now compromised. The 214th Brigade was now able to organize what would be known as the "Dash for Driel." What remained of the 1st Airborne had been reduced to a small, steadily decreasing perimeter around the town of Oosterbeek on the north bank of the Rhine river. The 5th DCLI (Duke of Cornwall Light Infantry) was tasked with delivering several truckloads (or DUKWloads as the case may be) of supplies to the Airborne by getting to and crossing the Rhine river with their amphibious vehicles. Thus, a harrowing headlong dash through the enemy lines was made by the 5th and their commanding officer Lt. Col. George Taylor. Knowing the plight of the Airborne, he ignored the threat of known enemy locations stating "...speed was essential or the enemy would move his reserves to close the gap; also night was fast approaching and in the dark we would not have been able to move more than a mile or so..."



Major Hans-Peter Knaust

organic panzer company of PzKpfw. III and IV tanks and an anti-tank battery. Knaust was a veteran of the eastern front, where he had been severely wounded and lost a leg. He was often seen directing the battle from his command halftrack. The *Kampfgruppe* was first sent to Arnhem and helped de-



St. Werenfridus Church, Elst, after the battle.

The Rhine was reached after much confusion and quite a bit of bravery. DUKWloads of supplies were delivered, and while the situation was still very poor, some food, ammo, and medical supplies had finally reached the Airborne. It was now time to continue the drive towards the bridge at Arnhem. The Germans regarded the village of Elst as the key terrain, so they sent in *Kampfgruppe* Knaust to hold the position. This *Kampfgruppe*, named after its commander, Major Hans-Peter Knaust, was formed around a training unit and was comprised of 12 officers, 107 NCOs, and 572 soldiers, most of whom had no combat experience. It had an or-

feat the remnants of the British units that held the bridge but that had been cut off from the rest of the division on the outskirts of Arnhem. From there, it moved forward into “the Island” and prepared for action against the British after being reinforced with more armor—including Tigers and Panthers that were more than a match for the Shermans.

It was in the late afternoon on 23 September that the British made their first advance into Elst from the west. The British were once again stymied by fortified positions containing tanks, machine guns, and 88s, although they did manage to destroy a Panther (as depicted in the scenario *The Bend in the Road*). The next morning, 24 September, another attack (depicted in the scenario *Knaust's 'Fausts'*) made some headway, but the British suffered heavy losses. This attack helped the British command finally realize that keeping the remaining British paratroopers over the Rhine had little military value and needed to be withdrawn. The withdrawal was conducted, and Operation MARKET-GARDEN officially ended. The last scenario (*Leave...or Elst*) depicts the final push into town. After this action, *Kampfgruppe* Knaust withdrew, leaving Elst to the enemy but having accomplished their mission. The Wessex were left to watch the Germans withdraw; out of ammo, depleted, and exhausted, the British gave little, if any, chase.



Major Mowbray Morris Souper

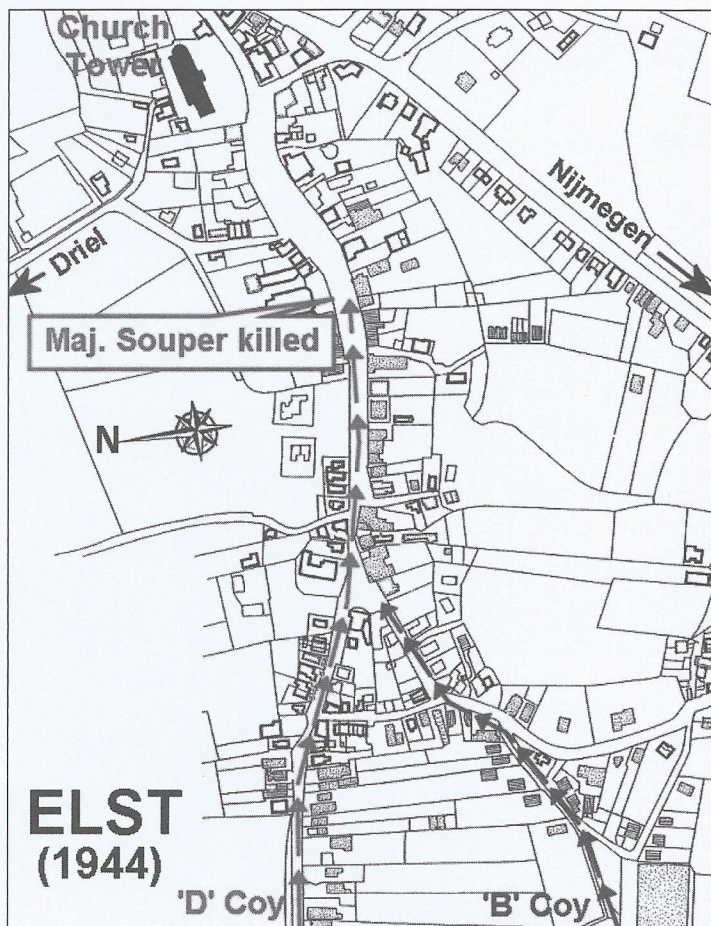
Operation MARKET-GARDEN failed to achieve its objectives. The battle on “the Island” had no real bearing on the overall operation other than to prolong it. The operation was truly lost on the planning boards and in the intelligence rooms before the first shot was fired. The results of the action can in no way diminish the bravery and dedication of the soldiers who fought on the ground.

This module presents a snapshot of the battle, and I encourage those interested to pursue further reading. The following literature tells the story and the history far better than I am capable of doing.

- *It Never Snows in September*, by Robert Kershaw, is a good overview of the MARKET-GARDEN campaign from the German perspective.
- *The Fighting Wessex Wyverns*, by Patrick Delaforce, provides a good synopsis of the divisional history during World War Two.
- *The Island: Nijmegen to Arnhem*, by Tim Saunders. This is a *Battleground Europe* book and is a great introduction to the fighting on “the Island.”
- *The Story of the Seventh Battalion The Somerset Light Infantry*, by Captain J.L.J. Meredith. This book, as is obvious from the title, focuses on the 7th Battalion during the battle.
- *Retake Arnhem Bridge*, by Bob Gerritsen and Scott Revell. This book really allowed me to make some conclusions on both the map and the German forces present. It goes into quite a bit of detail about the battle.



A Panther killed on the outskirts of Elst by a British Sherman at the start of the 24 September attack.



A map of the attack depicted in the scenario *Knaust's 'Fausts'* showing where D company commander Major Souper of the 1st Battalion, The Worcester Regiment, was killed on 24 September.

DECISION AT ELST RG Purchase Record

(4.5153)

Fill out one line for each purchased RG.

