



ADVANCED SQUAD LEADER STARTER KIT #3



**This game contains everything you need to
begin playing Advanced Squad Leader!**

THIS IS A COMPLETE GAME. NO ADDITIONAL ASL COMPONENTS ARE NECESSARY!



He stands on the crest line, purposefully exposed to the enemy, knowing that his apparent lack of concern will steady the men behind him. But he has seen the dust clouds in the distance. He knows the danger that is moving towards them and is searching for the best way to prepare the men. Following his normal routine, he checks his squad's positions once again—details that can mean life or death on the front line. Yet in the back of his mind—or can he actually hear them now?—are the rumble of the treads as the dust clouds advance ever closer. The men have seen it now too and their nervousness is palpable. This is a new threat for many of them and it is his job to get them through it alive. He turns and starts giving orders, quickly but with quiet confidence, as the sound of the advancing enemy tanks washes over them all, filling the men with dread...

This man is the heart and soul of any infantry unit. HE IS THE SQUAD LEADER!

Welcome to the exciting world of Advanced Squad Leader. ASL is the premier game system of tactical-level World War II combat. You're holding ASL Starter Kit #3—Tanks. This is a complete game that includes squads, half-squads, crews, leaders, support weapons, guns, tanks and armored cars, and simplified rules and terrain to use with them. Starter Kit #3—Tanks provides new players with an easy, low cost method for becoming familiar with the basics of the ASL infantry, ordnance and vehicle system, using entry level scenarios, counters, boards, and rules. This game builds on both ASL Starter Kits #1 and #2 but neither components from those games nor experience with them are required to enjoy Starter Kit #3—Tanks. This is a complete game. Beginners may want to start with ASL Starter Kit #1, but that is not a requirement to play these scenarios.

The eight scenarios included cover action from the vast steppes of Russia to the islands of Crete and Sicily, to the narrow streets of Arnhem. Some of the usual ASL bells and whistles have been dropped and simplified rules have been provided in order to make these scenarios easy to play for anyone interested in an exciting WWII tactical level experience. Beginners will rapidly get into the thick of the action as no prior experience or purchase is needed. The scenarios are also instantly playable by anyone already familiar with ASL and ASL Vehicles.

Starter Kit #3—Tanks will provide many hours of entertainment without any additional purchase. But players who master this material may want to expand their horizons to include the detailed rules that make up the total ASL system, which are available in the ASL Rulebook. Others may want to wait for additional Starter Kit material or try one of the Starter Kit scenarios available in Operations magazine.

The counters and boards included here are compatible with all ASL products. Additional ASL material is available from Multi-Man Publishing and finer hobby game stores.

What you will find with this game

- **Rules:** An easy to use illustrated rules booklet that provides the framework for infantry, ordnance, and vehicle combat at the tactical level, including plenty of illustrated examples of play.
- **Counters:** Full color counters representing the squads, half squads, leaders, support weapons, guns, and tanks that fought across the breadth of Europe. *These counters are completely compatible with ASL.*
- **Scenarios:** Eight scenarios that provide details on the actions including the troops and vehicles involved and victory conditions. Each card also provides rich historical detail on the action itself, allowing the Squad Leader to compare himself to his real life counterpart.

WARNING • CHOKING HAZARD

Small parts included, not intended for children under 3 years.

- **Boards:** Three 8" x 22" full-color GEOMORPHIC mapboards that can be rearranged to make many different terrain configurations representing the fields and towns of Europe. *These boards are completely compatible with ASL.*
- **Player Aid Cards:** Charts designed to optimize your playing time and enjoyment.

Advanced Squad Leader (ASL) is MMP's time tested and proven hex-based, squad-level tactical World War II game. ASL allows you to recreate all the actions of World War II for every nationality from 1939 to 1945. ASL Starter Kit #3 is a complete game providing the rules and components necessary to easily introduce the Vehicle mechanics allowing you to gradually enter and enjoy the fantastic detail of the best tactical game ever produced, unlike anything you have ever before experienced. American, Russian, British, and German squads, Guns, and Vehicles are all at your disposal in Starter Kit #3, allowing you to recreate actions as they happened on the squad level!



PzKpfw V: Possibly the best and most versatile tank of the war, the Panther was deployed in every theater of the European conflict, and became a mainstay of Germany's armored spearheads. Even so, it was vulnerable to the swarms of Shermans and T-34s that would come at it from all sides.

T-34/85: Produced in massive quantities and with a seemingly endless supply of crews, the Soviet Union used this tank as a platform to take the war to the German homeland. While Germany upgraded the caliber and velocity of its guns to counter this threat, the T-34's speed, durability, and sheer numbers more than made up for its lack of armor-piercing punch.



Vickers Mk VI: Hardly larger than a modern day car, the machine guns of this small tankette packed a powerful early war punch against unsupported infantry. Its thin armor and lack of a main gun made this AFV obsolete almost before it reached the battlefield.

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Advanced Squad Leader



Starter Kit #3 Rulebook

Introduction:

Welcome to the third installment in the Advanced Squad Leader Starter Kit series. ASLSK #3—Tanks will introduce you to the primary material necessary to add vehicles to the ASLSK experience. Advanced Squad Leader (ASL) is a detailed wargaming system that can simulate any company level ground action from any theater of World War II. The playing pieces represent squads, half-squads, leaders, crews, Guns, and Vehicles from every major and minor combatant of World War II. The battlefields are represented by geomorphic mapboards upon which the counters are maneuvered. Starter Kits provide the new player with an easy method for becoming familiar with the basics of the ASL system using entry-level scenarios, counters, boards, and rules. 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 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 leaders historically present at the battle and also help represent the overall combat independence

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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-indexed with the applicable firepower column of the Infantry Fire Table to determine the result of the attack. Ordnance, including 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 #3—Tanks is a complete game that introduces the player to the ASL vehicle rules 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, boards, and counters—is designed to be fully compatible with both previous installments of the Advanced Squad Leader Starter Kit (ASLSK) and ASL. You will not need any other product to play this game, it is completely self contained; however, you can find additional material for ASL and many other fine products at www.multimanpublishing.com. Additional ASLSK scenarios are available in MMP's **OPERATIONS** magazine.

These rules have been color-coded to show what has been revised from ASLSK #2. Any rules or wording highlighted in salmon have been revised to either add rules necessary for the use of Armored Fighting Vehicles (AFVs) or to correct errata from ASLSK #2. This rule booklet takes precedence over the rule booklet found in both ASLSK #1 and #2. Finally, note that Starter Kit #3—Tanks contains all the counters needed to play the eight scenarios under average circumstances. ASL is a game of wide possibilities, however, and exceptional circumstances in a given playing may result in a shortage of a particular counter.

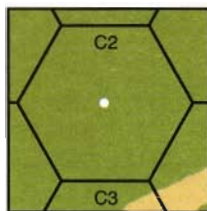
1.0 Game Components

1.1 Mapboard:

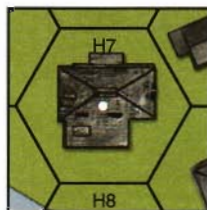
ASLSK#3 contains three geomorphic mapboards (t, u and v). These represent the battlefield and can be butted end-to-end or side-to-side together with others to form different playing areas. Superimposed over the map is a hex grid used to measure distance. Each hex contains a specific type of terrain. Different types of terrain have different effects on movement and combat. Each hex also contains its own grid coordinate that indicates its location on the map (e.g., hex K2). Listing the mapboard in front of the coordinate (e.g., tK2) 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:

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).

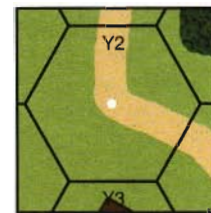


Open Ground: Open Ground is any hex devoid of other printed terrain features, generally covered uniformly in light green such as hex tC2. Open Ground presents no obstruction or hindrance to LOS, and the only TEM for Open Ground is the -1 First Fire Moving in the Open (FFMO) Die Roll Modifier (DRM) vs. moving units. Open Ground costs Infantry 1 MF to enter. Open Ground costs a Fully Tracked vehicle 1 MP and an Armored Car 3 MP.

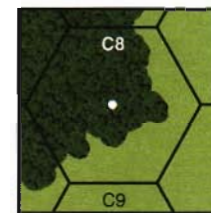


Buildings: Buildings represent man made dwellings of various sizes. Any hex that contains a gray or brown rectangular overhead building depiction is a building, such as uH7. If the LOS between two units crosses the building depiction then the building hex is an obstacle to both units if they are on the same level as the building. The building depiction is also a LOS obstacle between two units at different levels. A

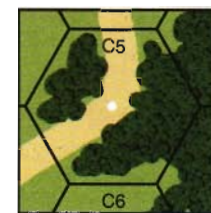
building costs Infantry 2 MF to enter. A mortar may not fire from a building. An Armored Car may not setup in or enter a building. A Fully Tracked Armored Fighting Vehicle (AFV) that is Buttoned Up (BU)(7.7) may enter a building at half its total MP allotment and must take a Bog Check (7.6). The TEM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



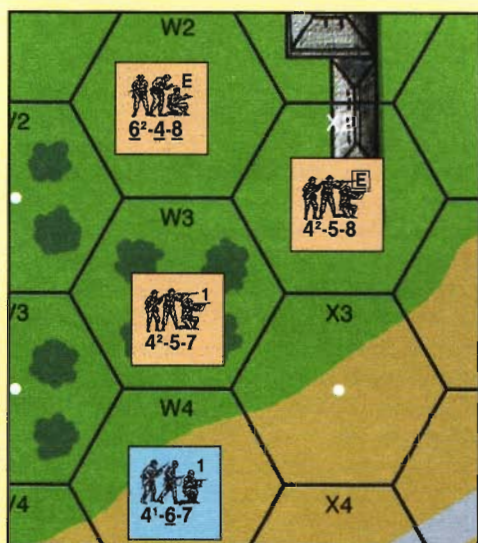
Roads: Roads represent either paved or dirt surfaces. A road represented by a brown stripe, such as uY2, is a dirt road while one represented by a gray stripe, such as uL6, is a paved surface. A road is considered Open Ground for all purposes. Additionally, Infantry that crosses only road hexsides throughout 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 1/2 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 vC8. 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.



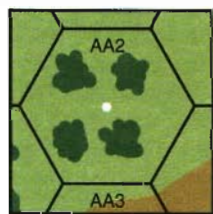
Woods-Road: A moving unit in a Woods-Road hex, such as tC5, is not eligible for the +1 Woods TEM during Defensive First Fire (and is subject to FFMO or Interdiction) if the LOS does not cross a green woods symbol and the moving unit entered the hex at the road movement rate. Otherwise normal Woods TEM is in effect; a unit may always choose to utilize the woods movement rate and receive resultant TEM benefits.



Orchard Example:

The orchards are in season. The German 4-6-7 is on the level one hill while the British units are all at level zero. The orchard in W3 blocks LOS between the 4-6-7 at level one and the 4-5-8 and 4-6-7 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 4-5-8 in hex W3 have an unhindered LOS to each other regardless of the season.

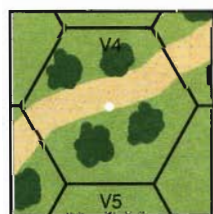
The road portion does not block LOS. A unit using a road through a woods hex pays the normal road movement rate rather than the woods movement rate.



Orchard: An Orchard represents a thinly wooded area devoid of undergrowth such as vAA2. 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.

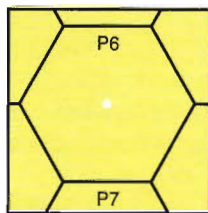
Orchards cost an Armored Car 3 MP and a Fully Tracked vehicle 1 MP to enter. There is no TEM for an orchard, but because it is not Open Ground, FFMO does not apply, and Interdiction is negated.

Orchards are in season during the months of April through October. An in-season orchard is an obstacle to any LOS drawn between units at different elevations. Each out-of-season orchard hex (November through March) adds a +1 Hindrance DRM to any LOS drawn between units at different elevations. An Orchard hex is considered Inherent Terrain (3.2.1) so the entire hex including hexsides affect LOS drawn through an Orchard hex.



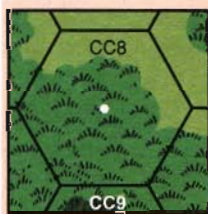
Orchard-Road: A hex containing both orchard and road symbols such as vV4 is actually a tree-lined road. Entrance of such a hex through a road hexside is identical to

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 tP6. Grain is a LOS Hindrance between units on the same level as the Grain feature and therefore

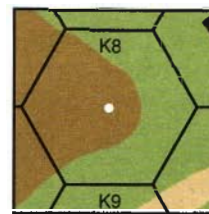
adds a +1 Hindrance DRM for every grain hex between the target and the firer in which the LOS crosses the Grain depiction. The season for Grain is during the months of June to September (inclusive). Outside this season grain hexes are treated as Open Ground instead. Grain costs Infantry 1.5 MF to enter 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), FFMO does not apply, and Interdiction is negated.



Brush: Brush represents a thinly wooded area with dense undergrowth such as uCC8. 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, 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. Any hill hex devoid of other terrain is also an Open Ground hex. FFMO and Interdiction will not apply if a moving/routing unit is eligible for Height Advantage (see below). A one-level (building/woods/orchard) obstacle on a level-one hill hex becomes a two-level obstacle. A hill mass is depicted in a brown shade such as vK8; however for aesthetic purposes some hexes may contain both the color of the hill mass and the color of the ground level. Hexes (and any units therein) are always considered to be at the elevation level containing the hex center dot.

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.

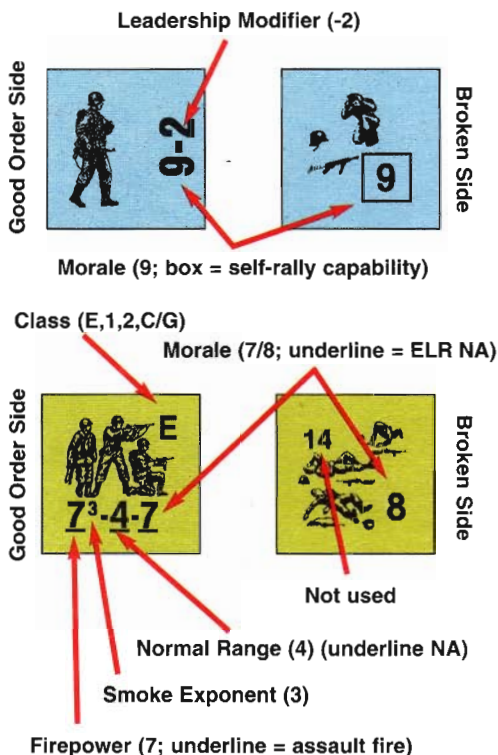
A Crest Line is formed in every hex where two different full level elevations meet, such as vAA8. Crest Lines are important both for determining movement costs and defining the slope of the hill for possible LOS obstructions. When infantry crosses a crest line into higher terrain the unit must expend 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 2MP if crossing the Crest Line via a road hexside.

Height Advantage and Hill LOS Example:

The German 4-6-7 in E9 can see the American 6-6-6 in hex I7 unhindered by the grain in F8, although such an attack by the 4-6-7 against the 6-6-6 would qualify for the +1 Height Advantage TEM. It costs the 5-3-6 in H7 2 MF to move to I7 (open ground 1 MF doubled for crossing the crestline uphill). The 5-3-6 would not qualify for Height Advantage TEM for attacks from the 4-6-7 during the MPH because the moving unit crossed a crestline that is intersected by the firer's LOS. The 4-6-7 has no LOS to the 3-3-7 in W6 (and vice versa). If the 3-3-7 moves from I6 to I7 (1 MF), then LOS would exist with the 4-6-7, and the 3-3-7 would receive Height Advantage TEM versus an attack by the 4-6-7. If the 5-3-6 in H7 were instead to move to G7, the cost would be 4 MF (building COT of 2 doubled for crossing a crestline uphill—requiring the Green 5-3-6 to first declare Double Time), and the 5-3-6 would receive building TEM rather than Height Advantage.



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. The informational markers are used by both sides and are generally memory devices. These include such counters as Prep Fire, First Fire, Pin, DM, 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. 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 Infantry crews. A squad bears the silhouette of three men, a HS that of two men, and Infantry crew that of two men kneeling. Infantry crews are always elite. The Squads and HS counters are defined as either E (Elite), 1 (First Line), 2 (Second Line), G (Green), or C (Conscript) which is noted in the upper right hand corner of the counter. Two HS or crew counters equal one squad in size.

Each MMC contains a three-digit number called its strength factor that quantifies its capabilities in the game. Firepower (FP) is the 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:

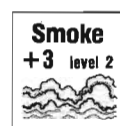
The reverse side of each SMC and MMC is its broken side. The large number in the lower right corner is its broken Morale Level. If the broken Morale Level is encased in a square, that unit is capable of self-rally.

1.2.4 Support Weapons (SW):

These 1/2" counters represent weapons that must be possessed by MMC or SMC to be used (see Section 4). These include Machine Guns (MG), Flamethrowers (FT), Demolition Charges (DC), Light Mortars, and Light Anti-Tank Weapons (LATW). These SW are possessed by the unit stacked immediately beneath them. A SW must be possessed to be fired or moved. SW have a portage requirement (Portage Points or PP) listed on the counter. SW have both a range and a FP that is utilized like that of a MMC. Some SW (e.g. MG) may malfunction, in which case they are flipped over to their broken side. The repair number is shown in the upper left corner. The "6" in the lower right corner indicates permanent removal if the original repair dr is a 6.

1.2.4.1 Rate of Fire (ROF):

Some weapons have multiple Rate of Fire (ROF) shown by a number encased in a square. If the colored die roll in a fire attack DR is less than or equal to the ROF, such an unpinned SW or Gun 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 QRDC. See also the Area Target Type 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. 5/8" 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 a hindrance DRM per hex (+3 for full 5/8" 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 5/8" counter is termed a Gun (6.0). A Gun must be manned by an Infantry crew counter to fire without the +2 Non-Qualified Use penalty. Guns are possessed, transferred, recovered, and destroyed as if a SW (4.0). There are five types of Guns. The type is depicted on the counters in abbreviated form. They are: MTR = Mortar, AT = Anti-Tank Gun, INF = Infantry Howitzer, ART = Artillery, and AA = Anti-Aircraft Gun. These roles should not be taken literally. An Anti-Tank Gun is free to fire at Infantry, etc. The Gun counter front will also indicate its caliber size (in mm), its target size (6.7), its manhandling number (6.5) and, if any, its ROF, its Infantry Firepower Equivalence (IFE; 6.8), and its 360 degree status (3.2.4). Some Guns are Quick Set Up (QSU on back of counter), and thus able to move via manhandling. Other Guns cannot move during the course of an ASL scenario because they must be limbered to move (as indicated by Limbered on the back of the counter). Only small target Guns and AT/INF Guns that are not large targets may occupy a building hex.



1.2.7 Vehicles:

All vehicles (7.0) are represented by 5/8" counters. ASLSK #3 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 (MA), its ground pressure, its target size, its ROF (if any), its Armor Factors (AF), its Turret Type, and its vehicular Machine Guns.

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 To Hit 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 5/8" Acquisition counters. (6.10 & 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, 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).

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 and MA is repairable). (4.0/6.12)

Backblast: A condition of firing a LATW 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).

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.

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.

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 location.

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

D#: APDS (Armor Piercing Discarding Sabot) depletion number.

DC: Demolition Charges (4.3).

DEFENDER: The player whose player turn is not presently being played.

DFPh: Defensive Fire Phase (3.4).

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

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

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

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

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

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

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

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

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). 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).

FPP: Final Protective Fire (3.3.1).

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 5/8" counter (1.2.6 & 6.0).

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

H: counter designation for HEAT.

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

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.

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

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

HIP: Hidden Initial Placement for Guns (6.4).

Hindrance: Some terrain types (orchard, grain, brush) as well as non-motion vehicles, wrecks 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 To Hit DR traced through it.

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

HS: Half squad.

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

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.

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).

IPC: Inherent Portage Capacity (4.0).

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).

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

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

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

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

LOS: Line of Sight (3.2.1).

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

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

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 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).

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 infantry crew.

Mobile: A good order vehicle that is neither bogged nor immobilized.

Mortars: An indirect fire type of Ordnance that must use the Area Target Type. Light Mortars (60mm or less) are SW and can be manned by any Infantry, while all other Mortars are Guns and must be manned by an Infantry crew to fire without penalty (4.5/6.9).

Motion Fire: Fire by a vehicle while still in motion. The MG/IFE firepower of 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 players 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).

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

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

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

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

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

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. (3.7)

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).

PFPh: Prep Fire Phase (3.2).

PIAT: Projector Infantry Anti Tank (4.4.5).

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

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

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

PTC: Pin Task Check (3.2.3).

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

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. (3.3.1).

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).

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 (1/2" counter; 3.3) or smoke shells placed by ordnance or dispensed by an AFV (5/8" counters 6.2), which provide protective cover (1.2.5).

Smoke Exponent: a superscript to a unit's FP strength indicating the ability to attempt to place smoke grenades (3.3.1).

Squad Equivalent: Two HS or crews are equivalent in size to one squad (1.2.2). A crew manning a Gun is equivalent to one squad.

SSR: Scenario Special Rule (1.3).

Stacking Limits: Each side may have up to three MMC squad equivalents per hex plus up to four leaders (3.3). 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 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 (3.3.1).

SW: Support Weapon (4.0).

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

Target Size: A Gun's size as indicated by the color of its M# (6.7). A vehicle's size as indicated by the color of its various armor factors (7.3).

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 5/8" 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 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 (1.2.6) and also inflicts NMC when it hits (6.2).

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:

- ATTACKER rolls for any provisional (SSR) reinforcements and sets up off board all forces due to enter this player turn.
- Good Order units may attempt to recover an unpossessed SW in the same hex by making a dr less than 6 (+1 drm if CX) (ATTACKER first).
- 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.

- Transfer of Weapons:** Stacks may be freely rearranged to change possession of all Weapons between Good Order units in the same location (ATTACKER first).
- 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.
- 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 less than or equal to the morale number on its broken side. There is a +4 DRM if the unit is suffering from Desperation Morale (DM), a -1 DRM if the unit is in woods or buildings, and a DRM equal to the leadership modifier of the unit attempting to rally the broken unit. If the only leader present in a stack of broken units is broken, he may attempt to rally the other units 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.
- Vehicle Shock:** Roll for Shock/Uncon-

Russian Rally Phase Example:

The broken 5-2-7 in Q6 attempts an MMC self-rally. It must add +1 to its rally attempt for self-rally, but may subtract one for being in a building hex. The original DR is a 7, with the modifiers negating each other, the 5-2-7 rallies and is flipped to its unbroken side.

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

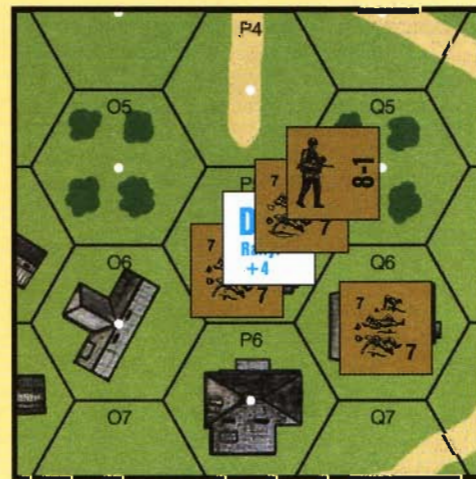


Illustration before any results

firmed 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.

