Squad Leader

The Game of Infantry Combat in WWII

"SQUAD LEADER" IS AVALON HILL'S TRADEMARK NAME FOR ITS WORLD WAR II INFANTRY COMBAT GAME

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CLASSIC

Revised Rules Book Version 1.2

Editors Notes

This document is an attempt to make the Squad Leader rules more accessible. I, like many gamers I suspect, bought and played first Squad Leader and then the supplements (Cross of Iron, Crescendo of Doom and GI) and found the game excellent but the rules disorganized. The structure of the rules was good for learning the rules but poor for use as a reference (even with an index). Some of the rules were changed in each supplement that made correct play challenging to say the least. In an attempt to counter this I used a photocopier, scissors and glue to 'cut and paste' my own version of the rules with all the rules brought together in a more consistent order. This was useful but not perfect so I have tried in this document to use modern techniques to create another version of the rules.

These are the rules from Squad Leader and all of the supplements brought together and (I hope) rationally organized (Squad Leader fourth edition, Cross of Iron third edition, Crescendo of Doom and GI probably first edition). I have not changed any of the rules, just removed those rules that were overridden by later changes. I have not played Advanced Squad Leader (put off by the amount I would have to pay out to get a set of rules less complete than those I already possessed) so this set of rules is Squad Leader 'Classic'.

These rules assume that you own Squad Leader at least. You will need the boards, counters and scenarios to play with these rules and I have no intention of undermining Avalon Hill's (now MMP's) copyright by changing this. However, if you do not have all of the supplements then you will still be able to use all of the rules with the earlier counters (although half-squads are useful from GI).

My aim with this document has been to create a single coherent set of rules. I have not been concerned with the history and evolution of the rules so I have deliberately sacrificed traceability. Originally I removed all of the paragraph numbers as I inserted text. I have now put them back (at least some of them) for the benefit of players who want to check where I got rules from. Where a complete section in the original rules maps simply to a complete section (or part of a section) here I have simply included the major paragraph number because the traceability requires no more. Some of the paragraphs have been re-phrased for clarity and I cannot trace some of the paragraphs (duh!). I have included some of the original diagrams but by no means all. In particular, I have left out all or most of the examples for the sake of conciseness.

I have included questions and answers. I have chosen to do this by including them in italics at the end of the section to which they apply (although in some cases I have chosen to amend or extend the main rule if that is more concise *in which case I have tried to italicize the extension* . In a number of cases some answers are made obsolete (or contradicted!) by later rule sets. In these cases I have left out the incorrect answers in an attempt to have a GI-compatible set of rules. I may have missed some of the contradictions (due to the sheer volume of Q&As) in which case I apologies. The credit for compiling the original set of complete questions and answers which I cannibalized must go to Roland Gettliffe <GETTL001@mc.duke.edu> but any errors that have been introduced by my arranging of them must be attributed to me. I have also included relevant sections of Bill Thomson's War games Academy conventions. As these are not 'official' they are italicized and denoted with *SQLA*-. I have not included the specifically PBEM conventions.

One factor has become apparent while organizing this document. A number of sections could sensibly be inserted in two or more locations and I have had to make a decision that not all readers may agree with. In some cases I repeated single paragraphs in several sections where it seemed to me that this helped but I have not been prepared to 'balloon' the size of the rules by more than minimal repetition.

This version of the document includes some final proofreading corrections. Artillery and vehicle listings are available separately.

If you think I have made mistakes (or you like what I have tried to do) or you have views on what content you would like to see next then please email me.

Ian McDowall
<imcdowall@roundhead.demon.co.uk>, December 2000

Notes on Changes to First Edition

This addition is an attempt to create a more readable and understandable set of rules. Thus much of the text has been grouped more functionally and colour is used to for different parts of the text:

a. Black standard font – basic rules;

b. Red standard font in smaller format – questions and answers on the rules;

c. Blue standard font in smaller format – examples that illustrate the rules;

d. Black Thick bold font in smaller format – SLQA illuminations and clarifications; and

e. Orange standard font in same size format – Original Squad Leader Rule numbers.

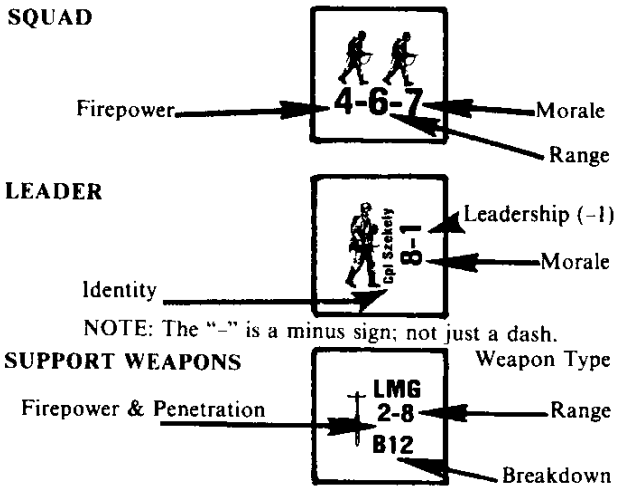
This edition also features full colour graphics and illustrations.

Dan Fraser, BBA, BComm, CD
Dfraser_army@hotmail.com

1. INTRODUCTION TO THE GAME

1.1 Unit Counters

1.1.1 The die-cut cardboard pieces (henceforth referred to as unit counters) represent infantry squads, their officers and NCO's (henceforth collectively referred to as *leaders)* and various support weapons used in the play of the game. The numbers on the unit represent that unit's capabilities and characteristics.



1.1.2 Multiple Men Counters (MMC) have a description of the form Firepower - Range – Morale.

1.1.2.1 2.2 FIREPOWER is the basic strength a Counter can attack with in combat.

1.1.2.2 2.3 RANGE is the number of hexagons away from the hex of the firing unit that the counter can reach with its normal firepower factors. Range to a target is calculated as the least number of hexes from the firing unit to the target hex inclusive regardless of actual number of hexes crossed by the Line of Sight (LOS).

1.1.2.3 2.4 MORALE is a relative rating of a unit's ability to withstand punishment before "breaking" and running for cover. This is the point at which their will to survive overcomes army discipline.

For example, a German 4-6-7 unit is the standard German line infantry squad.

Leaders have a description of the form Morale-Leadership and they typically range from 7-0 through 10-3.

1.1.2.4 2.6 LEADERSHIP is the relative rating of a leader's tactical competence and ability to get the best out of his men. This modifier, usually negative, is added as a modifier to the morale or firepower dice rolls of any squads influenced by the leader.

1.1.2.5 Support weapons have different descriptions for their different types but Machine Guns (as the most common support weapons) have a description of the form Firepower-Range. With MG's the firepower is also the penetration value. Support weapons cannot fire by themselves. They must be used by a unit to have any effect.

1.2 The Map Board

1.2.1 3.2 Superimposed over the map board is a hexagon network used to determine movement and range.

1.2.2 3.3 Within each hexagon (hex) is a white dot (or square) that marks the absolute centre of that hex. As all firing is done from centre of hex to centre of hex, these dots become the reference points for determining the LOS

1.2.3 3.5 GRID CO-ORDINATES - Each hex has its own identifying grid co-ordinate printed in the top centre of the hex. The full grid co-ordinate is composed of the board number, hex row letter, and the hex number within that row. For example, hex 2BB5 contains the hill symbol 'A538'.

1.2.4 Whenever two boards are butted together the half hexes of each board edge combine to form an entire hex. If only one

of these half hexes contains a grid co-ordinate the combined hex is considered part of the board containing the grid co-ordinate. If neither or both hexes contain a printed grid co-ordinate the hex derives its board number and row letter from the north-eastern most board in the map board configuration. The row position number would be either 0 or 10 depending on the co-ordinate of the adjacent hex in the identifying row.

1.2.5 3.6 The sidewalk or path illustrations (example: hex 1BB5) play no role in the game and are included for aesthetic purposes* only.

1.2.6 3.7 Board edge half hexes are playable and have the same effect as full hexes.

1.3 Sequence of Play

1.3.1 4 For purposes of definition we will refer to the player moving first in the turn as the attacker; the player moving second as the defender. Each game turn consists of two complete 8-phase player turns, representing 2 minutes of actual time.

Advanced Sequence of Play

1. RALLY PHASE (Rah)

1.1 Create leaders

1.2 Remove roadblocks, wrecks, and TI counters. Create scouts. Deploy HS.

1.3 Repair malfunctioning AFV and SW.

1.4 Rally broken units.

1.5 Establish & maintain radio contact, check for air support, roll to extinguish wreck fires, and check for wind change.

1.6 Place AR counter.

1.7 Correct or withdraw SR & FFE counters.

1.8 Roll for NVR only during first RPh of game turn.

1.9 Place star shell counters.

1.10 Interrogate prisoners.

1.11 Check morale of Pre-1942 or Inexperienced Infantry, which start their RPh adjacent to an enemy AFV

1.12 Remove DM counters, and check for Surrender possibilities.

1.13 Evaluate Command Control and place Prep Fire markers on counters that cannot move or fire.

2. PREP FIRE PHASE (PFPh)

2.1 Remove your Dispersed smoke. Replace your smoke with Dispersed smoke, and then place new smoke.

2.2 Resolve FFE, fire at enemy units, Counter Battery Fire, roll for entrenchments, attempt to clear minefields, attempt to clear wire, check for fires.

2.3 Place Prep Fire counters.

3. MOVEMENT PHASE (MPh)

3.1 Roll for MF loss of units on wire hexes.

3.2 Move any attacking units which did not fire in PFPh, and remove any concealment counters from those units which moved, place or remove CE counters, make airdrops, remove CX counters as each unit moves or prep fires. Inherent crews may leave AFV's.

3.3 Place DC's, roll for possible AFV immobilization, remove wire destroyed by AFV's, resolve minefield attacks.

3.4 Place "?" counters on units using Sewer movement which end their turn not adjacent to an enemy unit, place CX counters.

4. DEFENSIVE FIRE PHASE (DFPh)

4.1 Resolve FFE, fire at enemy units, check for fires, resolve overruns.

4.2 Remove "?" counters from units who repulsed an enemy move into their hex

4.3 Remove all Track counters.

5. ADVANCING FIRE PHASE (AFPh)

5.1 Resolve placed DC attacks.

5.2 Fire any moving units at ½ FP or those that neither moved nor fired at full FP.

5.3 Roll for kindling and possible spread of fire, move dispersed smoke in direction of wind.

5.4 Remove all Prep Fire counters.

6. ROUT PHASE (RtPh)

6.1 Broken units rout to cover.

6.2 Units must leave fire hex.

7. ADVANCE PHASE (APh)

7.1 Attacking player may move all non-broken infantry units one hex, place or remove CE counters, crews may enter AFV's, gain crest status in same hex.

7.2 Fording infantry move to another river hex or into a deep stream hex on a dr other than 6.

7.3 Launch boats.

7.4 Land boats.

7.5 Drift boats one hex downstream in heavy current.

7.6 Drift boats one hex downstream in moderate current only during owner's APh.

7.7 Remove mines cleared by flail tanks.

8. CLOSE COMBAT PHASE (CCPh)

8.1 Replace AR counters with placement of initial SR. Announce those units in melee that will attempt to withdraw.

8.2 Conduct all CC attacks.

8.3 Return unsuccessful CC infantry from AFV to the original hex of advance.

8.4 Remove star shells, and place "?" counters on units which neither fired nor moved nor were fired on during that player turn.

This ends the attacking player's turn. The defensive player now becomes the attacking player. Invert the Turn counter and repeat the phases. At that point one complete game turn is finished and the turn counter is re-inverted and advanced one box on the Scenario Turn Record Chart.

2. VISIBILITY

2.1 Line of Sight

2.1.1 7.1 All sighting is assumed to follow a straight line measured from the centre of the firing hex to the centre of the target hex. Any rubber band or a piece of string stretched taut will suffice to cheek the LOS although a transparent straight edge works best. If the obstacle can be observed on both sides of the string the LOS is blocked. If any disagreement arises as to whether a LOS is obstructed it should be resolved with a friendly roll of the die.

2.1.2 19.3 Neither side may make "potential" LOS checks with a straight edge except when resolving Fire Combat during one of the Fire Phases. Such checks must be preceded by a declaration of firing units. Should the LOS check reveal a blocked LOS, the declared firing units must still fire into that hex even though all results will be ignored. The penalty reflects the unlikely chance of meaningful damage when the target is only glimpsed for an instant. If support weapons are involved the attack must still be made to check for possible weapon breakdowns.

2.1.3 7.2 The presence of infantry units in a hex does not necessarily block LOS through that hex. Fire may be traced through infantry units without affecting them if the firer prefers.

2.1.4 7.3 LOS extends into woods or building symbols but not through them into hexes beyond the hex containing the first woods or building symbol encountered.

2.1.5 Observers with a height advantage over an obstacle may trace LOS over the obstacles.

2.1.6 Units in the same building may not see or fire at each other unless they are adjacent or the LOS does not intersect any building symbol in intervening hexes.

2.1.7 7.8 Units may always fire into any adjacent hex regardless of terrain. [Exceptions Cliffs]

2.1.8 A LOS may be traced through a wall or hedge hex side only if the LOS ends or originates in the hex formed by that wall or hedge hex side, or if either the firing or target hex has a height advantage

2.1.9 A unit on any level elevation can see anything on the same level (barring intervening obstacles including higher crest lines) regardless of the position of equal or lower crest lines relative to his position.

2.1.10 As high-to-low LOS procedures are the converse of low-to-high it would be pointless to list the other half of the elevation principles. It is sufficient to point out that whenever unit "A" has a clear Los to unit "B", that unit "B" also has a clear LOS to unit "A".

2.1.11 A Level One hill hex is light brown and equivalent to the height of a small building or woods on ground level. An example of a Level One hill hex is 2G3. A Level Two hill hex is medium brown and equivalent to the height of a large building or woods or a small building on a Level One hill hex, an example of a Level Two hill hex is 2I4. A Level Three hill hex is dark brown and equivalent to the height of woods on a Level Two hill hex. An example of a Level Three hill hex is 2J4.

2.1.12 When a hex contains more than one elevation level, units therein are considered on the elevation level containing the hex centre dot.

2.1.13 A crest line is formed in every hex where two different elevation levels meet. A crest line pinpoints the slope of a hill so as to clarify when a unit is eligible for an elevation LOS advantage.

2.1.14 Hills block LOS in the same manner as buildings or woods. A unit on "ground level" could only fire into the initial crest line hex side of a Level One hill in its LOS. His fire could penetrate no further into Level One terrain any more than it could penetrate through two woods hex sides.

2.1.15 A unit cannot see over intervening obstacles unless it has a height advantage over the height equivalents of the obstacle. Therefore a unit on a Level One hill hex is not high enough to see over any woods or building symbol on ground level. It is high enough however. to see over walls, hedges and vehicles on ground level.A viewing unit on a hill can see units at a lower elevation only if it traces its LOS through a crest line before crossing a hex side.

7.1 Assume a white dot is judged to not lie in the exact centre of the hex. Should LOS be traced to the white dot or the hex centre?

A. The white dot - any dot not exactly cantered should still be close enough to avoid this type of annoyance. {15.6-34}{COI4-38}{COD-104}

7.2 If the white dot in a building hex is completely outside of any building (as in 4P6, 6C4, and 6K2), can a LOS be traced from the dot through the portion of the building in the hex without being blocked?

A. Yes. {15.6-34}{COI4-38}{COD-104}

19.3 Is it legal for an AFV to use a coaxial MG attack as a sort of "ranging fire" to determine if a clear LOS exists for the AFV's main armament?

A. Yes. {COI4-68}

2.2 Blind Hexes and Height Advantage

2.2.1 The hex directly behind an obstacle in direct LOS from the firing hex is considered a "Blind Hex" and cannot be fired upon.

2.2.2 149.41 For every multiple of ten hexes (disregard fractions) to an obstacle, increase the number of blind hexes created by that obstacle by one.