Side:

Sheet#:

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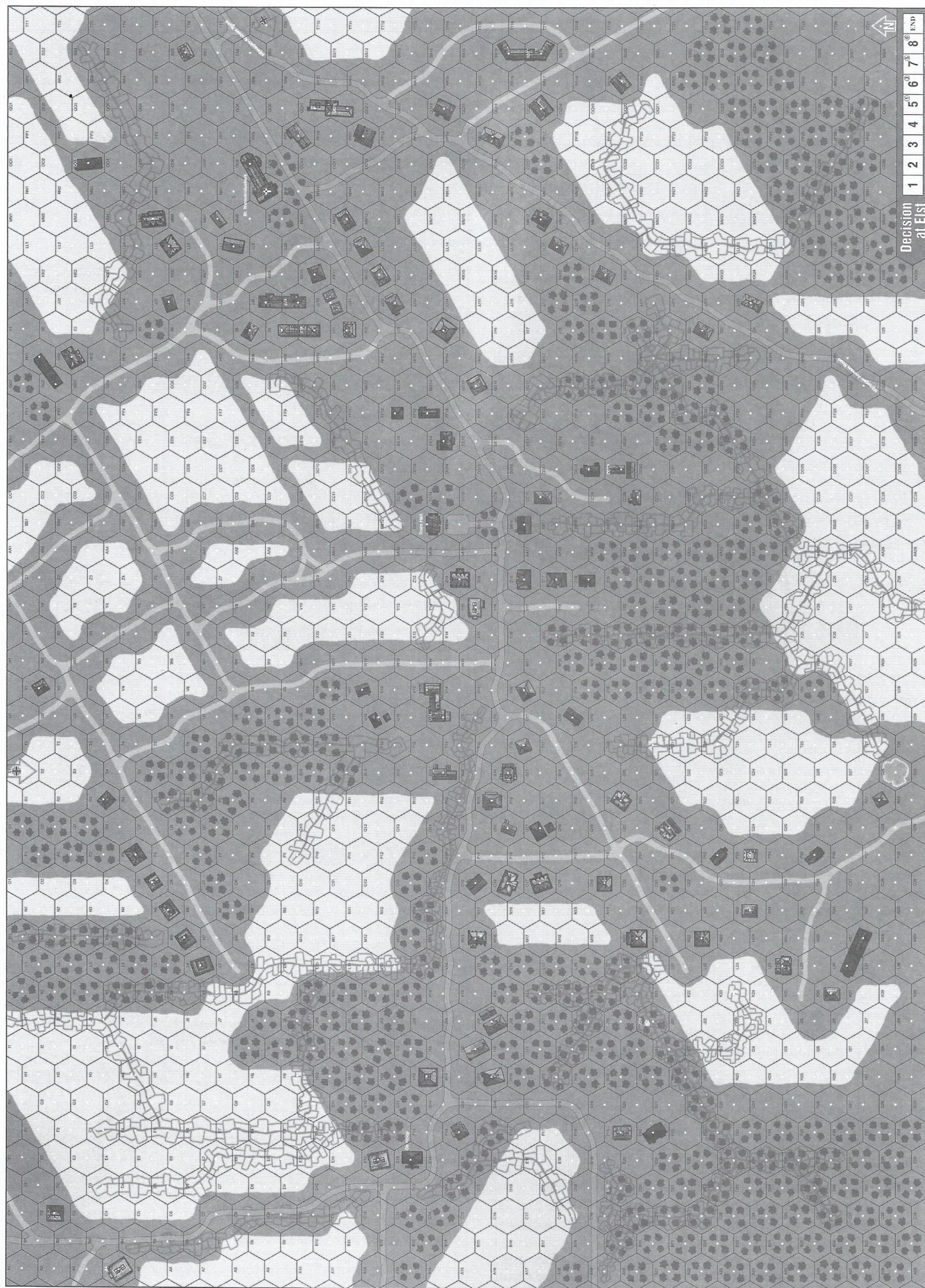
Decision at Elst Campaign Game Roster (4.515)

Side:

Player(s):

Victor:

CG Date	CPP			RG Purchased: RG ID (CPP cost)	CPP		VP Exited: (on/between TT6 and TT20)
	Strt.	Repl.	Totl.		Spnt.	Left	
September 23 Afternoon							
September 24 Morning							
September 24 Mid-Day							
September 24 Afternoon							
September 25 Morning							
September 25 Mid-Day							



Decision at Elst

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ASL STARTER KIT SEQUENCE OF PLAY

Execute steps within each phase in order by letter. The actual rules take precedence over this chart.

Rally Phase (RPh) (3.1)

(One action per unit, other than leaders rallying themselves and others. ATTACKER first in each segment.):

- ATTACKER rolls for any provisional (SSR) reinforcements and sets up off board all forces due to enter this Player Turn.
- Good Order units attempt to recover SW/Gun in the same hex: $dr < 6$; +1 if CX.
- Good Order units attempt to repair broken weapons.
- Good Order units in same hex transfer SW/Guns.
- Self-Rallies: ATTACKER attempt to self-rally one MMC. All units with boxed morale attempt Rally. +1 DRM.
- Unit Rallies: attempt to rally broken units stacked with a Good Order leader.
- Vehicle Shock: Roll for Shock/Unconfirmed Kill AFV recuperation: Shock dr : 1-2 = Shock removed; 3-6 = Shock flipped to UK. UK dr : 1-3 = UK removed; 4-6 = Wrecked vehicle.
- Remove DM counters (unless adjacent to enemy unit) from units in woods or building and those not wishing to stay DM.

Prep Fire Phase (PFPh) (3.2)

The ATTACKER may:

- Remove his Dispersed Smoke counters; flip his Smoke counters to Dispersed side (1.2.5).
- Fire Ordnance Smoke and then conduct all OBA actions.
- Fire Good Order units & weapons (Motion AFV NA) or destroy weapons. Mark fired units/weapons with Prep/Intensive Fire markers.
- Change CA of Guns presently able to fire without using Intensive Fire.

Movement Phase (MPh) (3.3)

(Each moving unit or stack has its own MPh.)

The ATTACKER (see Step d. for DEFENDER actions) may:

- If not marked CX, declare Infantry Double Time if desired and place CX; remove CX counters from prior turn.
- Declare Assault Movement if not Double Timing.
- Move any Good Order unit/stack not marked with Prep Fire.

Infantry Movement (3.3.1)

- SMC = 6 MF (3 MF if wounded); MMC = 4 MF (3 MF if Inexperienced); +2 MF if Double Time; minus MF if over IPC.
- Infantry may drop weapons (no cost) and place DC (COT).
- Infantry may attempt to place Smoke grenade (1 MF/2 MF in same/adjacent hex) ($dr \leq$ exponent; +1 if CX; both sides resolve any WP NMC), manhandle Gun (final DR $\leq$ manhandling #) (MF double), or recover SW/Gun (1 MF).
- Must stop moving if pinned or broken.

Vehicle Movement (3.3.2)

- Place/remove CE counter and attempt to dispense Smoke once.
 - If not in Motion, vehicle must pay start MP (Mechanical Reliability applies if red MP) in order to enter new hex or change VCA.
 - Bogged AFV must attempt Bog removal before moving: spend start MP = colored dr times white dr . Final colored dr = 1-4, freed; 5, mired; 6, Immobilized.
 - Change VCA for 1 MP (2 MP if in woods or building, and may change TCA freely as MP expended).
 - Entry of woods or building hex requires Bog Check.
 - Enter AFV/wreck hex +1 MP (+2 MP if entered via road hexside at road rate; double in woods).
 - May Bounding First Fire (3.3.2.2) (including TPBF vs units in hex); MG/IFE FP halved, quartered if Non-Stopped and place Bounding Fire counter.
 - Must expend full MP allowance; all remaining MP assumed used in last hex.
 - If not stopped at end of MPh, mark with Motion counter.
- d. During Step c, the DEFENDER may:
- Resolve Residual FP attacks as they occur against moving units.
 - Conduct Defensive First Fire (3.3.3) attacks against moving units or stacks, including Subsequent First Fire, Final Protective Fire, and (if unpinned and MMC passes PAATC) Reaction Fire (3.3.4).
 - If friendly AFV not marked with a Fire counter, attempt to dispense Smoke as if intervening with Defensive First Fire.
 - If friendly AFV not marked with Fire counter and not in LOS of the moving enemy unit at the beginning of the Player Turn, attempt Motion status

once per AFV/MPh based on MF/MP spent in LOS; make $dr \leq$ # of MF/MP; place Motion counter and make VCA/TCA change if successful.