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

Line of Sight Example:

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



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 all purposes, including possible breakdown. Any combina-

tion 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

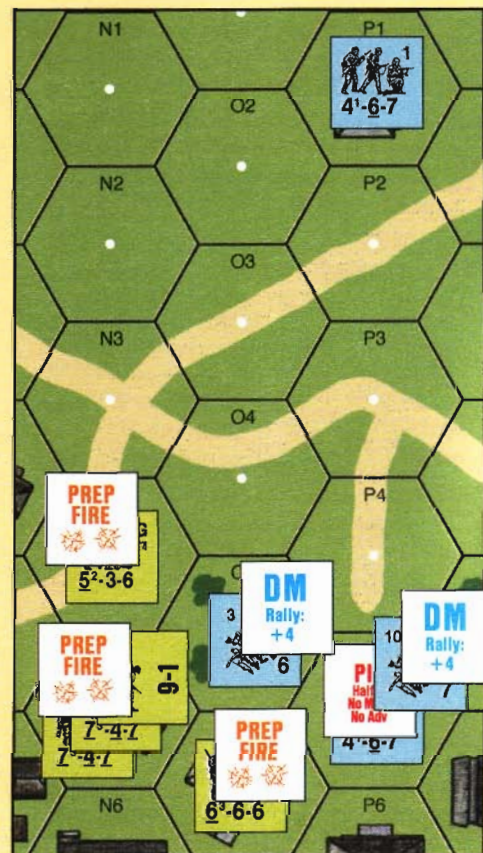
Prep Fire Phase Example (assuming German ELR of 3):

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

Next the remaining American 7-4-7 and 9-1 in N5 attack the 4-6-7 in P1 with 2 FP (7 FP at Long Range Fire is 3.5 FP, use the 2 FP column) and a +2 DRM (+3 stone building, -1 Leadership Modifier). The original DR is a 2 ("snake eyes!" double ones, the attack does not cower because it was directed by a leader) and the final DR is a 4. Cross referencing 4 on the 2 column of the IFT results in a +1 Morale Check (IMC). 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 IMC. 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



unit on a higher elevation may not see past LOS obstacles although they may see into them. A unit on a higher elevation may see over lower level hindrances (grain/brush) without hindrance.

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/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 cowers and is resolved on the next lower column on the IFT and results in the cowering unit being marked with a Prep Fire or Final Fire counter (as appropriate). If an Inexperienced MMC is involved in such an attack, the attack shifts two columns to the left rather than just one. Any shift below the lowest column results in an attack that has no effect. Cowering does not affect 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 firegroup. 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 or Ordnance.

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). 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:

#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 bro-

ken and inverted and have a DM counter placed on them. A unit that rolls an original 12 on a MC suffers Casualty Reduction in addition to breaking. An already broken unit that fails a MC suffers Casualty Reduction; an already broken unit that rolls an original 12 on a MC is eliminated. An unbroken unit that fails a MC by more than its ELR (see 5.1) might be replaced by a lesser quality unit.

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

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

If a leader breaks, all Good Order units with a lower current morale level stacked with him must take a PTC after resolving the initial attack, with any negative leadership DM added to the DR rather than subtracted from it. This is a Leader Loss Task Check (LLTC).

If a unit passes a required MC by exactly the highest number by which that unit could pass the MC (after all modification), then that unit is pinned, and a Pin counter is placed on that unit. This unit may not move further this player turn and fires at half his normal FP.

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 (VTI), or (if a LATW) 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 To Hit DR but not the IFT DR.

Area Target Type:

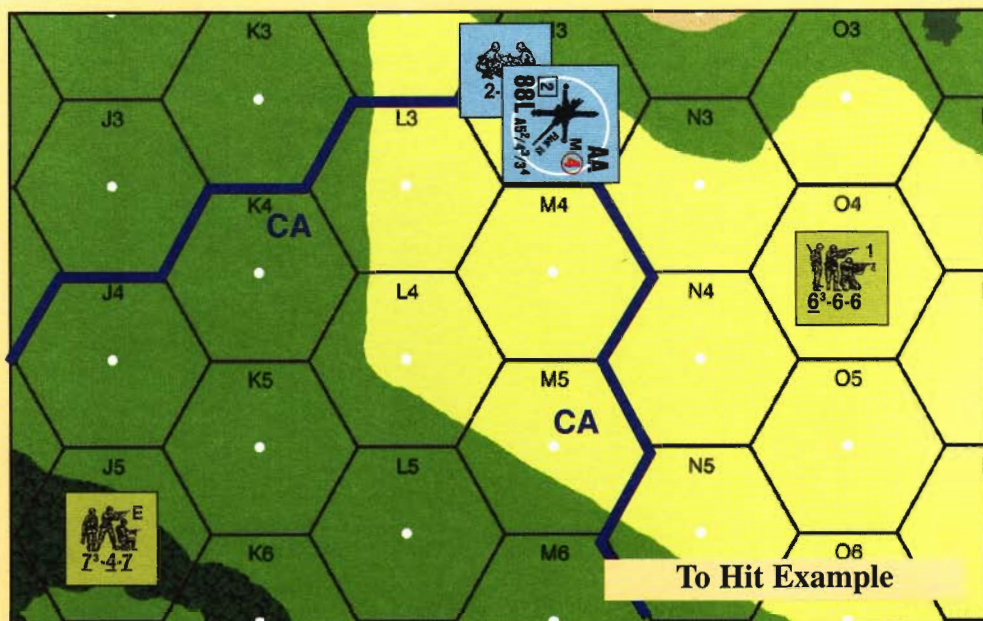
The Area Target Type is always used by mortars and whenever Ordnance attempts to fire Smoke; otherwise, it may be selected whenever firing HE ammo, but not HEAT or AP ammo. Fire on the Area Target Type by other than a mortar consumes all of the Gun's ROF for that turn, thus non-mortars cannot fire again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

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 a MMC 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 Tables 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, or pre-



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 To Hit #. None of the grounds for using red To Hit #s apply to this shot; furthermore, at range 6 on the Infantry Target Type there are only black To Hit #s to consider. The dice roll is modified as follows: Woods TEM is +1, the grain hex Hindrance of L3 is +1, and the total To Hit (TH) dice roll modifier (DRM) is +2. The German player rolls a 7 (colored die of 1) and adds the +2 DRM for a final DR of 9. This is higher than 8, so the attack misses; place a 1/2" -1 Acquired Target counter on the target unit in xJ5.

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

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

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

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

1944 American Gun, or if subject to Non-Qualified, Captured, or Inexperienced use. If the entry has no red #, use the black TH#. Add to the DR both the Firer-Based Hit Determination DRMs (such as CX status, Covered Arc change, and Non-Qualified Use) and the Target-Based Hit Determination DRMs (such as FFMO, FFNAM, Target Acquisition, Hindrances, and if 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 modified To Hit number then a hit has been achieved on the target. If firing in the Defensive First Fire Phase, Defensive First Fire principles apply and only moving targets may be affected.

Some Guns 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 Gun changing its Covered Arc during the phase. Each of these applicable instances cumulatively reduces the normal ROF by one for that Fire Phase. 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 has a facing that is determined by its Covered Arc (CA). A Covered Arc is indicated by placing the Gun counter with the depicted Gun barrel pointing directly at one of the six hexspines of its hex. The Covered Arc comprises the two hexes joined by that hexspine, all the hexes and hexspines of the two diagonal rows of hexes that pass through those hexes while converging on the unit's hex, and all the hexes

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 chart 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

Unit Movement Factor Chart

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

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 off board—either at the start of a scenario or as reinforcements—as directed by the scenario card, including turn and location of entry. Units are set up off board 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 off board except move during the MPH per normal Open Ground movement costs. They must enter during the MPH or APH of their turn of entry or be eliminated. Roads are considered to extend off board for purposes of road bonus. 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 off board 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 a MMC has 4 MF (or 3 if Inexperienced). A MF bonus of one can be earned if the unit travels along a road throughout the MPH. Any MMC that begins and ends its MPH stacked with a leader 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 a MMC is using bonus MF gained by moving with a leader. Units may choose to move as a stack and may break up the stack during the MPH to continue to move separately, but all members of that moving stack must end their MPH before a unit not in that stack may move.

A unit that moves only one hex during the MPH may use Assault Movement if the player declares

that he is using Assault Movement and the move does not take all of the unit's MF. Assault Movement reduces the unit's vulnerability to Defensive First Fire by avoiding the First Fire Non-Assault Movement (FFNAM) -1 DRM.

Any Infantry capable of movement and neither broken, pinned, wounded, 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 1/2" Smoke grenade placement during the MPH by declaring so, expending one MF to place Smoke in its own hex or two MF to place Smoke in an adjacent hex, and making a dr less than or equal to its Smoke Exponent number. A CX unit must add a +1 drm. No unit may attempt to place Smoke grenades more than once per MPH. If the smoke placement dr is a 6, the unit must immediately end its MPH in its current location. See 1.2.5 for the effect of Smoke; however, recall that any movement during the MPH/RtPh into (but not out of) Smoke costs one additional MF. A 1/2" Smoke grenade counter is removed at the end of the MPH.

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

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 and 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 hex-side may do so using the road rate of 1/2 MP per hex.

A VCA can be changed at the cost of 1 MP per hexspine change or 2 MP per hexspine if in woods or a building. A vehicle must move with-

Vehicle Target Type To Hit And To Kill Summary

- 1) Select Ammo and Vehicle Target Type.
- 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 add results to AF of location hit. Consult appropriate AFV Destruction Chart based on ammo type (AP, Heat, APCR/APDS, HE, MG).

in 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 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.

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 off board start in Motion. No vehicle may set up on board 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,

Overrun, or 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 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. 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 MPs. 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 Open Ground (FFMO) DRM if the Infantry unit is moving in Open Ground. Note that FFMO DRM is not applicable to a unit that has a LOS hindrance in the LOS between the target and the firer, even if the moving unit is in Open Ground.

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

Is an option available to a DEFENDING 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/SFI/FPF procedures; mark it and its weapons as fired. MMC must first pass a Pre-AIV 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 FPF, the location in which the attack is resolved is marked with a Residual FP counter equal to half (up to a maximum of 12; round fractions down) of the IFT FP column used for that attack (including an ordnance hit), although a Weapon that malfunctions or retains ROF leaves no Residual FP. A To Kill attempt will leave residual in the same manner except when using AP (unless fired by an MG), ATR, APCR, or APDS or a dud resulted. 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 To Hit DRM caused solely by conditions outside the target hex (including TH DRM). This could include positive leadership modifiers, CX status, and LOS hindrances. Height Advantage and negative leadership DRMs never affect Residual FP. 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) that are marked with a First Fire counter may also fire again, but only at units in an adjacent hex, and they must then flip the First Fire counter to

its Final Fire side. A unit marked with First Fire has its and its Weapon's FP halved (and doubled due to the effect of PBF). A Gun marked with a First Fire counter may Intensive Fire (3.2.4) at units in an adjacent hex. A unit already marked with Final Fire cannot fire during Final Fire. Final Fire attacks affect all enemy units in a target location, not just those that have moved, but FFNAM and FFMO do not apply.

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

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

See page 15 for a comprehensive example.

3.5 Advancing Fire Phase (AFPh):

The ATTACKER's units and Weapons that did not fire in the PFPh may fire at half FP; ordnance instead adds a +2 TH DRM. A squad with an underlined FP factor may use Assault Fire. Assault Fire capability allows any squad using its own FP during the AFPh to add one FP to its attack after all modification to the squad's own FP; any fraction is then rounded up. The assault fire bonus is not applicable to any fire beyond a unit's normal range. Medium machine guns (MMG), heavy machine guns (HMG), mortars,

Defensive Fire Summary

Defensive First Fire:

- Occurs during opponent's MPh
- affects only moving unit(s)
- can leave residual FP
- place First Fire Counter

1a. Subsequent First Fire:

- Occurs during opponent's MPh
- affects only moving unit(s) within normal range
- can leave Residual FP
- available to units that have already been marked with First Fire Counter but have no closer target
- flip counter to Final Fire side

1b. Final Protective Fire:

- Occurs during opponent's MPh
- affects only adjacent moving unit(s)
- can leave Residual FP
- available to units that are already marked with a Final Fire counter and acts as a NMC vs. firing unit

Final Fire:

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

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.

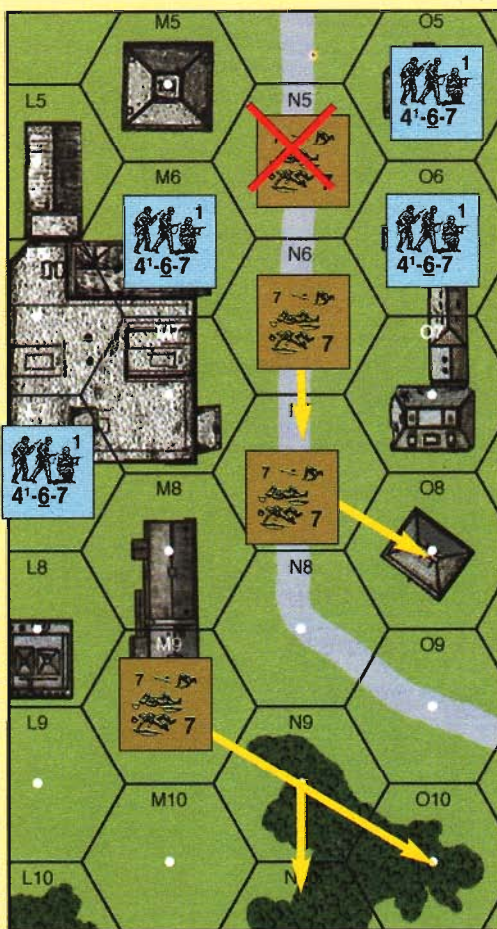
Remove all Prep Fire and Bounding Fire counters at the end of the AFPh.



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 range and LOS of a Known Good Order enemy unit that would be able to interdict it if it were routing in that hex (see below). Such a unit is placed under a DM counter. Broken units not in melee under DM must rout away (ATTACKER first- one unit at a time) during that RtPh or be eliminated for failure to rout. All broken units, **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 present hex.

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

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

Interdiction occurs whenever a routing unit enters an Open Ground hex without using Low Crawl while in the normal range and LOS of an unbroken, unpinned enemy unit capable of firing on it in that hex with at least one FP or hitting it via the TH process at under 17 hexes. A unit in melee cannot interdict, nor can a 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

Rout Phase Example:

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

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

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

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

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 between Good Order units and move any of his unpinned and Good Order Infantry units to an adjacent hex (even if Infantry units occupy the hex moved into).

A unit advancing into a hex that requires all its MF must become CX. For example, a Russian

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 are eliminated.
- If woods/building cannot be reached in a single RtPh, (i.e. more than 6 MF away) unit may rout to any terrain consistent with all other requirements.
- A routing MMC possessing a weapon must carry as close to 3 PP (without exceeding 3 PP or 1 PP for a SMC) as it can. A weapon exceeding the PP allowance is dropped before a unit routs.

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 and 1st Line Italian units 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 pre-designated.

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.

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

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

Whenever Infantry advances into CC in a woods or building hex (unless reinforcing a Melee), an ambush can conceivably occur. Prior to declaring CC attacks in such a case, each player makes one dr. If either player rolls at least three less than the other, he has succeeded in ambushing his opponent. The side that has the ambush status in a CC is entitled to a -1 DRM to

its CC attacks and a +1 to CC attacks against it until that CC becomes a melee at the end of the CCPh. Ambush dr are subject to drm even if only a portion of a player's CC force is qualified to use it; drm include +1 for being CX, +1 for being pinned, +1 for being Inexperienced, and any leadership drm (unless the leader is alone); 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.

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 equivalent of a turreted Main Armament less than 15mm. A vehicle may combine any MG/IFE 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 negated by a Shock or Stun status.

Beginning in July 1944, certain German AFV are equipped with a close defense weapon system (*Nahverteidigungswaffe*). It can be used to



Close Combat Phase Example:

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

When the German 4-6-7 in G6 advances into CC with the Russian 4-2-6 in F5, Ambush can occur because it is a building location. The Ambush drm of the 4-2-6 is +1 (consript) while the German drm is zero. No ambush occurs when the Russian dr is a 3 and the German dr is a 2. The German attacks at 1:1 odds, as does the Russian. The DRM for both attacks is zero. The German DR of 5 causes casualty reduction but does not change the odds. The Russian DR of 9 has no effect. The Russian 4-2-6 is replaced with a 2-2-6 and the location is marked with a Melee counter.

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

The three German 4-4-7s advance into the H4 building location with the two Russian 4-5-8s. Both sides have Ambush drm of zero, and their respective Ambush drs of 3 for the German and 5 for the Russian result in no ambush. The German must declare all his attacks first. Each of his squads may only attack once and each of the Russian squads may only be attacked once. The German options are: one big attack of 12 to 8 (3:2); two squads on one Russian and one squad on the other for one attack at 2:1 and one attack at 1:1; or all three squads on one of the Russian squads, this is one attack of 3:1 without an attack on the second Russian squad. The German announces two attacks; one at 2:1 and one at 1:1. The Russian must now announce attacks. The options are: one big attack of 8 to 12 (1:2); one 4-5-8 attacks two 4-4-7s (1:2) and the other 4-5-8 attacks the third 4-4-7 (1:1); the two 4-5-8 attack two 4-4-7s as one 1:1 attack while the third 4-4-7 is not attacked; each 4-5-8 attacks one 4-4-7 (two 1:1 attacks) while

the third 4-4-7 is not attacked; both 4-5-8s attack one 4-4-7 (2:1) while the other two 4-4-7s are not attacked. The Russian announces two attacks: one 4-5-8 attacks two 4-4-7s (1:2) and the other 4-5-8 attacks the remaining 4-4-7. All the attacks have zero DRM. The German rolls a 6 on the 2:1 attack, eliminating the squad, and rolls a 9 on the 1:1 attack for no result. The Russians roll a 4 on the 1:2 attack (casualty reduction) and a 7 on the 1:1 attack for no result. Randomly determine which 4-4-7 suffers casualty reduction. After the attacks the location contains two German 4-4-7 squads, one German 2-3-7 half squad, and one Russian 4-5-8, all marked with a Melee counter.

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

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

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

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 (unless 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 or hindrances apply to this attack.

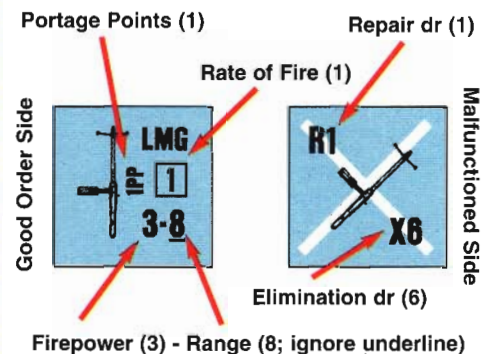
If Infantry from both sides (*any* of which is unbroken) remain in the same location after all initial CC attacks have been resolved at the end of the CCPh, they are considered to be locked in Melee and may not conduct any activity other than CC, (e.g. leave that location, make a fire attack, interdict 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 one that opts to stay in the Melee hex, may only fire its weapons at enemy 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.

Remove all Pin counters at the end of the CCPh.

3.9 Turn Record Chart:

The previous DEFENDER now becomes the ATTACKER and inverts the turn counter and, if he was already 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 a MMC or SMC. Weapons may be dropped at any time during the MPh. No item can be portaged more than once per MPh. A MMC has an IPC of three PP, and a SMC has an IPC of one PP. An Infantry unit loses one MF for each PP carried in excess of its IPC, and a SMC may never carry more than two PP. One Good Order SMC may add its IPC to that of one Good Order MMC 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 PFPh or DFPh, but such an action counts as use of a Weapon. Weapons may also be destroyed when a final IFT DR results in a KIA of the possessing unit (see 6.7 for ordnance hits). Make a subsequent dr on the same column as the IFT attack for each Weapon possessed by that unit. If the Final dr is a KIA, that Weapon is destroyed, if it is a K then that SW is malfunctioned. A captured Weapon has its ROF lowered by one and its B# or X# lowered by two, and a Weapon used by an Inexperienced MMC has its B# or X# lowered by one (both effects cumulative with other penalties).

A squad may fire any one weapon at no cost to its own FP, or any two weapons at the cost of forfeiting its own FP for the current and any remaining fire phases in that player turn (except for SFF/PFF). A HS or crew may fire only one weapon, and in so doing forfeits its own FP for any remaining fire phases (except for SFF/PFF) in that player turn (CCPh is not considered a fire phase). A SMC may use one SW, but he loses any leadership DRM he may have otherwise exerted during that fire phase.

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 MMC is going to fire its own FP and a MG at the same target (at both the same hex and the same unit) during the same phase, they must form a FG; they may not attack separately unless the MG retains ROF (or the MMC attacks in Subsequent First Fire without using the MG).

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 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 equals 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.



4.2 Flamethrowers (FT):

A FT is a SW with a normal range of one hex and a FP factor of 24. A pinned unit cannot fire a FT. A FT may attack at long range (two hexes) at half FP. A FT is never increased for PBF. FT FP is not halved during the AFPh but is affected by cowering. FT attacks are resolved on the IFT but receive no DRM for leadership or TEM. Applicable DRM for hindrances (including smoke) and the +1 DRM for CX may apply. A unit may not use 2 FT, but a full squad may make a separate attack with its own FP. A FT may not combine with any other attack, nor may it form a FG. Any unit possessing a FT must deduct one (per FT possessed) from the IFT resolution DR of any attack against it. If the original IFT resolution DR of any attack made by a FT is greater than or equal to 10 (its X#), the FT is removed from play after making its attack. Non-elite MMC that use the FT lower its X# by two.

For a FT to attack an AFV it must pre-designate the AFV as the target before making the attack. The attack is made on the HE and Flame TK table without any To Hit attempt. 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.

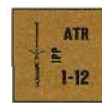


4.3 Demolition Charges (DC):

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 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 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 pre-designated as being placed against the AFV. 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 To Hit 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 leader may not fire a BAZ. A BAZ is permanently removed from play if its original To Hit DR is greater than or equal to its X#. A leader can modify the To Hit DR if he is directing that attack; however, a leader cannot modify his own attack. A BAZ attacks on the 8 column of the IFT if it

obtains a hit 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+).

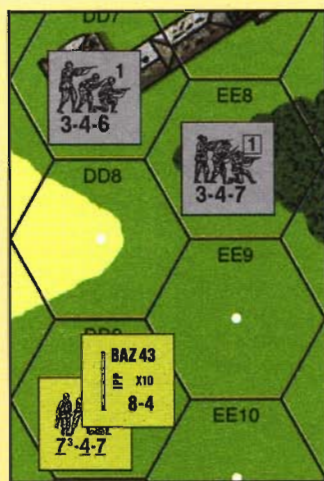
All BAZ rules apply to the PSK except that the PSK has its own TH table, attacks Infantry in a building on the 12 column of the IFT, has its own column on the HEAT TK Table (TK# 26), and is available from September 1943 on.

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. A PF shot does not leave residual fire and can only affect one unit in a location.

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 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 roll (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 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



LATW To Hit Example:

The 7-4-7 cannot fire its BAZ 43 at the Italian squad in EE8 because the 3-4-7 is not in a building. Instead, the 7-4-7 fires the BAZ 43 at the 3-4-6 in the stone building in DD7. The To Hit chart on the back of the BAZ 43 shows that at a range of 2 a final DR of 8 or less is needed for a hit. The To Hit DRM are +3 TEM and +1 Hindrance in DD8 (grain is in season) for a total of +4, so an original DR of 4 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 To Hit DR to determine the result.

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. The firer may choose to use a +2 To Hit DRM penalty to protect against the attendant backblast of these weapons. The firer may instead subject all the occupants of the building hex to a backblast attack on the 1 FP column of the IFT using only the colored dr of that To Hit 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 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 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 nationality chart on page 28. Crews and MMC with underlined morale are not subject to ELR.

5.2 Nationality Distinctions:

Units of different nationalities have different capabilities. In this game these distinctions are reflected on the MMC. Each major nationality and its units and Weapons are reflected by a common color distinct from those of other nations. In some instances, minor nations are generically represented by the same color.

5.3 Field Promotions:

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

5.4 Inexperienced MMC:

Green MMC not stacked with a Good Order leader and all Conscript MMC suffer Inexperienced penalties. They have 3 MF (not

4); they cover two columns (not one); their ordnance uses red TH#s; the B# or X# of a Weapon they use is lowered by one and they suffer a +1 ambush drm.