2.2.3 149.42 For every multiple of ten hexes to a gully, canal, stream, river or sunken road hex, increase the height advantage level necessary for non-adjacent units to fire directly into that hex by one.

2.2.4 149.43 For every height advantage over an obstacle in excess of one level decrease the number of blind hexes created by that obstacle by one, to a minimum of one blind hex.

2.2.5 Units on lower levels may see over intervening obstacles to higher levels. Note that this is the converse of the rule above about observing from higher levels. Units may not fire from blind hexes.

2.2.6 There are two exceptions. Crest lines do not create a blind hex if the firing hex is part of the same hill as the crest line in question (Exception: A cliff hex side resulting in a drop of 2 or more levels to the adjacent hex would create a blind hex.). Large buildings (3 hexes or more) have a "blind zone" two hexes directly behind them rather than the one hex blind zone of small buildings and woods.

43.61 Can a level 3 hex see a level 0 hex directly behind a level 2 cliff hex side of the same hill?

A. No, note this is an exception to the case stated in 43.61. {16.3-34}

2.3 Concealment

2.3.1 25.1 A concealment counter "?" is not considered a support weapon and does not count against stacking limits.

2.3.2 25.2 A unit or stack of units underneath a concealment counter cannot be inspected by the opposing player, and must be treated as if it were an opposing squad until proven otherwise.

2.3.3 25.7 Concealment counters can also act as dummy or "Blank" counters in the scenarios in which they are allocated by placing them beneath another concealment counter - thus giving the impression of a stack of real counters beneath a concealment counter. Any number of concealment counters may be placed in a stack.

2.3.4 25.8 Any Fire Group firing into a target hex containing a concealment

counter does so with halved firepower under the provisions of Area Fire.

2.3.5 Ordnance Fire on concealed AFVs is not halved as AREA FIRE. Concealment merely makes them harder to hit as a result of the application of the +2 DRM to the TO HIT roll (Case K Target Modifications).

2.3.6 25.41 Concealment counters do not affect attacks against unconcealed friendly units moving into or through the same hex with concealed units. Such units would be fired on at full strength; any concealed units in the same hex would undergo the same fire combat dice roll but at half firepower.

2.3.7 117.7 Concealment counters may exist in an open ground hex until they are in the LOS of an enemy unit.

25. Assume a gun and crew are beneath a concealment counter. Does the crew receive the +2 DRM to incoming AREA infantry fire?

A. Only if the incoming fire crosses the gun's Covered Arc. {COI4-70}{COD-104}

25.4 Can a concealed leader attempt to rally a non-concealed broken unit and still maintain its own concealment status? A concealed broken unit?

A. No. Yes. {COI4-68}

25.41 Do concealed leaders add their benefits to friendly non-concealed units fired on in their hex?

A. No, unless the leader gives up his concealed status - in which case, all concealed units in the hex would lose their concealment status. {SL4-23}

2.3.8 Gaining Concealment

2.3.8.1 Concealment counters can be placed on top of any squad or leader, even if broken, at the end of that unit's complete player turn in which it has neither moved, fired, made smoke, been fired upon resulting in a Morale Check, or been adjacent to an enemy unit (Exception: units in bunkers). Placement of concealment counters is limited to woods or building hexes (except during night scenarios).[Also Brush, Forest-Road and Hedgerow hexes]

2.3.8.2 117.4 Vehicular units may "grow" concealment counters provided they occupy (not by bypass movement) a woods, forest-road, or building hex and were not within the LOS of any enemy unit on or since the turn they entered that hex. To be concealed in a forest-road hex, the vehicle must start the scenario there or would have had to pay normal woods MP and possible breakdown costs. The vehicle could not have moved (including pivoting and change of turret covered arc), fired, made smoke, been fired upon, been under the effects of stun or shock, or been adjacent to any enemy unit during the player turn in which it gains concealment status.

2.3.8.3 The only time that concealment counters can be placed other than by the above procedures is when a scenario allocates a number of concealment counters which must be placed on the board during set-up.

25.3 May a unit already under a concealment counter "grow" another one?

A. No. {17.2-46}

25.3 Can units in bunkers grow concealment counters?

A. No. {17.2-46}

2.3.9 Losing Concealment

2.3.9.1 25.4 & 25.9 Concealment counters must be removed immediately when any unit beneath the concealment counter fires, moves (Exception - Concealed Movement, see below), makes smoke, if an attack on that hex results in other than "No Effect," regardless of the success or failure of any resulting Morale Check, attempts to entrench or becomes adjacent to any enemy infantry unit, following the conclusion of any Defensive

Fire or Advance Phase. All concealment counters in a target hex are removed.

117.4 Will just a HIT on a concealed vehicle break its concealment or must there be some effect such as shock, STUN, immobilization, etc?

A. Just a HIT. {OAF}

2.3.9.2 106.6 Units concealed or hidden from view entirely in a woods or building hex etc. do not necessarily lose that status due to an opposing unit bypassing that obstacle. Neither is the hidden status necessarily lost due to an opposing unit remaining in an adjacent hex after the Defensive Fire or Advance Phase. The opposing unit must actually attempt to occupy the concealed unit's obstacle before ensuring loss of concealment status. A unit that moves into a concealed/hidden unit's hex during the Advance Phase forfeits its right to simultaneous resolution of close combat. The moving unit must survive the hidden unit's attack before it can attack in turn. Regardless of the outcome, the hidden unit loses all concealed status immediately upon entrance of its hex in a non-bypass fashion.

2.3.9.3 106.61 Anytime any enemy unit (even if broken) ends its Movement Phase in a hex adjacent to a hidden/concealed unit, there is a chance the hidden/concealed unit will lose that status. The unit has the option to roll the dice once at the end of its Movement Phase. This dice roll acts as a MC for all hidden/concealed enemy squads/crews in all adjacent hexes. Any completely dummy (?) concealment stacks check morale with a '7' morale level. The player with the hidden/concealed units must mentally check to see if any of his units are affected and if so, whether they passed the MC. Leaders, snipers, scouts and heroes are exempt from this MC but leadership modifiers of any leaders are applied to the MC of any hidden/concealed units in the same hex. All hidden/concealed units that fail this MC lose their special status but are not broken and may defensive fire if they wish. If one concealed/hidden unit in a stack loses that status, all other units in that hex lose their hidden/concealed status also.

2.3.9.4 106.62 A vehicle without accompanying infantry on foot (or cavalry) in the same hex which forces potential hidden/concealed units to take a MC must deduct '1' ('2' if a non-CE AFV) from that MC dice roll.

2.3.9.5 25.42 Should one or more concealed units wish to move or fire even while other concealed units in the same hex held their position, all units in the hex would lose their concealment status.

2.3.9.6 25.5 A concealment counter would not have to be removed due to an opposing unit in an adjacent hex if that unit was eliminated or broken by Defensive Fire.

25.4 Do adjacent broken units (RE: "any") reveal concealed units?

A. No (25.5). {17.2-29}

25.4 & 49.7 Does a concealed unit illuminated by a star shell lose its concealment counter?

A. Yes - if it is in the LOS of an enemy unit that could see it in a daylight scenario, i.e., in an open ground hex where it wouldn't be entitled to concealment. Note that under the Bypass Movement rules a concealment counter is not automatically lost to an adjacent unit thus a concealed unit in woods or buildings would not automatically lose its concealment. {COD-104}

46. & 25. & 42. Does a hidden/concealed leader reveal himself if he is operating a radio?

A. No. {KM}

106.62 Are mounted motorcyclists and bicyclists considered "vehicles" for the purpose of this rule? Cavalry?

A. Yes. No. {COD-106}

106.6 If a unit enters an obstacle containing a hidden/concealed unit during the Movement Phase, is it considered to be in melee ?

A. No, the hidden/concealed unit loses that status but the moving unit is returned to the last hex occupied (42.5) before the attempted move into the obstacle. {COD-106}

106.61 Is the search MC to be done unit by unit as each finishes its movement or should all search MCs be done at the end of the MPH after all moves are completed?

A. Unit by unit as each finishes its move. {OAF}

2.4 Concealed Movement

2.4.1 117.1 Concealed infantry units (not hidden) may be moved and still maintain their concealed status provided that no hex moved into or from lies within the LOS of an unbroken enemy unit. The opponent may check LOS possibilities to a moving concealment counter without having to fire, and if a LOS does exist, the concealed status is immediately lost whether the opponent fires or not. Infantry units entering from off-board may enter with one concealment counter per unit provided the other above conditions are met.

2.4.2 117.2 Stacks of "?" counters containing no real unit may be moved as if it were a normal infantry unit provided the other LOS provisions are met.

2.4.3 117.3 Concealed infantry in a building / woods hex [or other hex that allows concealment] may move during the Advance Phase within the LOS of an enemy unit without losing their concealed status providing the hex side crossed intersects a building / woods symbol and the hex moved into does not contain an enemy unit.

25. During a night scenario, what is the movement allowance for "?" counters/stacks, 4 or 6?

A. 6 - Assuming the infantry beneath it can move 6. {OAF}

117. If a concealed unit moves and ends its turn in an open hex out of the LOS of an enemy unit, does it still remain concealed if an enemy unit subsequently moves into LOS?

A. No. {COD106}

2.5 Hidden Initial Placement

2.5.1 42.1 In some scenarios, one side may be allowed "Hidden Initial Placement". That player does not place his hidden units on the board in the view of his opponent, but instead records their locations secretly on scrap paper. Such units can be recorded hidden only if in woods or building hexes. Units that don't start the scenario hidden are placed on the board in full view.

2.5.2 42.2 Hidden units remain off the board until they move, fire, make smoke, attempt to entrench, or are adjacent to an enemy unit at the conclusion of any Defensive Fire or Advance Phase.

2.5.3 42.3 Once a hidden unit is revealed by any of the above methods it may not regain hidden status. It may acquire a Concealment counter normally.

2.5.4 42.4 Opposing units may fire blind into a suspected enemy position but such fire is halved as Area Fire. Any hidden units in a target hex are revealed if an attack on that hex results in other than "No Effect", regardless of the success or failure of any resulting Morale Check.

2.5.5 42.5 Should any non-AFV unit move into an opposing hidden unit's hex during the Movement Phase, that unit must immediately stop moving and end its Movement Phase in the last hex occupied before entering the hidden unit's hex. A non-AFV unit may never move into an enemy occupied hex during the Movement Phase.

2.5.6 42.6 Should an AFV move into an opposing hidden unit's hex during the Movement Phase the moving player must be so informed and execute an Overrun Attack on the hidden unit if it is the first enemy unit moved over by that AFV that turn. Barring immobilization the AFV may continue its move. Regardless of the effect of the attack the hidden unit loses its "hidden" status immediately after being moved over by the AFV.

2.5.7 42.7 AFVs may start a game concealed in a woods or wood building hex if using Hidden Initial Placement. Units so placed at the outset of a scenario do not have to roll for immobilization due to that placement.

2.5.8 117.6 Hidden units may forfeit their hidden status to become concealed in order to move as concealed movement.

2.5.9 117.8 Hidden guns may fire indirect and remain hidden provided they are at least 12 hexes away from any enemy unit and remain out of all enemy LOS inclusive of air support.

42.1 May wire and entrenchments be kept out of view using Hidden Initial Placement?

A. Yes, but only in woods hexes. {14.5-34} {COI4-68}

42.21 May units fire blind through wheat fields at units beyond them using Area Fire?

A. No, MGs may penetrate through wheat fields as Area Fire, but they must still have a LOS to a target to fire in the first place. This principle can be applied to similar situations; a unit may not direct fire at a target it cannot see. However a unit could fire at a hex it could see and suspects may harbour an enemy. Thus units could fire at a woods or building hex because it suspects a concealed or hidden unit is inside it; or a flamethrower or gun could fire at the upper floor of a building and thereby possibly affect units on the bottom floor which it cannot see because the building itself is the target. Similarly, a MG could not fire at an empty Wheatfield hex because it would have no reason to do so...however, if adjacent units are observed firing into the Wheatfield or beyond it, the MG could fire Area Fire through the Wheatfield. {COI4-68}

42.7 Can AFVs start a game unconcealed in a woods or wooden building hex without rolling for immobilization if Hidden Initial Placement is not being used?

A. Yes. {COI4-68}

42.7 What do you do if a unit that is hidden by Hidden Initial Placement is in the blast area of a FFE marker?

A. It is attacked at half strength - see 163.3 of GI for other options. {OAF}

42.7 What do you do if a unit that is hidden by Hidden Initial Placement is in the blast area of a FFE marker?

A. It is attacked at half strength - see 163.3 of GI for other options. {OAF}

106.61 Is the search MC to be done unit by unit as each finishes its movement or should all search MCs be done at the end of the MPH after all moves are completed?

A. Unit by unit as each finishes its move. {OAF}

SQLA - [42B] Hidden units in a location are not revealed when other units in a hex fire. However are revealed when suffer a NMC area appropriate AREA modification (OBA hits at full strength)

SQLA - [42C] Regarding hidden units:

- *[42C.1] If a vehicle moves into a hidden unit hex an overrun occurs 42.6.*
- *[42C.2] If infantry moves into a hidden unit, execute 42.5. it is immediately bounced back and all further movement by that unit is cancelled*
- *[42C.3] Hidden and concealed units are revealed via 25.4. This includes any fortifications unless stated otherwise in SSR.*

SQLA [42D] Normally infantry can be returned to a point in its movement path for defensive fire. However, if one of the units is allowed to progress to hexes to discover mines or HIP units, the defender must conduct Defensive fire prior to resolving the minefield attack. This does not prohibit additional defensive prior in the minefield or latter hexes moved into.

SQLA [42E] when units are granted HIP status by a scenario, the fortifications in the same hex are considered HIP as well.

2.6 Hidden Support Weapons

2.6.1 164.5 A SSR may allow a side to keep the location of certain SW's hidden even though the unit(s) in possession of them may be clearly visible on the board. Such SW's need not be displayed until they are fired or abandoned. The player keeps their location secret by keeping a side record of the unit that possesses them. Such SW's must be placed on the board if the owning unit breaks, is eliminated, or moves during the MPh in the LOS of an enemy unit. These SW's are subject to elimination or abandonment in the same

manner as any visible SW. Hidden SW's may not change possession and still remain hidden.

2.7 Hidden Ordnance

2.7.1 167.1 All AT Guns and their attendant crews starting a scenario emplaced on a board and out of LOS of any enemy unit at the start of play are considered hidden if they occupy a woods, forest-road, brush or building hex. For purposes of this rule, all non-vehicular ordnance is considered an AT Gun provided it forfeits any indirect fire capability at the outset of the scenario. Rockets and SCW's are not applicable. However, whatever the ordnance is, it must be manned by a crew counter to claim this advantage. Non-mortar ordnance must record CA.

2.7.2 Hidden / concealed AT Guns do not automatically lose their hidden / concealed status after firing unless adjacent to a surviving enemy unit. Such guns are placed in view on the board only if the coloured die of the TO HIT CR is >= 6. The following cumulative drm's apply to the coloured TO HIT die only and only for the purposes of revealing the location of the firing gun.

2.7.3 The player controlling a hidden / concealed AT Gun need reveal only such information about when it fires as is necessary to verify hits, kills, or possible detection.

2.7.4 Guns using IFE are automatically revealed.

Concealed/hidden Gun Chart	
drm	**Condition**
+1	Gun (not mortar) changed CA.
+1	Per subsequent shot by same gun (regardless of target or game turn)
+1	Target is not eliminated, shocked or stunned.
+1	*CE crew / passengers or enemy infantry occupy target hex
-1	** Per six hex range (FDR) between firing gun and nearest enemy unit in its LOS.
-2	Firing ordnance is mortar.

* Assumes infantry is not broken, stunned, shocked, eliminated or hidden / concealed (if the unit loses its hidden / concealed status as a result of this shot this condition does not apply).