- Place Residual FP and First Fire/Bounding Fire/Final Fire counters as each attack occurs.
- e. Remove all Residual FP and $\frac{1}{2}$ " Smoke grenade counters. If more than one AFV in hex, ATTACKER turns excess into wrecks.

Defensive Fire Phase (DFPh) (3.4)

The DEFENDER may:

- Fire Ordnance Dispersed Smoke and then conduct all OBA actions.
- Conduct Defensive Fire:
 - Fire any units not marked First/Final Fire at full FP; MG may use ROF if maintained. Fire units marked with First Fire markers at adjacent enemy units at $\frac{1}{2}$ FP (MG B# -2, no ROF) or Intensive Fire. Mark all with Final Fire/Intensive Fire markers.
 - Voluntarily destroy weapons.
- Change CA of Guns presently able to fire without using Intensive Fire.
- Remove all First Fire and Final Fire counters.

Advancing Fire Phase (AFPh) (3.5)

The ATTACKER may:

- Fire units not marked with Prep Fire/Intensive Fire/Bounding Fire markers (including MMG/HMG/Mortars/Guns/AFV that did not move) at $\frac{1}{2}$ FP (Ordnance: +2 TH). ROF NA.
 - Eligible Infantry units (underlined FP) may use Assault Fire within normal range.
 - Fire weapons of AFV that did not fire in MPh ($\frac{1}{2}$ FP MG; MA +4/+5 if moved, +2 if not).
 - Vehicle MA that maintained ROF (and fired no other weapon in MPh) may fire again.
 - Resolve DC attacks.
- Remove all Prep Fire/Bounding Fire/Intensive Fire markers.

Rout Phase (RtPh) (3.6)

Individually, first ATTACKER, then DEFENDER:

- Check for broken units that must become DM (in open ground to Good Order enemy unit within normal range) and then must rout.
- Rout DM units not in Melee. Only units in open ground to Good Order enemy unit within normal range or units adjacent to unbroken enemy units must rout and are eliminated if they cannot.
- Unpinned leaders may voluntarily rout with broken unit.
- Check for Interdiction while units rout without using Low Crawl. Pass NMC (with possible leader direction) or suffer Casualty Reduction (voluntarily routing leaders are eliminated); end Rout if NMC = morale level.

Advance Phase (APh) (3.7)

The ATTACKER, by hex, may:

- Transfer SW/Guns between Good Order, unpinned units in same hex.
- Move Good Order, unpinned Infantry units one hex, including into enemy-occupied hexes.
 - Place CX counter if using all MF (cannot use all MF if already CX).
 - Place CC counter on units that advance into an enemy-occupied hex.
 - MMC must pass PAATC to enter enemy AFV hex.
 - AFV may change CE/BU status.

Close Combat Phase (CCPh) (3.8)

By hex; BOTH players:

- Check for Ambush if advance into CC was into woods or building. Ambusher attacks first.
- Conduct sequential CC if AFV is in hex. Non-AFV player attacks first, then alternate attacks.
- Declare CC attacks (ATTACKER first).
- Resolve CC attacks.
- Flip CC counters to Melee, or remove if only one side is left; flip Stun counters to +1 side; remove Pin counters.

Turn Record Chart (3.9)

- Flip, and if necessary advance, turn marker; check for scenario end, DEFENDER becomes ATTACKER and vice versa.

INFANTRY FIRE TABLE (IFT)

Backblast dr	PF, sN											
DR/FP	1/20	2/30	4/37	6/50	8/60	12/70	16/80	20/100	24/120	30/150	36/200+	FP/DR
≤ 0	1KIA	2KIA	2KIA	3KIA	3KIA	3KIA	4KIA	4KIA	5KIA	6KIA	7KIA	≤ 0
1	K/1	1KIA	1KIA	2KIA	2KIA	2KIA	3KIA	3KIA	4KIA	5KIA	6KIA	1
2	1MC	K/1	K/2	1KIA	1KIA	1KIA	2KIA	2KIA	3KIA	4KIA	5KIA	2
3	1MC	1MC	2MC	K/2	K/2	K/3	1KIA	1KIA	2KIA	3KIA	4KIA	3
4	NMC	1MC	1MC	2MC	2MC	3MC	K/3	K/4	1KIA	2KIA	3KIA	4
5	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	2KIA	5
6	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	1KIA	6
7	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	K/4	7
8	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	4MC	8
9	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	3MC	9
10	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	2MC	10
11	—	—	—	—	—	—	PTC	NMC	1MC	1MC	2MC	11
12	—	—	—	—	—	—	—	PTC	NMC	1MC	1MC	12
13	—	—	—	—	—	—	—	—	PTC	NMC	1MC	13
14	—	—	—	—	—	—	—	—	—	PTC	NMC	14
≥ 15	—	—	—	—	—	—	—	—	—	—	PTC	≥ 15

#KIA: As many targets as the number indicated (#) are eliminated (randomly determined); all remaining target units are automatically broken or suffer Casualty Reduction (see K/# below) if already broken; mark all broken target units with DM. STUN CE vehicle crew.

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/crew, reduces a squad to a HS, and wounds a SMC. Mark all broken target units with DM. Stun CE vehicle crew.

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 CE vehicle crew is Stunned. A unit that rolls an Original 12 on a MC suffers Casualty Reduction in addition to breaking; a CE vehicle crew is STUNned. 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. Mark all broken target units with DM.

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

PTC: Each target unit must attempt to pass a Pin Task Check (PTC) 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 pinned and have a Pin counter placed on them. Broken target units may possibly be marked with DM.

“—”: No effect other than possibly marking broken target units with DM.