5.5 Captured Equipment:

Any weapon that has been recovered by an enemy unit may be used by its new owner subject to certain penalties. Its ROF is reduced by one, the B#/X# are decreased by two, and all attacks by captured Ordnance use Red TH#s and add +2 to the To Hit DR.



6.0 Ordnance:

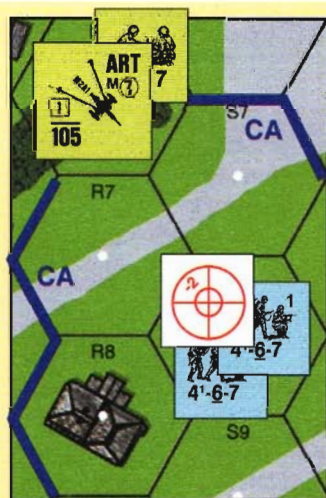
Any Weapon that must secure a hit on a target using the To Hit process (3.2.4) before resolving the effect of that hit on the IFT is Ordnance (Gun, LATW, or SW). A Gun is a weapon on a 5/8" counter which usually fires as Ordnance. The Ordnance Weapon's caliber (in mm) is shown on the counter. If the 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 Gun/MA on the Area/Vehicle Target Type is a Critical Hit. On the Infantry Target Type Table, each Gun/MA/LATW 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 that weapon. A CH on the Area Target Type is resolved using double FP of the weapon on the IFT. TEM is not applied. 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) and HE ammo unless one of these ammo types is listed on the back of the counter. 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 super-



Critical Hit Example:

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

scripted 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 Gun/MA 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.

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 Discard-ing 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 5/8" counter is placed at the start of the PFPh or DFPh by securing a hit on the Area Target Type. If done in the PFPh place a +3 Smoke counter; if done in the DFPh, place a +2 Dispersed Smoke counter. Once the firer

has fired anything other than Smoke during that PFPh/DFPh no more Smoke may be fired in that phase.

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

6.3 Emplacement:

Any gun that has not been moved during the scenario is emplaced unless set up on a paved road. If emplaced, a Gun and its manning crew are entitled to a +2 emplacement TEM. This emplacement TEM cannot be used in conjunction with any other TEM or Gunshield DRM (6.6) (the owner may choose one or the other but not both) nor may it be used if the Gun is manned by a non-crew unit. 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 set up. The Gun and crew counters are then placed to the side and not placed on board until the Gun loses HIP. A HIP Gun in Open Ground or unpaved road loses HIP when a Good Order enemy unit within 16 hexes has LOS to the Gun.

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

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

6.5 Gun Movement:

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

6.6 Gunshield:

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

6.7 Guns as Targets:

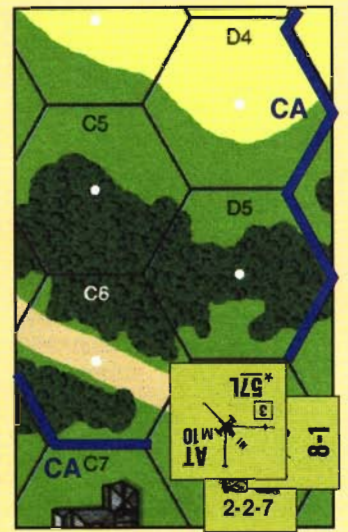
The color of the M# (6.5) indicates the Gun's target size. If the M# is printed on a white circular background, the Gun is a small target. If it is printed in red, the Gun is a large target. A CH automatically destroys both the Gun and its manning Infantry. Once a hit (other than a CH) is achieved on a Gun via the To Hit process, the firer rolls on the IFT to determine the effect on

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



the Gun and the crew. If the final DR (prior to any gunshield DRM) results in a KIA the Gun is destroyed along with its manning infantry. A K result causes the Gun to become malfunctioned and causes Casualty Reduction to the manning infantry. These results are considered Direct Hits. If the IFT DR does not result in a Direct Hit, then the result is considered a Near Miss and any applicable gunshield TEM is applied to the same DR to determine the effect on the manning Infantry.

6.8 Infantry Firepower Equivalent (IFE):

Any single number appearing in parenthesis beside a Gun/Vehicle caliber size is that Gun's IFE. Not all Guns have this option. The IFE is used directly on the IFT without using the To Hit process, as if the Gun were a MG, although it would still apply CA change DRM as necessary. A Gun using IFE has its ROF lowered by one and may not form a FG with other units, nor use, gain, or retain any form of Target Acquisition. IFE has a normal range of 16 hexes, is not considered Ordnance, and is not subject to Covering. 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 of 12.



6.9 Mortars:

Mortars are classified as either a Gun (5/8" counter) or SW (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 underneath their ROF box. Any original DR of 2 that secures a hit for a Mortar is a Critical Hit (6.1).



6.10 Target Acquisition:

When a Gun/MA makes a To Hit DR using the Infantry Target Type or Vehicle Target Type it may place a 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. A target can be acquired by more than one Weapon but never more than at the -2 level. The target remains acquired until the Ordnance or its manning Infantry leaves its present location, changes CA without firing, attacks a different target, malfunctions, fires Smoke, uses IFE, or until its manning Infantry is eliminated, is not in Good Order, no longer possess the Ordnance, 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 1/2" Acquired Target counter to a 5/8" 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 1/2" Acquired Target counter on his choice of one of the previously Acquired Targets. If an Acquired Target appears to leave the LOS of the Gun/MA, a free LOS check may be made. If the LOS check reveals that there is no LOS to that hex, the 1/2" Acquired Target Counter is returned to the last hex to which the Gun/MA had LOS.



6.11 Area Acquisition:

Acquisition gained while using Area Target Type is marked by using the 5/8" Acquired Target counter. All principles of 1/2" acquisition apply except that the acquisition belongs to the hex rather than the target. A 5/8" 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 5/8" Acquired Target to a 1/2" counter if the Gun/MA later fires at the hex using the Infantry or 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 To Hit DR is greater than or equal to its B#, that Gun/SW is malfunctioned. A Gun fired by a squad or HS has its B# lowered by 2, as does a captured Gun or a Gun using Intensive Fire (or IFE if already marked as First Fire) while a Weapon fired by an Inexperienced MMC has its B# lowered by 1. In either case, an original To Hit (or IFT) DR equal to 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."

Although all of section 7 is new, it has not been highlighted.

7.0 Vehicles:

Vehicles are represented by 5/8" 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.

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

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 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). 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#.

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 unless the wreck/AFV was/is moving in the current Player Turn's MPh. A +1 TEM DRM will apply after the current player turn's AFPh in this case. This TEM is applicable only if the unit can claim no other 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 AFV/wreck increases the cost to enter that hex for other vehicles by 2 MP if entering via a road hexside or 1 MP otherwise; these penalties are 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 at least one wreck/AFV but it does not apply until after the AFPh if the AFV/wreck is/was moving during the current player Turn's MPh. The hindrance does not apply if the wreck/AFV hex cannot be seen by both the firer and the target.

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, 1/2 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 Dispenser (sD7)—needing a DR $\leq$ 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.



7.5 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 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 disperse 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 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, 5/8" counter) in the AFV's hex when successful.

Smoke Mortar (sM) places dispersed smoke (+2, 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 number as if it were firing. A moving/non-stopped vehicle 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.

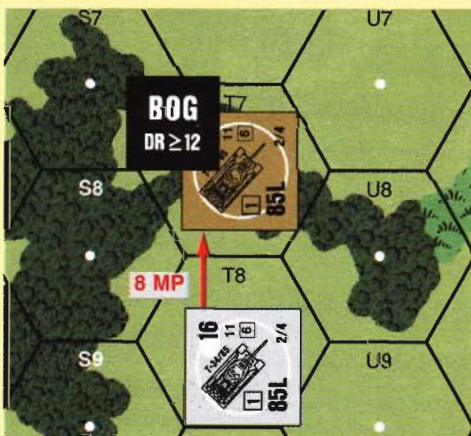
Smoke Pots (sP) places dispersed smoke (+2, 5/8" counter) in the AFV's own hex when successfully fired. The crew must be CE to use a sP.

Nahverteidigungswaffe (sN) places dispersed smoke (+2, 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 not during setup. The bog effect takes place in the entered hex. 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.

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 vT7, stops immediately, its MPH is finished, and a bog counter is placed on it. In his next MPH the Russian declares a bog removal attempt. No DRM apply, but 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—unboggging 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 vT7. If the T-34/85 had rolled a 3 on the white die of this second unboggging attempt, it would only cost 9 MP to Start (3 times 3), and the tank could use its remaining 7 MP to move. If it had used all its MP to enter vT7 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.

If the Final Bog Check DR is greater than or equal to 12, the vehicle bogs, is marked with a 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 PFFh. 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 future Bog removal attempts as long as it is Mired. If the colored dr is a 6 or more, then the vehicle becomes immo-

bilized. 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 MF/MP used to enter the hex, not for any MF/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 signi-

To Hit / To Kill Example:

(use page 24 illustration)

Let's consider the To Hit possibilities of the KV-1E in E3 during the MPh of the PzKwpf 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-1E 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-1E 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 To Hit # of 10. The To Hit 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 Mark III would be hit in the hull rear.)

The AP TK# for the Russian 76L Gun at range 3 is 12 on the AP To Kill Table. Subtracting the Front Turret Armor Factor of 6 provides a Final TK# of 6. The Russian rolls a 7, 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-1E. (He would not be able to Intensive Fire at a non-adjacent unit in the DFPh.) The To Hit # remains 10, but with slightly different modifiers to the To Hit DR: +1 BU (Case 13), +2 Moving Target (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 hull rear, where the AF is 3. Because it is a Rear hit, the TK# of 12 is raised to 13, for a Final TK# of 10.

The Russian rolls a 10 and Immobilizes the PzKpfw IIIN.

In the AFPh the PzKpfw IIIN fires back at the KV-1E. (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 Basic To Hit number of 10. The modifiers to the To Hit 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 fires in the Russian PFFh its To Hit # remains 10. Modifiers for its To Hit 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 till DFPh, its To Hit # 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. If it hits with HEAT, it would have a TK # of 13. On a turret hit the IIIN would strike the KV-1E'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 Mark III), 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 Basic To Hit # at this range would be 7 and the TH DRM would be the same total of +1. If it hit the KV, 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's smallest Armor Factor is 8. The German would need to roll an original 2 or a 3 to affect the KV; 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, depending on whether it was a turret hit or a hull hit.

If the orchards were out-of-season (November–March), then the KV-1E 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 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 IIIN has started, it has not yet entered a new hex and so is not yet a Moving Target for Case 24 to apply. If the KV hits the 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 IIIN's side hull AF is 3; its side turret AF is 4, one level up from 3.) The KV fires and rolls a 7 (colored die of 4), hitting the IIIN in the hull; using the Basic AP TK # of 12 provides a Final TK # of 6. The Russian rolls a 7 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 was using HE ammo, while still using the Vehicle Target Type with the same chance of hitting the IIIN. After a hit, a look at the HE and Flame TK Chart 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; adding the +2 CE DRM to the original 7 TK DR, the final 9 on the 12 FP column 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.

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 QRDC).

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 effect 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 on 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, 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 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 count-

er remains with the AFV for the rest of the scenario. An AFV that suffers a second Stun result is Recalled.

Recall also occurs whenever a CE AFV suffers a K/KIA or Casualty MC result on the IFT. 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 which either the player entered on, or was allowed to set up in front of with no enemy units between) via the shortest route 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,

PF and Same Hex Fire Example:

The T34/85 begins its MP 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). He 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 Y2. 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 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 Target (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 are +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 MF 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 combined 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.

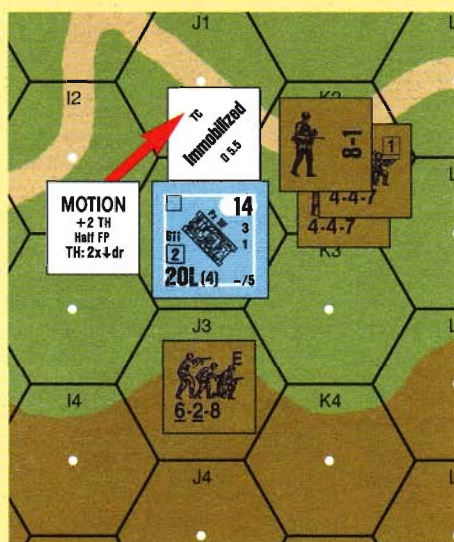
The T-34/85 still has 7 MP remaining. It could spend those as Delay and end its MP in Z1, or it could start and exit Z1. If it stays in the hex it will engage in CC with the 4-6-7 again during the CCPh, with no PAATC required. If both then survived the CCPh, the 4-6-7 would be locked in Melee; the AFV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



PAATC and Close Combat Example:

It is the Russian APh, and all the Russians desire to advance into Close Combat (CC) with the German PzKpfw IIF. 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 J2. 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 and +2 for Motion vehicle for a total of +1. The Russian rolls a 5, modified to a 6, which equals the CCV #, Immobilizing the AFV. If it had 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 4-FP IFE MA (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 firegroup 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 3-2 (9:6) or attack the remaining 4-4-7 at 3-2 (9:5). Assuming the remaining 4-4-7 survives, it can attack back with its CCV of 5 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. Assuming the AFV survives any attack by the remaining 4-4-7, he could then attack the 8-1 and 4-4-7 at 1-2 (4:6). Deciding that the 4-4-7 that has not yet attacked is the greatest threat, the German attacks it with both weapons at 3-2 and no DRM. The German rolls a 5, equaling the # under the 3-2 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 -1 DRM. The Russian rolls a 12, causing Casualty Reduction for the HS and thus eliminating it. The 8-1 and 4-4-7 are now locked in Melee with the PzKpfw IIF and marked with a Melee counter. The tank is not locked in Melee, but will be unable to fire outside of its own hex.

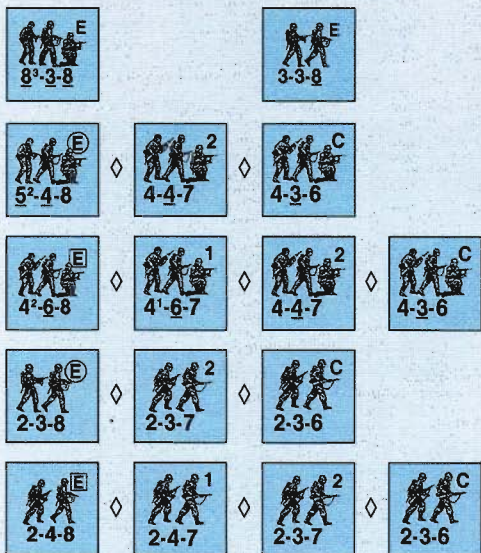


as do the following DRM: -1 if all AF are less than or equal to 4; +1 if all AF are greater than or equal to 4.

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 pre-designated 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.

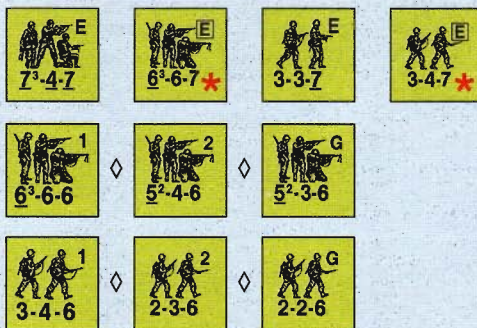
German Squads and Half-Squads



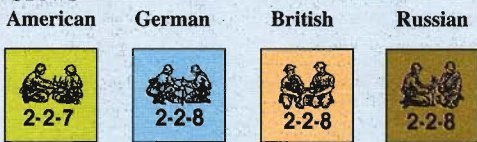
Leaders (SMC)



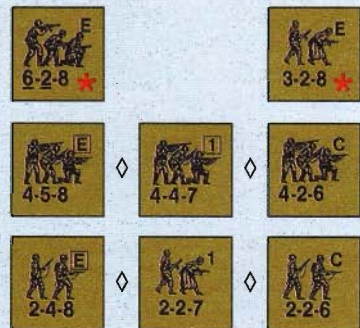
American Squads and Half-Squads



Crews



Russian Squads and Half-Squads



British Squads and Half-Squads



Nationality Chart

* Underlined Morale by SSR in SK#3

To Hit Chart (shows Final DR needed)

Nationality	Gun Type	FP Column (ITT/ATT/CH)	range	Infantry Target Type [ITT]						Area Target Type [ATT]				Vehicle Target Type			
				TH# (CH TH#)						TH# (CH on "2")				TH# (CH on "2")			
				1	2	3-6	7-12	13-18	19-24	range	1-12	13-24	range	1-6	7-12	13-18	19-24
All	SW MG			—	—	—	—	—	—		—	—		10	9/8	6/5	—
All	ATR	1/—/2		—	—	—	—	—	—		—	—		10	9/8	—	—
Rus/Ger/Amer	82*/81*/81*	—/8/30		—	—	—	—	—	—		7 (NA 1 or 2)	7		—	—	—	—
Russian	45L	4/2/8		10(5)	9(4)	8(3)	6(2)	5(2)	4(2)		7	8		10	8	7	6
Russian	50*	—/2/12		—	—	—	—	—	—		7 (NA 1-2)	6 (NA 21+)		—	—	—	—
Russian	57LL	6/2/12		10(5)	9(4)	8(3)	6(2)	5(2)	4(2)		7	8		10	8	7	6
Russian	76*	12/6/24		10(5)	9(4)	8(3)	6(2)	4(1)	3(1)		7	7		10	8	6	5
Russian	75	12/6/24		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
Russian	76L	12/6/24		10(5)	9(4)	8(3)	6(2)	6(2)	5(2)		7	9		10	8	8	7
Russian	85L	16/8/30		10(5)	9(4)	8(3)	6(2)	6(2)	5(2)		7	9		10	8	8	7
Russian	122L	20/8/36		10(5)	9(4)	8(3)	6(2)	6(2)	5(2)		7	9		10	8	8	7
Russian	152*	30/12/36		10(5)	9(4)	8(3)	6(2)	4(2)	3(1)		7	7		10	8	6	5
German	20L	1/—/2		10(5)	9(4)	8(3)	7(3)	5(2)	4(1)		7	7		10	9	7	6
German	37	2/1/4		10(5)	9(4)	8(3)	7(3)	4(2)	3(1)		7	6		10	9	6	5
German	50*	—/2/12		—	—	—	—	—	—		7 (NA 1)	6 (NA 14+)		—	—	—	—
German	50	6/2/12		10(5)	9(4)	8(3)	7(3)	5(2)	4(1)		7	7		10	9	7	6
German	50L	6/2/12		10(5)	9(4)	8(3)	7/6(3/2)	6/5(2/2)	5/4(2)		7	8		10	9/8	8/7	7/6
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(2/1)		7	9		10	9/8	9/8	8/7
Ger/Amer	105	20/8/36		10(5)	9(4)	8(3)	7(3)	6(2)	5(2)		7	8		10	9	8	7
American	60*	—/4/16		—	—	—	—	—	—		7 (NA 1-2)	7		—	—	—	—
American	76L	12/6/24		10(5)	9(4)	8(3)	7/6(3/2)	7/6(3/2)	6/5(2/1)		7	9		10	9/8	9/8	8/7
Amer/Brit	75	12/6/24		10(5)	9(4)	8(3)	7(3)	6(2)	5(2)		7	8		10	9	8	7
Amer/Brit	57L	6/2/12		10(5)	9(4)	8(3)	7/6(3/2)	6/5(2/2)	5/4(2)		7	8		10	9/8	8/7	7/6
British	37LL	4/2/8		10(5)	9(4)	8(3)	7(3)	5(2)	4(1)		7	7		10	9	7	6
British	40L	2/1/4		10(5)	9(4)	8(3)	7(3)	5(2)	4(1)		7	7		10	9	7	6
British	76*	—/6/24		—	—	—	—	—	—		7 (NA 1-2)	7		—	—	—	—
British	76LL	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		7	9		10	9	9	8
British	88	16/8/30		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
Italian	47	4/2/8		10(5)	9(4)	8(3)	6(2)	4(1)	3(1)		7	7		10	8	6	5
Italian	75*	12/6/24		10(5)	9(4)	8(3)	6(2)	4(1)	3(1)		7	7		10	8	6	5

TO HIT DICE ROLL MODIFIERS

Firer Based To Hit DRM

Guns, SW Mortars, LATW, MG, & Vehicles

1. Fire in AFPh (+3 if in woods/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 less than 13 hexes) -2

Guns and Vehicles only

8. Covered Arc change (per hexside; x2 if firer in woods/bldg)
NT +3/+1/+1
ST +2/+1/+1
360° mount or T +1/+1/+1
9. Intensive Fire +2
10. Fire within hex (x2 if woods/building) +2
11. APCR/APDS at ranges $\geq$ 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 $\leq$ 2 MP in LOS T/ST +6 NT +7
15. Stun +1
16. Motion Fire add case 14. & lower die x2
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/double-large target -1/-2
vs. small/double-small target +1/+2
23. Area Fire (firing at empty hex)(NA for Smoke) +2
24. vs. motion or Moving Vehicle
motion or > 3 MP in Firer's LOS +2
 $\leq$ 3 MP in Firer's LOS +3
 $\leq$ 1 MP in Firer's LOS +4
25. 1-hex range vs. stopped vehicle (2-hex range: -1) -2
[NA for ATT; non-ATR LATW; non-stopped Firer]

RED TO HIT NUMBERS

Use the red numbers on the To Hit chart (if different than the black #s) for:

- Area Target Type attempts
- pre-1944 American
- Non-Qualified/Captured use
- Russian/Italian

VEHICLE HIT LOCATION

Turret Hit: TH DR color dr < white dr

Hull Hit: TH DR color dr $\geq$ white dr

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

RATE OF FIRE (ROF)

Lost ROF

- Placement of residual fire
- Non-Mortar using Area Target Type
- Pinned
- Subsequent First Fire
- AFPh

Lowered ROF (by one each)

- CA change on non-turreted Gun
(NA for 76mm-82mm Mortars)
- IFE usage
- Captured/Non Qualified Use

DC PLACEMENT vs. AFV DR



Placement DR	Result
≤ 8	Use Armor Factor
9-11	Full Strength attack vs. CE crew only (new DR)
≥ 12	Area Attack vs. non-Armored units only

DRM:

- +2 Motion/Non-Stopped AFV
- +1 CX
- +1 target AFV is CE
- +1 Placed through hull front Target Facing
- 1 Placed through hull rear Target Facing
- 2 Immobile AFV target

AFV DESTRUCTION TABLE

Final Effects DR	Direct Fire	Area Target Type ³	DC ²	FT	MG	CC
< TK# / K / 1KIA / CCV	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
= TK# / K / 1KIA / CCV	Im ^H / Sh ^T	Im ^H / Sh ^T	Im ^H / Sh ^T	ELIM	Stun	Im
HE 1 > Final TK# / K	Im ^H / Sh ^T	Im ^H / Sh ^T	Im ^H / Sh ^T	N/A	N/A	N/A
non-HE ¹ 1 > Final TK#	P. Sh.	N/A	N/A	N/A	N/A	N/A

¹ Includes HEAT ² Requires a position DR

³ Use original IFT DR for hit location; all AF ≤ 4 = -1 TK DRM; 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/FT ¹	DC
≤ Final KIA ²	ELIM	Subsequent die roll	ELIM
= Final K	MALF-CR ³	N/A	MALF-CR
= CH	ELIM	N/A	N/A

Notes: Elim = Gun and Manning Infantry Eliminated
MALF-CR = Gun is malfunctioned,
Manning Infantry suffer Casualty Reduction
Subsequent die roll on same IFT column: KIA=Elim; K=Malf

¹ Gunshield is N/A to FT attack

² prior to applying gunshield DRM

³ K result = Gun eliminated if AP was fired

BOG CHECK

BOG
DR ≥ 12

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
+1	gaining elevation <i>and</i> entering woods
+3	entering woods/wooden-building at half MP
+4	entering stone building at half MP