** Broken, stunned, shocked, SMC's, buttoned-up AFV's or hidden / concealed units are not considered.

2.8 SQLA Night Rules

2.8.1 49.1 During night scenarios units may fire only if the target is in both the firing units' LOS and within the Night Visibility Range of the firer for that player turn (Exceptions: 49.2, 49.7).

2.8.2 49.101 Night Visibility Range applies only to those units that have moved. Units that have not moved, although in the NVR, cannot be fired upon unless illuminated by star shell or 49.2 (Q/A 49.11).

2.8.3 49.11 The Night Visibility Range for the entire game turn is determined at the end of the first Rally Phase of each Game Turn by rolling two dice. The resulting number is the inclusive number of hexes away from an observer that moving units can be seen (barring LOS obstacles) for the balance of that game turn.

2.8.4 49.12 The rolled Night Visibility Range is always increased by 3 when attempting to observe moving vehicles. Example: If a 7 is rolled then any moving infantry unit 7 or less hexes (any moving vehicle 10 or less hexes) away from an

observer would be seen provided LOS was not blocked.

2.8.5 49.13 The NVR of passengers/riders of a vehicle is the same as the vehicle.

2.8.6 49.2 Units which have fired during the same or immediately preceding player turn may give away their location to opposing units with a clear LOS by gun flashes. Such units are subject to fire even if beyond the Night Visibility Range of the firing unit. However, fire beyond the Night Visibility Range is halved as Area Fire.

2.8.7 49.21 Close combat hexes are subject to fire similar to hexes generating gun flashes.

2.8.8 49.22 Hexes generating gun flashes are subject to fire. Should the responsible units vacate this hex, they cannot be fired as in their new location based solely upon such gun flashes in their previous location.

2.8.9 49.23 Ordinance firing against fire flashes outside NVR must add +2 DRM unless in an illuminated hex. If hit, AP is resolved at full effect, HE is Areas fire if the target is concealed. COI+: Ordinance firing IFE against fire flashes do so at AREA fire.

2.8.10 49.24 Adjacent units cannot be fired upon unless they have moved within the night visibility range of the adjacent unit (49.1); are illuminated by a star shell (49.7), are detected by fire flashes (49.2).

2.8.11 49.25 AFVs may only overrun units illuminated by a star shell or hexes that generated fire flashes. Overruns versus concealed units under illumination or unconcealed units not under illumination are resolved as Area fire. Should a AFV move through an enemy unit which is not illuminated or in a hex where it generated fire flashed, the AFV moved through with no overrun occurring unless such unit performed an immobilization attempt while adjacent or other defensive fire activity.

2.8.12 49.3 Concealment counters in night scenarios are not removed due to the presence of adjacent enemy units unless in an illuminated hex. Concealment counters remain in place and effect even during the first player turn of night Close Combat situations.

2.8.13 49.31 HIP units do not lose their HIP status due to an adjacent unit unless in an illuminated hex.

2.8.14 49.32 A unit under a concealment counter during a night scenario fired upon while moving in open terrain is subject to the -2 DRM for moving in the open (Q/A 49.1; {COI4-69})

2.8.15 49.33 In a Close Combat situation, the contents of a concealed stack are revealed to compute the odds for the CC attacks. The concealment counter's only function is to halve the attack factor of the non-concealed combatants. The concealment counter is removed at the end of the first player turn of close combat. (Q/A 49.1;{COI4-69})

2.8.16 49.4 During night scenarios "?" counters are removed if a unit under the ? fires or moves into an illuminated hex in the LOS of an unbroken enemy unit. Mere movement during night scenarios does not remove the Concealment counter. Even an entire stack of Concealment counters can be moved, but if effectively fired on by an enemy unit, or if moved into an illuminated hex in the LOS of an enemy unit all the ? counters involved are permanently removed.

2.8.17 49.41 Units lose "?" markers only when they "move" into illuminated hexes. Units that didn't move or fire and was not in an illuminated hex would remain concealed unless fired on resulting in a M result [or better]. Q/A 49.1;{OAF})

2.8.18 49.42 Entrenching attempts, makes smoke, makes rally attempt, pivots, attempting removal of obstacles, etc. counts as movement for purposes of losing concealment counters.

2.8.19 49.43 Should a stack of moving concealed units eligible to retain

concealment split up during movement/advance, each daughter stack is receives a concealment.

2.8.20 49.5 "Real" units may always "grow" another Concealment counter at the end of their player turn provided they have neither moved, fired, been fired upon resulting in a Morale Check, or been in Close Combat during the just completed player turn. Such placement is not limited to woods or building hexes or by the presence of adjacent enemy units as it is during daylight scenarios (25.3).

2.8.21 49.51 HIP units that elect to move and are not in an illuminated hex immediately gain one concealment counter (unless splitting up per 49.43) prior to movement.

2.8.22 49.6 At the end of the Rally Phase if opposing units are within the LOS and the Night Visibility Range of an unbroken leader that leader may place a star shell within 5 hexes of its own position. The star shell counter is removed after the following Close Combat Phase. Firing a star shell has no detrimental effect on a leader's fire or leadership abilities.

2.8.23 49.61 A CE armour leader with leadership modifiers may fire a star shell; an armour CE counter depicting a tank commander may not. (Q/A 49.6 & 76.:{COI4 69} {COD105})

2.8.24 49.7 A star shell illuminates the entire map board area within 3 hexes of the star shell counter as if it were a daylight scenario. Units outside the illuminated area with an unlocked LOS may still fire into the illuminated area with no additional penalty.

2.8.25 49.71 Burning terrain (i.e. buildings, woods, wheat fields, etc.) and burning wrecks has a zone of illumination within 2 hexes of the burning feature. (Q/A 49.& 67.5; {COI4-69} {COD105}).

49. & 67.5 What is the zone of illumination for burning terrain, such as buildings, woods, etc?

A. Every hex within 2 hexes of the burning hex as per 67.5. {COI4-69} {COD105}

49.1 Is a unit under a concealment counter during a night scenario fired upon while moving in open terrain subject to the -2 DRM for moving in the open?

A. Yes. {COI4-69}

49.11 Does Night Visibility Range apply only to those units that have moved? In other words, units that have not moved, although in the NVR, could not be fired upon?

A. Yes, unless illuminated by star shell or 49.2

49.3 Can the non-concealed unit in a Close Combat situation be told the contents of a concealed stack so as to compute the odds for his attack?

A. Yes - The concealment counter's only function is to halve the attack factor of the non-concealed combatants. The concealment counter is removed at the end of the first player turn of close combat. {COI4-69}

49.4 According to 49.4, units lose "?" markers only when they "move" into illuminated hexes. Does this mean if the unit didn't move or fire and it was in the illuminated hex it would remain concealed?

A. Yes - unless fired on, resulting in a M result [or better]. {OAF}

49.6 & 76. May an armour leader fire a star shell?

A. Yes, but by "armour leader" we refer to one with leadership modifiers - not just any armour CE counter depicting a tank commander. {COI4-69}{COD105}

3. LEADERSHIP

3.1 Command Control

3.1.1 166 Despite our best efforts to recreate the uncertainties of the battlefield in the form of fate, men under fire, battlefield integrity, and like rules which limit the control of the player over his forces, the game still receives criticism from realism advocates who cite the over willingness of its troops to perform feats of daring-do. While it is arguable that more restrictions on a player's command of his forces may make for a better game, such rules do create a more realistic simulation of the tactics of small unit actions. Despite our best efforts to thwart the well-laid plans of armchair squad leaders, the player retains a degree of control over his troops that would be the envy of any true-life commander. Players should decide amongst themselves prior to play whether they are more interested in playing a game or a simulation, and then choose whether or not to use this optional rule.

3.1.2 All MMC on foot must be in Command Control at the end of their RPh in order to function normally during their player turn. SMC's, vehicles, and infantry on vehicles/boats are always in Command Control.

3.1.3 Command Control is determined once per game turn at the end of each side's respective RPh. Units not in Command Control at that time may not move or fire during that player turn (they may advance and engage in CC), and are so indicated by placement of a Prep Fire counter on the unit during that RPh. [Players not averse to keeping written records may prefer to note this condition on a side record so as not to give away which units are so restricted-provided both players agree.]

Infantry which are stacked with or adjacent to hexes of a friendly unbroken leader at the end of a friendly RPh are in Command Control for that turn. A crew manning functioning ordnance of any kind, or a berserk unit, is never subject to Command Control. The absence of Command Control never affects a unit's ability to rout.

3.1.4 In addition to the normal test for Command Control, each player is entitled to a number of additional units over which he can claim Command Control even though they don't otherwise qualify. To determine the number of such bonus units which he may move, each player rolls one die for every ten unbroken MMC's or fraction thereof (discounting those units not subject to Command Control) which he currently has in play. The resulting die / dice roll (subject to modification) is the number of bonus units that the player can claim to be under Command Control during that game turn.

3.1.5 Each Command Control dr is modified according to nationality and visibility but may never be less than 0.

Command Control Dice Roll Chart	
Nationality	**drm**
SS, Finns	+3
Other Elite*, Pre-9/44 Germans	+2
British, Commonwealth, Japanese, U.S.	+1
Axis Minors, Pre-'43 Italians, '45 Germans	-1
'43-'44 Italians, subject to surrender	-2
Night, Fog, Falling Snow, Rain	-3

* Applicable only to those scenarios whose designated forces are 100% elite and specified as such in a SSR.

3.1.6 If playing a Campaign Game, each player may add the leadership modifier of his own personal leader counter to each of his Command Control die rolls as a positive drm.

3.1.7 The total number of bonus units a player is entitled to place in Command Control is never less than the combined negative leadership modifiers of all his unbroken leaders.

3.1.8 If a player has different nationalities under his control which do not share the same nationality drm, he must use the poorest applicable nationality drm.

3.1.9 When selecting those units which he will keep in Command Control from his bonus total, the player must count each HS, or inexperienced infantry unit as two units.

3.1.10 Units which are not in Command Control may not place smoke or DC's, remove wrecks, clear mines or wire, entrench, or extinguish fires.

3.2 Leaders

3.2.1 15.1 All leader units have a leadership rating which may affect a squad's performance. These ratings are usually expressed as a negative number, or simply 0 indicating no change to the dice roll. There are even leaders with the dubious leadership rating of +1 who add a +1 detriment to the dice roll performance of any units they is stacked with. In all cases, leader units must be stacked in the same hex with a squad to influence its performance.

3.2.2 15.2 The leadership rating may be used to modify the Fire Combat dice roll of any single Fire Group per player turn, provided all firing units of the Fire Group are in the same hex as the leader and that the leader does not move in the Movement Phase after giving such benefit in the Prep Fire Phase.

3.2.3 15.3 Leadership ratings do not modify the die rolls of certain support weapons. These weapons are identified in their descriptions.

3.2.4 15.4 Two leaders may not combine their leadership ratings in order to get a larger Fire Combat modifier. No more than one leader can direct the fire of any Fire Group.

3.2.5 15.5 If a leader breaks or is eliminated he immediately ceases to give any morale or fire direction benefit.

3.2.6 15.6 The leadership-rating modifier of a leader applies to all Morale Checks taken by units in the same hex other than the leader himself.

3.2.7 15.7 As in fire direction, the leadership modifiers for Morale Checks and Rally Attempts are not cumulative; i.e., the modifiers of two or more leaders in the same hex cannot be added together to get one combined modifier for Morale Checks or Rally Attempts. The owning player may choose which leadership modifier to apply when two leaders are present in the same hex.

3.2.8 15.8 Any leader unit stacked with a broken unit at the beginning of the Rout Phase may elect to move with the broken unit as it routs to cover. If it elects to do so, the leader unit must remain with the routed unit(s) for the entire duration of the Phase. The non-broken leader could conceivably carry up to 3 portage points of support weapons. No other movement of non-broken units is allowed during the Rout Phase.

15.1 Can a player choose not to add a leader's leadership rating to a fire group in its hex?

A. Yes. A player can't be forced to use the +1 leadership rating of a poor leader except in Morale Checks and Rally attempts where it influences all units in the same hex. {SL4-23}

15.2 If adjacent friendly infantry stacks have leaders in each hex, can the units in those hexes combine their fire into a multi-hex fire group and still use the leadership modifier?

A. Yes - providing each hex of the chain has a leader, and the total leadership modifier does not exceed that of the least effective involved leader. {SL4-23}

3.3 Armour Leaders

3.3.1 76.1 Only armour leaders may affect armour performance. Armour leader counters are identical to Commander Exposed counters except that they contain the historical name of the leader as well as his morale and leadership modifier.

3.3.2 76.2 Armour leaders are kept off the board and their presence in a particular

AFV recorded on scrap paper until such time as the owning player actually needs to utilize the leadership modifier. Until that time, the leader counter remains out of play (even if the AFV is not buttoned-up), and a normal CE counter is used to hide the true identity of the armour leader. Any armour leader in an AFV undergoing a MC due to infantry fire vs. its CE status who fails that MC is eliminated.

3.3.3 76.3 The inherent crew of an AFV automatically assumes the morale level of the armour leader in that AFV. Should the leader pass his Morale Check, his crew passes also. Should the leader break, his crew breaks. It is not necessary to roll Morale Checks separately for leader and crew.

3.3.4 76.4 Armour leaders affect only the performance of their own AFV and crew. They have no leadership effect whatsoever once they abandon their AFV and cease to exist, becoming an integral part of the abandoning crew counter. Should the crew counter re-occupy an AFV, the armour leader once again exists in that AFV.

3.3.5 76.5 An armour leader that abandons its AFV may regain its armour leadership benefits only by reoccupying the same or another AFV. A crew may move inside AFVs only during a friendly Advance Phase. An AFV may contain only one armour leader at a time.

3.3.6 76.6 The leadership rating of an armour leader can be applied only to the TO HIT dice roll of the AFVs main armament, Overrun attacks, AA MG attacks, and to repair attempts. Note: Although armour leadership modifiers may increase the chances of repair they do not modify die rolls which would otherwise result in permanent immobilization or disablement.

76.6 Can armour leaders modify the TO HIT dice roll of the main gun and affect the AA MG as well in the same fire phase?

A. No. {COI4-70}

76.6 Can non-armour leaders modify the repair attempt dice rolls of infantry support weapons?

A. No. {COI4-70}

76.6 Does an armour leader's modifier apply to the main armament if buttoned up, and close combat order of attack and resolution?

A. Yes. {17.2-46}

76.6 Do armour leaders modify the coaxial MG in one-man turret tanks?

A. No. {OAF}

3.4 Wounded Leaders

3.4.1 122 Leaders previously removed from play due to fate, failure to rout, or failing a MC while already broken are considered wounded, not KIA. Whenever a leader is wounded it must immediately take a Desperation Morale MC regardless of nationality rules regarding DM. Failure of the DM MC results in the leader being removed from play as normal (safely evacuated to an aid station). A wounded leader removed from play in this manner is still considered eliminated for purposes of relevant scenario victory conditions. Passage of the DM MC, however, means that the leader is only lightly wounded and has the option of being immediately evacuated (removed from play without being "eliminated" for victory point purposes), or staying in place in good order (not broken, even if previously broken) on the board.

3.4.2 A wounded leader must be so noted on scrap paper. For the remainder of the current scenario his morale factor and leadership modifiers are reduced by 1 (to a minimum of 0).

3.4.3 The movement capability of a wounded leader is reduced to 3 MF and it loses all portage capability. The leader himself may be carried by a squad or crew at a cost of 5 PP. The leader's 2 MF bonus would still apply.

3.4.4 A wounded leader may not fire a support weapon.

3.4.5 A wounded leader who is wounded again must add 1 to his DM M for each

additional wound received. The effects of light wounds are cumulative.

3.4.6 A leader who is eliminated by means of a sniper-generated KIA result is not necessarily killed. To be killed, the KIA result must be for a modified dice roll of '0' or less. A KIA result generated by a modified dice roll of '1' is treated as a wound instead with normal roles applied to determine the severity of the wound.

3.4.7 A lightly wounded leader who remains in play receives three Élan Points if evaluating his performance under Campaign Game conditions.