CLOSE COMBAT TABLE (CCT)

(Sequential CC: Ambush, AFV)

Odds Ratio:	< 1-8	1-8	1-6	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8-1	10-1	>10-1
Kill Number:	0	1	2	3	4	5	6	7	8	9	10	11	12	13

CC FP or DR Modifiers:

by/vs Ambush (NA during Melee)... -1/+1
 vs Broken unit..... -2
 vs CE AFV..... -1

by Motion/Pinned unit..... × ½
 Leadership (if not alone)..... +/- x
 vs vehicle w/no manned/usable MG... -1

by/vs CX unit..... +1/-1
 vs Motion/Non-Stopped vehicle... +2
 vs immobile AFV..... -1

CCV: Squad 5, Crew 4, HS 3, SMC 2

CCV Modifiers: Inexperienced (Green/Conscript): -1, extra SMC: +1, halved FP: -1 per application

IFT DRM

by CX firer +1
 FFMO/FFNAM; each -1
 Hindrance; each (FFMO NA) +1
 Leader Direction +/- x
 Hazardous Movement (Manhandling Gun) -2
 Defender's Terrain Effect Modifier (TEM)
 • OG/Road (FFMO may apply) +0
 • Grain/Orchard (Hindrance; +1 per hex) +0
 • Wooden Building (brown) +2†
 • Stone Building (gray) +3†
 † Applies to IFT DR after hit on Area Target Type

IFT FP MODIFIERS

Area Fire; each..... × 1/2
 • By Pinned Firer
 • Long Range Fire
 • Firer marked with First/Final Fire Counter

Assault Fire (AFPh) [EXC: No Long Range Fire]FRU & +1
 Coveringone (Inexperienced; two) column shifts to left
 Point Blank Fire (PBF) vs Adjacent hex × 2
 Critical Hit..... × 2
 Triple Point Blank Fire (PBF) vs same hex..... × 3

WOUNDS

Casualty Reduction result on a SMC

dr	Effect
1-4	Wounded; place wound marker
5-7	Eliminated; possible LLMC if stacked with MMC

+1 drm if already wounded

SEQUENCE OF PLAY

- 3.1 Rally Phase (RPh)
- 3.2 Prep Fire Phase (PFPh)
- 3.3 Movement Phase (MPH)
- 3.3.3 Defensive First Fire
- 3.4 Defensive Fire Phase (DFPh)
- 3.5 Advancing Fire Phase (AFPh)
- 3.6 Rout Phase (RtPh)
- 3.7 Advance Phase (APh)
- 3.8 Close Combat Phase (CCPh)

AMBUSH

when Advancing into CC in a building hex;
 dr < enemy dr by at least 3

drm	Cause
+1	Inexperienced; Pinned; CX (each)
+1	BU or Stunned (each)
+2	Vehicle
+x	Leadership if not alone

TERRAIN EFFECTS CHART

Terrain Type	MF Costs	MP Costs	TEM	Hindrance	Rally Bonus	Notes
Open Ground	1	1	+0	No	No	
Orchard	1	1	+0	+1/hex*	No	Inherent Terrain, fire along hexside still hindered; * in-season obstacle to different level LOS
Orchard-Road	1	1 ^Δ	+0	+1/hex*	No	Hindrance NA if applicable LOS never leaves road depiction; ^Δ 1/2 MP if CE Inherent Terrain, fire along hexside still hindered; * in-season obstacle to different level LOS
Road	1	1 ^Δ	+0	No	No	+1 MF (road bonus) if all MF spent crossing road hexsides; ^Δ 1/2 MP if CE
Grain	1 1/2	1	+0	+1/hex	No	In season June-Sept; otherwise treat as Open Ground
Polder	COT/+1*	COT†	+1*	No	No	*Infantry <i>may</i> pay 1 extra MF to receive Polder TEM benefit; <i>must</i> pay 1 extra MF to exit † Vehicles pay 4 MP or ALL MP to <i>exit</i> Polder and must pass a Bog Check (see <i>DaE</i> 1.3)
Wood Building (brown)	2	†	+2	obstacle	Yes	† half MP + Bog Check
Stone Building (gray)	2	†	+3	obstacle	Yes	† half MP + Bog Check
Steeple	1	NA	+3	obstacle	Yes	Limited to one squad-equivalent + up to 4 SMC

BOG
DR ≥ 12

BOG CHECK

DR + DRM ≥ 12 = Bog

Bog Check Dice Roll Modifiers

DRM Cause

+1	vehicle has Normal Ground Pressure
+2	vehicle has High Ground Pressure
+1	vehicle is not fully tracked
+3	entering wooden building at half MP
+3	exiting Polder without paying ALL MP
+4	entering stone building at half MP

BOG REMOVAL

make a DR at start of vehicle's MPH

Colored

dr Result

1-4	Remove Bog Start MP = Original colored dr × white dr (or ALL); Start MP × 2 if not tracked
5	Mired (add +1 to colored dr on future attempts)
6-7	Immobilized

MF/PP CHART

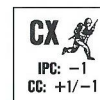
Deduct 1 MF if Inexperienced

Unit Moving	Alone	Alone CX	With Leader	CX With Leader	CX With CX Leader
MMC with ≤ 2 PP	4	6	6	6	8
MMC with 3 PP	4	5	6	6	7
MMC with 4 PP	3	4	6	6	6
MMC with 5 PP	2	3	5	6	5
MMC with 6 PP	1	2	4	5	4
MMC with 7 PP	0	1	3	4	3

COUNTER EXHAUSTED

CX status results from:

- Double Timing (3.3.1)
- Advancing vs difficult terrain (3.7)



CX status results in:

- IPC decreased by one
- +1 DRM (per roll) for making or directing IFT and CC attacks
- -1 DRM to CC attack vs CX unit
- +1 dr (per roll) for making or directing:
 - recovery attempt
 - ambush
 - smoke grenade checks
 - PF Availability checks

LEADER CREATION

dr follows Original 2 on *first* MMC Self-Rally or any MMC CC DR

dr	leader
≥ 7	None
6	6+1
4,5	7-0
2,3	8-0
≤ 1	8-1



dr Cause

-1	German, British
-1	Per odds column < 1-1 or vs AFV
-1	Base unit had Morale Level ≥ 8
+1	Base unit had Morale Level ≤ 6
+1	Base unit was broken

TO HIT CHART

(shows Final DR needed)

(shows Final DR needed)		FP Column	TH# (CH TH#)							TH# (CH on “2”)			TH# (CH on “2”)				
Nationality	Gun Type	(ITT/ATT/CH)	range	1	2	3-6	7-12	13-18	19-24	range	1-12	13-24	range	1-6	7-12	13-18	19-24
Both	MG†@Ω			–	–	–	–	–	–		–	–		10	9/8	6/5	–
German	75*	12/6/24		10(5)	9(4)	8(3)	7(3)	5(2)	4(2)		7	7		10	9	7	6
German	75L	12/6/24		10(5)	9(4)	8(3)	7/6(3/2)	7/6(3/2)	6/5(2/2)		7	9		10	9/8	9/8	8/7
German	75LL	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		7	9		10	9	9	8
German	88L	16/8/30		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		7	9		10	9	9	8
German	88LL	16/8/30		10(5)	9(4)	8(3)	7/6(3/2)	7/6(3/2)	6/5(2/2)		7	9		10	9/8	9/8	8/7
British	51	–/2/12		–	–	–	–	–	–		7(NA 1)	NA		–	–	–	–
British	57L®	6[2]/2[–]/12[4]		10(5)	9(4)	8(3)	7/6(3/2)	6/5(2/2)	5/4(2/1)		7	8		10	9/8	8/7	7/6
British	75	12/6/24		10(5)	9(4)	8(3)	7(3)	6(2)	5(2)		7	8		10	9	8	7
British	76LL	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		7	9		10	9	9	8

† Must be within normal range and not halved FP

@ SW use **RED** TH# only if subject to Captured or Inexperienced use

Ω MG CH is NA

® British 57L has Limited HE; use values in [brackets] for AP ammunition

RED TO HIT NUMBERS

Use the **red #s** on the **TO HIT CHART** (if different than the **black #s**) for:

- Area Target Type attempts
- Captured/Non-Qualified Use

RATE OF FIRE (ROF)

Lost ROF

- Placement of Residual FP
- Non-Mortar using Area Target Type
- Pinned
- Subsequent First Fire
- AFPh

Lowered ROF (by one each)

- CA change on Non-Turreted Gun
- Captured/Non-Qualified Use

TO HIT DICE ROLL MODIFIERS

Firer Based To Hit DRM

Guns, SW Mortars, LATW, MG, & Vehicles

1. Fire in AFPh (+3 if in building) +2
(for Gun/SW Mortar/Vehicle that did not move)
2. Pinned firer [MG attempt NA if Pinned] +2
3. Non-Qualified Use (Guns only) +2
4. Captured use +2
5. CX +1
6. Leadership [NA Guns/Vehicles] +x
7. Smoke (at ranges < 13 hexes) -2

Guns and Vehicles only

8. Covered Arc change (per hexside; × 2 if firer in building)
360° mount or T +1/+1/+1
ST +2/+1/+1
NT +3/+1/+1
9. Intensive Fire +2
10. Fire within hex (× 2 if building) +2
11. APCR/APDS at ranges ≥ 13 +1

LATW only

12. Avoiding Backblast in building; Fire in AFPh (each) +2

Vehicle only

13. Buttoned Up (BU) +1
14. Bounding (First) Fire [B(F)F]
In AFPh or BFF > 3 MP in LOS T/ST +4 NT +5
BFF 2.5 - 3 MP in LOS T/ST +5 NT +6
BFF ≤ 2 MP in LOS T/ST +6 NT +7
15. Stun +1
16. Motion/Non-Stopped Fire add Case 14 & lower die × 2
additionally if on ITT, 1-hex range (2-hex range +1) +2

Target Based To Hit DRM

17. TEM (NA for ATT) per TEM
18. Hindrance per Hindrance
19. FFNAM; FFMO (each) -1
20. Acquired Target (NA LATW/MG) -1 or -2
21. Target using Hazardous Movement (FFMO/FFNAM NA) -2
22. Gun/Vehicle Target Size:
vs large target -1
vs small target +1
23. Area Fire (firing at empty hex) +2
24. vs Motion or Moving Vehicle
Motion or > 3 MP in Firer's LOS +2
≤ 3 MP in Firer's LOS +3
≤ 1 MP in Firer's LOS +4
25. 1-hex range vs stopped vehicle (2-hex range: -1) -2
[NA for ATT; LATW; Motion/Non-Stopped Firer]

VEHICLE HIT LOCATION

Turret Hit: TH DR **color dr** < white dr
Hull Hit: TH DR **color dr** ≥ white dr

AP (APCR/APDS) TO KILL TABLE

Gun Type	range	0-1	2	3-6	7-12	13-18	19-24
MG		6	5	5	4	4	—
57L (APDS)		16 (19)	16 (18)	15 (18)	15 (18)	15 (18)	14 (18)
75*		11	10	10	10	10	9
75L (APCR)		18 (23)	17 (22)	17 (21)	17 (20)	17 (19)	16 (17)
76L (APCR)		18 (25)	17 (24)	17 (23)	17 (22)	17 (21)	16 (19)
76LL (APDS)		24 (26)	23 (25)	23 (25)	23 (25)	23 (25)	22 (25)
88L (APCR)		21 (26)	20 (25)	20 (24)	20 (23)	20 (22)	19 (20)
88LL		28	27	27	27	27	26

HE AND FLAME TO KILL TABLE (no mortars)

Gun Size	20+	30+	40+	50+	70+	80+
TK#	3	4	5	6	7	8

HEAT TO KILL TABLE

Gun Size	75	PIAT	PSK	PF
TK#	13	15	26	31

AFV DESTRUCTION TABLE

Final Effects DR	Direct Fire	Area Target Type ²	MG	CC
< TK# / K / 1KIA / CCV	ELIM	ELIM	ELIM	ELIM
= TK# / K / 1KIA / CCV	Im ^H / Sh ^T	Im ^H / Sh ^T	Stun	Im
HE 1 > Final TK# / K	Im ^H / Sh ^T	Im ^H / Sh ^T	NA	NA
non-HE ¹ 1 > Final TK#	P. Sh	NA	NA	NA

¹Includes HEAT

²Use original IFT DR for hit location; all AF ≥ 8 = +1 TK DRM

H = Hull Hit; T = Turret Hit; Im = Immobilization; Sh = Shock; P. Sh = Possible Shock

GUN DESTRUCTION TABLE

	Ordnance	MG/IFE/Small Arms
≤ Final KIA ¹	ELIM	Subsequent die roll
= Final K ¹	MALF-CR ²	NA
= CH	ELIM	NA

¹Prior to applying gunshield DRM

²K result = Gun eliminated if AP was fired

ELIM = Gun and Manning Infantry Eliminated

MALF-CR = Gun is Malfunctioned and Manning Infantry suffer Casualty Reduction

Subsequent die roll = a dr on same IFT column: KIA = Gun ELIM; K = Gun MALF

Decision at Elst Quick Reference Data Card (QRDC)

TO KILL NUMBER (TK#) MODIFIERS

Rear Facing Hit: +1 to TK#
Critical Hit: TK# × 2

PANZERFAUSTS

In scenarios with enemy AFV or by SSR, PF are available to Good Order German Infantry units which can still fire during their current fire phase and may only fire at a vehicle, Gun, or Infantry receiving a building TEM.

NA as Subsequent First Fire or Final Protective Fire.
PF leave no Residual FP.

The number of PF available in a scenario is 1.5 × # of squads in OB (round down).

PF Availability dr	Result
≤ 3	unit has PF
≥ 4	unit does not have PF*

* Original 6 Availability dr pins firer or breaks already pinned firer

PF Availability dr Modifiers	Range (hexes)
+1 Target is not AFV	2
+1 CX firer	
+1 Firer is half-squad/crew	
+2 Firer is SMC	

To Hit #	Range	PF To Kill #: 31
≤ 10	0	
≤ 8	1	
≤ 6	2	

PF HE equivalency: 16 FP

Original TH DR of 12 (≥ 11 for Inexperienced Infantry) results in a miss and Casualty Reduction for the firer. Fire from a building that does not add the +2 TH DRM for avoiding backblast (Case 12) invokes desperation penalty (all occupants of the firing hex undergo an unmodified attack on the 1 FP column of the IFT using the colored dr of the TH DR to determine the results). If target is Infantry stack, only one unit is affected; firer may choose affected unit if target unit is manning a Gun/SW.