BOG REMOVAL

make a DR at start of vehicle MPH

MIRED
+1
Bog dr

colored dr result

1-4	remove Bog Start MP = colored dr x white dr (or ALL) Start MP x2 if not tracked
5	Mired (add +1 to colored dr on future attempts)
6-7	immobilized

HE AND FLAME TO KILL TABLE (no mortars)

Gun Size	20+	30+	40+	50+	70+	80+	100+	120+	150+	DC	FT
TK #	3	4	5	6	7	8	10	12	16	16	8*

* halved if using Long Range; +1 if vehicle is CE; Armor Factor not used

HEAT TO KILL TABLE

Gun Size	37	75	76	105	122	Baz 43	Baz 44/45	PIAT	PSK	PF
TK #	26	13	13	15	17	13	16	15	26	31

AP (APCR/APDS) TO KILL TABLE

Weapon	Range	0-1	2	3-6	7-12	13-18	19-24
MG		6	5	5	4	4	—
12.7		7	6	6	5	5	—
Ger ATR		7	6	6	5	—	—
Rus ATR		8	7	7	6	—	—
20L		8	7	7	6	6	5
37		9	9	8	8	8	7
37L (APCR)		10 (13)	10 (12)	9 (11)	9 (10)	9 (8)	8 (6)
37LL		12	12	11	11	11	10
40L		11	11	10	10	10	9
45L (APCR)		11 (15)	11 (14)	10 (13)	10 (12)	10 (10)	9 (8)
47		11	11	10	10	10	9
50 (APCR)		12 (17)	12 (16)	11 (15)	11 (14)	11 (12)	10 (10)
50L (APCR)		14 (20)	14 (19)	13 (18)	13 (17)	13 (15)	12 (13)
57L (APDS)		16 (19)	16 (18)	15 (18)	15 (18)	15 (18)	14 (18)
57LL (APCR)		16 (21)	16 (20)	15 (19)	15 (18)	15 (16)	14 (14)
75*		11	10	10	10	10	9
75		15	14	14	14	14	13
75L (APCR)		18 (23)	17 (22)	17 (21)	17 (20)	17 (19)	16 (17)
75LL		24	23	23	23	23	22
76*		10	9	9	9	9	8
76L (APCR)		18 (25)	17 (24)	17 (23)	17 (22)	17 (21)	16 (19)
Rus 76L (APCR)		14 (17)	13 (16)	13 (15)	13 (14)	13 (13)	12 (11)
76LL (APDS)		24 (26)	23 (25)	23 (25)	23 (25)	23 (25)	22 (25)
85L (APCR)		18 (22)	17 (21)	17 (20)	17 (19)	17 (18)	16 (16)
88		14	13	13	13	13	12
88L (APCR)		21 (26)	20 (25)	20 (24)	20 (23)	20 (22)	19 (20)
88LL		28	27	27	27	27	26
122L		26	25	25	25	25	24
152*		18	17	17	17	17	16

TO KILL NUMBER (TK#) MODIFIERS

Rear Facing Hit: +1 to TK#
Critical Hit: TK# x2 (NA for MG)

PANZERFAUSTS

(In scenarios w/enemy AFV or by SSR)

Available 10/43+ to unbroken German Infantry during Friendly 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 determined as follows:

pre-1944: equal to # of squads in OB

1944: 1.5 x # of squads in OB (round down)

1945: 2 x # of squads in OB

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)	Date
-1	Date is 1945	1	≤ 5/44
+1	Target is not AFV	2	6/44 - 12/44
+1	CX firer	3	1/45
+1	Firer is half-squad		
+2	Firer is SMC		

To Hit #	Range	PF To Kill #: 31
≤ 10	0	PF HE equivalency: 16 FP
≤ 8	1	
≤ 6	2	
≤ 4	3	

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 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 manning a support weapon/Gun.

ASL Starter Kit Quick-Reference Data Card (QRDC)

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Terrain Type	MF Costs	MP Costs (Full Track/AC)	TEM	Hindrance	Rally Bonus	Notes	Terrain Effects Chart
Open Ground	1	1/3	+0	No	No		
Orchard	1	1/3	+0	+1/hex*	No	Inherent Terrain, fire along hexside still hindered; * in-season obstacle to different level LOS	
Orchard-Road	1	1Δ/1Δ	+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	1Δ/1Δ	+0	No	No	+1 MF (road bonus) if all MF spent crossing road hexsides; Δ 1/2 MP if CE	
Brush	2	2/4	+0	+1/hex	No		
Grain	1 1/2	1/4	+0	+1/hex	No	In Season June-Sept; otherwise treat as Open Ground;	
Woods	2	†/ALL+	+1	obstacle	Yes	Bog Check required; † 1/2 MPs or ALL; + starting/stopping still allowed; VCA change MP doubled	
Woods-Road "on road"	1	1Δ/1Δ	+0	No	Yes	Road portion does not block LOS; Woods MF costs and TEM do not apply to moving unit using the road; Δ 1/2 MP if CE	
Woods-Road "in woods"	2	PER WOODS	+1	obstacle	Yes		
Wood Building (brown)	2	†/NA	+2	obstacle	Yes	† Half of vehicles movement points + Bog Check	
Stone Building (gray)	2	†/NA	+3	obstacle	Yes	† Half of vehicles movement points + Bog Check	
Hill	x 2	4+COT*	+0/+1	obstacle	No	Height Advantage [EXC: Mtr NA] may apply if no other TEM apply and Attacker not on Hill hex; * 2+COT if using road	

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

LEADER CREATION

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

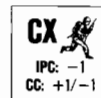
dr	leader
≥ 7	None
6	6+1
4,5	7-0
2,3	8-0
≤ 1	8-1

drr	Cause
-1	American, 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
+1	Russian, Italian

COUNTER EXHAUSTED

CX status results from:

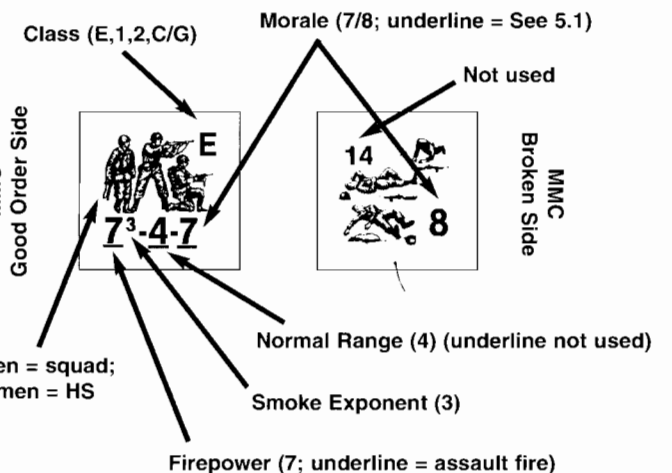
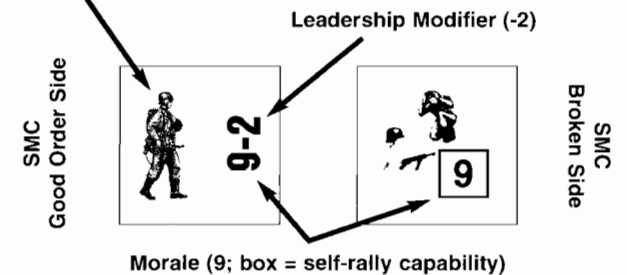
- Double Timing (3.3.1)
- Advancing vs. difficult terrain (3.7)



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 drr (per roll) for making or directing:
 - recovery attempt
 - ambush
 - smoke grenade checks

1 man = SMC



ASL Starter Kit Quick-Reference Data Card (QRDC)

Backblast dr	INFANTRY FIRE TABLE (IFT)											
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 infantry targets as the number indicated (#) are eliminated (randomly determined); all remaining infantry 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 infantry unit suffers casualty reduction and all other infantry target units (including any just reduced HS) must take a morale check (MC) adding the indicated number (#) to the MC DR. Which of multiple targets suffers casualty reduction is randomly determined. Casualty reduction eliminates a HS, reduces a squad to a HS, and wounds a SMC. 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 is Stunned. A unit that rolls an original 12 on a MC suffers casualty reduction in addition to breaking; a CE vehicle 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. A Pin vs. CE AFV forces crew to BU.

“—”: 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										
by Motion / Pinned Unit													X 1/2
vs. Broken Unit													-2
Leadership (if not alone)													+/- x
vs. CE AFV													-1
vs. vehicle w/no manned/usable MG ...													-1
CCV: Squad 5, Crew 4, HS 3, SMC 2													
CCV Modifiers: Assault Engineer (by SSR) +1, 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
Unit carrying FT; each	-1
Hazardous Movement (Manhandling Gun)	-2
Defender's Terrain Effect Modifier (TEM) <i>[EXC: FT NA]</i>	
• OG/Road/Woods-Road (on road) (FFMO may apply)	+0
• Grain/Orchard/Brush (Hindrance; +1 per hex)	+0
• Height Advantage <i>[EXC: MTR NA]</i>	+1
• Woods (-1 Airburst)	+1†
• Wooden Building (brown)	+2†
• Stone Building (gray)	+3†
† applies to IFT DR after hit on Area Target Type	

IFT FP MODIFIERS	
Area Fire; each	X 1/2
• By Pinned Firer	• AFPh <i>[EXC: FT NA]</i>
• Long Range Fire	• Motion Firer
• Firer marked with First/Final Fire Counter	
Assault Fire (AFPh) <i>[EXC: No Long Range Fire]</i>	FRU & +1
Cowering	one (Inexperienced: two) column shifts to left
Point Blank Fire (PBF) vs Adjacent hex <i>[EXC: FT NA]</i>	X 2
Critical Hit	X 2
Triple Point Blank Fire (TPBF) vs same hex	X 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 woods/building hex ≤ enemy dr by at least 3	
drm	Cause
+1	Inexperienced; Pinned; CX
+1	BU or stunned
+2	Vehicle
+x	Leadership if not alone

ADVANCED SQUAD LEADER STARTER KIT #3



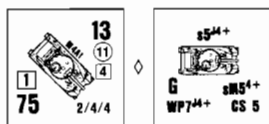
**Vehicle and Ordnance
Historical Notes**

CHAPTER H

VEHICLE AND ORDNANCE NOTES

In addition to providing important details on now specific weapons function within the ASL system, the Vehicle and Ordnance Notes in Chapter H of the ASL Rulebook are widely renowned as one of the best single sources of information on the guns and vehicles that saw combat in World War II. The Notes from the ASL Rulebook for the vehicles and ordnance that appear in ASLSK #3 are being included here mostly in their entirety, although we have deleted some references to rules that are not applicable to Starter Kit. Rarity Factors (RF) and Basic Point Values (BPV) are provided for ASL designers in producing their own ASLSK#3 scenarios. (SW are not assigned these values, but instead are allocated based on the number of squad equivalents.) Rarity Factors range from .9 (most common) to 1.6 (most rare). BPV can help gauge the relative value of units; for the vehicles included here they range from a low of 20 to a high of 105, whereas guns range from 25 to 67. For comparison sake, a German 5-4-8 squad has a BPV of 13, and a German Conscript HS has a BPV of 2.

U.S. VEHICLE NOTES

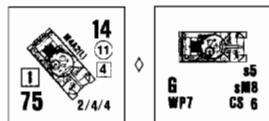


M4A1: This was first Sherman model to enter production. It was also the only original model to have a cast upper hull; carrying six fewer rounds of ammunition. 6,281 were built. The M4A1 was the only Sherman

used by U.S. forces in North Africa. The game piece also represents 1,676 M4 Mediums built at the Detroit Tank Arsenal; these are often referred to as "composite hull" Shermans, because their front hull was cast (like the M4A1) while their side and rear hulls welded. In Army service throughout the war, a medium tank platoon consisted of 5 tanks.

† WP7 and s5 become available in June 1944—as signified by the superscript "J4+" on the counter.

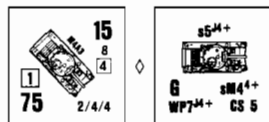
† RF for North Africa and the ETO are 1.4 for 12/42, 1.3 for 1/43, 1.2 for 2-5/43, and .9 for 6/43-45. RF for the PTO is .9 for 12/43-45. BPV is 70.



M4A2(L): The final-production M4A2s in 1944 incorporated the new front hull design that was coming into use on all the Shermans (other than M4 and M4A1). This new design replaced the multi-piece welded

glacis with a thicker one-piece unit. Shermans with this glacis are generally described as having 47° front hull, which refers to the glacis plate's inclination from the vertical. About 1,600 of M4A2(L) were constructed. "(L)" in the piece name indicates "late model."

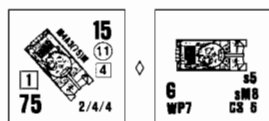
RF is 1.3 for 7/44-6/45. BPV is 72.



M4A3: The M4A3 differed from other early Shermans by having a Ford V8 engine. Due to this engine's high output, compact design, and ease of maintenance, the M4A3 became the preferred model for Army service; however, the original model's production was insufficient to supply the Army's entire needs and it remained a minority type. 1,690 were built.

† WP7 and s5 become available in June 1944—as signified by the superscript "J4+" on the counter.

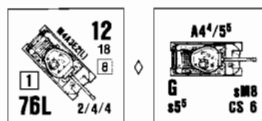
† RF is 1.3 for 7/43-45. PTO Dates are 1944-45. BPV is 70.



M4A3(75)W: Beginning in Feb. 1944 all newly-built models of the 75mm-armed M4A3 incorporated both 47° glacis and a new arrangement for ammunition stowage where in all MA rounds were now stowed

on or beneath the turret floor in tracks that contained jackets filled with antifreeze and water. Thus if a shellcase were ruptured by a projectile or fragment the liquid would douse any exposed propellant, extinguishing or at least hampering any resultant fire. This was known as "Wet Stowage," and cured the Sherman of its tendency to rapidly "brew up" when penetrated. The M4A3(75)W remained in production until March 1945, long after all other 75mm versions had been discontinued. 3,071 were built.

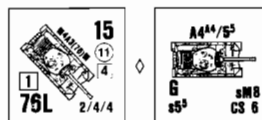
† RF is 1.1 for 6/44-45. PTO Dates are 10/44-45. BPV is 73.



M4A3E2(L): To provide a heavily armored assault tank, 254 M4A3(75)W were produced between May and July 1944 with an extra 1.5 inches of armor plate on the hull front and upper hull sides, a new lower front

hull casting 5.5 inches thick, and a new turret with 6-inch cast armor and a 7-inch thick gunshield. All originally carried the 75mm gun (M4A3E2), but in early 1945 permission was granted to field-mount the 76mm weapon instead (M4A3E2(L)). As this conversion could be easily accomplished, the Dates for the 76mm version have been extended back into 1944 to allow for possible "unauthorized" conversions. The M4A3E2 was nicknamed the "Jumbo" and was a very successful variant, often being used as the lead vehicle in a column when moving through unfriendly territory. Not surprisingly, it played a prominent role in the drive to relieve Bastogne. Apparently neither version was used in Italy or PTO.

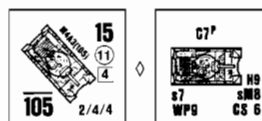
† RF for the M4A3E2(L) is 1.6 for 10/44-3/45 and 1.5 for 4-5/45. BPV is 82.



M4A3(76)W: This used the hull and chassis of the M4A3(75)W as well as the new 76mm-armed turret. It was built in greater numbers than any other 76mm Sherman, with 4,542 being produced. Of these, more

than half used new HVSS (Horizontal Volute Spring Suspension) system to give the tank a better ride and lower ground pressure (though not low enough to qualify for low ground pressure in game terms). With HVSS this tank was designated the M4A3E8, from which arose the nickname "Easy Eight."

† RF is 1.1 for 7-10/44, 1.0 for 11/44 to 2/45, and .9 for 3-5/45 BPV is 77.

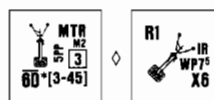


M4A3(105): The original design of the Sherman's 75mm gun turret allowed for alternate installation of a 105mm howitzer. Production of the M4(105) amounted to 1641, with about half having the new HVSS

system. M4A3(105) production totaled 3039, with all but about 500 having HVSS. The howitzer-armed Sherman had neither power traverse, gyrostabilizer, nor Wet Stowage (their ammo being kept in armored bins instead). Three of these tanks formed the basis of the assault gun platoon in the HQ company of an Army medium tank battalion, and one (two in 1945) was also present in the HQ platoon of each that battalion's medium tank companies.

† RF for the M4A3(105) is 1.3 for 1944 and 1.2 for 1945 in the ETO and 1.3 for 10/44-45 in the PTO. BPV is 73.

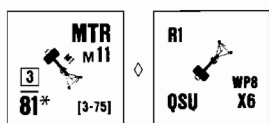
U.S. ORDNANCE NOTES



M2 60mm MTR: This light mortar was a license built version of the French Brandt 60mm mortar, and was adopted by the U.S. Army in 1940. About 75,000 were made. An Army rifle company had three in the mortar section of its weapons platoon. A mechanized cavalry recon troop had nine (three per platoon; see U.S. Vehicle Note 54).

Each armored infantry platoon had one (see U.S. Vehicle Notes 28 and 29). Each parachute infantry platoon had one, as did each glider infantry platoon until 8/44. The glider infantry company also had 2-4 more (depending on the date) in its weapons platoon. A Marine rifle company had two (officially increased to three in April 1943—although many companies apparently did not receive the third one until much later). In May 1944 four were also authorized in each Marine infantry battalion HQ company. A Marine Raider company had three 60mm mortars.

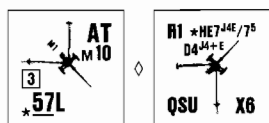
† The M2 had a longer range than most light mortars because its primary role was not a “direct support” weapon for the platoon/company, but rather as the company’s on-call “OBA”. Therefore, for every three M2 mortars the U.S. player receives in his OB, he may exchange those three for a radio (or field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



M1 81mm MTR: This weapon, a copy of the classic French Brandt 81mm mortar, was the standard battalion mortar in U.S. service. It fired both light (7-lb.) and heavy (10.5-lb.) HE bombs, as well as WP. About

30,000 were made during the war. Its primary use was in the heavy weapons company of the infantry battalion, whose mortar platoon contained three sections of two mortars each. (Parachute mortar platoons had only two sections—and airborne 81mm mortar platoons were located in the infantry battalion’s HQ company). A mechanized cavalry recon squadron had three 81mm mortars, as did a TD battalion (SP). The weapons company of a Marine battalion contained a platoon of four 81mm mortars until April 1944 (after which date the platoon was moved to the battalion’s HQ company), while the HQ company of a Marine Raider regiment had eight.

RF is 1.1 for 40-45. BPV is 29



M1 57mm AT: By 1941 the Army had realized that its 37mm AT gun was rapidly becoming obsolete. Since it might take several years design and develop a new gun, the British 6-pounder was copied, with

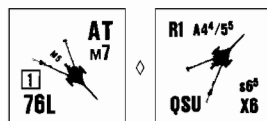
minor alterations made for American preferences and production methods. Some 60,000 of the M1 were built, and from mid 1943 it gradually replaced the 37mm M3A1 in the ETO. In mid 1943 the Army also reorganized its infantry divisions; subsequently the 57mm could be found in the division’s HQ company, as well as in the infantry battalion HQ company’s AT platoon and the infantry regiment’s AT company (first appearing in the later company, and only later in the battalion AT platoon). Each armored infantry company had one platoon (towed by M2 halftracks), as did the armored division’s HQ company. In an airborne division AT guns were found in the glider infantry regiment, the glider infantry battalion (in 1945), the Airborne AA battalion, and the artillery battalions. A platoon comprised three guns (four in certain airborne applications) which were often towed by Jeeps. Unlike most British, Soviet, and German divisions, a U.S. Army division had no organic AT battalion—divisional AT assets being in the form of one or more attached TD battalions. Exceptions to this were the 10th Mountain Division in Italy with its AT battalion of 18 57mm guns, and the airborne divisions which each had a combined AA/AT battalion.

Contrary to what has been previously published, the M1 did fire other

types of ammunition besides AP. Limited supplies of British HE and APDS became available in the summer of 1944, and the U.S. T18 HE round was being used by early 1945. A canister round was also developed – but if used in combat it was issued only in small amounts in late 1944.

† HE with a Depletion number of “7”, and APDS with a Depletion number of “4”, is available in the ETO as of June 1944. HE7 becomes available in the PTO in 1945. These restrictions are signified on the counter by the superscript “J” (for June) and “E” (for ETO).

† RF in ETO is 1.3 for 7-8/43, 1.2 for 9-10/43, 1.1 for 11-12/43, and 1.0 for 44-5/45. RF in the PTO is 1.2 for 44-45. BPV is 33.

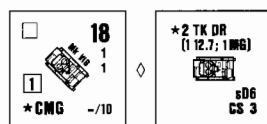


M5 3-in. AT: While the M1 57mm AT gun was being developed in 1941, the Army also decided to start work on a more powerful weapon. To bring it into production as quickly as possible, the designers used the barrel of the 3-in. (76mm) AA gun and the carriage, breech, and recoil mechanisms of the 105mm howitzer. The result was rather large and heavy for an AT gun (its weight in action was almost twice that of the German 7.5cm PaK 40), but it worked better than might have been expected from such an improvisation. However, while the M3 3-in. AA gun and the M7 3-in. gun of the M10 GMC had semiautomatic breech blocks; the M5 had a manual breech block which lowered its rate of fire. 2,500 were built before production ended in 1944. The M5 was not used as a divisional AT gun but rather in tank destroyer battalions (towed), with four guns (each towed by an M3 halftrack) per platoon. In early 1945 most towed battalions were converted to SP, making the towed gun relatively rare in the last few months of the war. Since the M5 3-in. was used solely in TD battalions it was sometimes referred to as a tank destroyer instead of an AT gun. Apparently it was not used in the PTO.

† APCR is not available in Italy.

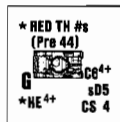
† RF for use in the ETO (other than Italy) is 1.3 for 6-8/44, 1.2 for 9/44-2/45, and 1.4 for 3-5/45. RF for use in Italy is 1.4 for 11/44-5/45. BPV is 40.

BRITISH VEHICLE NOTES



Light Tank Mk VIB: The Mark VI series formed the bulk of British armored strength in 1939-40. Although intended for colonial duties and as recon vehicles, they were often forced to act as battle tanks—with predictably heavy casualties. The Mk VIB was numerically the most important model, with 832 produced. Its armament consisted of two water-cooled Vickers MG, one .50-cal and one .303-cal. In all, about 1180 of the Mk VI series were built. Small production runs of other light tanks preceded the Mk VI, but they saw little combat. Mk VI types were used in troops of three in the light tank squadrons of armored and light tank regiments, and in the divisional cavalry regiments in the BEF. Four Mk VI were included in the HQ of both a light tank squadron and an Army Tank battalion, and one was allotted to the HQ of each Army Tank company. Mk VI models other than the VIC fought in Belgium, France, North Africa, and in other areas including Greece (4/41, with the 4th Hussars), Crete (5/41, with a squadron of the 3rd Hussars), Syria (6-7/41, with the Australian 6th and 9th Divisional Cavalry Regiments), Singapore (2/42, with the 18th Infantry Division), and Java (3/42, with C Squadron of the 3rd Hussars). When using the AP To Kill Table, make two To Kill DR—one each on the 12.7 and MG columns; only one DR (firer’s choice) is used. This is indicated by “2 TK DR (1 12.7; 1 MG)” on the counter.

† RF and Dates for ETO use are 1.0 for 5-6/40 (Belgium and France), 1.1 for 4/41, and 1.4 for 5/41; for North Africa they are 1.0 for 6/40-3/41, 1.1 for 4/41, 1.2 for 5-6/41, 1.3 for 7-8/41, 1.4 for 9-10/41, and 1.5 for 11-12/41; for Syrian use they are 1.4 for 6-7/41; for PTO sue they are 1.5 for 2/42 and 1.2 for 3/42. BPV is 35.