122.1 Does a wounded leader cause other units in his hex to take a MC?

A. No. {COD106}

3.5 Leading Allied Troops

3.5.1 A foreign leader may enable allied infantry to rally, but all such infantry must roll Desperation Morale in order to rally. An allied unit incapable of self-rally which would have had to roll Desperation Morale anyway, may not rally at all during that Player turn.

3.5.2 The leadership modifiers of all foreign leaders with a leadership modifier of -l or more are worsened by one while directing allied troops.

3.5.3 A foreign leader may increase the MF allotment of allied troops by only one MF instead of two.

3.6 Field Promotions

3.6.1 115 Leader creation during play of a scenario may occur in either of two ways:

3.6.1.1 DELIBERATE RALLY PHASE - During every Rally Phase, a player may attempt to create a leader from any non-Finnish broken MMC units presently adjacent to an unbroken enemy by rolling two dice. A dice roll of '2' or '3' creates an unbroken leader in the hex with the still broken unit. A dice roll of '12' eliminates the broken unit. Once the leader is created the broken unit may then use that leader to attempt to rally normally in the same or a following Rally Phase.

3.6.1.2 RANDOM CLOSE COMBAT PHASE - any time a MMC engaged in Close Combat rolls a '2' prior to modification it may create a leader in the melee hex.

3.6.2 The actual creation of a leader does not hurt the base unit in any manner.

3.6.3 The type of unit created is based on a die roll on the Leader Creation Table plus modifications for nationality, unit type and status at time of creation. All Leader Creation DRMs are cumulative and based on the morale level of the creating unit at the time of leader creation (some units have different morale levels while broken).

3.6.4 A player must accept a new leader - he may not decline a leader whether it was created randomly or deliberately.

3.6.5 A newly created leader is treated as a "reinforcement" for purposes of determining Battlefield Integrity.

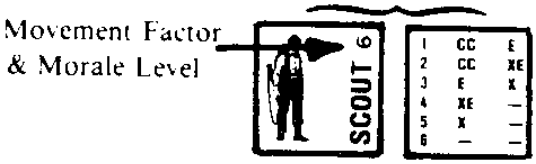
3.6.6 Finns are not eligible for Field Promotions due to their ability to self-rally.

Leader Creation Chart	
Die Roll	**Leader Type Created**
7+	None
6	6+1
4,5	7-0
2,3	8-0
1 or less	8-1

Leader Creation drm	
drm	**Reason**
-1	American, German, British
-1	per odds ratio less than 1-1 in

	Close Combat
-1	base unit has morale level of 8 or higher
+1	base unit has morale level of 6 or less
+1	per odds ratio greater than 1-1 in close combat
+1	base unit is broken
+1	Russian, French, Italian, Minor, Japanese

3.7 Scouts



3.7.1 116 **Scout counters represent one man sent ahead to reconnoitre. A scout's primary job was to place himself in jeopardy and draw fire before the main body of his squad could be ambushed by concealed units The old army saying that "A good scout is a dead scout" sums it up best**

3.7.2 Russians, French, and non-Finnish minor country forces, considered to be low on individual initiative, may not use scouts.

3.7.3 A player may create scouts during any friendly Rally Phase in which an unbroken squad (other than inexperienced infantry) occupies the same hex with an unbroken leader of the same nationality. The scout can be created only if the squad passes a normal MC dice roll inclusive of any leadership modification. There is no penalty for failure of this MC other than the inability of that leader to create a scout during that game turn. A leader (or squad) may not attempt to create more than one scout per game turn. If a leader attempts to create a scout it may not attempt any other activities during that Rally Phase. No side may create a scout if it would cause the number of existing scouts to exceed ¼ the number of unbroken friendly squads currently on board. A scout may be recalled (removed) by combining it with any friendly squad (broken or not) during any Rally Phase.

3.7.4 Scouts are ignored for purposes of determining and enforcing stacking limits except as applicable to vehicle passenger capacity. A vehicle (not cycle) may carry a scout at no cost to its passenger capacity. Additional scouts are treated as leaders for passenger capacity purposes.

3.7.5 Defensive fire vs. scouts must be conducted at once, rather than at the end of the Movement Phase. Fire against moving scouts must be resolved before the scout leaves the intended target hex. The moving player must give the defender ample opportunity to declare his fire before moving on, announcing his MFs expended in each hex as he moves. The defender may never move a scout back to a target hex. A scout which ends its move in the LOS of an enemy unit can always be fired on later during the Defensive Fire Phase.

3.7.6 All scouts have a morale level of 6. They are eliminated the first time they fail a MC. A scout may never rally. Scouts have no effect on Battlefield Integrity or Victory Conditions based on number of units eliminated.

3.7.7 Scouts may be used to control buildings or establish possession over other victory condition hexes. They are, however, insufficient by themselves to contest control of a hex with an enemy unit in the same hex unless actually engaged in melee resulting from a Close Combat at the end of the scenario.

3.7.8 Unlike a squad, a scout may expend 6 MF during a Movement Phase without the accompaniment of a leader. The presence of a leader will not increase this MF allotment further. Like all other infantry, scouts may move one hex during the Advance Phase.

3.7.9 Scouts have no portage capability and may not carry or operate support weapons.

3.7.10 Scouts will trigger minefields and booby traps if they chance upon them and may even attempt to disarm the latter.

3.7.11 A scout has no inherent firepower and may not fire on an enemy unit or attempt AFV immobilization. Its sole function is to uncover hidden or concealed enemy positions.

3.7.12 A scout counter may complete its move ignoring the restrictions on moving into or through a hidden enemy occupied hex. A scout may even enter or move through a suspected enemy occupied hex (suspected because of the presence of concealment counters) unless the opposing player stops him from doing so by eliminating the scout with defensive fire in a hex just traversed.

3.7.13 A scout does not automatically eliminate the hidden or concealed status of units in adjacent hexes or even the same hex. It may attempt to eliminate such hidden or concealed status with a die roll on the Scouting Table. Once, at any point during its player turn (in the Movement or Advance Phase) a scout may elect to roll on the Scouting Table. If the scout is not eliminated or held in Close Combat by the Scouting Table result, it may continue its move from that point with any remaining MFs. Once a scout elects to roll on the Scouting Table, all defensive fire against the scout must wait, pending the outcome of the Scouting die roll. Mere cohabitation of a hex does not force either party into close combat or melee unless that result is called for by the Scouting Table.

3.7.14 The Scouting die roll has no effect whatever if there are no hidden or concealed enemy units in the same or adjacent hex of the scout at the time of the die roll. (Remember that if the scout is currently using bypass movement at the time of the die roll, "adjacent" would refer to only those hexes whose hex sides are being traversed.) If there are concealed or hidden enemy units in range, then the Scouting Table result occurs. The Scouting die roll is in addition to the normal "search" capabilities of any infantry unit at the end of its Movement Phase.

3.7.15 Scouts are not an obstacle to movement. Enemy units may move through or on them during their Movement Phase without attacking them as the scout is assumed to be hiding within the hex. Scouts may never initiate Close Combat. Opposing units in their Close Combat Phase may elect to engage in Close Combat with a scout if they wish, but if they fail to eliminate the scout they are held in melee until they do, or are eliminated themselves.

3.7.16 Hidden/concealed units in the same building hex with a scout but at a different level are considered in an "adjacent" hex. Units in an adjacent building hex but at a different height or in the same hex but two levels apart are not considered adjacent for these purposes.

3.7.17 There are no terrain or leadership modifiers to this die roll.

3.7.18 The results of the Scouting Table die roll are interpreted as follows:

3.7.18.1 X - The scout is eliminated

3.7.18.2 XE - The scout is eliminated; all concealed/hidden units lose their concealed/hidden status if the Scout is in the LOS of any friendly unit which is not broken, stunned, or shocked.

3.7.18.3 E - All concealed/hidden units lose their concealed / hidden status.

3.7.18.4 CC - The scout must enter into Close Combat with all units in the same hex during the Close Combat Phase; any unit in the same hex loses its concealment/hidden status.

3.7.18.5 - - No Effect

3.7.19 Only one die roll per scout per friendly movement phase is made on the Scouting Table even if opposing hidden / concealed units occupy more than one hex

within the scout's range. That die roll applies to all concealed units in range.

3.7.20 Although the scout has no firepower rating it is given a strength of 1 when engaging in Close Combat whether alone or with other friendly units. Unlike a leader, a scout can attack and be attacked in Close Combat separate from any accompanying friendly units.

SCOUTING TABLE		
Die Roll	**Same Hex***	**Adjacent Hex**
1	CC	E
2	CC	XE
3	E	X
4	XE	-
5	X	-
6	-	-

*Add 1 to the die roll for the "Same Hex" column if scout is using bypass movement.

116. & 114. Can a scout be generated from a ski unit, and would he contain his skis?

A. Yes to both. {KM}

116.1 & 123.9 May scouts be created by an off-board force during the Rally Phase of the Player Turn they are scheduled to enter? Does a scout created from a motorcycle squad retain cycle experience?

A. Yes, provided the scout enters on the same hex as the squad and leader that created it; Yes. {COD106}

116.2 Can a side create scouts ad infinitum as long as they don't have more than 1/4 the number of squads on board at any one time?

A. No. Scout creation is limited to a maximum of four per side per scenario regardless of how many are in play at any one time. {17.3-46}

116.2 & 25.4 May scouts be created from and reform with concealed/hidden squads?

A. Yes, but the act of creation and/or reforming eliminates the concealed/hidden status of the squad. {COD106}

116.4 Does a scout exist for purposes of Rout - enemy units may not rout toward or end in a hex containing only a scout?

A. Yes. {OAF}

116.51 May a scout destroy support weapons or ordnance in its hex?

A. Yes, unless specifically stated otherwise, scouts have the same capabilities as other infantry units. {17.3-46}

116.6 May scouts take prisoners or force adjacent broken units (or broken units in the same hex) to rout?

A. Yes. {17.3-46}

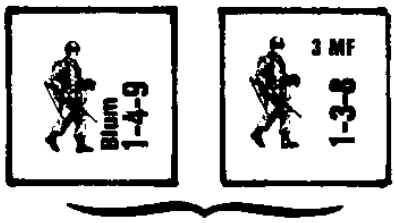
116.6 & 13.41 Can a broken unit rout toward an enemy scout in its LOS?

A. No, but it could cross open ground in LOS of enemy scouts because they have no firepower. {17.3-46}

116.62 & 89.11 Can a broken unit remain in a hex with an enemy scout?

A. No, but neither could a scout claim a prisoner by moving into a broken unit's hex during the Movement Phase. {17.6-46}

3.8 Heroes



3.8.1 159 Although many will argue that the game generates heroes in the best way- randomly (the squad which passes seven Consecutive MC's without breaking), there is little chance of duplicating a specific feat of bravado without special rules. Then, too, not every outstanding soldier is a "leader". Many individuals have demonstrated conspicuous gallantry and skill in battle but lacked the character or circumstances to impart these attributes to others. Still others were denied their citations by fate, for the distinction between a hero and a fool

is all too often irrevocably drawn with a well-aimed shot.

3.8.2 A hero is represented by a 1-4-9 counter. If it fails a MC the hero is considered lightly wounded and the counter flipped to the 1-3-8 side. A wound result can also occur by a sniper generated KIA result. If a hero fails a MC caused by enemy fire by rolling a 12 or while in the 1-3-8 mode, it is considered eliminated. A hero never "breaks".

3.8.3 A hero is immune to all MC's other than those dictated by the IFT. A hero does not check morale due to loss of a leader in the same hex, nor does a leadership modifier have any effect on a hero. A hero does not go berserk, nor need to take a PAAMC. A hero does not have his morale lowered by environment (marsh), battlefield integrity, or suppression fire.

3.8.4 A hero does not count toward stacking limits.

3.8.5 A hero has six MF's (three MF's if wounded). If he has already expended 3 or more MF's when wounded by DF, he may move no further during that MPh, and is considered grounded in his current hex. A hero does not impart a movement bonus to accompanying infantry, nor may he increase his own movement capability by being with a leader.

3.8.6 A hero may fire and carry SW's as if he were a leader. In addition, a hero may use SW's normally requiring two men to fire by adding +1 to the TO HIT or IFT DR (as appropriate) and increasing the breakdown probability by lowering the B#/X# by one. Therefore, a hero has the pre-DR option of firing a MG at half strength or firing it at full strength and adding +1 to the IFT DR. A hero forfeits his own inherent FP during any phase in which he uses a SW. A hero may fire any piece of ordnance normally requiring a crew as if it were a captured SW, but only during the DFPh and only once per game turn regardless of the normal ROF. A hero cannot change the CA of a NT weapon.

3.8.7 Radio usage is restricted to those heroes specifically cited by a SSR as a Forward Observer. Such individuals may call in artillery in the same manner as a leader.

3.8.8 Heroes are not subject to cowering, pinning, or grounding (EXC: a wounded hero is grounded by the attack which wounds him).

3.8.9 A hero engaged in CC is considered the equal of a leader for purposes of receiving CC attacks.

3.8.10 Rather than use his inherent FP, a hero may join a FG and thereby deduct 1 from the FG's IFT or CC resolution DR provided the hero is not firing at long range. This DRM does not apply to attacks initiated solely by the hero. This DRM is cumulative with that of applicable leadership DRM's and additional heroes present in the same FG. Unlike a leader, the hero's IFT DRM is not contingent on being in the same hex with all other members of the FG.

3.8.11 Heroes can be randomly created at the option of the owner from other infantry types (even if broken) during the course of play by any IFT generated MC DR of 2. Regardless of whether that MC DR results in a berserk unit (110.1), a non-berserk hero is created from the unit on a subsequent dr of 1 or 2. A -1 drm applies to the subsequent hero determinant dr for Finns, Japanese, Gurkhas, partisans, and Germans (on East Front only). A SMC that becomes heroic loses its leader/sniper/scout status for the balance of the scenario and is replaced by a hero counter. Inherent vehicle crews cannot become heroes while in their vehicles.

3.8.12 In any Campaign Game format, heroes generated during play which survive the scenario of their creation are removed prior to the start of their next scenario. However, the owning player would be entitled to roll once on the Leader Creation Table so as to replace the hero with a new leader. The hero would be eligible for the 1

drm for having a morale level of 8 or higher, as well as any nationality drm. If the hero had been created from a leader, that leader would replace the hero instead, but would be automatically promoted to the next higher rank in addition to any normal promotion/demotion points he might have earned. *{COD106}*

that phase, but they must fire on that target during that phase.

3.9 Inexperienced Infantry

3.9.1 94.1 At various times during WWII almost every army used hastily raised and trained infantry. Even if these troops were properly equipped (and they rarely were), they often lost or abandoned many of their weapons at the first sight of the enemy or were hesitant to use their weapons properly and effectively.

3.9.2 94.11 The Germans primarily used inexperienced "Volksgrenadiers" in 1944-45.

3.9.3 94.12 The Russians primarily used inexperienced conscripts in 1942-43, but even in 1944 and 1945 a portion of their forces were low quality conscripts.

3.9.4 94.2 Inexperienced infantry has a basic MP allowance of three (3), instead of the normal four. If accompanied by a leader, the allowance is increased to five (5). Portage capacity and effects are unchanged. Inexperienced infantry may double-time.

3.9.5 94.3 The breakdown number of all weapons used by inexperienced infantry is reduced by one.

3.9.6 94.4 Inexperienced infantry, other than Americans -can NEVER use captured weapons or special engineer weapons, regardless of leadership. They can only use weapons normally allowed to infantry squads, of their own nationality (or standard allied weaponry with which they were originally outfitted).

3.9.7 94.5 Inexperienced infantry of all nations rallies at a morale level one lower than their normal morale rating as symbolized by the lower morale number printed on their reverse "broken" side.

3.9.8 141.62 Green units and Inexperienced Infantry may not use PBF (they fire at basic FP at one hex range), unless they first pass a NMC. There is no penalty for failure of the NMC, other than the inability to use double FP on the IFT during that phase, but they must fire on that target during that phase.