GUN MANHANDLING

Final DR: < M#: keep moving;
= M#: move and stop;
> M#: no movement

Dice Roll Modifiers

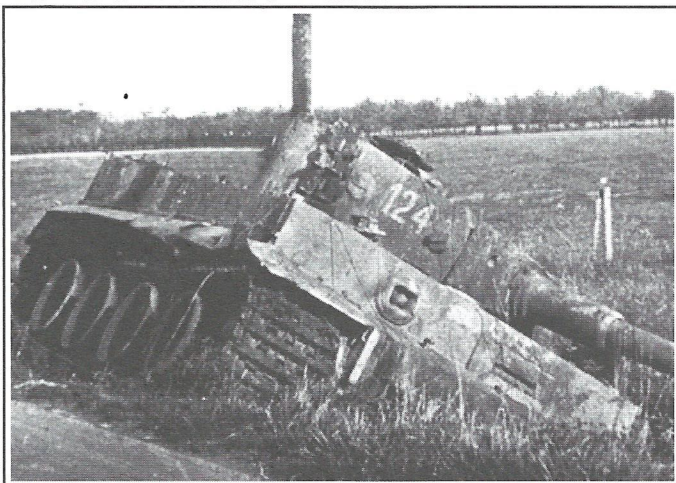
+x	x = TEM of hex entered
+y	y = MF expenditure for hex entered
-1	per extra crew/HS (-2 per squad) (Max. DRM -4)
-2	crossing a road hexside

AMBUSH AT DE HOOP



ASL SCENARIO DaE1

Scenario Design: Ken Dunn



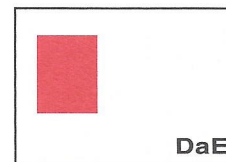
ELST, HOLLAND, 22 September 1944: The British had just completed the "Dash to Driel," a 10-mile advance in just 30 minutes across "the Island" to bring supplies to the beleaguered troops in the Arnhem bridgehead. Having been informed that German armored vehicles had engaged British elements further back in the supply chain, Major Parker, the commander of A Company of the 5th Duke of Cornwall Light Infantry, decided to set up an ambush for those vehicles at the crossroads.

BOARD CONFIGURATION:

BALANCE:

● Add one PIAT to the British OB.

⚡ Change the German entry instructions to read "...having already spent 6 MP:"



(Only hexes numbered ≥ 6 and ≤ 16 in hexrows B-H are playable)

VICTORY CONDITIONS: The Germans win at game end by having ≥ 1 mobile AFV with functioning MA left on board. Any AFV that is under Recall at game end counts as eliminated.

TURN RECORD CHART

● BRITISH Sets Up First	⚡	1	2	3	END
⚡ GERMAN Moves First					



Elements of A Company, 5th Battalion, Duke of Cornwall Light Infantry, 214th Brigade, 43rd Wessex Division [ELR: 3] set up at least 2 hexes away from B12 (see SSR 2):

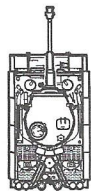
 4-5-7	 8-1	 LMG 2-7	 PIAT 8-3
3		3	



Elements of *schwere* Panzer-Kompanie Hummel enter on Turn 1 on hex B12, having already spent 8 MP (see SSR 3):

 12 8 3/5

3



SPECIAL RULES:

1. *DaE* rules 1 and 3 are in effect. All terrain on the *DaE* map that is not in play remains in effect for offboard movement and entry purposes.

2. The British player secretly records the locations of his units. All such units are placed on the board when they fire, direct fire, use their leadership modifier, or move, or if a German unit enters their hex. They are also placed on board if a German unit fires at their hex (as Area Fire) and any result except "NE" is obtained on the IFT. The hidden unit(s) is affected by that result. A British unit may reveal itself at any time.

3. German AFV must enter play CE, and may not voluntarily BU until the Advance Phase of the first German Player Turn.

AFTERMATH: It wasn't long before the hidden Tommies heard the fearsome Tiger tanks from *schwere* Panzer-Kompanie Hummel returning. It was apparent that the German tank commander was concerned about the possibility of an ambush as he was firing starshells to light up the path. But with the Tommies well hidden in the roadside polder, Major Parker was able to wait until the tanks pulled alongside a windmill the locals called "De Hoop," at which point he ordered the PIATs to fire. The ambush was over in minutes with the Wessex having suffered no casualties and having destroyed all of the returning tanks.

THE BEND IN THE ROAD

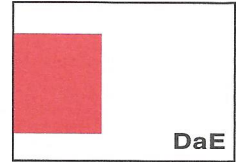
ASL SCENARIO DaE2

Scenario Design: Ken Dunn



ELST, HOLLAND, 23 September 1944: The road between Nijmegen and Arnhem became the scene of many dramatic events. While the 1st Airborne Division was being annihilated in Arnhem, XXX Corps, desperate to reach the Rhine River and rescue its comrades, was behind schedule. The Germans had other ideas and formed *Sperrverband* ("blocking force") Harzer to contain the British drive. Without the threat of Allied air cover, the terrain was perfectly suited to defensive operations. It would cost the British dearly to move against the bend in the road between Nijmegen and Arnhem formed by the town of Elst on what the Allies called "the Island."

BOARD CONFIGURATION:



BALANCE:

☛ In the VC, change "6 hexes" to "4 hexes".

🕒 In the VC, change "16 FP" to "14 FP".

(Only hexes numbered ≥ 7 and ≤ 18 in hexrows A-Q are playable)

VICTORY CONDITIONS: The British win at game end if British Infantry units (or their manned SW) that are within normal range and 6 hexes of hex Q15 and with LOS to Q15 (regardless of Smoke hindrance) can place 16 FP factors on that hex. ROF, CH, PBF, TPBF, leadership, and other modifiers are NA.

TURN RECORD CHART

☛ GERMAN Sets Up First	🕒	☛	1	2	3	4	5	6	END
🕒 BRITISH Moves First									



Elements of SS-Panzer Grenadier-Regiment 21, *Kampfgruppe Knaust* [ELR: 5] set up on/east of hexrow F:

6 ² -5-8	3-4-8	5-1	8-1	3-7-16	3-8	12-4
---------------------	-------	-----	-----	--------	-----	------

5

2

Elements of *Kampfgruppe Knaust* enter on Turn 1 along the east edge, having already expended 7½ MP:



Elements of C Company, 1st Battalion, The Worcestershire Regiment, 214 Brigade, 43rd Wessex Division, and 8th (Machine Gun) Battalion, The Middlesex Regiment [ELR: 3] enter on Turn 1 along the west edge:

4 ² -5-7	2-2-8	5-1	8-1	8-0	4-12	2-7	51 [2-11]	8-3
---------------------	-------	-----	-----	-----	------	-----	-----------	-----

13

2

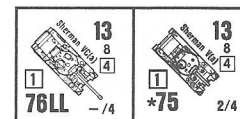
2

2

4

2

Elements of C Squadron, 4/7 Dragoon Guards, 8th Armoured Brigade enter on Turn 1 along the west edge, having already expended 6½ MP:



3

SPECIAL RULES:

1. *DaE* rules 1 and 3 are in effect. All terrain on the *DaE* map that is not in play remains in effect for offboard movement and entry purposes.

AFTERMATH: Major Knaust, a decorated East Front veteran, had deployed his troops well in the excellent defensive terrain. Firing from the sturdy houses and surrounding polder, *Kampfgruppe Knaust* inflicted significant casualties upon the lead elements of the Wessex Division. Even so, with the rumble of artillery rounds crashing all around them, the British tanks engaged and destroyed a Panther while the infantry eventually cleared the outlying farm house and fields. As the Tommies entered the town of Elst proper, however, the going only became more difficult and the casualties higher, leaving the issue still in doubt.