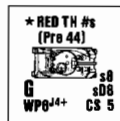
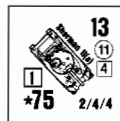


Stuart III(a): These were the designations given to the U. S. M3 and M3A1 Light Tanks. The British, eager to supplement their supply of tanks in the Middle East and recognizing that the M3 in some ways

approximated the effectiveness of their own Cruiser tanks, requested in early 1941 that it be Lend-Leased. Although officially named Stuarts, all light tanks of the M3-M5A1 series were commonly called Honeys due to their impressive reliability and handling characteristics. The British made certain changes to their M3, such as deleting the fixed BMG (to increase stowage space), altering certain crew positions and responsibilities, and adding smoke dischargers to some vehicles. Stuarts became the first U.S.-built tanks to see action in WW2 when they took part in Operation Crusader; in that battle they fully equipped the 7th Armored Division's 4th Armored Brigade and were used as Cruiser tanks. Thereafter in North Africa their numbers diminished as the increasing armor thickness and gun size of German tanks outpaced the Stuarts' development potential. In early 1942, several regiments newly equipped with Grant tanks each received a squadron of Stuarts whose primary function now became screening and reconnaissance; other Stuarts were attached to various units as escort/HQ vehicles. By the second battle of Alamein (10/42), Stuarts were being used in North Africa only in the 7th Armored Division's 4th (Light) and 22nd Armored Brigades, and in the 2nd New Zealand and 9th Australian Divisional Cavalry Regiments. In the PTO, Stuarts retained more of a primary combat role since in many ways they remained superior to the Japanese tanks they occasionally encountered. There they were used first in Burma, by the 7th Armored Brigade's 7th Hussars and 2nd RTR; then later on Papua by elements of the 2/6th Australian Armored Regiment; and lastly in India and Burma by the 7th Indian Light, and 45th Indian, Cavalry Regiments. A Stuart troop comprised three such tanks-except in HQ squadrons and in 1942 when "mixed" with Grants, where it had four. The recon troop of a 1944-45 armored regiment or tank battalion was a special case, comprising eleven or twelve Stuarts.

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

† For Stuart III(a) RF and Dates for North Africa use are 1.4 for 10/42-5/43; for ETO use they are 1.4 for 1-4/44 and 1.3 for 5/44-45; for PTO use they are 1.2 for 3/44-45 (India-Burma use only). BPV is 46.



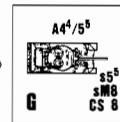
Sherman II(a): When news of Tobruk's fall on 21 June 1942 reached Churchill, he immediately asked Roosevelt for as many new Shermans as could be made available. In response it was first proposed that Gen.

Patton and the entire U.S. 2nd Armored Division should be sent directly to Egypt. Orders to this effect were issued, but were then cancelled when it was learned that, due to the problems inherent in such a move, the division could not arrive there until late in the year—which might well be too late. Consequently, Shermans were taken from units in the U. S. and shipped to Egypt. By the time of the second battle of Alamein, 8th Army had 285 of which some 250 were available for immediate action; about two-thirds of these were Sherman II (the M4A1 Medium Tank). Only 942 Sherman II were Lend-Leased to the British, and its prominence on the battlefield was soon eclipsed by other Sherman types.

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

† WP6 becomes available in June 1944—as signified by the superscript "J4+" on the counter.

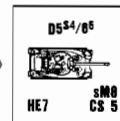
† RF and Dates are 1.0 for 10/42-5/43, 1.1 for 9/43-12/43, 1.2 for 1-7/44, and 1.3 for 8/44-5/45. BPV is 68.



Sherman IIA(a): This was the U.S. Medium Tank M4A1(76)W. Almost all those received by the British were sent to Italy, as Montgomery wished to avoid additional supply complications in his 21st

Army Group. Eventually, however, some were used in NWE by the 2nd Armored Regiment of the 1st Polish Armored Division. Initially in Italy, one Sherman IIA was allotted per tank troop if available, but later it equipped entire troops. 1,330 Sherman IIA were Lend-Leased-all to the British. "A" in the British designation denoted the 76mm gun.

† RF and Dates for use in Italy are 1.3 for 9-11/44, 1.2 for 12/44-2/45, and 1.1 3-5/45. For other ETO use they are 1.5 for 11/44-5/45. BPV is 75.

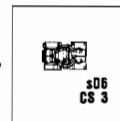
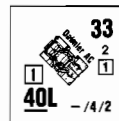


Sherman IIC(a) & VC(a): When it became obvious that the Challenger would not be available in time for the Normandy landings, the Sherman was suggested as an alternative to carry the powerful 17pdr gun.

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 Armored Division's 22nd Armored 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 U.S. tank guns. It was often used from an "over watch" 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 the VC, a converted Sherman V; the next most common types were the IIC and the Hybrid IC (the latter being based on the Sherman I and equivalent to the IIC in game terms). "C" in the British designation denoted the 17pdr gun. In all, about 600 Fireflies were produced.

† APDS becomes available September 1944—as signified by "D5J4+" on the counter.

† RF and Dates for ETO use for the IIC are 1.4 for 6-12/44, and 1.1 for 1-5/45—except for use in Italy where they are 1.6 for 10/44-3/45 and 1.4 for 4-5/45. BPV is 77.

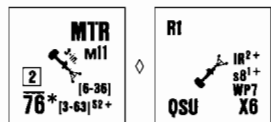


Daimler Armored Car: This vehicle was inspired by the excellent performance of the Daimler SC, which had led to a suggestion that a larger version be built as an AC. Hence both vehicles had many similar

design characteristics, though in certain respects the AC was even more sophisticated (e.g., in having a rear-facing steering wheel for the vehicle commander to use in an emergency). The Daimler's firepower was a great improvement over earlier British AC designs as well, for it carried the turret of the Tetrarch light tank whose 2pdr gun put it on a par with the Cruiser and Infantry tanks of the 1940-41 period. Unfortunately, Daimler AC production was seriously delayed several times by Luftwaffe bombing raids, and it was not until mid 1942 that they finally entered combat. In the desert they were used by the King's Dragoon Guards and the Royal Dragoons, usually with one Daimler and two Marmon-Herrington or Humber AC per troop. In Tunisia, several additional AC regiments arrived with or received Daimlers. At the conclusion of the North African campaign the organization of AC regiments was changed; thereafter an AC troop comprised two AC and two SC, both types usually being Daimlers. Daimler AC were used in India-Burma by the 11th (Prince Albert Victor's Own) Cavalry. 2,694 were built, and the type remained in service until about 1960.

† RF and Dates for non-PTO use are 1.5 for 7-8/42, 1.4 for 9-10/42 [Madagascar NA], 1.3 for 11/42-5/43, and 1.2 for 6/43-45. India-Burma RF and Dates are 1.3 for 6/44-45. BPV is 42.

BRITISH ORDNANCE NOTES



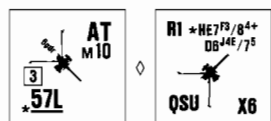
OML 3-in. MTR: The Stokes 3-in. trench mortar, which entered service in 1917, was the forerunner of the modern infantry mortar. By 1939 the Mk II version was in widespread service, but lacked range compared

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

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

† Smoke with a Depletion Number of "8" becomes available in 1941, as signified by the superscript "¹⁺" on the counter.

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



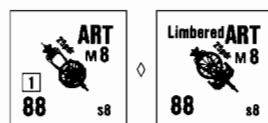
OQF 6-Pounder: This gun was designed in 1938 but, due to the immediate and pressing need for 2pdrs after the fall of France, it was late 1941 before any could be produced even for testing. It was being issued to

motor battalions in North Africa just as the Gazala battles commenced in May 1942, but did not have much impact at that time due to its 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 U.S. 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 1945, 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+", the printed HE Depletion number is *increased by three* for use in the PTO; e.g. "HE7" becomes "HE10" when used in the PTO. APDS becomes available in June 1944 but only for us in the ETO—as signified by the superscript "J4E".

† RF and Dates for non-PTO use [NA in Madagascar] are 1.5 for 5-6/42,

1.4 for 7/42, 1.3 for 8/42, 1.2 for 9/42, 1.1 for 10-12/42, 1.0 for 1-5/43, and .9 for 6/43-5/45. For PTO use they are 1.3 for 5/43-11/43 and 1.1 for 12/43-45. BPV is 34.



OQF 25-Pounder: Work on experimental designs to replace both the 18pdr and 4.5-in. howitzer with a single gun had been conducted since the mid '20s, but it was not until the latter half of 1939 that the 25pdr,

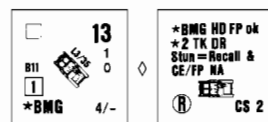
the culmination of those efforts, was fully approved. Earlier that year, however, the process of replacing the barrel liners of late-model 18pdrs with new liners of 87.6mm caliber had begun. Well over a thousand were so converted, and it was these guns—designated 25pdr Mk I (but more commonly referred to as 18/25pdrs)—which equipped most of the BEF field regiments in France (where 704 of the Mk I were lost). The Mk I was also used in Africa, but apparently not in the PTO. In game terms it is equivalent to the true 25pdr (the Mk II) except for having a maximum range of 275 hexes.

The 25pdr Mk II first saw action in Norway, but was not used again in the ETO until 1941. It first appeared in Africa in early 1941. In North Africa, the need for a gun more potent than the 2pdr resulted in 25pdr regiments being split up more and more often as the campaign progressed, with individual troops and batteries parceled out to various units and mobile columns. While the 25pdr performed well as an AT gun (with its unique circular firing platform an important aspect of this capability), such use seriously impaired the artillery's ability to provide concentrated fire when needed. It was only when 6pdrs became available that the 25pdrs were able to fully revert to their traditional role.

Once in full production, the 25pdr equipped field regiments in every theater, becoming the standard and sole artillery piece in non-PTO infantry divisions. Four guns made up a troop. Well over 12,000 of the Mk II were produced in Britain, plus 1,527 in Australia and many more in Canada. The Afrika Korps used a substantial number of captured pieces, and in the ETO 25pdrs were issued to a few U.S. artillery battalions. 25pdrs saw action in Korea, and remained in first-line British service until 1967. More than a dozen countries had 25pdrs in their artillery arsenals well into the 1980s.

† RF and Dates for ETO use are 1.6 for 5/40 (Norway), 1.3 for 5-6/40 (Belgium and France), 1.3 for 4/41 (Greece), 1.6 for 5/41 (Crete), and 1.3 for 7/43-5/45. For Africa use they are 1.5 for 6/40-2/41, 1.4 for 3-4/41, 1.3 for 5-10/41, 1.2 for 11/41-12/42 [NA in Madagascar], and 1.3 for 1-5/43. For the PTO they are 1.3 for 12/41, 1.4 for 1/42, 1.5 for 2-5/43, 1.4 for 6-10/42, and 1.3 for 11/42-45. BPV is 42.

ITALIAN VEHICLE NOTES



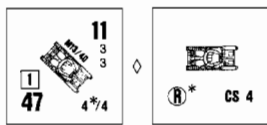
L3/35: Derived from the British Carden & Loyd Mk VI tankette, this AFV first appeared in 1933. The original model, designated the CV (*Carro Veloce*; fast tank), carried a single 6.5mm MG, but later versions

were equipped with two tandem-mounted 8mm MG (and the older models were thusly retrofitted). In 1935 the CV 35 went into production, featuring a number of minor modifications (but both types are equivalent in game terms). In 1938 their designations were changed to L3/33 and L3/35. When Italy entered the war in June 1940, L3 were by far the most common Italian AFV, equipping all but two of the tank battalions in the three Italian armored divisions, the tank battalion allotted to each motorized division, the light tank squadron group (equivalent to a battalion) in each Celere ("rapid"; i.e., cavalry) division, and numerous independent tank battalions. L3 acquired several nicknames, among which were "Scatoletta" (little can) and "Cassa da Morto" (death box). Between 2,000 and 2,500 (including all variants) were built. A platoon comprised four vehicles.

L3 were used at one time or another almost everywhere Italian units fought: 10/35-4/36 in the conquest of Ethiopia; 2/37-3/39 in Spain (149 were sent); in the Balkans from 1939; 6/40 in France; in North Africa (where in June 1940 about 320 were present, constituting all the armor

there at that time); in Italian East Africa (39 were present in June 1940); 9/41-1/42 in Russia (with the 3rd "San Giorgio" Gruppo Squadroni Carri L of the 3rd Celere Division); 7-8/43 in Sicily; and in Italy where after the 9/43 armistice they were used by Italian Fascists and the Germans. L3 imported during the 1930s were used in combat by the Greeks, Hungarians and Chinese. In the Balkans, captured/seized L3 were used by the Germans, Croats and Yugoslavians.

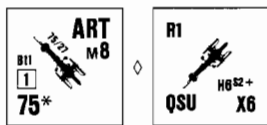
† When using the AP To Kill Table, make two To Kill DR; only one DR (firer's choice) is used. This is indicated by "2 TK DR" on the counter. If Stunned, this vehicle may not regain CE status, may not fire any weapon, and is Recalled as signified by "Stun=Recall & CE/P NA" on the counter. † RF and Dates for use in North Africa are .9 for 6-12/40, 1.1 for 1/41, 1.2 for 2/41, 1.4 for 3/41, 1.2 for 4-11/41, 1.4 for 12/41, 1.5 for 1/42, and 1.6 for 2/42. For East Africa they are 1.3 for 7/40-1/41, 1.4 for 2-3/41, and 1.5 for 4-6/41. For Russia they are 1.2 for 9-10/41, 1.3 for 11/41, 1.4 for 12/41, and 1.5 for 1/42. For Sicily they are 1.4 for 7-8/43. For Italy they are 1.2 for 9/43 and 1.3 for 44-5/45 (Fascist use only). For France they are 1.1 for 6/40. For the Balkans they are .9 for 10/40-4/41, 1.1 for 5/41-9/43, and 1.3 (Fascist use only) for 44-5/45. BPV is 20.



M13/40: Replacing the unsatisfactory M11/39 was the M13/40, which retained the main mechanical features of the M11 but carried a more powerful gun in a fully rotating turret. Its chief deficiencies were slow speed, unreliability, and a two-man turret in which the commander doubled as gunner. Nevertheless, in 1941 it became standard equipment in the growing number of medium tank battalions, and is perhaps the most famous Italian tank of WW2. It first saw action with the III Battaglione Carri M in the Sollum-Halfaya area of Libya, and later equipped the 132° "Ariete" Divisione Corazzata (132nd "Ram" Armored Division) in North Africa. The M13/40 also saw action with the 131st "Centauro" (Centaur) and 133rd "Littorio" (Bundle of Fuses) Armored Divisions in the Greek-Yugoslav campaigns during January-April 1941. For a short time in early 1941 one British armoured regiment (the 6th RTR) in Libya was equipped with captured M13/40, but lost them all during Rommel's first offensive. In September 1943, 22 were confiscated by the Germans who subsequently handed them over to the Fascist Italians. Sources conflict as to the total number of M13/40 produced, due to a number later being rebuilt as M14/41; some state as many as 1,049 while others claim only 710, but the figure most often given is 785. An M13/40 (or M14/41) platoon comprised four such tanks until late August 1941 when five were authorized.

† RF and Dates for radio-equipped models are in North Africa 1.0 for 11/41-6/42, 1.1 for 7/42, 1.2 for 8-11/42, and 1.6 for 12/42. For the Balkans they are 1.6 for 11/41-9/43. For Italy they are 1.6 for 9/43 and 1.6 (Fascist use only) for 44-5/45. BPV is 34.

ITALIAN ORDNANCE NOTES

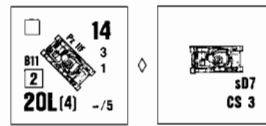


Cannone da 75/27 ART: This was the standard light field piece in the artillery regiment of most Italian divisions. The game piece actually represents four different pre-WW1 guns that are equivalent in game terms and historical role: the 75/27 m06, m11 and m12, and the 77/28. The m06 was a license-built Krupp product, 51 of which were later modified by the Italians, becoming the m12. The m11 was an import from France, notable for being the first service artillery piece in the world to have split trails. The 77/28 was a Skoda-built combination field/mountain gun; among other uses it was issued to Italy's two Libyan divisions. In mid 1940 there were 3,091 75/27 in army service (including 499 in Libya and 24 in Italian East Africa), plus 245 77/28. A battery comprised four guns. During the Spanish Civil War the 75/27 was employed by some Nationalist units as divisional artillery.

† HEAT becomes available September 1942—as signified by the superscript "S2+".

† RF and Dates for use in East Africa are 1.3 for 6/40-6/41 and 1.4 for 7-11/41. Elsewhere they are 1.2 for 6/40-9/43 and 1.4 (Fascist use only) for 44-45. BPV is 25.

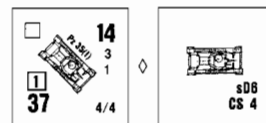
GERMAN VEHICLE NOTES



PzKpfw IIIF: 524 were built. Dates also include earlier versions which were up-armored after the Polish campaign and are equivalent to the Ausf F in game terms. Because of its relatively weak armament,

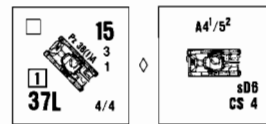
from 1940 the PzKpfw II was used primarily for reconnaissance, with one platoon officially allotted for this purpose to each Pz. company (deleted in 1942), Pz. battalion, and Pz. regiment (the latter two being deleted in late 1943).

RF is 1.2 for 40-43. BPV is 36.



PzKpfw 35t: 298 were built by the Czechs in 1936-39 as their main battle tank LT vz 35. Another 126 were exported to Rumania in 1936 where they were known as the R-2. When the Germans occupied Czechoslovakia they seized 219 LT vz 35s; the other 79 were kept by newly "independent" Slovakia. German use of the PzKpfw 35(t) was confined to the 6th Pz. Brigade of the 1st Light Division in Poland and later the 6th Pz. Division in France and Russia.

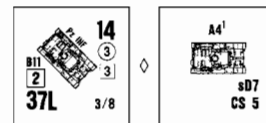
RF is 1.3 for 39-41. BPV is 40.



PzKpfw 38(t)A: A Czech AFV (the LT vz 38) originally ordered in 1938 as a replacement for the LT vz 35 but not delivered until after the German occupation. Impressed by its features, the Germans

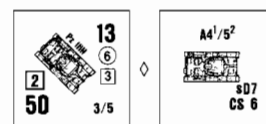
ordered its construction expedited. The PzKpfw 38(t) was used in Poland by the 1st and 3rd Light Divisions; in Norway; in France by the 7th and 8th Pz. Divisions; and in the Balkans campaign by the 8th Pz. Division. In Russia it was used by the 6th, 7th, 8th, 12th, 16th 19th 20th, and 22nd Pz. Divisions—and possibly others. In June 1941 more than one quarter of the total strength of the German Panzer units consisted of Czech tanks. 565 of the Ausf A-D and S were built.

RF is 1.1 for 39-42. BPV is 43.



PzKpfw IIIF: This was the version accepted for mass production. The game piece and Date also represent the earlier Ausf E. 96 Ausf E and 435 Ausf F were built. In 1939-40, a full-strength PzKpfw III platoon consisted of three to five such AFVs, depending on the unit involved.

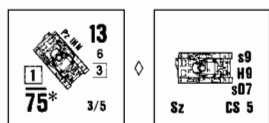
† RF is 1.6 for 39 and 1.1 for 40-41.



PzKpfw IIIF: With 308 produced, the Ausf H was not the most common PzKpfw III, yet it gained fame beyond its numbers due to the nightmares it caused the British in North Africa, where their 2 pdr guns had great difficulty defeating its frontal armor. Equivalent to the Ausf H in game terms however, are 1,549 early Ausf J, plus many more converted from the earlier Ausf E and F by installing the 5cm gun and bolting on extra armor; in this sense the PzKpfw IIIF (and its equivalents) can be considered to have been the backbone of the Panzer force in 1941-42. For Operation Sea Lion (the proposed invasion of England) some PzKpfw III

were modified so that they could travel under water. Some of these Tauchpanzer were used by the 18th Pz. Regiment on June 22, 1941, to cross the Bug River at Patulin.

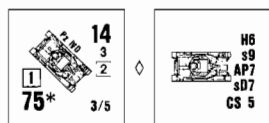
† RF is 1.5 for 1/41; decrease RF by .1 for each two-month period after 2/41 until .9 is reached in 1/42. RF is .9 for 42. BPV is 53



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

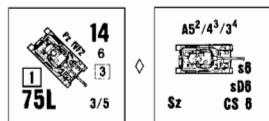
HE capability. Prior to 6/43, ten were allotted to each Tiger Company. Others were used in the PzKpfw IV role, and yet others probably equipped the Pz. battalion included in each of the newly-renamed Pz. Grenadier divisions. A total of 700 were constructed.

RF is 1.3 for 9/42-45. BPV is 55.



PzKpfw IVD: 229 were built. By the time of the invasion of France the Pz. battalion had been reorganized to have a Medium (PzKpfw IV) Company, although at this time many of them contained only one or two platoons of five PzKpfw IV (and five PzKpfw II) each.

† RF is 1.4 for 40-42 and 1.5 for 43. BPV is 50.

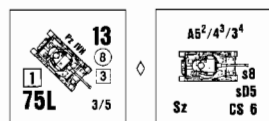


PzKpfw IVF2: The 7.5cm KwK 40L/43 version was ordered 11/41 as a countermeasure to the Russian T-34 and KV, whose appearance had instantly made the PzKpfw III—the fist of the Pz. division—obsolete

since it could neither successfully trade blows with them nor be effectively upgunned to do so. 200 were built, but the game piece also represents about 1,000 of the Ausf G, which is indistinguishable from the F2 in game terms. The British in North Africa referred to this tank as the Mark IV Special.

In 1943 the PzKpfw III was no longer capable of being considered a main battle tank in other than name. Consequently, in September of that year the Medium (PzKpfw IV) Company in each Pz. battalion was ordered dropped in favor of equipping all companies in one battalion with the PzKpfw IV, while the other battalion (presumably containing the PzKpfw III) was to be withdrawn to be re-equipped with the Panther. This took quite some time to fully accomplish.

† RF is 1.5 for 6/42; decrease RF by .1 for each two-month period after 6/42 until 1.0 is reached in 3/43. RF is 1.0 for 3/43-12/43. BPV is 72.



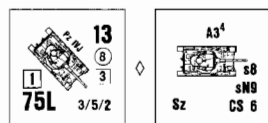
PzKpfw IVH: With 3,774 produced, this was numerically the most important PzKpfw IV and formed the mainstay of the Pz. divisions during the latter years of the war. The Date and game piece also represent

about 700 Ausf G which had extra armor bolted onto the hull and superstructure front (the Ausf H itself actually became available during the spring of 1943).

An interesting gunnery aid found on the PzKpfw IV, Panther D, and Tiger E, was a rotating ring around the inside circumference of the commander's cupola. This cupola was marked from 1 to 12 like a clock, with further subdivisions also indicated. When the turret was traversed, the ring rotated at the same speed but in the opposite direction, thus allowing the commander to tell at a glance the turret's position relative to the vehicle's axis (something easily forgotten in the heat of battle). In addition, he used it to quickly bring the gun to bear on a target; for this purpose the gunner had a clock scale indicator which he had only to align according to the bearing given by the commander and the target would appear in his gunsight.

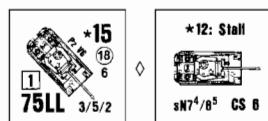
A full-strength PzKpfw IV platoon was officially comprised of five such AFV, but the ever-present tank shortage in reality reduced this to four in all but certain favored Pz. divisions.

† RF is 1.5 for 8/42-12/42; 1.3 for 1/43-6/43; and .9 for 7/43-45. BPV is 73.



PzKpfw IVJ: The Ausf J was the final production model of the PzKpfw IV, with the turret traverse motor removed to allow more fuel to be carried, and with a Nahverteidigungswaffe added for increased close-defense capability. 1,758 were built.

RF is 1.0 for 7/44-45. BPV is 73.