3.10 Americans

3.10.1 141 The unique nature of the U.S. soldier was probably best summed up in a statement attributed to none other than Erwin Rommel himself to the effect that he had never seen worse soldiers in their first battle, nor ones who learned so much by their second. Thus, any attempt to reflect a national performance characteristic for U.S. units must be based almost solely on the variable of battlefield experience training, weaponry, and physical conditioning being relative constants in the well-equipped U.S. Army. As a consequence, U.S. units will seldom be represented by uniform infantry types, but rather will always be a blend of experienced and "green" troops - the percentage of the latter declining as unit experience is gained, but never being totally eliminated due to the constant shuffling into the line of replacements.

3.10.2 141.1 U.S. infantry units attempting to rally are not subject to DM (EXC: leaders and Green units suffer the normal effects of DM).

3.10.3 141.2 Only SSR-designated Combat Engineers, heroes, or leaders with a -2 or -3 leadership modifier may man FT's, or place

DC's without penalty. All other units use these weapons as per the captured SW rules. In DYO scenarios these capabilities are purchased "per designated squad" as an inherent part of the actual cost of that SW.

3.10.4 141.3 No fighting men were better supplied than the Americans who excelled at logistics. U.S. infantry may repair their malfunctioned SW's (EXC: RCLS) with a dr of 1 or 2 - not the 1 dr required by other nationalities - unless the scenario specifies low ammunition supplies. Vehicular armament and heavy ordnance (5/8" counters) repair still require a dr of 1 unless emplaced at scenario start (i.e. in its set-up hex).

50.1 & 18.5 & 110. Can American squads ever go berserk due to their leader going berserk?

A. Yes. Ignore DM requirement - it applies for the purpose of determining berserk status. {OAF}

3.11 Unit Composition

3.11.1 141.5 All U.S. OB forces in each scenario will specify a given number of Elite, First Line, or Second Line infantry units with which the player starts the game. However, during the course of play, all of these squads/HS's will be subject to possible replacement by Green units depending on the interaction of fate and the prior experience level of the unit.

3.11.2 141.51 Each U.S. OB will list an Experience Level Rating (hereafter referred to as ELR) for that unit as a number ranging from 0 to 9. This number represents the maximum amount by which a squad/HS may fail any combat -related MC (after modification) without becoming a Green unit. Thus, a unit with an ELR of 0 would automatically become a Green unit if it broke. Note that only MC's caused by attacks, or the breaking, wounding, or elimination of a leader in the same hex can cause a unit to become Green.

3.11.3 In DYO scenarios where information regarding the relative experience of a unit is unknown, players may generate their own ELR by rolling one die and adding the cumulative Experience Level drms for year of scenario and type of unit. Green units are never purchased in DYO scenarios but are subject to appearance by replacement of other units through the Green unit determination process. The point value of U.S. squads in DYO scenarios will vary according to their ELR. The ELR may never be less than 0 regardless of other modifiers.

Experience Level Chart	
Year / Type	Experience Level drm
1941-2	-2
1943	-1
Second Line	-1
Elite	+1

3.11.4 141.52 Any non-berserk squad which fails a MC by an amount > its ELR is immediately replaced by a broken Green squad. All excess FP, range, and morale factors lost in the exchange are forfeit. The process cannot be reversed during play of the scenario. The act of a unit becoming Green has no effect on any other unit, even if stacked in the same hex. Point value losses due to the replacement of squads/HS's by Green units do count towards possible loss of morale when using Battlefield Integrity.

3.11.5 141.53 Crews are never affected by Green unit replacement. HS's are affected and are replaced by a broken Green HS. HS's of different types may recombine during the RPh to form a squad counter, but the squad formed can never be of a higher quality than any of the component HS's; i.e. when recombined a Green HS can only form a Green squad, and a Line HS combining with an Elite HS can only form a Line squad. A recombined squad which deploys into HS's again, must deploy into two HS's of the same type as the squad regardless of the type of HS's that combined to make that squad.

3.11.6 141.54 **A SSR may specify an ELR for other nationalities in which case their infantry is subject to replacement by Inexperienced Infantry (rather than Green units). Stacking with a leader does not change their status as is the case with U.S. units (141.6).**

3.12 Allied Troops

3.12.1 74 **Even though allied and fighting on the same side, leaders of different nationalities experienced more difficulty in directing the actions of their allies than they would with the troops of their own units. The following rules reflect this fact and are applied not only to German-Rumanian relationships, but also to all allied troops of different nationalities unless specifically stated otherwise**

3.12.2 74.1 **A foreign leader may enable allied infantry to rally, but all such infantry must roll Desperation Morale in order to rally. An allied unit incapable of self-rally which would have had to roll Desperation Morale anyway, may not rally at all during that Player turn.**

3.12.3 74.2 **The leadership modifiers of all foreign leaders with a leadership modifier of -l or more are worsened by one while directing allied troops.**

3.12.4 74.3 **A foreign leader may increase the MF allotment of allied troops by only one MF instead of two.**

3.12.5 74.4 **Foreign allied troops trying to repair a malfunctioned allied support weapon eliminate that weapon with a repair die roll of 5 or 6. Otherwise, troops may use allied support weapons with no other detriment providing they start the scenario with those weapons in their possession.**

3.12.6 74.5 **German crew counters may be substituted as Rumanian crews but should be considered to have a morale of 6 in their broken state.**

74. Can allied troops form fire groups and conduct Close Combat together, and if so are there any penalties?

A. Yes. No. {KM}

74.2 Are the leadership modifiers of leaders subject to reduction of effect when directing other types of troops...such as cavalry leaders rallying paratroops of the same nationality?

A. No...with the exception of SS (83.7), partisan, and armour (76.4) leaders, any leader of a nationality has full effect on other troops of that nationality. {COI4-70}

3.13 SS Units

3.13.1 83 **The German SS units were elite formations by virtue of their superior equipment, training, and morale. They were not the supermen the German propaganda would have the world believe. On the Eastern Front, however, the Death's Head insignia meant just that for any SS trooper unfortunate enough to fall into Russian hands. Surrender was akin to suicide. As the war progressed and the front drew ever closer to Germany, the SS was composed more and more of desperate men. The following rules reflect the special nature of these troops when facing Russian opponents.**

3.13.2 83.1 **SS units subject to Desperation Morale conditions subtract 2 from their normal morale rating instead of the normal 4.**

3.13.3 83.3 **Broken SS units may rally with a rally dice roll equal to or less than one number higher than their normal morale rating.**

3.13.4 83.4 **SS squads (and leaders with a leadership rating of -2 or -3) may use flamethrowers and demo charges. They may not make smoke unless given that capability by the scenario in play.**

3.13.5 83.7 **The leadership modifiers of all non-SS German leaders with a leadership modifier of -1 or more are worsened by one when directing SS units. SS leaders are similarly affected when directing regular Wehrmacht troops. A leader directing a fire**

group composed of both SS and regular forces suffers the same effect.

3.13.6 83.8 SS units are subject to all other rules governing infantry units such as routing and fate eliminations.

3.13.7 The following special characteristics of SS units apply only in Eastern Front scenarios.

3.13.8 83.5 SS units cannot be taken prisoner by Russian units. They are eliminated instead.

3.13.9 83.6 SS units are governed by the same Berserk rules as Russian units except that the German player may opt to return any berserk SS unit to normal status after it has eliminated an enemy unit in Close Combat.

3.14 Partisans

3.14.1 98 Partisans of all nations generally shared similar characteristics. In most cases, they were weak in firepower with little or no heavy support weapons to speak of. Lacking in training and discipline, they could not hold their own in a sustained firelight with equal numbers of enemy regulars. On the other hand, partisans usually enjoyed the benefits of operating on their own turf and the element of surprise. These advantages, coupled with the fact that they often faced second line, rear area troops, gave them a potency & importance in WWII which should not be underestimated.

3.14.2 98.1 Unless specified otherwise by the scenario in play, partisans are assumed to be operating close to their homes and thus enjoy a familiarity with the terrain not shared by regular troops. Therefore, the basic infantry movement cost for partisans entering a woods hex is 1 MF per woods hex entered.

3.14.3 98.2 Partisans, which are fired upon in a woods hex, receive double the usual woods Terrain Effects Modifier (+2).

3.14.4 98.3 AMBUSH - To reflect the skill of partisans in springing ambushes, Close Combat attacks involving partisans which take place in a woods hex (or forest-road hex) are no longer considered simultaneous. The partisan player is always allowed to execute his Close Combat attack(s) first, and only the survivors of the partisan attack may attack in return. An ambush can occur only if the woods hex in which it takes place is part of a group of 3 or more contiguous woods hexes and was advanced into directly from a woods hex of the same group of contiguous woods hexes. To be considered contiguous, the woods hex symbol itself must extend through three hexes without interruption. If the ambush turns into a melee which must be resolved in a subsequent Close Combat Phase the partisan loses his attack-first advantage in following turns of the melee.

3.14.5 98.4 Unbroken partisans may impart their special movement and combat capabilities to other friendly units providing they occupy the same hex at the instant the capability is being utilized.

3.14.6 98.5 Broken partisan units rally (barring Desperation Morale) with a rally dice roll equal to or less than the printed morale factor on the reverse side of the counter.

3.14.7 98.6 Partisan leaders have absolutely no leadership, rallying, or movement affect on non-partisan counters. They may enable regular units to take part in an ambush or to move through woods at a cost of 1 MF, provided they are stacked with a partisan leader at the time.

3.14.8 98.7 Partisans manning support weapons do so as if they were captured weapons.

3.14.9 98.8 In all other respects, partisans are treated as normal infantry counters.

98. Could a partisan leader alone in a hex impart ambush or special woods movement capability on regular troops?

A. Yes. {COI4-72}

98.3 Is it still an ambush if the partisan units are the units moving into an enemy occupied hex, or must the enemy move into a partisan occupied hex to allow the partisans to spring an ambush?

A. The latter. {KM}

98.7 & 90.12 & 90.13 If partisans are using captured support weapons are penalties 90.12 and 90.13 doubled?

A. Yes. {KM}

3.15 French Troops

3.15.1 104.1 The French, although brave soldiers, were plagued by outmoded tactics, the dreary French political climate, confusion, and the disheartening failures brought about by the blitzkrieg. Defeatism was rife among many units of the French Army in a very short time. Thus, the rally number of all French units (as printed on the broken side of each counter) is one less than that unit's normal morale rating.

3.15.2 104.11 Partisan rules and counters apply to French use in scenarios occurring after 1941 without further reduction of morale in the broken state due to nationality.

3.15.3 104.12 French 3-5-7 squads are not considered Inexperienced Infantry, but rather substandard, recently recalled reservist line troops. The French did not use hastily prepared conscripts on a comparable basis to the Russians or Germans. Similarly, French elite units are limited in application due to France's rapid exit from the war which caused a paucity of specially equipped units. The French and other nationalities without specially designated engineers may use demo charges, flamethrowers, etc. as captured weapons unless given special capabilities by the scenario in play.

3.15.4 104.13 Unlike other armies of the time, the French were not equipped with ATRs.

3.16 British Troops

3.16.1 104.2 The British, on the other hand, maintained their pluck throughout the war, and usually gave as good as they got. Even in the dark days of Dunkirk, the British fought the Germans to a standstill and were never so much defeated by the Germans as they were betrayed by failing French and Belgian flanks. The British Tommy, plagued by comparatively inferior equipment and tactical doctrine, still proved to be the first opponent encountered on the continent who could stand toe to toe with Hitler's Wehrmacht. Thus, the rally number of most British units (as printed on the broken side of each counter) is equal to that unit's normal morale rating.

3.16.2 104.21 Free French and Polish units operating after the fall of their homeland, Canadian, Australian, and other Commonwealth forces (with the exception of Gurkhas) are represented by normal British counters and rules. The Canadian Army (as well as certain other Commonwealth units) was an all-volunteer force and therefore is usually given elite status (8 morale) to distinguish them from drafted line troops.

3.16.3 104.22 Commandos, engineers, and airborne units are represented by 6-3-8 squads and 2-3-8 crews. Unless specifically stated otherwise in the scenario in play they are assumed to be the equivalent of German Assault Engineers for purposes of manning flamethrowers, demolition charges, and smoke grenades. Exception: in point purchase scenarios the British player must buy smoke making capacity by extra point expenditures.

3.16.4 104.23 GURKHA - Indian Gurkha troops led by British officers proved to be formidable desert and mountain fighters where their stealth and prowess with the famed short sword made them feared opponents. Their ferocity in close quarters and reluctance to take prisoners made them particularly feared by the Italians.

3.16.5 104.231 Gurkhas receive an extra MF provided they spend their entire Movement Phase in hill hexes. The total MF allotment of a Gurkha unit may not exceed 8, even if accompanied by leaders while using Double Time movement.

3.16.6 104.232 Gurkhas are subject to berserk status in the same manner as Russians.

3.16.7 104.233 The firepower factor of Gurkhas is doubled in Close Combat (tripled vs. an all Italian infantry defense or attack).

3.16.8 104.234 Gurkhas may eliminate captive prisoners in the same manner as Russian and SS units.

3.16.9 104.24 Home Guard (and/or green troops of any nationality) have the same characteristics as German Volksgrenadiers (4-3-6) or Russian conscripts (Inexperienced Infantry) and are affected by the same rules. National morale characteristics pertaining to broken status morale levels do not override the provisions of Inexperienced Infantry; the broken side morale level of all Inexperienced Infantry is one less than the counter's good order morale level. 4-3-6 counters may be used in scenarios where Home Guard units wouldn't normally be expected in combination with line or crew infantry to represent rear echelon or untried troops.

3.16.10 104.26 The Boys ATR, for all of its fame and prominence, was one of the worst performing weapons of its type (in terms of armour penetration). Therefore, British and Commonwealth infantry and vehicular ATRs must add + 1 to all TO KILL dice rolls.

3.17 Finnish Troops

3.17.1 104.5 Few nationalities can lay claim to having fought as valiant and skilful a defense of their homeland as the Finns of 1939-44. Extremely individualistic, patriotic, and ruthless, totally at ease in severe weather conditions; the Finnish soldier was tactically superior to his foe and fanatic in his determination to avoid the fate which befell the Baltic States before the Russian Bear.

3.17.2 104.51 Finnish units are not subject to Desperation Morale; they rally with a dice roll equal to their normal morale plus any leadership modifiers in effect.

3.17.3 104.52 The superiority of the Finnish soldier was based upon a deeply ingrained quality of "Sissu" -determination and individuality. This trait was evidenced in combat where the Finnish soldier rallied quickly and often without the intervention of his leaders. As a result, Finnish squads and crews may attempt self-rally during any Rally Phase with a dice roll equal to or less than half of their normal morale level (4 or less). Finnish units accompanied by an unbroken leader rally as described above.

3.17.4 104.521 The effects of "Sissu" decreased the dependence of the Finnish soldier on his leaders. Therefore Finnish units do not have to take an additional MC should any leader in the same hex break or be eliminated.

3.17.5 104.522 Finnish leaders due to the above factors have a special rank structure, not prevalent in other nationalities, descending in order as follows: 10-1,10-0,9-1,9-0,8-0.

3.17.6 104.53 Finnish units use German weapon counters to represent Finnish support weapons except for ATRs but are immune to the special malfunction repair rules for allied troops.

3.17.7 104.54 Sissi were elite ski-trained and equipped commandos armed with excellent Finnish produced Suomi submachine guns and Lahti-Saloranta automatic rifles. All Sissi units and their designated leaders may utilize the special ski rules.

3.17.8 104.55 All Finnish units may place demolition charges effectively, but none may place smoke or operate flamethrowers prior to 1941 and then only per scenario Special Rules.

3.17.9 104.56 Finnish support weapons were functionally more reliable and better maintained than Russian equipment. Therefore, Finns may repair their own (German) malfunctioned equipment on a repair die roll of 1' or '2'.