KNAUST'S 'FAUSTS

ASL SCENARIO DaE3

Scenario Design: Ken Dunn



ELST, HOLLAND, 24 September 1944: The 43rd Wessex Division sent a message to XXX Corps HQ that was unusually realistic: "214th Brigade are going to have another crack at Elst, in which every house contains a bazooka and a few infantry. Will be a slow job but should be cleared up today." Each battalion of the brigade would swing two of its three companies out into open country to protect either flank of the attack; the third company would be held in reserve. This would be an all-out effort to clear the Germans from Elst. What no one in 214th Brigade knew was that "Hell's Highway" had been cut once more by the Germans and therefore British artillery ammunition was being rationed.

BOARD CONFIGURATION:



DaE

(Only hexrows K-CC are playable)

BALANCE:

☛ Delete SSR 3.

🕒 In the Victory Conditions, replace both instances of "8 VP" with "7 VP".

VICTORY CONDITIONS: The British win immediately by exiting at least 8 VP off of any hex within two hexes of CC16 and at least 8 VP off of any hex within two hexes of CC4. Each squad/crew is worth 2 VP, each half-squad is worth 1 VP, each -2 leader is worth 3 VP, each -1 leader is worth 2 VP, and each 0 or +1 leader is worth 1 VP, and each *Sherman* with functioning MA is worth 6 VP. *Shermans* without functioning MA are worth 5 VP.

TURN RECORD CHART

☛ GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
🕒 BRITISH Moves First									



Elements of *Kampfgruppe Knaust* [ELR: see SSR 4] set up on/east of hexrow R; only one MMC (and any SMC/SW that set up with them) may set up per hex:

 6 ² -5-8	 4-4-7	 4-4-7	 9-1	 8-1	 8-0	 HMG 3 7-16	 MMG 2 5-12	 LMG 1 3-8	 PSK 10 12-4
3	3	4		2				3	2

Enter on Turn 2 along the east edge:



Elements of 1st Battalion, The Worcestershire Regiment, 7th Battalion, Somerset Light Infantry, 214th Brigade, 43rd Wessex Division, and 4/7 Dragoon Guards, 8th Armoured Brigade [ELR: 3] set up on/west of hexrow O:

 4 ² -5-7	 2-2-8	 10-2	 9-1	 8-1	 8-0	 7-0	 MMG 2 4-12	 LMG 1 2-7	 PIAT 8-3	 Sherman 13 8 4	 Sherman 13 8 4
20	3			2	2		3	6	3		3

SPECIAL RULES:

1. DaE rules 1-3 are in effect. All terrain on the DaE map that is not in play remains in effect for offboard movement and entry (only) purposes.
2. The Germans have an Offboard Observer in a Steeple location in hex NN8. LOS is drawn from that hex for observation purposes only. This observer has an 80+mm OBA module (HE only) and receives 8 black and 3 red chits.
3. At the start of one British PFPh (but after all onboard ordnance Smoke and WP has been fired), the British player may place a +3 Smoke counter in any one hex. This hex must be in the LOS of one Good Order British leader (secretly pre-designated prior to setup as an Observer). Roll one die to determine if the Smoke is accurate. On a 1 or 2 it is accurate; on a 3-6 the Smoke drifts one hex in a randomly determined direction. After determining in which hex the Smoke lands, place a +3 Smoke counter in all 6 adjacent hexes. On the following British PFPh,

flip all +3 Smoke counters to their +2 sides, and on the next British PFPh, remove all seven Smoke counters.

4. Non-SS German MMC have an ELR of 3; all German leaders have an ELR of 5.

AFTERMATH: The attack started well, with the destruction of a Panther by tanks of 8th Armoured Brigade. The flanking company reached its position with ease, and the mortar platoon began dropping its bombs on the town. When the lead company came under intense small arms fire, however, its attack faltered until Major Souper personally intervened to revive it. Showing much *élan*, the troopers of the 43rd dashed from cover to cover, throwing grenades into houses and reducing the resistance until Souper was mortally wounded. Fearful of the many anti-tank weapons possessed by *Kampfgruppe Knaust*, the British tankers halted their vehicles and contented themselves with firing on the steeple. With casualties mounting, the attack bogged down again in the increasingly dense urban terrain. The British had captured much of Elst, but, virtually without ammo due to lack of supplies, they could not follow up on their early success.

LEAVE...OR ELST

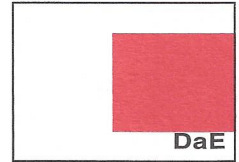
ASL SCENARIO DaE4

Scenario Design: Ken Dunn



ELST, HOLLAND, 25 September 1944: On the day that Operation MARKET-GARDEN officially ended, the 7th Somerset Light Infantry was ordered to capture the crossroads at the center of Elst. Supported by a troop of tanks, the Somersets jumped off at 1000 hours on either side of the main street in Elst, moving towards the Nijmegen-Arnhem highway through the dense town with its houses and small orchards. Major Knaust, however, was not yet ready to give up the town.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 7 and ≤ 18 in hexrows BB-TT are playable)

BALANCE:

✠ Delete one Game Turn.

⦿ Add one *Sherman V(a)* to the British OB.

VICTORY CONDITIONS: The British win at game end if there are no Good Order German non-crew MMC in any building on/east of hexrow LL in hexes numbered ≤ 11.

TURN RECORD CHART

✠ GERMAN Sets Up First	⦿	1	2	3	4	5	6	7	END
⦿ BRITISH Moves First									



Elements of *Kampfgruppe Knaust* [ELR: see SSR 3] set up in hexes numbered ≤ 16:

 6 ² -5-8	 4 ¹ -6-7	 4-4-7	 2-2-8	 9-1	 8-1	 7-9	 HMG 3 7-16	 MMG 2 5-12	 LMG 1 3-8	 PSK X10 12-4	 AT M8 2 75L
2	2	4									



Elements of 7th Somerset Light Infantry, 214th Brigade, 43rd Wessex Division [ELR: 3] enter on Turn 1 along the south edge:

 4 ² -5-7	 9-2	 9-1	 8-1	 LMG 1 2-7	 PIAT B10 8-3	 13 8 4 *75 2/4
14			2	4		3

SPECIAL RULES:

1. *DaE* rules 1-3 are in effect. All terrain on the *DaE* map that is not in play remains in effect for offboard movement and entry (only) purposes.
2. The British have an Offboard Observer in hex OO21. LOS is drawn from that hex for observation purposes only. This observer has an 80+mm OBA module (HE/Smoke) and receives 8 black and 3 red chits.
3. Non-SS German MMC have an ELR of 3; all German leaders have an ELR of 5.

AFTERMATH: The British moved forward but were soon held up by snipers and close-range heavy machine gun fire. One of the supporting tanks almost immediately bogged down in a ditch while attempting to skirt through the countryside, and in short order an anti-tank gun knocked out the other two that were still confined to the main road. The company commander ordered his men back so that artillery could finish off what the infantry and tanks had started, after which the Tommies moved forward with ease. They saw remnants of *Kampfgruppe Knaust*, including ten armored vehicles, streaming northward towards Arnhem. It was evident that they had decided to leave Elst. The British had captured another small stretch of "Hell's Highway."

21 January 2014 *Decision At Elst* Errata

1. Scenario **DaE4 Leave...Or Elst** shows two German 4-6-7 squads which should be non-SS 4-4-7 squads instead.
2. The **AP (APCR/APDS) TO KILL TABLE** is missing the AP To Kill numbers for the 75LL gun. Players should use the AP To Kill numbers for the 76LL gun, which are identical (note that the 75LL gun has neither APCR nor APDS ammunition).