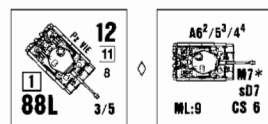


PzKpfw VG: Most of the Panther D's flaws were eventually rectified (although the later models' engines remained capricious), and in the Ausf G (and earlier A, which the game piece also represents) the panzer force

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 Pz. 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 Pz. 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 another 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 1.0 for 44-45. BPV is 89.

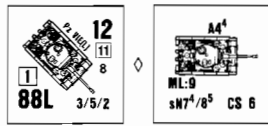


PzKpfw VIE: The Tiger is probably the most legendary AFV of World War II. At the time of its introduction, its "88" gun used in a tank for the first time—combined with its heavy armor, made it a most deadly

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.
See German Vehicle Note K.

RF is 1.5 for 12/42-45. BPV is 87.

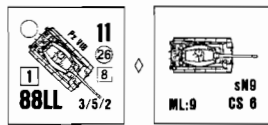


PzKpfw VIE(L): The final version (“(L)” in the piece name represents “late model”) of the Tiger I, with modifications to increase reliability and close-defense. In all, 1,354 Tigers Ausf E were built, with production

ceasing 8/44.

See German Vehicle Note K.

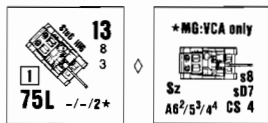
RF is 1.3 for 44-45. BPV is 91.



PzKpfw VIB: As the successor to the Tiger the Koenigstiger or Tiger II (also known to the Allies as the Royal or King Tiger) was used in the same manner, but its even greater weight reduced its mobility and reliability to the point where it was effective only on the defense. Its use in the Ardennes offensive was not impressive: its ponderousness impeded the speed of advance across the hilly countryside, and even a minor breakdown could cause its loss through the inability of the recovery vehicles to tow it. 489 were built. The first Tiger II unit to see action against the Western Allies (the British to be specific) was the 1st Company of Schwere Panzerabteilung 503.

See German Vehicle Note K.

† RF is 1.4 for 6/44-45. Availability is 6/44 vs Russia and 7/44 vs Western Allies. BPV is 105.

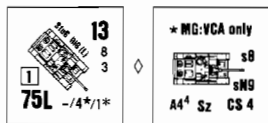


StuG IIIG: The Russian T-34 and KV compelled the Germans to reassess their AFV armament, so the StuG III was up gunned concurrently with the PzKpfw IVF2. As Germany was driven more and more to a

defensive stance, assault gun production was increased, as such AFV were both cheaper and quicker to produce than turreted tanks, and their lower height was advantageous in the ambush role. They were used in both assault gun and TD units. About 8,600 were produced, including 614 of the earlier Ausf F and F/8, which the game piece also represents. Another 1,100 were built on PzKpfw IV chassis but do not differ in game terms. One battery (six vehicles) was sent to Tunisia in late 1942.

See German Vehicle Note P.

† RF is 1.3 for 6/42-12/42, 1.0 for 43, and .9 for 44-45. BPV is 61.



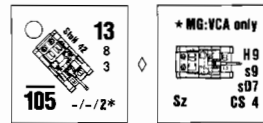
StuG IIIG(L): Various improvements were made to the late production StuG IIIG, among them being a CMG, a remote-control MG on the roof, and a Nahverteidigungswaffe. Not all these additions were

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 Panzerjaegerabteilung (TD battalion), a StuG platoon consisted of four StuG IIIG.

† The CMG may not fire outside of the VCA as signified by “MG:VCA only” on the counter and is available only after 9/44.

See German Vehicle Note O.

RF is 1.5 for 7/44-45. BPV is 64.

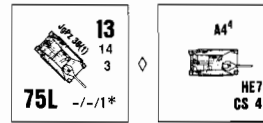


StuH 42: To increase their anti-personnel effectiveness, 1,211 StuG were built with an adapted leFH 18 field howitzer. Three StuH were ideally included in each StuG battery (which from the end of 1942 contained ten

vehicles).

See German Vehicle Note P.

† RF is 1.5 for 11/42-12/42 and 1.2 for 43-45. BPV is 56.

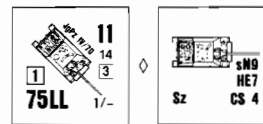


JgdPz 38(t): The Hetzer (Troublemaker or Agitator) was a light SP AT gun on the proven chassis of the PzKpfw 38(t), and was used to replace the many makeshift conversions (Marders, etc.) of earlier years.

About 2,500 saw action (although very few, if any, fought in Normandy). Hetzers were primarily issued to independent TD battalions and those that were organic to infantry divisions. 100 were supplied to Hungary, 10/44-1/45.

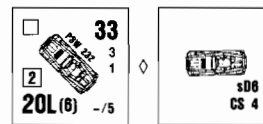
See German Vehicle Note O.

RF is 1.1 for 8/44-45. BPV is 54.



JgdPz IV/70: The JgdPz IV mounting the Panther 7.5cm gun was first available in only small numbers. Its long gun and thick frontal armor made it very nose-heavy and difficult to steer. About 1,200 were built.

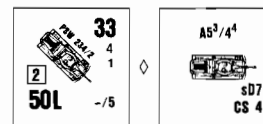
†RF is 1.5 for 8/44-11/44 and 1.2 for 12/44-45. BPV is 66.



PSW 231 (8 rad) & 232: At the time of their design these AC, known as Achtrads, were the most advanced cross-country wheeled vehicles in the world, having 8-wheel drive and steering, fully independent

suspension, and a rear driver. Achtrads were used in support of the light AC and were highly valued in Russia for their excellent off-road characteristics. A total of 607 of the eightwheeled 231 and 232 were built. The 232 model (long-range radio variant) was built concurrently with the 231, but in 1942 production of the latter ceased while the 232 was continued in a modified form. Through 1943, six PSW 231/232 formed the 4th (Heavy Weapons) platoon of the PSW 221/222-equipped Pz. Spaehwagen Kompanie (armored car companies); later they were probably used like the PSW 234/1.

RF for 232 is 1.3 for 7/42-45. BPV is 46.



PSW 234/2: The Puma was the original design for the PSW 234 series, and retained most of the earlier PSW 231 (8 rad)’s virtues while having better armor and a 12 cylinder air-cooled diesel engine. 101 were

built. 25 formed the complement of the Panzerspaehwagen Kompanie Type A. It was issued to four Pz. divisions and saw action on both the Eastern and Western fronts.

RF is 1.5 for 10/43-45. BPV is 59.

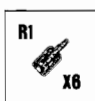
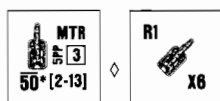
GERMAN MULTI-APPLICABLE VEHICLE NOTES

K. A Tiger crew was the *crème de la crème* of the Panzer force. Therefore, a Tiger crew's morale is 9 as signified by "ML:9" on the counter.

O. The AAMG is remotely controlled; it can only be fired while the AFV is BU.

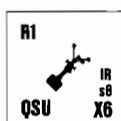
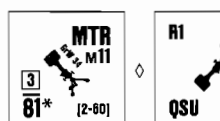
P. The AAMG may not fire outside of the VCA—as signified by "MG:VCA only" on the counter.

GERMAN ORDNANCE NOTES



5cm leGrW 36 MTR: The standard German light mortar was issued on the scale of three per rifle company; these were often distributed individually to the company's platoons. It was rather

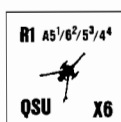
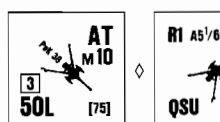
complex for such a small weapon and, being little more than a glorified grenade launcher (like all such small caliber mortars) with insufficient range and punch, it was mostly relegated to second-line and reserve units after 1942. Its nickname was the *Bluttschmeisser* (meatball thrower).



8cm GrW 34 MTR: A conventional medium mortar whose actual caliber was 81.4mm. It was the standard battalion support weapon, with six being issued to the machinegun company of each; these in turn

were often distributed two per company within the battalion. In a foot-infantry unit the mortar was hand-carried when in action, but for long moves was carried in a horsecart. One interesting type of ammunition fired by the GrW 34 was the "bouncing bomb," which rebounded into the air when it struck the ground; then at a height of 15-50 feet it exploded with an enhanced fragmentation effect. This round usually worked well if it struck hard ground but functioned poorly (if at all) when the ground was soft, so in 1942-43 it was withdrawn. Later in the war the GrW 34 was supplemented by a lightened, shorter-range version called the *kz* GrW 42. This variant had been intended for use in airborne units but eventually saw more general issue, often being used in infantry companies.

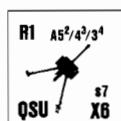
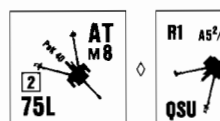
† RF is 1.1 for 39-42 and .9 for 43-45. BPV is 30.



5cm PaK 38 AT: Fortunately for the Germans, the eventual need for an AT gun more potent than the PaK 35/36 had been foreseen, and resulted in the PaK 38. Unfortunately for them, however, the armor on

many of the tanks this new gun would have to face was thicker than had been anticipated. Thus the PaK 38 could deal satisfactorily with the Matilda, T-34, or KV only when using scarce APCR rounds. In every other way, though, it was an excellent gun, being relatively small and easy to manhandle, and incorporated several innovative design features. It was initially issued primarily to anti-tank battalions, but as the heavier 7.5-7.62cm AT guns became available they displaced the PaK 38s—which in turn were allotted to the regimental AT companies (superseding the obsolete PaK 35/36). When production of APCR was halted in 1942, a temporary exemption was granted for the PaK 38 in order to prolong its usefulness. In 1943 the number of towed AT guns per platoon was lowered from four to three.

† RF is 1.3 for 1/41-6/41, 1.2 for 7/41-12/41, 1.1 for 1/42-6/42, and 1.0 for 7/42-45. BPV is 37.

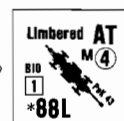
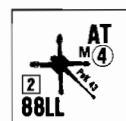


7.5cm PaK 40 AT: The next planned generation of AT guns after the PaK 38. In fact, the PaK 40 was really a scaled-up version of the PaK 38 and looked very similar to it (except for being larger, of course). Design

work on the PaK 40 began in 1939, but Operation Barbarossa and the dis-

covery 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 7.5cm gun used in the *PzKpfw* IV and *StuG* III. Some were even issued as field guns although in this mode they were hindered by their limited elevation.

† RF is 1.5 for 1/42; decrease RF by .1 for each four-month period after 3/42 until 1.1 is reached in 4/43; RF is 1.1 for 4/43-45. BPV is 43.

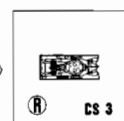


8.8cm PaK 43 AT: Designed by Krupp, this was the best AT gun to see service in WW2, and overall probably the finest AT gun ever designed. It was easy to conceal, very hard-

hitting, able to fire while limbered, traversable through 360°, and accurate at extremely long range. Variants of this excellent gun were mounted in the Tiger II, Nashorn, Jagdpanther, and Ferdinand. The game piece can also be used to represent the FlaK 41 AA/AT gun, which first saw service in Tunisia in 1943; however, when used as the FlaK 41 the piece should have B10 in both limbered and unlimbered modes.

RF is 1.3 for 44-45. BPV is 67.

RUSSIAN VEHICLE NOTES

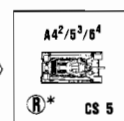
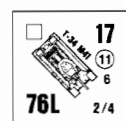


BT-7 M37: This series was an evolutionary modernization of the BT-5 with redesigned front armor, and with a new turret, more machineguns, and a new engine/drive train

(without the wheels-only capability) being introduced in stages from 1935, the version equipped with both optional MGs is actually the BT-7M (aka BT-8). Unfortunately, such improvements did little to enhance the survivability of an obsolete design. Over 2,000 BT-7 types were built. The great significance of the BT design is that, via several experimental models, it was the direct predecessor of the T-34.

See Russian Vehicle Note M.

† Dates are 39-41. RF is 1.0 for 39-7/41; thereafter increase RF by .1 each month till 1.5 is reached in 12/41. BPV is 34.

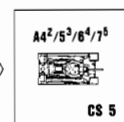
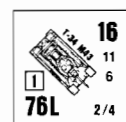


T-34 M41: This model was initially reserved for use by platoon and company commanders, but clamors from the front for its more effective gun led to its superseding the Model 1940 in production. The game

piece also represents the Model 1942, which incorporated minor improvements. Soviet medium tank platoons generally consisted of three tanks apiece, with a company containing ten tanks.

See Russian Vehicle Note M.

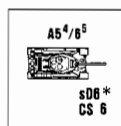
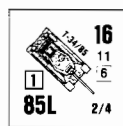
† RF for radio-equipped M41 is .9 for 43-44. BPV is 55.



T-34 M43: The addition of a roomier hexagonal-shaped turret and significant improvements in automotive reliability characterized the T-34 Model 1943, which was the most numerous version of the T-

34/76 series. When production ceased in 1944, more than 35,000 T34/76 had been built.

† RF is 1.4 for 10/42; decrease RF by .1 for each two-month period after 12/42 until .9 is reached for 9/43-45. BPV is 59.

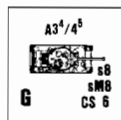
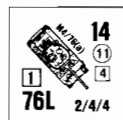


T-34/85: By mid 1943 the Soviet Union, somewhat like the U.S., found its tanks to be under-gunned when confronting the new generation of German Panthers and Tigers. The resolution of this problem was the T-

34/85, first saw combat with the 1st Guards Tank Army. About 29,430 were built during WWII.

† This AFV's Smoke Dispenser can dispense Smoke only once per scenario.

† RF is 1.5 for 4/44; decrease RF by .1 for each month after 4/44 until 1.1 is reached for 8/44-45. BPV is 76.

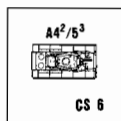
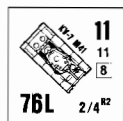


M4/76(a): The Russian used more Shermans than any other Lend-Lease tank during the last two years of the war. Shipments of the M4A2/76(w) (which was the only 76mm version given to the Soviets)

began in May 1944, and were entirely equipped with Shermans; the 1st Guards Mechanized Corps in 1945 was one such. The M4/76 may have a functioning gyrostabilizer (D11.1), and is also equipped with a 2in. smoke mortar (sM8).

The M4/76 uses U.S. To Hit numbers and U.S. AP/APCR To Kill numbers.

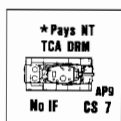
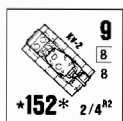
† RF is 1.5 for 1944 and 1.4 for 1945. BPV is 76.



KV-1 M41: Uparmoring of the KV (Klim) was started even before Operation Barbarossa, based on faulty intelligence reports that the Germans were massively upgunning their tanks. Moreover, as new

German weapons and ammunition were encountered, the Soviets introduced further modifications and retrofitted many of the surviving older KV with various types of appliqué armor. Each successive addition to their weight engendered a further loss of mobility however—and although the front lines were calling for faster tanks with thicker armor, the critical shortage of heavy tanks meant current models had to remain in production and could only be improved through expediencies. Due to their hampering of operations when used with the faster T-34, from 7/42 KV were placed in separate independent heavy tank regiments of 21 KV each. See Russian Vehicle Note M.

RF is 1.2 for 7/40-43. BPV is 55.

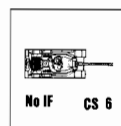
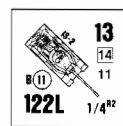


KV-2: The Dreadnought was designed as a “bunker-buster,” the need for which was discovered during the war against Finland in 1939. While it was an effective weapon versus static emplacement, its lumbering

bulk was the complete opposite of what was needed during the mobile defensive battles of 1942, and it was quickly phased out of production. 334 were built.

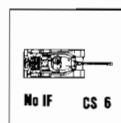
† The KV-2's massive turret was difficult to traverse—especially if the tank was not on level ground. For this reason, it is treated as a NT AFV [EXC: it may change its TCA but pays NT traverse DRM when doing so].

† RF is 1.3 for 1941. One prototype saw action in Finland in February 1940, around Summa. BPV is 41.



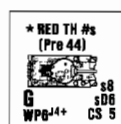
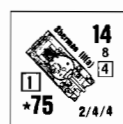
IS-2: The IS (Iosef Stalin) heavy tank incorporated a re-designed KV hull and chassis combined with a new three-man turret. The first prototypes were built with an 85mm gun and then with a new 100mm gun, but the production versions had 122mm gun chosen for its better HE capability and ease of production. This model is generally known as the JS-1 in the West. IS tanks were initially used independent heavy tank regiments, each of which contained 21 (5 per company; 2 per platoon).

RF is 1.3 for 3/44-45. BPV is 83.



IS-2m: The main distinguishing characteristic of the IS-m was its uniformly sloped upper hull front. Besides its abovementioned use, by 1945 the IS also equipped the new independent heavy tank brigades (each containing 65 IS types). 3,854 IS-2 types were built between late 1943 and mid 1945. The IS-2m is generally known as the JS-2 in the West. The main tactical drawbacks of the IS series were their slow rate of fire and their stowage of only 28 rounds.

RF is 1.2 for 7/44-45. BPV is 87.



Sherman III: The first shipment of some 200 75mm Sherman III (M4A2) medium tanks was made in September 1942; further shipments were not made until July 1943, but then continued on through 1944 with a total of 1991 M4A2s and 2 M4A4s being delivered by 31 December 1944. The Soviets not surprisingly regarded the Sherman as inferior to the T-34, but could not have failed to be impressed by its durability – since a Sherman could generally be expected to run at least three times as long as a T-34 before suffering a mechanical breakdown.

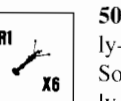
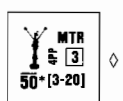
† Use Black To Hit numbers after 1943 (as signified by “RED TH#s (Pre 44)” on the counter.

† RF is 1.5 for 1943 and 1.4 for 44-45. BPV is 68.

RUSSIAN MULTI-APPLICABLE VEHICLE NOTE

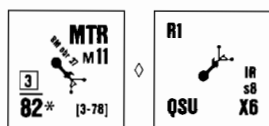
M. Russian tracked AFV of the early war years had notoriously poor transmissions. Not only were they plagued by breakdowns, but were also extremely difficult to shift; in fact, many models carried as standard equipment a large hammer that the driver used on the shift lever to “persuade” it to move. Therefore, each time a Mechanical Reliability DR is made for this vehicle, an 11 result indicates that the AFV has stalled or suffered transmission difficulties that have prevented it from starting normally. 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 Mechanical Reliability DR as it does so. 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.

RUSSIAN ORDNANCE NOTES



50mm RM obr. 40 MTR: Superseded the overly-complex models 38 and 39 as the standard Soviet company mortar. Its design was extremely simple, and it could be fired at only two different elevation settings: 45° or 75° (some sources state that it also had an 82° setting). An adjustable sleeve vent at the base of the barrel allowed a

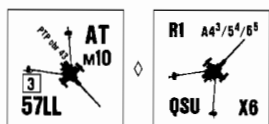
variable portion of the propellant gas to bleed off, thus shortening the projectile's range at a given elevation setting. A large number of the RM 40 (and its successor, the 50mm RM obr. 41) were built but, as in the German army, the light mortar gradually lost favor due to its lack of punch and diminished in use as the war progressed.



82mm BM obr. 37 MTR: A slightly redesigned copy of the French Brandt medium mortar. It was used primarily for support at the battalion level. The later versions (BM 41 and 42) had wheels, thus obviating

the need to disassemble the mortar for long hauls.

† RF is 1.0 for 39-41, 1.3 for 1942, and .9 for 43-45. BPV is 28.



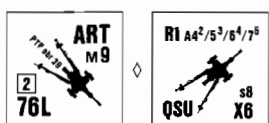
57mm PTP obr. 43 AT: this gun was originally introduced in the spring of 1941 as the Model 41, but in very small numbers. In 1943 it was reissued in a slightly modified form, and remained in Soviet service for many years after the war. It was also referred to as the ZIS-2.

† RF is 1.6 for 41-42 and 1.3 for 43-45. BPV is 36.



76.2mm PP obr. 27 INF: A sturdy and reliable gun also known as the 75-27. A battery of six provided support for each rifle regiment. The Germans appreciated the 75-27's simplicity and its longer range compared to their own 7.5cm leIG 18. Consequently, those they captured were retained and eventually saw service on all fronts, many of them using German sights and ammunition specially produced in Germany.

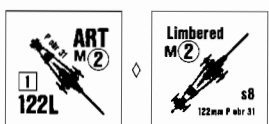
RF is 1.0 for 39-45. BPV is 30.



76.2mm obr. 39 ART: Also called the 76-39, this Soviet field gun also had a designed anti-tank capability. It was intended a replacement for the 76-36 since it was lighter and thus easier to manhandle. The

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

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



122mm P obr. 31 ART: The 122-31 (as it was also known) was an original Soviet design that utilized the carriage of an interim 152mm gun-howitzer (the 152-10/34). Along with a later version (the 122-37 or A-

19) it was used in artillery divisions and independent artillery brigades, with two guns per battery and six per battalion. Several modified versions of the A19 were carried by the ISU-122 assault gun and IS tank series.

RF is 1.3 for 39-45. BPV is 44.