3.17.10 104.57 German cavalry squads (5-4-8) can be used to represent 2nd line Finnish squads, and German assault engineers (8-3-

8) may be used to represent Sissi commandos. Regardless of the counters used, the ability to self-rally is always applicable to Finns, and never to Germans.

3.18 Neutral Troops

3.18.1 104.3 Blitzkrieg warfare never really gave the forces of the various invaded neutrals (Poland, Belgium, Netherlands, Norway) a chance to develop a national characteristic. For the most part, these countries were defended by reservists hastily mobilized to deal with a better-equipped invader already flushed with momentum from initial successes. Lacking sufficient training to withstand the superior firepower of the enemy, these forces, although brave enough, were often simply shocked into submission by the seemingly hopeless nature of their defense. Thus, the rally number of all minor country forces (as printed on the broken side of each counter) is two less than that unit's normal morale rating.

3.18.2 104.31 Partisan rules and counters generally do not apply to Allied minor neutrals, except as applicable to Yugoslavian scenarios.

3.18.3 104.32 Minor Neutrals' inherent AFV crews have a good order morale level of 6. Once outside the AFV they assume the form of an actual 2-2-7 crew counter.

3.18.4 104.33 Minor Neutrals' 3-4-7 squads are not considered Inexperienced Infantry, but rather substandard reservist line troops. Elite units (4-5-8) should be considered very rare.

3.18.5 104.34 Minor Neutrals' AFVs need crest counters to fire from a crest hex to a lower elevation.

3.19 Axis Minor Allies

3.19.1 104.4 All Axis Minor Allied troops (Hungarian, Bulgarian) except Waffen SS and Finns are considered equivalent to Rumanian forces in all respects.

3.20 Morale

3.20.1 12.1 All SMC and MMC counters have a basic morale rating printed on the counter. If this number or less is rolled with two dice during a Morale Check the unit passes the Morale Check.

3.20.2 12.2 Only two events, enemy fire or loss of a leader, can cause a unit to make a Morale Check. *[Editor's note – actually there are exceptions to this…]*

3.20.3 12.21 An immediate Morale Check must be made on every unit in a target hex which has just received a "M" or "#" result on the Infantry Fire Table, Leaders are checked first.

3.20.4 12.22 Any leader (whether previously broken or not) failing his Morale Check or killed / seriously wounded by a sniper causes all other units stacked with him in the hex to suffer a second Morale Check. This occurs immediately after the combat check and is a normal "M" check regardless of the strength of the Morale Check which broke the leader. No dice modifiers other than that from an additional unbroken leader in the same hex would affect the Morale Checks.

3.20.5 12.3 Units that pass their Morale Check are unharmed. Those which fail a Morale Check are immediately inverted and classified as broken units. Broken units, if called upon to take another Morale Check, suffer no inherent penalty simply because they are broken. They would check with the number printed on their reverse (broken) side which may be different from their normal morale rating for some troop types.

3.20.6 142.312 & 142.312 A broken squad that fails an IFT-generated or leader loss-induced MC is not eliminated, but is replaced by an appropriate broken HS. Any already broken infantry unit smaller than a squad which fails a MC is eliminated (EXC: wounded leaders).

3.20.7 12.4 A leader may not apply his leadership rating to his own Morale Check,

i.e., an 8-1 leader must roll an 8 or less to pass a "M" Morale Check.

3.20.8 18.3 & 142.311 Whenever a squad rolls a 12 prior to any modification during an IFT-generated MC (not a leader loss or surrender induced MC), that MC is considered to have been caused by multiple casualties that result in a broken HS. A MC DR of 12 is treated as a KIA when it happens to any non-squad or already broken infantry unit (EXC: wounded leaders). This HS elimination also applies to Rally attempt eliminations by fate.

12.22 If two leaders in a hex with one infantry squad break, how many Morale Checks must each unit take?

A. The first leader checked takes only the MC called for by the IFT; the second leader would have to take the IFT MC and a normal MC, if the first leader broke. Assuming the 2nd leader also breaks, the squad would have to take the IFT MC and two normal MC. {SL4-23}

12.22 If a leader fails a MC causing another leader in the same hex to take a second MC, does the first leader have to take a second MC also due to the failure of either of the second leader's MCs?

A. Yes. {17.2-46}

12.4 If there are two leaders in a hex, may they help each other in their Morale Checks?

A. Yes. {14.5-34}{COI4-67}

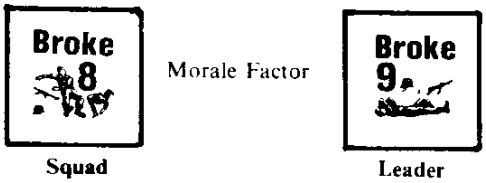
34.8 Can an exposed crew subject to a Morale Check benefit from a leader in the same hex?

A. No. {SL4-23}

83.3 & 12.22 Assume an SS squad (or any unit with a different morale factor when broken) must make a double morale check due to a broken leader in the same hex; is the "normal" MC taken at the unbroken morale level (8), or if already broken by the combat MC - at the broken morale level (9)?

A. The "normal" MC would be at the unbroken morale level regardless of the result of the combat MC. {COI4-70}

3.21 Broken Units



3.21.1 13.1 Broken units are inverted and may not fire at enemy units or engage in any type of combat.

3.21.2 13.2 A broken unit may not remain adjacent to an enemy unit. Broken units that find themselves adjacent to an enemy unit (even if broken) must move away in the next Rout Phase; broken units of the moving player routing first.

SQLA - [13B] A unit is required to rout when adjacent to any type of enemy unit (infantry, vehicle etc.). However, unarmed vehicles do not cause the removal of concealment counters. (COI+: armed halftracks must be CE to be considered armed for this purpose.)

3.21.3 142.21 Units are considered adjacent for most game purposes if either player could conceivably move an infantry unit from that hex into the adjacent hex in question during the ensuing APh.

3.21.4 142.211 Units in adjacent hexes are considered adjacent for PBF and routing purposes only if they have an uninterrupted LOS and there is no more than a one level difference between them. If there is a two or more level elevation difference between the firing and target hex, only fire from the

higher elevation(s) is considered PBF and therefore doubled.

3.21.5 142.5 All broken units have 6 MF's for routing purposes. Stacking with a leader (whether broken or not) does not increase this routing capability.

3.21.6 142.5 Entrenchments cancel open ground for rout purposes only if the routing unit pays the extra MF to enter / leave the entrenchment hex.

3.21.7 13.4 Broken units automatically seek cover in buildings, woods or forest-roads hexes. If a broken unit is not in such cover or is adjacent to an enemy unit at the beginning of a Rout Phase it must immediately move (rout) to such cover at maximum speed, consistent with the following restrictions:

3.21.7.1 13.41 A routing unit may not move towards known enemy positions. It may never advance toward an enemy unit in its LOS in such a way as to decrease the range in hexes between the broken and enemy unit.

3.21.7.2 13.42 A routing unit may not cross an open ground hex (unless behind a wall or hedge) in both the LOS and normal range of any unbroken enemy unit. (Note: Wheat fields and shell holes are not open ground. Broken units could remain in such hexes until a possible route to a woods or building hex exists but must seek better cover in following Rout Phases if it is possible). Entrenchments cancel open ground for rout purposes only if the routing unit pays the extra MF to enter/leave the entrenchment hex.

3.21.8 13.43 Provided the above two conditions are met, a routed unit will take the shortest route (measured in MF), to suitable cover.

3.21.9 142.5 A broken unit on the ground level of a building hex need not consider an adjacent (vertical) hex of the same building hex as its closest suitable cover if it prefers to rout out of the building hex towards another building / woods hex.

3.21.10 13.44 Upon reaching a woods, building or forest-road hex a routed unit must stop and make no further movement until rallied, or an enemy unit moves adjacent. If subsequently fired upon the broken unit may, (but doesn't have to) rout again in the next Rout Phase.

3.21.11 142.5 After reaching the closest suitable cover, broken units may continue to rout through a woods or building hex without the outside influence of adjacent enemy units or subsequent fire only if they are leaving a hex already stacked to capacity.

3.21.12 13.45 A broken unit which does not reach a woods or building hex at the end of the first Rout Phase must continue to rout in the following Rout Phase until it reaches a woods or building hex.

3.21.13 13.46 Broken units already in a building or woods hex may elect to stay in the target hex rather than rout to other cover unless the target hex is adjacent to an enemy unit. Once this decision is made however the broken unit may not move until rallied, fired upon, or an enemy unit ends its movement adjacent to it.

3.21.14 144.21 Units may rout through open terrain in the same level LOS or continuous slope and normal range of an enemy unit if the enemy LOS crosses two hex sides (or a hex side juncture in the case of a CAFP) of a hex containing a vehicle/wreck counter (EXC: vehicles with a +2 size modifier).

3.21.15 118.7 Broken units may rout through orchard hexes without being eliminated due to the presence of enemy units in LOS and normal range. An orchard hex is not suitable cover for a broken unit to end its rout in, although they could remain in such terrain until a possible route to a woods or building hex exists. *[This also applies to crags, brush and gullies]*

3.21.16 13.47 Any broken unit unable to fulfill the above requirements is eliminated.

3.21.17 167.4 A crew does not have to rout away from its ordnance weapon unless adjacent to an enemy unit.

3.21.18 13.5 Broken units abandon all support weapons they may have been carrying prior to routing. Abandoned MGs are subject to capture and use by both opposing and friendly forces.

3.21.19 13.7 Units may voluntarily "break" anytime by announcing their intention to do so. Thereafter, they are treated as a broken unit.

3.21.20 142.1 RALLY PENALTY: Although a broken unit may remain in non-open ground hexes offering some degree of beneficial terrain protection, the rout rules maintain that a broken unit has not completed its rout until it reaches a building, forest-road or woods hex. Therefore, if a unit attempts to rally from any hex other than a building, forest-road, or woods hex it must roll at least on < its rally number.

13.4 Can broken units rout off the board if it is part of their Victory Conditions to leave the board?

A. Broken units may never rout off the playing surface unless specifically allowed by the scenario in play. {15.6-34} {COI4-38} {COD-104}

13.4 If a unit is broken in an open hex, which is not in an enemy LOS but all rout routes are prohibited, may the unit stay in the hex?

A. No - it is eliminated for failure to rout. {15.6-34} {COI4-38} {COD-104}

13.4 & 53.4 May a broken unit rout into a wire hex?

A. No. {COI4-38}

13.4 & 116. Do scouts satisfy as "known enemy position" or "enemy unit" and thereby affect broken and routing units?

A. Yes. {COD-104}

13.41 Can a routing unit rout towards an enemy position which is out of its LOS at the beginning of the rout phase, but which is in the LOS of other friendly units?

A. Yes. {SL4-23}

13.41 Is the following a correct alternative phrasing of 13.41? "A broken unit in the LOS of an enemy unit may not move closer to it even if it moves out of the enemy's LOS."

A. Yes. {SL4-23}

13.41 Are concealed units known enemy positions in the context of this rule?

A. No - as long as the enemy unit(s) elects to stay concealed, the broken unit is free to rout in its direction. The concealed unit could abandon its concealment in order to deny the routing unit that particular route, and in doing so would eliminate the routing unit. {SL4-23}{COI4-67}{COD-74}

13.41 May a broken unit already adjacent to an enemy unit move adjacent to it before moving further away?

A. Yes, the key is not to move closer to a known enemy unit. {14.5-34}{COI4-67}

13.41 May a unit rout towards any enemy unit providing it is not within the LOS of that unit?

A. Yes, but it must stop in its present hex as soon as it comes into the LOS of an enemy unit and if that hex is open ground the unit is eliminated if without an alternate rout route. {16.5-46}

13.41 If the nearest available cover to a broken unit which must rout happens to be occupied by concealed or hidden enemy units, what happens?

A. The rout is enacted as if no enemy units exist in the referred-to hex, but upon entering that hex the routed unit is eliminated and the enemy unit(s) lose their concealment or hidden status. {COI4-38}{COD-104}

13.41 & 42.5 What happens when a broken unit tries to rout into a building or woods hex containing a Hidden Unit?

A. It would be eliminated and the hidden unit would lose its hidden status. {15.6-34}

13.42 May you rout through a smoke-filled hex as if behind a hedge or wall?

A. Yes - in addition, AFV's, wrecks, entrenchments, bunkers and roadblocks can serve to alter clear terrain for purposes of determining allowable rout route and defensive fire vs. adjacent AFV's. {SL4-23}

13.42 Does a leader have a "normal" range when determining the possible rout path of a broken unit?

A. Only if it is manning a support weapon, in which case it assumes the normal range of that support weapon. {COI4-67}

13.42 Could a broken unit rout past an AFV outside its Covered Arc if that AFV has only Covered Arc fire capabilities?

A. Yes. {COI4-67}

13.42 When a infantry unit breaks beneath an AFV/Wreck and has no clear rout path, may it remain beneath the AFV/Wreck?

A. Yes...unless it is a burning AFV, in which case the unit must pass a normal MC (67.4) to remain in the hex. {COI4-67}

13.42 & 20.81 Can a unit rout in the open in normal range of an enemy unit with or without support weapons locked in close combat?

A. Yes, units engaged in melee have no normal range. {COI4-38}{COD-104}

13.42 & 119.9 Does 119.9 change "normal range" for 50 cal MGs?

A. Yes, it limits it to 16 hexes unless a leader is present. {COD-104}

13.43 & 106. Must a unit broken while in the act of bypass movement rout into the obstacle hex rather than into an adjacent hex of the hex side being traversed ?

A. Yes, if that obstacle is not occupied by enemy units or already stacked to capacity. {COD-104}

13.44 If the nearest building or woods hex already contains friendly units, can routing units rout into that hex and exceed stacking limits?

A. No - they may rout through the hex but not into it - all routed units in excess of stacking limits are eliminated. NOTE: Broken units in a target hex in excess of stacking limits as a result of defensive Fire are not eliminated unless the over stacking still exists at the conclusion of the following Rout Phase. {SL4-23}

13.44 Is a broken unit on the second level of a building hex not connected by stairs considered adjacent to a unit in the hex below?

A. No. {15.6-34}{COI4-38}{COD-104}

13.51 Are "known" enemy positions those in LOS of the broken unit or all visible units on the board?

A. Those in LOS of the broken unit. {KM}

91. Can units rout across open ground if they would receive the +1 Infantry Height Advantage?

A. Yes. {OAF}

126.59 How are routing units supposed to deal with water obstacles with limited crossing areas? Should they rout to the known crossing points?

A. They ignore woods/buildings behind the water obstacles in determining closest suitable cover. {OAF}

What is normal range for AFVs in regards of routing restrictions?

A. 16 hexes. {KM}

SQLA - [13A] A player cannot purposely rout his units in such a fashion as to ensure their elimination if a safe rout path exists.

3.22 Morale Ratings of AFV Crews

3.22.1 The morale rating of AFV crews is not marked on AFV counters. Instead, use the following table.

AFV Morale Chart	
Nationality	**Rating**
German	8
SS	9
British	8
American Tanks & TDs*	7
American SP Guns*	6
1940 French*	6
French after 1940	7
1941 Russians, not in T34 or KV	6
1941 Russians in T34 or KV	7
All other Russians*	7
Minor Neutrals	6

*Add 1 if designated as Guards or Elite.

3.22.2 Exception: Green U.S. AFV crews always have a morale rating of 6 whether in or outside their AFV, but otherwise are treated as the equal of any other crew. A SSR may designate AFV's of any nationality to be manned by Green crews. Once any inherent U.S. AFV crew leaves its AFV and takes the form of a crew counter, its normal morale rating is 6.

3.22.3 Once a British AFV crew leaves the AFV it takes the form of a 2-3-7 crew

counter regardless of nationality or possible elite status.

3.22.4 Once a French AFV crew leaves the AFV and takes the form of an actual crew counter it becomes a French 2-3-7 counter until such time as it once again mans an AFV and becomes an "inherent" crew.