Decision at Elst (*sheet 1 of 3, front*)

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Decision at Elst (sheet 2 of 3, front)

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M M P
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 6-5-8 A	 6-5-8 B	 6-5-8 C	 6-5-8 D	 6-5-8 E	 6-5-8 F	 6-5-8 G	 6-5-8 H	 4-4-7 A	 4-4-7 B
 4-4-7 C	 4-4-7 D	 4-4-7 E	 4-4-7 F	 4-4-7 G	 4-4-7 H	 4-4-7 I	 4-4-7 J	 4-4-7 K	 4-4-7 L
 4-4-7 M	 4-4-7 N	 4-4-7 O	 4-4-7 A	 4-4-7 B	 4-4-7 C	 4-4-7 D	 4-4-7 E	 4-4-7 F	 4-4-7 G
 4-4-7 H	 4-4-7 I	 4-4-7 J	 4-4-7 K	 4-4-7 L	 4-4-7 M	 4-4-7 N	 4-4-7 O	 4-4-7 P	 4-4-7 Q
 4-4-7 R	 4-4-7 S	 4-4-7 T	 4-4-7 U	 4-4-7 V	 4-4-7 W	 4-4-7 X	 4-4-7 Y	 4-4-7 Z	 4-3-6 A
 4-3-6 B	 4-3-6 C	 4-3-6 D	 4-3-6 E	 4-3-6 F	 4-3-6 G	 4-3-6 H	 4-3-6 I	 4-3-6 J	 4-3-6 K
 4-3-6 L	 4-3-6 M	 4-3-6 N	 4-3-6 O	 4-3-6 P	 4-3-6 Q	 4-3-6 R	 3-4-8 a	 3-4-8 b	 3-4-8 c
 3-4-8 d	 3-4-8 e	 3-4-8 f	 3-4-8 g	 3-4-8 h	 2-3-7 a	 2-3-7 b	 2-3-7 c	 2-3-7 d	 2-3-7 e
 2-3-7 f	 2-3-7 g	 2-3-7 h	 2-3-7 i	 2-3-7 j	 2-3-7 k	 2-3-7 l	 2-3-7 a	 2-3-7 b	 2-3-7 c

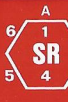
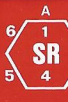
 75* 3/5	 75* 3/5	 75LL 3/5/2	 75LL 3/5/2	 75LL 3/5/2	 75LL 3/5/2	 75LL 3/5/2	 75LL 3/5/2	 75LL 3/5/2	 75LL 3/5/2
 88L 3/5	 88L 3/5	 88L 3/5	 88L 3/5	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*
 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*
 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*
 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*	 75L -/4*/1*

 2-3-7 d	 2-3-7 e	 2-3-7 f	 2-3-7 g	 2-3-7 h	 2-3-7 i	 2-3-7 j	 2-3-7 k	 2-3-7 l	 2-3-7 m
 2-3-7 n	 2-3-7 o	 2-3-7 p	 2-3-6 a	 2-3-6 b	 2-3-6 c	 2-3-6 d	 2-3-6 e	 2-3-6 f	 2-3-6 g
 2-3-6 h	 2-3-6 i	 2-3-6 j	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8

 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4
 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4
 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4
 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4
 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4	 75* 2/4

Decision at Elst (*sheet 3 of 3, front*)

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PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 
PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 	PREP FIRE 
PREP FIRE 	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4					
PREP FIRE 	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4					
									SHOCK BU 1-2: OK 3-6: flip
									SHOCK BU 1-2: OK 3-6: flip
PIN Half FP No Move No Adv	PIN Half FP No Move No Adv	PIN Half FP No Move No Adv	PIN Half FP No Move No Adv	PIN Half FP No Move No Adv	PIN Half FP No Move No Adv	PIN Half FP No Move No Adv	PIN Half FP No Move No Adv	PIN Half FP No Move No Adv	PIN Half FP No Move No Adv
stun BU No Repair/ Fire/Move	stun BU No Repair/ Fire/Move	stun BU No Repair/ Fire/Move	stun BU No Repair/ Fire/Move	stun BU No Repair/ Fire/Move	stun BU No Repair/ Fire/Move	STUN BU No Repair/ Fire/Move	STUN BU No Repair/ Fire/Move	STUN BU No Repair/ Fire/Move	SHOCK BU 1-2: OK 3-6: flip
MELEE	MELEE	MELEE	MELEE	MELEE	MELEE	WOUND dmg: 4 3ME, 0MC MLD: -1	WOUND dmg: 4 3ME, 0MC MLD: -1	WOUND dmg: 4 3ME, 0MC MLD: -1	SHOCK BU 1-2: OK 3-6: flip
MELEE	MELEE	MELEE	MELEE	MELEE	MELEE	WOUND dmg: 4 3ME, 0MC MLD: -1	WOUND dmg: 4 3ME, 0MC MLD: -1	WOUND dmg: 4 3ME, 0MC MLD: -1	SHOCK BU 1-2: OK 3-6: flip
BOG DR ≥ 12	BOG DR ≥ 12	BOG DR ≥ 12	BOG DR ≥ 12	BOG DR ≥ 12	BOG DR ≥ 12	BOG DR ≥ 12	BOG DR ≥ 12	BOG DR ≥ 12	BOG DR ≥ 12
 level 4 WP +2	 level 4 WP +2	 level 4 WP +2	 level 4 WP +2	 level 4 WP +2	 A 6 1 2 SR 4 3 5	 B 6 1 2 SR 4 3 5	 C 6 1 2 SR 4 3 5	 D 6 1 2 SR 4 3 5	 A 6 1 2 SR 4 3 5
 level 4 WP +2	 level 4 WP +2	 level 4 WP +2	 level 4 WP +2	 level 4 WP +2	 A 6 1 2 FFE:2 4 3 5	 B 6 1 2 FFE:2 4 3 5	 C 6 1 2 FFE:2 4 3 5	 D 6 1 2 FFE:2 4 3 5	 A 6 1 2 FFE:2 4 3 5

									
					MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr
MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	MOTION +2 TH Half FP TH: 2x4-dr	CONTROL 
CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	MOTION +2 TH Half FP TH: 2x4-dr	CONTROL 
CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 
CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 	CONTROL 
						R1 DMG Malfunction X6	R1 DMG Malfunction X6	R1 DMG Malfunction X6	CONTROL 
						R1 DMG Malfunction X6	R1 DMG Malfunction X6	R1 DMG Malfunction X6	CONTROL 
						R1 DMG Malfunction X6	R1 DMG Malfunction X6	R1 DMG Malfunction X6	TURN 
						R1 DMG Malfunction X6	R1 DMG Malfunction X6	R1 DMG Malfunction X6	R1 Sun Malfunction X6
R1 MA Malfunction X6	R1 MA Malfunction X6	R1 MA Malfunction X6	R1 MA Malfunction X6	R1 MA Malfunction X6	R1 AMG Malfunction X6	R1 AMG Malfunction X6	R1 AMG Malfunction X6	R1 AMG Malfunction X6	R1 AMG Malfunction X6
									
									