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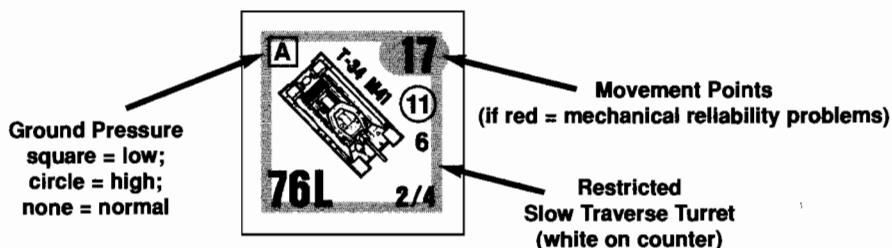
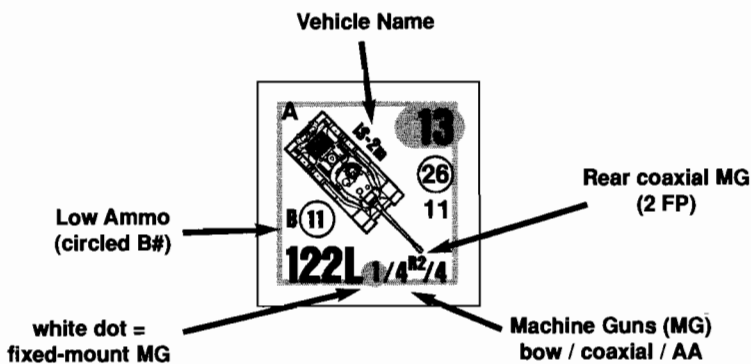
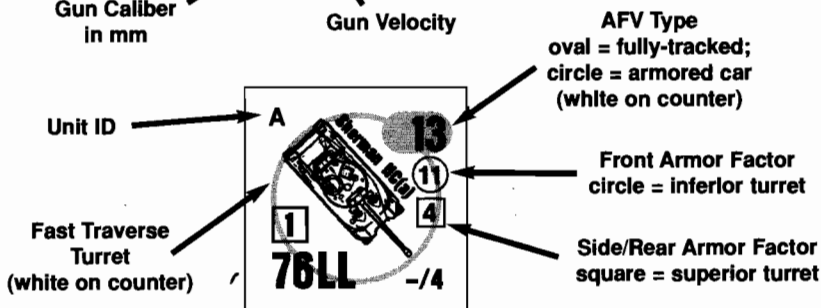
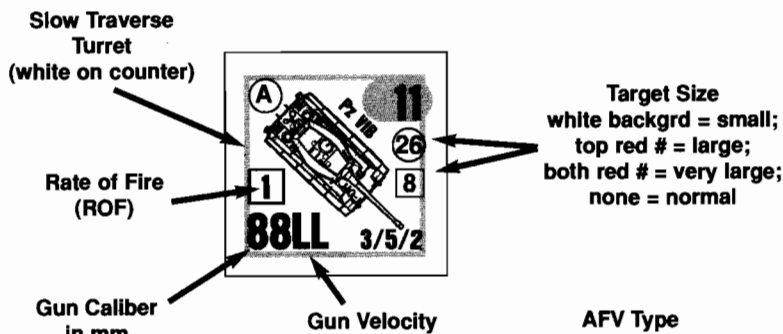
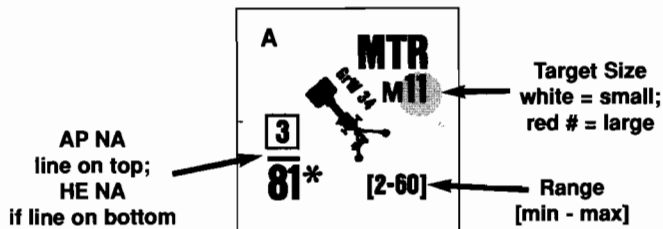
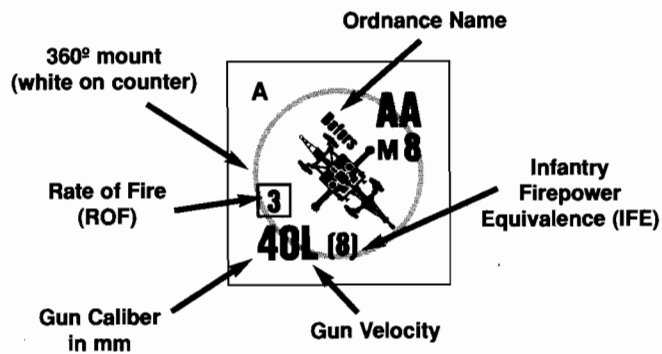
Playtesting:

Chris van Wyk, Reid Hutchinson, Steven McCord, Alan Anderchuk, Wayne Anderchuk, Andrés Dunn (Special Thanks to the YouseHouse Irregulars Ken Dunn, Kevin Valerien, Darren Emge, Gary Phillips, Derek Spurlock, and Buck Karpowitz)

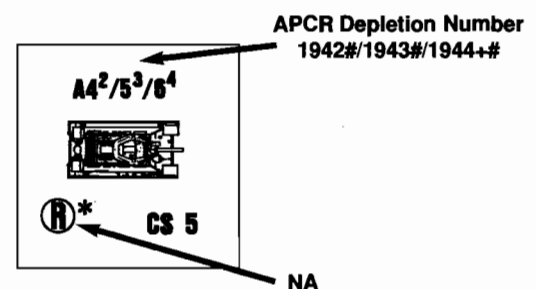
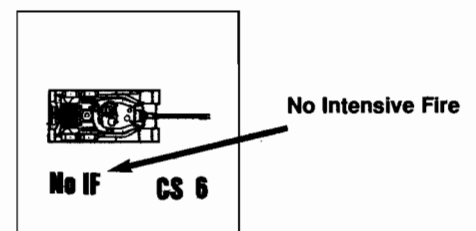
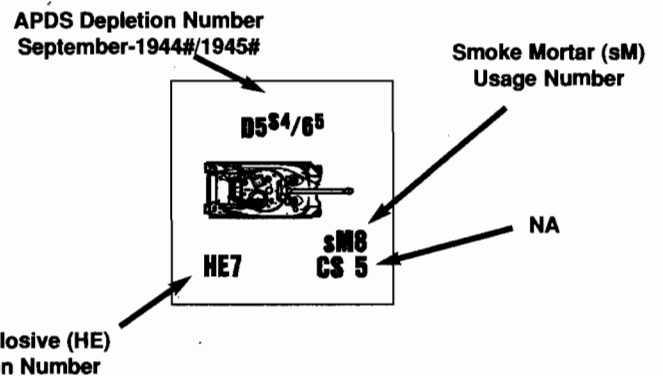
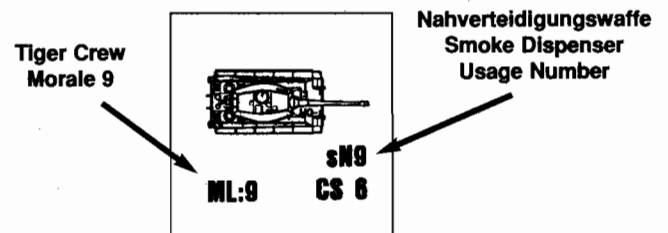
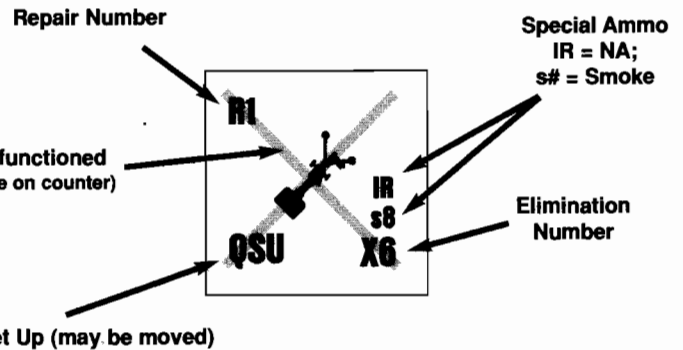
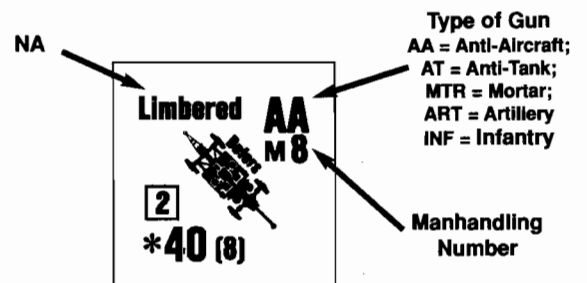
Proofing:

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Counter Front



Counter Back



JOSEPH 351



ASL SCENARIO S20

Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Allies win at game end by amassing $\geq$ the Victory Points prescribed by SSR 1. Each German squad eliminated is worth 2 VP, each half squad is worth 1 VP, each "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP. In addition, the Allies win automatically at the end of Game Turn 4 if they control $\geq$ 30 hill hexes. All hill hexes are controlled by the Germans at the beginning of the game.

POINTE DE CORSEN, FRANCE, 28 August 1944: After D-Day many of the Ranger units were attached to VIIIth Corps as Corps reserve and assigned to mundane tasks such as Corps security and guarding POWs during the first operations on the Brittany peninsula. Task Force Arnold, formed from Companies A and C of the 2nd Ranger Battalion, was released from guard duty and ordered to advance west towards the Brittany coast to clear out German strongpoints along the way. Moving towards one such strongpoint, they discovered a Free French of the Interior (FFI) unit. Often times the Rangers worked with these units to augment their normal tactical organization. The FFI were sometimes unreliable and often armed with a variety of antique or captured equipment; their quality could be best described as unknown. After consultation, the Rangers decided to attack.

BOARD CONFIGURATION:



(Only hexrows R-GG on board v and W-GG on board u are playable)

BALANCE:

✚ Exchange the German 7-0 for a 9-1.

☆ Reduce all VP values on Chart 1 by 2.

TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3	4	5	6	7	END
☆ ALLIES Moves First									

Elements of XXV Corps [ELR: 2] setup on/north-of hexrow BB on board u and on/south-of hexrow V on board v:



 4'-6-7	 4-4-7	 8-1	 8-0	 7-0	 5-12	 3-8
3	9					3

Elements of Company A, 2nd Rangers, and members of the Free French of the Interior (FFI) forces [ELR: 5] enter on Turn 1 along the north edge:



 6'-6-7	 5'-3-6	 2-2-6	 9-2	 8-1	 4-10
?	?	?			

Russian escaped and rearmed POWs setup on/south-of hexrow Z on board u:

 4-2-6	 8-1
7	

Chart 1

DR	6-6-7	5-3-6	2-2-6	VP
1	3	9	1	15
2	4	8	0	16
3	5	6	1	18
4	6	5	0	19
5	7	3	1	21
6	8	2	0	22

SPECIAL RULES:

- After German setup, the American player openly makes a die roll on Chart 1 to determine the number of units he receives and the victory points required to win.
- The Germans may exit Good Order units off the south edge of board u starting Turn 5. Any German unit so exited will not count towards Allied victory point totals.
- All Russian units may attempt self rally each Rally Phase.
- The 5-3-6/2-2-6 Free French do not incur Inexperienced penalties and do not receive Smoke exponent capabilities. American 6-6-7s/3-4-7s are considered to have underlined Morale and thus not subject to ELR (5.1).

5. All hexes that depict only Brush terrain are considered Orchard hexes. Those hexes that depict Brush with other terrain features remain Brush.

6. Neither the Russian, nor the American/FFI, SMC may provide leadership DRM to MMC/SMC of the other nationality.

AFTERMATH: As luck would have it, the Rangers had also discovered that a group of escaped Russian POWs had armed themselves and were led by a man known only as Joseph 351. This group of Russian soldiers blocked the German retreat to the south and back into German lines. As the Rangers attacked from the west and north with the FFI, the Germans had no choice but to defend themselves. This time the Germans hung on and the Rangers pulled back. The next day, however, after a German patrol was killed to the man by the Russians, the Germans were talked into surrendering.

CLASH AT BORISOVKA



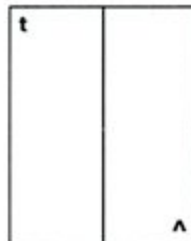
ASL SCENARIO S21

Scenario Design: Kevin Meyer



BORISOVKA, RUSSIA, 14 March 1943: The German offensive to retake Kharkov put the Russian Voronezh Front in disarray. Shortages of fuel and ammo hampered the Russians. The situation got worse on March 13th when the Grossdeutschland Division attacked north of Kharkov along the seam between the 40th and 69th Armies. Penetrating deep into the Russian lines, the armor elements, including a company of Tigers, turned northeast in the direction of Tomarovka. The Russian command committed the 3d Guards Tank Corps to slow down the German advance.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Russians win at game end if they eliminate more AFV than the Germans. Each Russian AFV exited off the south edge counts as an eliminated German AFV.

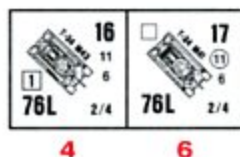
BALANCE:

- ★ The Russians may use their full MP on Turn 1.
- ⊕ Exchange two *PzKpfw IVF2* for two *PzKpfw IVH*.

TURN RECORD CHART

★ RUSSIAN Sets Up and Moves First	★ 1 ⊕	2	3	4	5	END
-----------------------------------	-------	---	---	---	---	-----

Elements of 3rd Guards Tank Corps enter on Turn 1 along the north edge having already expended half their MP:



Elements of Panzer Regiment, Grossdeutschland Division enter on Turn 1 along the south edge:



SPECIAL RULES:

1. None.

AFTERMATH: The T-34s of the Tank Corps engaged the panzers of the Grossdeutschland Division in a running fight between Borisovka and Tomarovka. Despite the many T-34 wrecks dotting the country side north of Borisovka, the Grossdeutschland's advance was temporarily halted. Having incurred heavy losses on March 23rd, Grossdeutschland was removed from the front lines for refitting, not to be committed again until the Kursk offensive in July.

ANOTHER SUMMER'S DAY



ASL SCENARIO S22

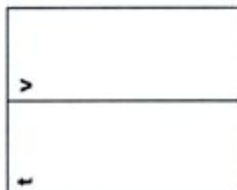
Scenario Design: Janusz Mace



VICTORY CONDITIONS: The Americans win at game end if they have Good Order units with a LOS (disregarding Smoke hindrances) to any hexes of the road that runs vGG5-vX3-vQ10-tN3-tI1-tA6, provided that all those units can also apply a total of ≥ 15 FP (including use of their non-captured SW, but disregarding ROF, B#, and all PBF/TPBF extra FP) to hypothetical attacks vs. those same hex(es). A mortar counts for 4 FP, and a bazooka at a range of ≤ 3 counts for 8 FP.

NISCEMI, SICILY, 10 July 1943: To form a defensive zone ahead of the vulnerable beachheads, parts of the 82nd Airborne Division was dropped during the night before the main landings. But poor coordination, friendly AA fire and bad weather all made the operation a very difficult one. The paratroopers found themselves scattered far from their planned drop zones, but formed small isolated groups that harassed Axis patrols and lines of communications, according to their mission. The Germans had only one unit in the area, but quickly committed the reforming Herman Göring Panzer Division to battle, desperate to gain the initiative.

BOARD CONFIGURATION:



BALANCE:

☆ Remove one 2-4-7 and one 50* MTR from Group 1 of the German OB.

✚ Add a Turn to the scenario.

TURN RECORD CHART

☆ AMERICAN Sets Up and Moves First

1 ⁺	2	3 ⁺	4	5	6	END
----------------	---	----------------	---	---	---	-----

Elements of 504th Parachute Infantry Regiment [ELR: 5] setup first (see SSR 1):

Group 1:



2

Group 2:



3

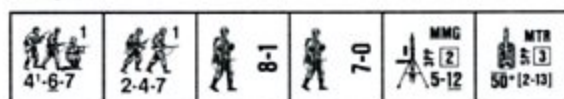
Group 3:



2

Elements of Herman Göring Division [ELR: 3] enter on Turn 1 and/or Turn 3 (see SSR 2):

Group 1:



6

2

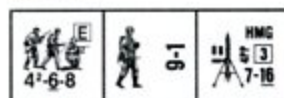
Group 2:



5

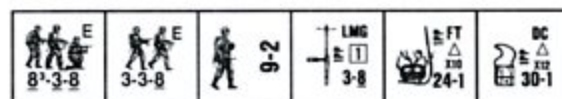
2

Group 3:



2

Group 4:



3

Group 5:



Group 6:



2

SPECIAL RULES:

1. During setup the American player divides Group 3 in any way between Group 1 and 2. The American then divides Group 1 into stacks with no more than one MMC, SMC, and SW in each stack. The American player repeats this procedure with Group 2. The American player now picks a "rendezvous" hex for Group 1 and secretly chooses a different one for Group 2. Place a stack from Group 1 in the rendezvous hex and roll two dice, the colored die represent the direction (1 being north, 2 being 1 hex clockwise, and so on) and the white die represents the distance in hexes from the rendezvous hex that the stack is placed. Repeat this procedure until all stacks from Group 1 are placed. If the stack lands off board, place it on the nearest board edge hex. Any stack that lands off board starts the game pinned and CX.

2. The German player then secretly chooses 3 groups and their turn of entry. The German player may delay the entry of one or two groups until Turn 3. For every

group delayed until Turn 3, the German may bring on an additional group which also enters on Turn 3. The German player secretly records the hex along any board edge on which each group will enter. Each German group enters on Turn 1 or 3 on or adjacent to its recorded hex of entry. Multiple groups may enter at the same location. Groups may only be picked once.

3. The American player repeats the setup procedure for Group 2 that was done for Group 1 using the rendezvous hex previously recorded for Group 2.

AFTERMATH: Confused and cut off, the paratroopers nevertheless managed to stave off any serious threats during the 10th. Renewed attacks on the 11th would bring the German panzers to within a few miles of the exposed and congested beaches. As more paratroopers jumped over the area, and the Allied material kept flowing in, the counter-attack lost steam and ground to a halt, short of its objective.

MONTY'S GAMBLE



ASL SCENARIO S23

Scenario Design: Ken Dunn and Brian Youse



OOSTERBEEK, HOLLAND, 20 September 1944: The British perimeter outside the city of Arnhem was steadily shrinking. Four days after dropping north of the Rhine, the paratroops and glidermen of the 1st Airborne Division were running critically short of supplies and men. The Germans were massing their forces, and it seemed that they would crush the perimeter before 30 Corps, the ground portion of the Market-Garden offensive, could reach them. With nowhere to go, the airborne troops did what they had been trained to do, defend the airhead.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 17 VP off the west edge. Each AFV with a functioning MA exited is worth 7 VPs (6 VPs if exited without a functioning MA), each squad exited is worth 2 VPs, each half squad exited is worth 1 VP, each "-1" SMC exited is worth 2 VP, and each "-0" and "+1" SMC exited is worth 1 VP.

BALANCE:

• Add one LMG to the British OB.

✦ Add one 7-0 to the German OB.

TURN RECORD CHART

• BRITISH Sets Up First	+	1	2	3	4	5	END
✦ GERMAN Moves First							

Elements of 2nd Battalion, South Staffordshire Regiment [ELR: 4] set up on/between hexrows D through O (see SSR 1):



 4'-5-8	 2-2-8	 9-1	 8-1	 2-7	 8-3	 3 57L
4	2		2			2

Elements of Kampfgruppe Harder [ELR:3] enter on Turn 1 along the east edge:



 4'-6-7	 4-4-7	 2-4-7	 8-1	 8-0	 3-8
4	2				3

 105 -1-2*	 75L -4*/1*
	2

SPECIAL RULES:

1. All British units (and the weapons they possess) may set up hidden in non-Open Ground hexes, although Guns may not be hidden on a paved road. Record their hexes secretly. All such units (including Gun crews) are placed on the mapboard with their weapons when they fire or move or a German unit enters or attempts to enter their hex. If a German Infantry unit attempts to enter such a hex during the MPh, return it to its previously occupied hex, where it ends its movement.
2. The 9-1 British SMC may use his leadership DRM to modify the TH DR of a 6-pdr AT gun, as if it were a SW, when he is stacked with the manning crew.
3. Elite and 1st Line British MMC do not cower (3.2.2).
4. The two *StuG III(G)* each start the game under a "CMG Disabled" counter.

AFTERMATH: The fierce battle that had been raging in the suburb of Oosterbeek seemed about to turn decisively in favor of the Germans. Armored vehicles had reached the front and were about to deliver the coup de grace to the South Staffordshire Regiment and cut the division off from the Rhine. Most of the six-pounder anti-tank gun crews had been wounded or killed in earlier battles. As the Germans approached, Lance Sergeant John Baskeyfield manned one of the remaining guns and accounted for the lead vehicle. Severely wounded in his efforts, and with his own gun having been destroyed, he managed to crawl to another six-pounder and knock out another vehicle with his last breath, earning a posthumous Victoria Cross. Not knowing just how thin the Staffords were, the Germans withdrew for a short while allowing the British time to reform their lines. First Airborne was able to keep in touch with the riverbank, although German overwatch positions prevented daylight movement across it. With the failure of 30 Corps to reach Arnhem by September 25th, 1st Airborne evacuated the north bank during the night, withdrawing some 2,400 survivors across the river. Despite the heroism of the airborne troops, Monty's gamble had been a bust.

SHERMAN MARCHES WEST



ASL SCENARIO S24

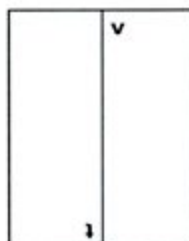
Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Russians win at game end if they Control all building hexes located on board v between hexrows J and Q.

KRUPKI, BYELORUSSIA, 28 June 1944: Operation Bagration, launched by the Soviets on June 23, was turning out to be highly successful. German reports noted that the Russians no longer attacked as in the early days with masses of infantry across a broad front but instead employed concentrated groups of infantry supported by well controlled fire from heavy weapons with follow up forces available once favorable forward positions were established. In addition, the German high command did not believe that this was the major portion of the Russian summer offensive and refused to send strategic reserves immediately. Finally, however, the situation on the ground proved threatening enough that the 5th Panzer Division with Tiger tanks of the attached 505th Heavy Tank Battalion was sent to assist.

BOARD CONFIGURATION:



BALANCE:

✚ Add a 7-0 leader anywhere in the German OB.

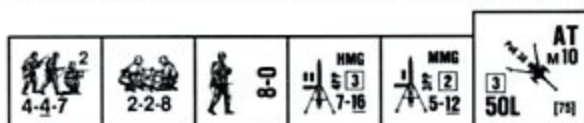
★ The German reinforcements enter on Turn 4.

TURN RECORD CHART

✚ GERMAN Sets Up First	★ 1	2	3	4	5	6	7	END
★ RUSSIAN Moves First								

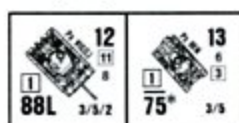


Elements of Army Group Center Security Forces [ELR: 3] setup anywhere:



6

Elements of Schwere Panzer Abteilung 505 and 5th Panzer Division enter on Turn 1 along east edge having already expended 1/2 of their printed MP:



Elements of Pionier Bataillon, 5th Panzer Division enter on Turn 3 along east edge:



3

3

2



Elements of 3rd Guards Tank Corps [ELR: 3] enter on Turn 1 along west edge:



4

10

4

6

SPECIAL RULES:

- German 8-3-8s and 5-4-8s Smoke exponent is increased by 2.
- German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s have their CCV increased by 1.
- Russian 6-2-8s/3-2-8s are considered to have underlined Morale and thus not subject to ELR (5.1).

AFTERMATH: As the Tigers arrived they advanced to contact with the 3rd Byelorussian Front near Krupki Railroad Station. The Russians with their lend lease Shermans had marched west in an effort to surround the demoralized and retreating elements of Army Group Center at Borisov. A sharp engagement occurred and while the experienced Tigers inflicted heavy casualties, they could not stop the capture of the station. Ultimately, the 505th destroyed 128 tanks of the 3rd Byelorussian Front over the following few weeks, but lost all 29 of its own Tigers in the process. The heavy losses to the Russians caused the relief of Marshal Pavel Rotmistrov, but not before the elimination of some 350,000 German soldiers, almost all of Army Group Center.

EARLY BATTLES



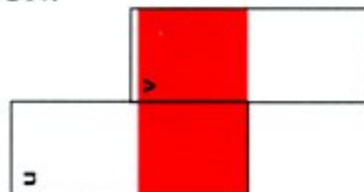
ASL SCENARIO S25

Scenario Design: Brian Youse



North of KAUNAS, LITHUANIA, 26 June 1941: Operation Barbarossa, the German assault on the Soviet Union, had started a few days earlier. In many places the German army had met with success, either routing or destroying the Red Army wherever encountered. The Germans were able to employ superior tactical expertise as well as a concentration of forces almost everywhere so as to advance quickly. This led to a surprisingly large amount of destroyed or captured enemy troops and material. The Red Army, though brave, in most cases simply did not have the experience or the material to withstand this onslaught. Occasionally, however, the Russians could match the Germans, and then the fighting was brutal and harsh, a taste of what was in store on the Eastern Front for a number of years.

BOARD CONFIGURATION:



(Only hexes B-Q on board v and R-GG on board u are playable)

VICTORY CONDITIONS: The Germans win at game end if they control ≥ 4 buildings on board v and ≥ 2 German AFV are still mobile (neither eliminated nor immobile).

BALANCE:

★ Delete a Turn.

✚ Add a 7-0 to the German OB.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									

Elements of 2nd Tank Division [ELR: 3] set up on board u in hexes numbered ≤ 7 and/or on board v:



 4-4-7	 4-2-6	 2-3-7	 2-2-8	 8-0	 7-0	 MMG 2 4-10	 LMG 1 2-6	 ATR 1-12	 MTR 3 50+ (3-20)
8	2					2	2		

 152 2/4	 45L 1/4	 INF M8 76
---	---	--

Elements of 6th Panzer Division [ELR: 4] enter on Turn 1 along the south edge:



 4-6-8	 4-6-7	 8-1	 8-0	 MMG 2 5-12	 LMG 1 3-8	 DC 30-1
4	8			3	2	

 75 3/5	 37 4/4	 20L(4) -/5
2	2	2

SPECIAL RULES:

1. To represent its radioless condition, the Russian BT-7 M37 must make a DR ≤ 8 each MPH it wishes to move outside of its hex.

AFTERMATH: In one instance, the Germans, after a week of relatively easy victories, approached a small Lithuanian village amidst the forest. Army Group North was among the first Germans to encounter heavier Russian tanks. These monsters dwarfed the German AFVs, and it was quickly discovered they were not easily beaten with firepower. Turning to their tactical advantages of numbers, speed, and maneuverability, the German forces would often bypass these strong points and then reduce them at their leisure. That was not an option in this case. The German combined arms force struggled into the village and then wrested the village from the defenders with hand-to-hand combat. While the Germans were eventually able to destroy the larger Russian AFVs, it was not without cost, as the Russian tanks seemingly destroyed whatever they found in their gunights first.