3.22.5 Minor Neutrals' inherent AFV crews have a good order morale level of 6. Once outside the AFV they assume the form of an actual 2-2-7 crew counter.

3.23 Rallying of Broken Units

3.23.1 14.1 Broken squads of both sides may attempt to rally during the Rally Phase of either player turn if an unbroken friendly leader unit is present in the same hex.

3.23.2 14.2 To rally, a broken squad must roll its morale number or less with two dice. Any leadership modifier of the unbroken leader in the same hex would be added to the dice roll. Remember, adding a minus modifier to a dice roll actually subtracts from the overall dice roll.

3.23.3 14.3 A broken leader may attempt to "self-rally." Broken leaders do not need the presence of an unbroken leader to attempt to rally, but their own leadership modifier does not apply to their rally attempt.

3.23.4 14.4 If the only leader stacked with broken squads is himself broken, squads may not attempt to rally unless the leader succeeds in rallying himself first. The rallied leader could then attempt to rally any broken units in the hex during the same player turn.

3.23.5 14.5 If more than one leader is present in a stack of broken units only one has to be unbroken to attempt to rally the others. Furthermore, any leadership modifiers of the good order leader would affect the rally dice roll of the broken leader as well.

3.23.6 14.6 Any unit attempting to rally which has been fired on by 1 or more firepower factors since the preceding Rally Phase (regardless of the effect of that attack) must roll "Desperation Morale" to rally during that player turn. Desperation Morale is "4" less than normal morale. Hence a unit with 9 normal morale would have a "Desperation Morale" of 5. Any leadership modifiers in effect would be added to the dice roll. Players finding it difficult to remember which broken units have been fired upon since the preceding Rally Phase may wish to indicate them by placing a counter on top of the fired on units. Remove all "DM" counters at the end of each Rally Phase.

3.23.7 142.1 RALLY PENALTY: Although a broken unit may remain in non-open ground hexes offering some degree of beneficial terrain protection, the rout rules maintain that a broken unit has not completed its rout until it reaches a building, forest-road or woods hex. Therefore, if a unit attempts to rally from any hex other than a building, forest-road, or woods hex it must roll at least on < its rally number.

3.23.8 14.7 There is no penalty for units that attempt to rally and fail, [18.3] except that any infantry unit attempting to rally that rolls an unadjusted 12 has taken unexplained additional casualties and is eliminated. In addition, should a broken leader roll a "12" while attempting to rally, all other friendly units in the same hex must immediately undergo a normal Morale Check.

3.23.9 167.4 Crews: The crew of any ordnance weapon may attempt self-rally by passing a 3MC provided it is in the same hex with its still functioning weapon. The self-rally attempt would have to be a 4MC if under DM, or not in suitable terrain. A crew which is both under DM and not in suitable terrain may not attempt self-rally. Self-rally capability does not extend to squads (or other non-crew counters) manning an ordnance weapon, or to crews manning captured weapons. A crew does not have to rout away from its ordnance weapon unless adjacent to an enemy unit.

14.2 If there are two leaders in a hex may they both try rally the same broken squad?

A. No - a unit may attempt to rally only once per Rally Phase. {17.2-46}

14.6 Does Desperation Morale apply to the fire that caused the unit to break?

A. Yes - if it occurred since the preceding Rally Phase. DM applies only to those broken units that have been fired on during the preceding Player Turn. {SL4-23}

SQLA - [14A] Units, which voluntarily break, are not considered DM unless shot at since the previous rally phase. Otherwise units that break are considered DM except due to pre-game MC:

Example, SSR in Scenario 5.

SQLA - [14B] Units are not considered 'shot at' for DM if targeted but missed by a gun. Should the gun score a hit but resolved as NE, targeted broken units are now considered DM.

3.24 Pinning

3.24.1 142.6 Any non-berserk infantry unit (except heroes) fired on by Prep Fire resulting in an IFT MC which is passed by rolling the highest DR possible still resulting in a passed MC is pinned and has its inherent FP halved for the remainder of that player turn. Mark such units with a Pinned counter. The halving of FP of a pinned unit in CC would apply only to its attacks, not to its defense. Remove all Pin counters at the end of the current player turn. Being pinned more than once in the same player turn has no additional effect.

3.24.2 142.61 A pinned unit would fire a MG as Area Fire. A pinned unit could not attack with a FT, DC, ATM, SCW, ATR, RCL, or molotov cocktail while pinned. All other ordnance whose manning infantry is pinned must add +2 to their TO HIT roll (Case D). A pinned unit may not attempt DF AFV immobilization, nor may it use sustained or intensive fire. Being pinned has no effect on leadership DRM's. A pinned sniper could not fire during that player turn.

3.24.3 142.62 CE crews of enclosed AFV's, which are pinned, must button up immediately and remain buttoned-up during that player turn. The AFV's subsequent MA fire would be subject to Case D (pinned) and Case I (buttoned up) TO HIT DRM's for the rest of that player turn. Pinned CE OT AFV's are subject to TO HIT DRM D for ordnance, and the halving of all MG (and IFE) FP during that player turn.

3.25 Berserk Units

3.25.1 110.1 Units of any nationality may go berserk if during a 2, 3 or 4 level MC it rolls a "2" prior to modifier adjustments. Nationalities with a greater tendency to go berserk (Russians, SS, Ghurkas) do so on an enemy fire generated MC die roll of "2" regardless of the level of MC.

3.25.2 142.313 Berserk units are not immune to MCs. Instead, all berserk units check morale against a base morale of 10. If a berserk squad fails a MC (including a Casualty MC) it is not broken: but is replaced by a berserk HS. Any berserk unit smaller than a squad which fails a MC is eliminated.

3.25.3 18.42 A Berserk unit must charge the nearest (in hexes, not MF) enemy unit in its LOS during its Movement & Advance Phase in an attempt to destroy it in Close Combat. The charging unit must take the shortest route (in MF) to the enemy unit. It may fire during the Defensive Fire and Advancing Fire Phase but not during the Prep Fire Phase.

3.25.4 18.43 A Berserk unit is given 6 MF if it is a squad and 8 MF if it is a leader. A Berserk squad may move 8 MF if stacked with a Berserk leader for the entire Movement Phase. Berserk units may not carry support weapons if in so doing it would decrease the number of MF they have available for movement.

3.25.5 Berserk units always use Double Time Movement. although this does not further increase their movement allowance.

3.25.6 110.2 A unit which goes berserk which is not currently in the LOS of an enemy unit cannot move in any manner until it is in the LOS of an enemy unit at which point it must charge at that enemy unit.

3.25.7 18.5 If a leader unit becomes berserk there is a chance that all unbroken units stacked with him in the target hex will join him in Berserk Status. To become berserk they must roll equal to or less than Desperation Morale taking into account any leadership modifiers of the Berserk leader. There is no penalty if they fail this Desperation Morale Check.

3.25.8 110.5 All berserk units automatically return to normal status at the end of any phase in which they have eliminated one or more enemy units. A berserk cannot take prisoners. Should a prisoner occur as a result of random close-combat it is eliminated instead.

3.25.9 110.4 A crew counter which goes berserk while manning any support weapon (including external AFV armament) will not charge the nearest enemy but will stay with the weapon using Intensive or Sustained fire during every possible phase until the weapon is no longer usable as long as there are enemy units in their LOS. If their gun malfunctions they charge the nearest enemy unit in LOS.

3.25.10 143.94 A berserk crew must use sustained fire during its Prep Fire Phase and Defensive Fire Phase until the MG malfunctions (even if there are no enemy units in LOS), or it passes a special Rally Phase leader assisted normal MC using its printed (not berserk) morale level. At that point they are no longer considered berserk. Non-crew units (such as a squad or HS) manning such weapons when they go berserk would abandon the weapon and charge as normal infantry.

3.25.11 110.3 Charging berserk units are subject to a -1 Defensive Fire DRM for every hex they enter during that Movement Phase up to and including the target hex in the LOS of the firer (in addition to the DRM for movement in the open if applicable). Note that the -1 DRM for Double Time movement in a building or woods hex would not apply in addition to this rule's effects.

18. What happens if a berserk unit is "charging" the nearest unit in it's LOS and on the way becomes closer to another unit in it's LOS which was not in it's LOS when it started the "charge"?

A. It charges the closer unit. {KM}

18.2 & 110. Can other than Russian crews go berserk while still in their vehicles?

A. Only if using COD/GI rules. {KM}

18.4 & 34.8 & 39.2 If a Russian AFV crew rolls a "2" on a MC while still in the vehicle, do they become berserk?

A. Yes, but only as a result of enemy fire (not breakdown). If they do go berserk, they abandon the AFV only it the AFV is immobilized, and are subject to the same rules for abandoning the vehicle as a crew which fails a MC. Thereafter, they must charge the nearest enemy unit. If the AFV is not immobilized, the AFV must charge the nearest enemy unit and attempt an Overrun stopping in the Overrun hex, unless it is in a stone building or is another AFV, in which case, it must move adjacent to it and fire at the target until it is destroyed. It must then charge the next nearest unit and so on. {15.2-34} {COI4-67}

18.4 & 64.44 Can CE units go berserk?

A. Yes, but they do not have to leave the AFV. The AFV must attempt an Overrun (unless the defender is in a stone building or AFV, in which case, it must move adjacent to the enemy and fire until the enemy unit is eliminated). The berserk unit must return to normal status after destroying the enemy unit it "charged". If the AFV is eliminated but the crew survives, they are no longer considered "berserk". {COI4-68}

18.41 Must berserk units pass a Pre-AFV Attack MC?

A. No. {COI4-68}

18.42 Can Berserk units carry support weapons?

A. Only those which will not detract from its maximum movement capabilities; e.g. a squad may carry up to three portage points, a leader only one portage point. {SL4-23}

18.42 What if a berserk units does not have a LOS to an enemy unit?

A. It doesn't have to charge until it does. In the meantime it cannot move from its present hex. {COI4-68}{COD-74}

18.42 Could a unit that goes berserk while adjacent to an enemy unit fire in the Prep Fire Phase?

A. No. {COI4-68}

18.42 May a berserk unit already adjacent to an enemy unit at the beginning of the Movement Phase move to another hex if it remains adjacent to the original adjacent enemy unit?

A. No - such movement would not be the shortest route to the closest enemy unit. The berserker could fire at other units during the Advancing Fire Phase, though. {15.2-34}{COI4-68}

18.42 Does the passenger of a Motorcycle, truck or AFV "charge" the enemy while still a passenger or does it dismount before it charges?

A. It dismounts. {COI4-38}{COD-104}

18.42 What happens if a berserk unit in order to move to the closest unit in LOS, must move out of its LOS to get there?

A. It still continues to charge the same hex. {KM}

18.43 If a berserk unit must take the shortest route in MFs to the enemy unit, wouldn't it always have to use Bypass Movement if such a manoeuvre resulted in a MF savings?

A. Yes, but if presented with several routes of equal MF costs, the berserk unit may choose which to use. {COI4-38}{COD-104}

110.1 Must berserk units use bypass movement when charging to fulfill shortest routes (18.42) requirements?

A. Yes, if it will reduce the number of MFs expended in the charge. {COD-106}

110.2 What if a berserk unit charges an enemy but before it can reach the enemy hex, the enemy is eliminated or moves out of the berserk unit's LOS?

A. If no other enemy unit is in its LOS, the berserk unit will continue to charge the hex last occupied by the enemy in its LOS. Once there it ends its Movement Phase and must remain in that hex until it sees an enemy unit. {COD-106}

110.3 If a berserk unit moves through the LOS of a firer and the firer chooses to return the berserk unit to a target hex for his defensive fire, is the berserk unit subject to a -1 DRM for every hex it entered in the firer's LOS during the Movement Phase or only for those entered up to the target hex in which it is attacked?

A. The latter. {COD-106}

126.2 Are berserk units able to cross a bridge in order to reach the nearest enemy unit?

A. Yes, but if on their way to or from the bridge they become closer to another enemy unit they charge that unit instead. {COD106}

Q If using the Double Time Movement rule, can berserkers 73.9 Can berserkers carry support weapons?

A. No. {COI4-70}

73.9 Rule 73.9 states that berserk units must use double-time movement when charging an enemy position. Can berserker therefore use advancing fire once double-time movement is completed?

A. No. {OAF}

73.9 & 20. When using rule 73, does a berserk unit always have a -1 DRM to all Close Combat made against it?

A. Yes. {COI4-70}

73.9 & 110.3 Rule 73.9 states that berserk units must always double- time when moving, and rule 110.3 states berserk units, when charging through open terrain, are subject to the normal -2 DRM as well as an additional -1 DRM. Is this -1 DRM applicable only to berserkers?

A. Yes. {OAF}

3.26 Green Units

3.26.1 141.6 Leadership was the main ingredient in determining whether an inexperienced U.S. force managed to give a good account of itself in action. Green squads/HS's are treated as Inexperienced Infantry when not stacked with an unbroken U.S. leader. SSR designated Combat Engineers which turn green may not use special engineer weapons without penalty.

3.26.2 141.61 Green units differ from Inexperienced Infantry in that they retain normal movement and broken morale level capabilities.

3.26.3 141.62 Green units and Inexperienced Infantry may not use PBF (they fire at basic FP at one hex range), unless they first pass a NMC. There is no penalty for failure of the NMC, other than the inability to use double FP on the IFT

during that phase, but they must fire on that target during that phase.

3.27 Battlefield Integrity

3.27.1 93.1 At the outset of any scenario utilizing Battlefield Integrity both sides total the point value of all infantry counters (squads, leaders, crews) starting the game. Do not count support weapons or vehicles or their inherent crews.

3.27.2 93.2 As the scenario progresses, each player should keep a running tally of the point values of enemy infantry counters eliminated or taken prisoner. At the instant a side has lost 40% of its infantry point value, all units on that side drop their morale one level.

3.27.3 93.3 Morale levels continue to deteriorate as casualties grow and drop an extra level for every 20% additional point value loss. Thus, a side that has suffered 60% losses would operate at a morale level two below that printed on their counters; 80% losses would result in operations at three below the printed morale level.

3.27.4 93.4 As new forces enter a scenario as reinforcements, they may increase the point value base of a side to the point where present losses no longer constitute a sufficient percentage of loss to the overall force to merit dropping a morale level. In this situation, the arrival of reinforcements returns the side to a better morale level pending rising of losses to the percentage point where they again constitute a sufficient percentage of the overall force to merit a reduction in morale.

3.27.5 93.5 The presence of armoured support always had a stiffening effect on the morale of she foot soldier. Therefore, if a side has AFV support that is not outnumbered by opposing AFVs by better than a 2:1 ratio, that side may take an additional 10% loss in infantry point values before suffering a morale level loss. While this situation persists, morale levels would be lost at the 70% and 90% casualty level.

3.27.6 93.6 Conversely, should a side be opposed by armour without armour support of its own or any functioning AT Guns, it will suffer a morale level loss at a casualty point 10% lower than normal on its infantry point value base. While this situation persists, morale levels would be lost at the 30%, 50%, 70% and 90% casualty level.

3.27.7 93.7 The loss of AFVs and/or the arrival of reinforcements can cause morale levels to fluctuate greatly. Morale level changes occur upon loss of an AFV or arrival of new forces that change the % standards being utilized.

3.27.8 93.8 The crew of an AFV is never counted either as base infantry point value or losses whether it is inherently inside a vehicle or abandons it successfully.

3.27.9 93.9 Prisoners which escape or are eliminated after capture/escape have no further effect on morale levels beyond that already assessed for their capture.

93.2 Do units taken prisoner count double for purposes of Battlefield Integrity?

A. No. {COD-105}

93.5 Are immobilized, stunned, or malfunctioning AFVs still counted as armour support?

A. Yes. {COI4-70}

3.28 Surrender

3.28.1 153 Occasionally, even heroic combat veterans would capitulate en masse. Such events were usually triggered by overwhelming enemy superiority but not always. Local superiority meant little to men convinced the war was lost and who saw no point to their sacrifices. Prolonged periods of enemy air superiority, poor leadership, lack of supplies, or poor quality training all contributed to the desire to escape the vortex of war at any cost. Such feelings usually couldn't be openly displayed but as the proximity of enemy troops increased, so too did the chances for surrender and survival.