LAST ALLY, LAST VICTORY



ASL SCENARIO S26

Scenario Design: Pete Shelling



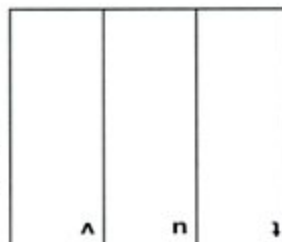
VICTORY CONDITIONS: The Germans win at game end if they Control $\geq$ nine multi-hex buildings.

PUSPOKLADANY, HUNGARY, 10 October 1944: As the Red Army steam-rolled towards Hungary, heavy German tank formations were increasingly rare. By the end of September, Cavalry-Mechanized Group Pliyev had crossed the border near Oradea, and was threatening the agricultural center of Debrecen. To make matters worse for the Axis cause, many Hungarian units were beginning to defect to the Soviet side. The Germans needed a victory to stop this, and the 6th Armee under General Maximilian Fretter-Pico reformed with three Panzer Divisions (including a Tiger II Battalion) just as Marshal Malinovsky was driving into Hungary's northeastern plains with the three corps of Cavalry-Mechanized Group Pliyev. Neither side was aware of the other's disposition as Germany's campaign to save her last ally reached fever pitch.

BOARD CONFIGURATION:

BALANCE:

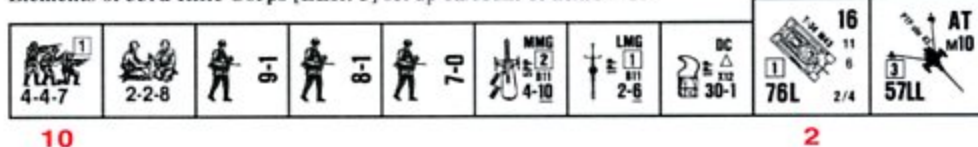
- ★ Delete the 8-0 SMC from the German OB.
- ✚ Change the number of buildings in the Victory Conditions to 8 instead of 9.



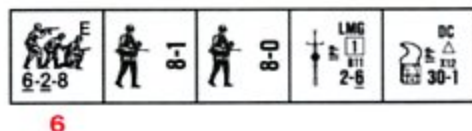
TURN RECORD CHART

★ RUSSIAN Sets Up First	✚	★	✚	2	3	4	5	6	7	END
✚ GERMAN Moves First										

Elements of 33rd Rifle Corps [ELR: 3] set up on/south-of hexrow Y:



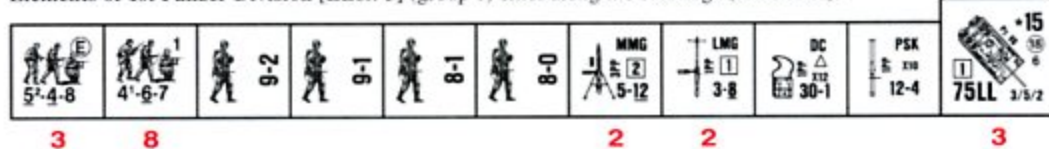
Elements of 6th Guards Tank Army set up $\leq$ 2 hexes of uZ5:



Elements of 71st Heavy Tank Regiment, 6th Guards Tank Army enter on Turn 1 along the north edge:



Elements of 1st Panzer Division [ELR: 3] (group 1) enter along the east edge (see SSR 1):



Elements of SchwerePanzerAbteilung 503 and 23rd Panzer Division (group 2) enter along the west edge (see SSR 1):



SPECIAL RULES:

1. Prior to setup, the German player secretly chooses which group will enter on Turn 1 and which will enter on Turn 2. Each group may only be selected once.
2. Russian 6-2-8s/3-2-8s are considered to have underlined Morale and thus not subject to ELR (5.1).

AFTERMATH: The two attacks kicked off simultaneously, and the fluid movement made it difficult to assess just which side was the encircler and which the encircled. This, however, was the type of battle at which the Germans excelled, and after several days their tactical superiority began to show. Fighting would swirl and rage around Debrecen for several more weeks but in the end the Soviet drive on Budapest would be halted for the time being. The Wehrmacht victory, combined with reports of Soviet atrocities against the civilian population would keep much of the Hungarian army in the Nazi fold. Unfortunately, it only delayed their inevitable destruction, as the victory would not be repeated for the remainder of the war.

STAND FOR NEW ZEALAND

ASL SCENARIO S27

Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Germans must control all multi-hex stone buildings on board u.

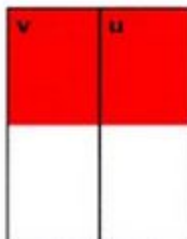
GALATAS, CRETE, 25 May 1941: The village of Galatas lay amid the heights overlooking the main east-west road into Canea, the capital of Crete which in turn guarded the entrance to Suda Bay, the natural harbor and the reason the British were on Crete in any strength. So important was Galatas to the German command, the mountain troops from the 5th Gebirgsjäger Division were ordered to frontally assault the position. Opposing the Germans was a scratch New Zealand force known to the British as the Kippenberger Brigade—the 10th New Zealand Brigade under Lt. Col. Howard Kippenberger, consisting of the remnants of two Greek regiments, the divisional cavalry, and the 1st Composite Battalion formed from stray gunners, sappers, and rear echelon troops such as the Supply Column and the Petrol Company. The latter had dug into the heights and appropriated several old Italian field pieces to cover the highway, awaiting the German assault.

BOARD CONFIGURATION:

BALANCE:

- Replace the 9-1 and two 4-5-7s in the Commonwealth reinforcements with an 8-0 and two 4-4-7s.

- Commonwealth Reinforcements enter on Turn 4 instead of Turn 5.



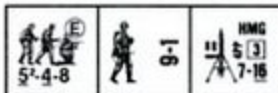
(Only hexes A-P are playable)

TURN RECORD CHART

GERMAN Sets Up and Moves First	1	2	3	4	5	6	7	8	END
--------------------------------	---	---	---	---	---	---	---	---	-----



Elements of Kampfgruppe Ramcke [ELR: 5] set up in building uP2:



2



Elements of 2nd Battalion, 100th Regiment, 5th Gebirgsjäger Division enter on Turn 1 along the west edge of board v:



13

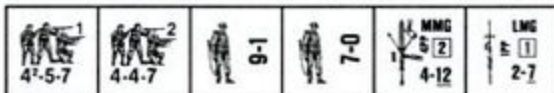
2

3

2



Elements of 10th New Zealand Brigade [ELR: 3] set up on board u in any hexes not in or adjacent to building uP2:



2

4



Elements of Petrol Company, 10th New Zealand Brigade set up on board v on/between hexes numbered 5-8:



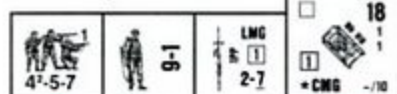
4

2

2

2

Elements of 3rd Hussars enter on Turn 5 along the east edge of board u:



2

2

SPECIAL RULES:

- The New Zealand MMC and SMC receive a -1 drm on any Ambush die rolls. Record the IDs of the 3rd Hussars to distinguish them.
- Commonwealth crews and 1st Line MMC do not cower (3.2.2).
- New Zealand crews do not pay Captured Use penalties when firing the Italian 75/27 ART.
- During Turn 1 and Turn 2, a +1 DRM must be added to all fire attacks (To Hit for ordnance, IFT otherwise) made against the German Gebirgsjäger troops. This DRM does not negate FFMO, does not reduce the amount of residual firepower, and does not affect residual firepower attacks.
- Despite the date, Grain is in season.
- AFV may not enter a building hex.

AFTERMATH: Waiting until the bright sunlight was in the defenders' eyes, the mountain troops attacked up the hill. Paratroops under the command of Colonel Bernhard Ramcke (reinforced elements of the Luftlande Sturmregiment) on the left flank offered support from a church and its graveyard, bringing the Kiwis under constant machine gun fire. Although not well-trained as infantrymen, most of the Kiwis had used rifles in their civilian life. Many were marksmen and masters at the use of terrain for cover and concealment. Casualties amongst the attacking Germans were quite high. As the pace of the assault slackened, the Kiwis, great believers in the bayonet charge, forced the Germans to retire to their original start lines. Timely air support disrupted the Kiwis' attack, and the Germans surged forward again, lead by their able regimental commander Colonel Willibrand Utz. Amid the to and fro fighting over the course of the day, the British committed fresh troops and several tanks, eventually dislodging the Germans at the end of the day. The Germans would not gain Galatas until the next day, and only after the determined Kiwis had withdrawn to the east due to exhaustion and lack of supplies.

ASL Starter Kit #3 Sheet 1 Front

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 ^E 7 ³ -4-7 a	 ^E 7 ³ -4-7 b	 ^E 7 ³ -4-7 c	 ^E 7 ³ -4-7 d	 ^E 7 ³ -4-7 e	 ^E 7 ³ -4-7 f	 ^E 7 ³ -4-7 g	 ^E 3-3-7 o	 ^E 3-3-7 p	 ^E 3-3-7 q
 ^E 6 ³ -6-7 G	 ^E 6 ³ -6-7 F	 ^E 6 ³ -6-7 E	 ^E 6 ³ -6-7 D	 ^E 6 ³ -6-7 C	 ^E 6 ³ -6-7 B	 ^E 3-3-7 U	 ^E 3-3-7 T	 ^E 3-3-7 S	 ^E 3-3-7 R
 ^E 6 ³ -6-7 H	 ^E 6 ³ -6-7 I	 ^E 3-4-7 B	 ^E 3-4-7 C	 ^E 3-4-7 D	 ^E 3-4-7 E	 ¹ 6 ³ -6-6 a	 ¹ 6 ³ -6-6 b	 ¹ 6 ³ -6-6 c	 ¹ 6 ³ -6-6 d
 ¹ 6 ³ -6-6 n	 ¹ 6 ³ -6-6 m	 ¹ 6 ³ -6-6 i	 ¹ 6 ³ -6-6 k	 ¹ 6 ³ -6-6 j	 ¹ 6 ³ -6-6 l	 ¹ 6 ³ -6-6 h	 ¹ 6 ³ -6-6 g	 ¹ 6 ³ -6-6 i	 ¹ 6 ³ -6-6 o
 ¹ 6 ³ -6-6 o	 ¹ 3-4-6 a	 ¹ 3-4-6 b	 ¹ 3-4-6 c	 ¹ 3-4-6 d	 ¹ 3-4-6 e	 ² 5 ² -4-6 N	 ² 5 ² -4-6 O	 ² 5 ² -4-6 P	 ² 5 ² -4-6 Q
 ^G 5 ² -3-6 L	 ^G 5 ² -3-6 K	 ^G 5 ² -3-6 J	 ^G 5 ² -3-6 I	 ^G 5 ² -3-6 H	 ^G 5 ² -3-6 G	 ² 2-3-6 O	 ² 2-3-6 N	 ² 2-3-6 M	 ² 5 ² -4-6 R
 ^G 5 ² -3-6 M	 ^G 5 ² -3-6 N	 ^G 5 ² -3-6 O	 ^G 2-2-6 G	 ^G 2-2-6 H	 ^G 2-2-6 I	 ^G 2-2-6 J	 ^G 2-2-6 K	 ^G 2-2-6 L	 ^G 2-2-6 M
 ⁴ 2-2-7	 ⁵ 2-2-7	 ⁶ 2-2-7	 ⁷ 2-2-7	 ⁸ 2-2-7	 ⁹ 2-2-7	 ¹⁰ 2-2-7	 ¹¹ 2-2-7	 ¹² 2-2-7	 ¹³ 2-2-7

Americans

 ^B 4-12	 ^E 2-7	 ^F 2-7	 ^G 2-7	 ^H 2-7	 ^A 8-3	 ¹ 4 ² -5-7 H	 ¹ 4 ² -5-7 I	 ¹ 4 ² -5-7 J	 ¹ 4 ² -5-7 K
 ^E 4 ² -5-8 K	 ^E 4 ² -5-8 L	 ^E 4 ² -5-8 M	 ^E 4 ² -5-8 N	 ^E 2-4-8 F	 ^E 2-4-8 G	 ¹ 4 ² -5-7 L	 ¹ 4 ² -5-7 M	 ¹ 2-4-7 F	 ¹ 2-4-7 G
 ² 4-4-7 J	 ² 4-4-7 I	 ² 4-4-7 H	 ² 4-4-7 G	 ² 4-4-7 F	 ² 4-4-7 E	 ² 2-3-7 F	 ² 2-3-7 E	 ² 2-3-7 D	 ¹ 2-4-7 H
 ² 4-4-7 K	 ² 4-4-7 L	 ² 4-4-7 M	 ² 4-4-7 N	 ² 4-4-7 O	 ² 4-4-7 P	 ^G 4-3-6 C	 ^G 4-3-6 D	 ² 2-3-7 H	 ² 2-3-7 G
 ⁴ 2-2-8	 ⁵ 2-2-8	 ^G 2-2-6 C	 ^G 2-2-6 D	 ^G 2-2-6 E	 ^G 4-3-6 E	 ⁸ 2-3-6 K	 ⁷ 2-3-6 L	 ⁶ 2-3-6 M	 ⁵ 2-3-6 N
 ⁹ 2-3-6 K	 ⁸ 2-3-6 L	 ⁷ 2-3-6 M	 ⁶ 2-3-6 N	 ⁵ 2-3-6 O	 ⁴ 2-3-6 P	 ³ 2-3-6 Q	 ² 2-3-6 R	 ¹ 2-3-6 S	 ⁰ 2-3-6 T

Commonwealth

Russians

 ^F 4-10	 ^G 4-10	 ^E 8-4	 ^F 8-4	 ^G 8-4	 ^C 8-4	 ^D 8-4	 ^E 8-4	 ^C 60°[3-45]	 ^{TURN}
 ^E 6-2-8 F	 ^E 6-2-8 E	 ^E 6-2-8 D	 ^E 6-2-8 C	 ^E 6-2-8 B	 ^E 6-2-8 A	 ^E 3-2-8 C	 ^E 3-2-8 B	 ^E 3-2-8 A	 ^E 4-5-8 U
 ¹ 4-4-7 O	 ^E 2-4-8 E	 ^E 2-4-8 F	 ^E 2-4-8 G	 ^E 4-5-8 O	 ^E 4-5-8 P	 ^E 4-5-8 Q	 ^E 4-5-8 R	 ^E 4-5-8 S	 ^E 4-5-8 T
 ¹ 4-4-7 N	 ¹ 4-4-7 M	 ¹ 4-4-7 L	 ¹ 4-4-7 K	 ¹ 4-4-7 J	 ¹ 4-4-7 I	 ¹ 4-4-7 H	 ¹ 4-4-7 G	 ¹ 4-4-7 F	 ¹ 2-3-7 H
 ^C 4-2-6 H	 ^C 4-2-6 I	 ^C 4-2-6 J	 ^C 4-2-6 K	 ^C 4-2-6 L	 ^C 4-2-6 M	 ¹ 2-3-7 D	 ¹ 2-3-7 E	 ¹ 2-3-7 F	 ¹ 2-3-7 G
 ^C 4-2-6 G	 ^C 2-2-6 G	 ^C 2-2-6 F	 ^C 2-2-6 E	 ^C 2-2-6 D	 ^A 50°[3-20]	 ^B 30-1	 ^C 30-1	 ³ 2-2-8	 ⁴ 2-2-8
 ^A 1-12	 ^B 1-12	 ^D 2-6	 ^E 2-6	 ^F 2-6	 ^G 2-6	 ^B 4-10	 ^C 4-10	 ⁷ 2-2-8	 ⁶ 2-2-8
 ⁹ 2-2-7	 ⁸ 2-2-7	 ⁷ 2-2-7	 ⁶ 2-2-7	 ⁵ 2-2-7	 ⁴ 2-2-7	 ³ 2-2-7	 ² 2-2-7	 ¹ 2-2-7	 ⁰ 2-2-7

Germans

 ^E 8 ³ -3-8 C	 ^E 8 ³ -3-8 B	 ^E 8 ³ -3-8 A	 ^E 3-3-8 C	 ^E 3-3-8 B	 ^E 3-3-8 A	 ^E 5
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ASL Starter Kit #3 Sheet 1 Back

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4-3-6 U	4-3-6 V	4-3-6 W	4-3-6 X	2-2-8	2-2-8	10-2	9-2	9-1	9-1
7-0	7-0	8-0	8-0	8-0	8-1	8-1	8-1	8-1	9-1
7-0	6+1	1-12	12-4	12-4	7-16	5-12	5-12	3-8	3-8
X6	X6	X6	30-1	30-1	1-12	24-1	50* (2x13)	3-8	3-8

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
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: Nip	SHOCK BU 1-2: OK 3-6: Nip	SHOCK BU 1-2: OK 3-6: Nip	MOTION +2 TH Half FP TH: 2x4 dr	MOTION +2 TH Half FP TH: 2x4 dr	MOTION +2 TH Half FP TH: 2x4 dr

stun BU No Repair/ Fire/Move	stun BU No Repair/ Fire/Move	CC	CC	CC	CC	CC	CC	DM Rally: +4	DM Rally: +4
BU	BU	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4

BU	BU	BU	BU	BU	BU	BU	BU	BU	BU
----	----	----	----	----	----	----	----	----	----

Smoke +3 level 2	Smoke +3 level 2	Smoke +3 level 2	Smoke +3 level 2	Smoke +3 level 2	Smoke +3 level 2		
+2	+2	+2	+2	+2	+2		

						57L	57L
						76* [3-36] 52+	88 s8

BU	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE
FIRST FIRE	FIRST FIRE	FIRST FIRE	FIRST FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE
FIRST FIRE	FIRST FIRE	FIRST FIRE	FIRST FIRE	FIRST FIRE	FIRST FIRE	FIRST FIRE	FIRST FIRE	FIRST FIRE	FIRST FIRE
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	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	CX IPC: -1 CC: +1/-1	FIRST FIRE MPH

R1 SMO	R1 SMO	R1 SMO	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4	DM Rally: +4		

R1 SMO	R1 SMO	R1 SMO	BOG DR ≥ 12	BOG DR ≥ 12					
R1 SMO	R1 SMO	R1 SMO	BOG DR ≥ 12	BOG DR ≥ 12					

CE	CE								
----	----	--	--	--	--	--	--	--	--

57LL	76*	122L	122L	82* [3-78]	76L	76L	76L	76L	76L
75 2/4/4	75 2/4/4	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	76L 2/4	76LL -/4	152* 2/4/2	47 4/4	47 4/4	75* 75*	75* 75*	75* 75*
18 1	18 1	33 1	18 2/4/2	18 2/4/2	13 1	13 1	75* 75*	75* 75*	75* 75*

BOMBING FIRE Case C TH 	BOMBING FIRE Case C TH 	BOMBING FIRE Case C TH 	BOMBING FIRE Case C TH 	BOMBING FIRE Case C TH 	Intensive Fire +2 TH BH: -2	Intensive Fire +2 TH BH: -2	Intensive Fire +2 TH BH: -2	Intensive Fire +2 TH BH: -2	
Intensive Fire +2 TH BH: -2	Smoke +2 level 2 	Smoke +2 level 2 	Smoke +2 level 2 	Smoke +2 level 2 	Smoke +2 level 2 	FINAL FIRE  DFPh	FINAL FIRE  DFPh	FINAL FIRE  DFPh	FINAL FIRE  DFPh

FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh	FINAL FIRE DFPh
FINAL FIRE DFPh	WOUND M: 5 3ME: 3IPC ML/LD: -1	WOUND M: 5 3ME: 3IPC ML/LD: -1	WOUND M: 5 3ME: 3IPC ML/LD: -1	WOUND M: 5 3ME: 3IPC ML/LD: -1	No: FT/DC SE/IF Multi RGF	No: FT/DC SE/IF Multi RGF	No: FT/DC SE/IF Multi RGF	No: FT/DC SE/IF Multi RGF

6	6	6	2	2	2	2	2	2	2
12	12	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	CMS Disabled	CMS Disabled	CMS Disabled

					MIRED +1 Bog dr	MIRED +1 Bog dr	AAAG Disabbed	MA Disabbed	MA Disabbed
					MIRED +1 Bog dr	MIRED +1 Bog dr	AAAG Disabbed	MA Disabbed	MA Disabbed

 CS 3	 R1 A42/5/6/7/8	 R1 A42/5/6/7/8	 R1	 Limbred M2	 Limbred M2	 R1	 R1 A42/5/6/7/8
 A34/45	 A34/45	 * RED TH #s (Pre 44)	 * RED TH #s (Pre 44)	 * RED TH #s (Pre 44)	 * RED TH #s (Pre 44)	 * RED TH #s (Pre 44)	 * RED TH #s (Pre 44)
 G WPG44+ CS 6	 G WPG44+ CS 6	 G WPG44+ CS 5	 G WPG44+ CS 5	 G WPG44+ CS 5	 G WPG44+ CS 5	 G WPG44+ CS 5	 G WPG44+ CS 5

	  (R)* CS 4	  (R)* CS 4	* Pays NT TCA DRM  No IF CS 7	D5 ⁵⁴ /6 ⁵  HE7 CS 5	A4 ⁴ /5 ⁵  G CS 5	* RED TH #s (Pre 44)  G WPG ⁴⁺ CS 5	* RED TH #s (Pre 44)  G WPG ⁴⁺ CS 5
	*BNG HD FFP ok *2 TK DR Stm = Recall & CE/FP NA  (R) CS 2	*BNG HD FFP ok *2 TK DR Stm = Recall & CE/FP NA  (R) CS 2	* RED TH #s (Pre 44)  G CS ⁶⁺ CS 4	* RED TH #s (Pre 44)  G CS ⁶⁺ CS 4	 CS 3	*2 TK DR (12.7; 1MG)  CS 3	*2 TK DR (12.7; 1MG)  CS 3

TS Immobilized 0.5.5	TS Immobilized 0.5.5	TS Immobilized 0.5.5	TS Immobilized 0.5.5	TS Immobilized 0.5.5	TS Immobilized 0.5.5	TS Immobilized 0.5.5	TS Immobilized 0.5.5	TS Immobilized 0.5.5	TS Immobilized 0.5.5
Low Ammo B# -1	Low Ammo B# -1	Low Ammo B# -1	UK BU 1-3: OK 4-6: Elm	UK BU 1-3: OK 4-6: Elm	UK BU 1-3: OK 4-6: Elm	RECALL +1 TH/MC/TC HT/CC/OVR	RECALL +1 TH/MC/TC HT/CC/OVR	RECALL +1 TH/MC/TC HT/CC/OVR	+1 TH/MC/TC HT/CC/OVR

 IPC: -1 CC: +1/-1	 IPC: -1 CC: +1/-1	     						+1 TH/MC/TC IFT/CC/OVR	+1 TH/MC/TC IFT/CC/OVR
 IPC: -1 CC: +1/-1	 IPC: -1 CC: +1/-1	 IPC: -1 CC: +1/-1	 IPC: -1 CC: +1/-1	 IPC: -1 CC: +1/-1	 IPC: -1 CC: +1/-1	 IPC: -1 CC: +1/-1	 IPC: -1 CC: +1/-1	 CE	 CE

		Dispersed +2 level 2 	Dispersed +2 level 2 	Dispersed +2 level 2 	Dispersed +2 level 2 	Dispersed +2 level 2 	Dispersed +2 level 2
		Dispersed N M C level 4 +1 	Dispersed N M C level 4 +1 	Dispersed N M C level 4 +1 	Dispersed N M C level 4 +1 	Dispersed N M C level 4 +1 	Dispersed N M C level 4 +1

R1 * NE793 / 84+ / 0644 / 75
QSU X6

R1 * NE793 / 84+ / 0644 / 75
QSU X6

LimberedART
IN 8
88

R1
QSU
IN2+ / 801+ / WP7 X6

(Top row of white cards: Yellow quadrant labels A, B, C, D)
 (Bottom row of white cards: Black quadrant labels A, B, C, D)