3.28.2 Surrender (not Prisoner) rules always apply to Inexperienced Infantry. Otherwise, surrender rules apply only per

SSR, or to units that have lost two or more morale levels.

3.28.3 Unless a SSR specifies otherwise, surrender rules do not affect Finns, Japanese, Germans (versus Russians only), Gurkhas, SS, partisans or elite units of any nationality unless they have lost three or more morale levels. All SMC's are considered elite units.

3.28.4 Surrender rules apply only to infantry. Inherent vehicle crews are immune as long as they remain in their vehicles.

3.28.5 The following rules apply only to those units susceptible to surrender as determined above.

3.28.5.1 ROUT PHASE: Any broken unit that is in a hex which does not also contain a friendly unbroken unit or a friendly manned AFV, and which is adjacent to an unbroken enemy infantry unit at the start of any RtPh will surrender to that enemy unit during that phase. Regardless of any other units in its hex, the broken unit will surrender to the adjacent enemy unit if unable to rout away.

3.28.5.2 CLOSE COMBAT: Instead of adding +1 for attempts to take prisoners units may deduct one - but only if all the units they are attacking with that particular DR are susceptible to surrender. Note that an unbroken leader in the CC hex, unless he is attempting to withdraw from melee, or has lost three morale levels and thus become susceptible to surrender himself, would prevent all units in the hex from being susceptible to surrender.

3.28.5.3 RALLY PHASE: At the conclusion of every RPh, unbroken infantry units subject to surrender (hereafter referred to as the inferior force) which are out of the LOS of, or are a number of hexes >= their current morale from, a friendly unbroken leader or friendly AFV are subject to a surrender NMC if within the inherent normal range and LOS of opposing infantry. The dominant force (i.e. the opposing infantry) would have to be able to conceivably attack them in their next fire phase from their present positions with four times the inherent FP (five times if the defender is in possession of functioning ordnance or MG's) of the inferior force. No actual attack need take place, nor are the units involved deprived of any movement/fire possibilities in subsequent phases. Should the dominant force player feel that a surrender possibility exists, he merely points out the susceptible unit(s) and those units of his own which can supply the necessary inherent FP, being sure not to use any of his own units more than once. Inferior force units thus selected must take a NMC (HS's check morale with a 1 MC), and are broken if they fail. Such units are not subject to DM unless they are subsequently fired on. The dominant force need not necessarily be the more numerous and powerful side in play.

3.28.6 SMC's without an inherent FP rating are assumed to have a defensive FP of 1 for determining surrender possibilities. SW's and ordnance are not considered in either offensive or defensive FP calculations. Surrender possibilities are based solely on the inherent FP of infantry.

3.28.7 The inherent FP of dominant forces only would be doubled for purposes of surrender calculation if capable of using PBF, (Green/ Inexperienced infantry need not check for use of PBF), and/or halved as Area Fire if the inferior force was concealed. Hidden units are not susceptible to surrender.

3.28.8 Whenever a leader is captured, each infantry unit of his side susceptible to surrender in LOS of the capture hex must roll a die. If the dr is <= the leader's negative leadership modifier the unit breaks. A -1 drm applies if the captured leader has the best leadership and morale ratings for that side currently in the game (ignoring broken leaders), or if it is one of two or more such leaders. Should this result in an already broken unit breaking again, the opponent may choose whether to eliminate the unit (the normal double break rule applies) or leave it in a broken state for possible capture. If he chooses to leave it in a broken state however, that unit may subsequently rally and fire against him.

3.28.9 All surrendered units are governed by the rules for prisoners thereafter except that a SMC may capture and guard any number of units up to the normal stacking limits provided they surrender (as opposed to normal capture). If a captor eliminates or executes a captured/surrendered unit while in LOS of an enemy ground unit, surrender rules are no longer applicable to the side of the eliminated unit for the duration of the scenario.

3.29 Prisoners

3.29.1 89 The importance of taking prisoners cannot be overlooked in a tactical situation, not can it be minimized on a much higher scale The capture of enemy troops was essential for purposes of force identification and interrogation for higher level intelligence gathering tasks whose importance lay far beyond its very practical tactical applications

3.29.2 89.1 The rules for prisoners are best utilized in scenarios that are Victory Conditions are couched in terms of enemy units destroyed. Score every unit captured and still under enemy control at the end of a scenario as double its normal victory condition value. Example: A captured leader is equal to two eliminated leaders for victory determination purposes.

3.29.3 89.2 Infantry units can be captured in one of three ways:

3.29.3.1 89.21 ROUT PHASE-Any broken unit about to be eliminated due to an inability to rout is captured instead if adjacent to an unbroken enemy infantry unit at that time. The captured unit then routs to the adjacent enemy occupied hex claiming the capture. A broken unit about to be eliminated for failure to rout but not adjacent must remain in its present hex if the enemy wishes to spare it in hopes of later capturing it by moving adjacent.

3.29.3.2 89.22 RANDOM CLOSE COMBAT-Should a broken unit appear in a Melee hex due to outside fire into that hex the broken unit automatically surrenders to the enemy unit(s) in the Melee hex.

3.29.3.3 89.23 DELIBERATE CLOSE COMBAT -Any unit in a Melee hex may, prior to the dice roll, designate his CC attack as an attempt to take prisoners. All prisoners attempt CC attacks are modified by adding +1 to the DR. If the CLOSE COMBAT KILL NUMBER or less is rolled (after prisoner modification), the unit(s) attacked are inverted (broken) and become prisoners of any and all enemy units in the melee hex.

3.29.4 89.231 If the exact CC KILL Number is rolled prior to the addition of the +1 prisoner modifier, there is no result. The unit cannot abandon the prisoner attempt dice roll in order to accept the kill result.

3.29.5 89.232 Even if all opposing units in a melee hex are themselves eliminated by the simultaneous CC dice roll, any prisoners taken during that or a previous turn remain broken in the melee hex.

3.29.6 89.233 If both sides in a melee hex should completely capture the other, all units remain broken in the melee hex until the next RtPh when they both rout out of the melee hex (moving player first).

3.29.7 89.3 A player may always opt to eliminate a captured unit at the moment of capture rather than take it prisoner. Once captured, however, only SS, Japanese, and Russian units may execute a captive prisoner at will and such an action may only occur during a friendly fire phase. The guarding unit may not fire normally during that fire phase.

3.29.8 89.31 A prisoner eliminated by its captor no longer counts as a unit lost in the determination of victory points. A prisoner eliminated by friendly fire still counts double.

3.29.9 89.32 An escaped prisoner unit does not count in the determination of victory points. If subsequently eliminated it counts as one unit lost; if recaptured it counts as two units lost.

3.29.10 89.4 Captured infantry units are identified by being in a broken state in an enemy occupied hex. As long as prisoner units are guarded, they do not rout from enemy units.

3.29.11 89.5 Normal stacking limits can be exceeded by three crew or squad counters and an unlimited number of leaders, so long as the excess is composed of prisoner units. This exceeded stacking limit does not apply to the passenger capacity of vehicles.

3.29.12 89.6 Prisoners must be guarded by one squad, crew or HS counter per hex occupied. A leader may guard only other leaders.

3.29.13 89.61 The enemy unit directly on top of prisoner units is considered the guarding unit.

3.29.14 89.62 All attacks by guarding units including CC are executed at half strength.

3.29.15 89.7 All prisoners move at the rate (on foot) of their accompanying guard, and are moved during the opponents MPh and / or APh at the direction of the captor.

3.29.16 89.8 All non-Sniper fire into a prisoner hex affects both the guard and prisoner units as if they were combatants in a melee hex.

3.29.17 89.9 Prisoners may escape only if their guard is broken, eliminated, or abandons them. Prisoners remain broken units although they are free to rout away from their current hex during the next RtPh if they so wish.

3.29.18 89.91 Broken units capable of self-rally attempts may do so in any RPh in which they are unguarded.

3.29.19 89.92 Broken units attempting to rally must roll DM on their first rally attempt since being freed from prisoner status. If not fired upon since the Preceding RPh, subsequent rally efforts can be made at the normal morale number.

3.29.20 89.93 Prisoner units that escape and subsequently rally have their morale level reduced by one and their firepower factor halved for the balance of the scenario. Identify escaped prisoners by placing a "prisoner" counter on top of the unit involved.

89. May inherent horse handlers, vehicle drivers and other such individuals ever guard any number of prisoners?

A. No. {OAF}

89.1 Does a leader receive Élan points for directing a unit that captures an enemy squad?

A. Yes - it receives double the normal allotment it normally receives for eliminating an enemy squad (6 for Close Combat capture, 2 for Rout Phase captures). {17.2-46}

89.2 If broken units with no chance of rally (no leaders present), are at the end of the board completely behind a line of enemy forces at the end of a scenario, can they be considered prisoner?

A. No. {COI4-70}

89.21 The Élan Point schedule for Campaign Game Armour Leaders lists points for capture of enemy infantry but vehicles can't capture infantry.

A. True, but they can cause the capture if infantry are adjacent and the Overrun attack causes a unit to break. Note the armour leader would only get credit for the capture if it occurred in the same player turn as the Overrun. {COD-105}

89.22 & 20.9 If a broken unit is advanced onto by an enemy unit can it be captured or eliminated at the advancing player's option?

A. Yes, unless the advancing unit is berserk. Then it would have to be eliminated. {COD-105}

89.23 May infantry in Close Combat attempt to capture an occupied opposing AFV?

A. No. {COD-105}

89.6 Can mounted cavalry guard prisoners?

A. Yes, but their movement rate is limited to the unmounted movement rate of the cavalry. {COI4-70}

89.7 May prisoners be forced to double-time?

A. Yes. {COD-105}

89.8 If a prisoner breaks as a result of fire, is it eliminated?

A. Yes. Note that if a prisoner goes berserk due to such fire it automatically must enter into Close Combat with any enemy units in the hex at half its combat strength. {COD-105}

89.9 May guards abandon prisoners during melee?

A. No...abandonment occurs only as an act of physical movement; i.e., in the Movement or Advance Phase. {COD-105}

89.9 May guards abandon prisoners at any point in their or the opponent's move?

A. No...abandonment is limited to physical departure from the same hex in a friendly Movement or Advance Phase. {COD-105}

3.30 Interrogation

3.30.1 120 During each RPh in which an unbroken leader starts his player turn in the same hex with prisoner, he may opt to interrogate the prisoner. In so doing, that leader is temporarily immobilized (TI) and forfeits its right to move (including APh), fire or direct other activities during that player turn regardless of the success or failure of the interrogation attempt. The prisoner must also remain in the interrogation hex for the balance of that player turn.

3.30.2 A prisoner unit may be interrogated only once per player turn but the interrogating leader may interrogate as many prisoner units as occupy his hex during his RPh.

3.30.3 A prisoner which is being interrogated must pass a normal MC using his broken side printed morale level, failure to do so does not eliminate the prisoner but forces him to reveal useful information to the enemy.

3.30.4 If a squad and leader are being interrogated while together in a hex, the leader's modifier is automatically subtracted (in effect added if negative) from the squad's morale level, unless the leader breaks first, in which case his modifier is then added (in effect subtracted if negative) to their morale level.

3.30.5 Whenever a prisoner is executed in LOS of friendly units all non-captive units of the prisoner's side immediately benefit from a once only increase of +1 to their morale level for the balance of the scenario. In addition, any victory conditions requiring the elimination of a specified number of enemy units are affected by requiring the elimination of one additional enemy unit.

3.30.6 A prisoner may fail its Interrogation MC and reveal information any number of times.

3.30.7 Every time a prisoner reveals information the captor may roll once on the Interrogation Benefit Table. If the prisoner is a leader his leadership modifier is applied to the Interrogation Benefit Table die roll. If the benefit which results is not applicable to the scenario in play, increase the die roll result by +1 and continue to do so until an applicable benefit is obtained or the die roll = 7.

3.30.8 A prisoner may not reveal a concealed unit which gained its concealed status after the prisoner was captured In cases where more than one applicable option is given the captor may choose the one to be utilized.

120.1 Does the inherent driver/handler of trucks, sturmboats, pulkkas, horses, etc. count as a prisoner for interrogation or victory purposes?

A. No. {COD106}

120.4 Should more than one leader fail his MC, is the effect on prisoners cumulative or is only the highest leadership modifier added?

A. Cumulative. {COD106}

120.5 What happens if all present units already have to be eliminated to achieve victory?

A. Nothing else. {KM}

Interrogation Chart	
dr	**Benefit**
-1, -2	Prisoner informs captor of the existence of all minefields and / or booby trap hexes and will lead captor through minefields or disarm booby traps as per dr of 1 OR Prisoner collaborates with enemy psychological warfare team and helps entice comrades to surrender. All enemy units in good or broken order within 5 hexes of the prisoner reduce morale level by -1 for the balance of the scenario. A unit may never lose more than one level of morale due to this result.
0	The captor is informed of the arrival time and location of entry of any reinforcements of which he is unaware. OR If the prisoner is moved to the security area of a field phone, that line is automatically cut OR Captor locates ford in gully or river of his choice.
1	Prisoner leads his captor through a known minefield or disarms a known booby trap. The prisoner must actually occupy the hex involved but in so doing allows accompanying enemy infantry to traverse the hex free of minefield attack. Such movement is accomplished at double the normal movement factor cost.
2	Prisoner leads his captors through the sewers; thus conveying his side's sewer movement capability (if any) to the captor. The prisoner must actually accompany such movement.
3	Prisoner must reveal closest hex containing undiscovered mines or booby traps. If two such hexes are equidistant he must reveal the site with the largest mine factors or their equivalents.
4	Prisoner must reveal by removing their concealment counter(s) all concealed units in any one hex containing same which is the closest to the prisoner at that time. If two or more hexes are equidistant, the order of priority for revealing is the same as that ex lamed for die roll "6".
5	If partisans are present, the captor may designate any one hex during any player turn of his choice to be free of special partisan combat effects during that player turn. He may save this option for use at any time but must declare it before the affected combat is resolved.
6	Prisoner must reveal and place on board under concealment counters all hidden units in any one hex containing them which is the closest to the prisoner at that lime. If two or more hexes containing hidden units are equidistant the hex to be revealed is determined in the following order of priority based on its contents: 1. armour, 2. vehicles, 3. ordnance of any type, 4. squads, 5. Crews/HS, 6. leaders, 7. snipers. If necessary to decide between equal content types, ties are resolved first on the basis of quantity, then NPV if necessary, and finally at the owner's option.
7	None

4. INFANTRY

4.1 Infantry Units

4.1.1 5.1 During the Movement Phase portion of your turn you may move all, some, or none of your units which did not fire during the Prep Fire Phase.

4.1.2 5.2 Units are moved in any direction or combination of directions up to the limit of their Movement Factors (MF). Basically each unit is permitted to move a number of hexes equal to its movement factor, although this may be increased, decreased, or restricted by leaders, terrain, presence of enemy units, items carried, or fire from enemy units.

4.1.3 5.3 Units may move over and stack on top of other friendly units. Movement factors cannot be transferred from one unit to another, nor can they be accumulated from turn to turn.

4.1.4 5.4 Infantry counters have a uniform movement capability based on their unit type:

4.1.4.1 Normal squads, HS or crew counters have 4 MF.

4.1.4.2 Inexperienced infantry have 3 MF.

4.1.4.3 Every SMC has 6 MF.

4.1.4.4 No support weapon counter has a MF of its own, They must be "carried" by other counters to move,

4.1.5 5.44 If a MMC spends the entire Movement Phase stacked with a leader it receives a 2 MF bonus.

4.1.6 5.5 Every time a unit moves into a hex it expends a number of its MF for that turn, dependent on the terrain within that hex. The cost in MF to enter a hex is shown below for some terrain types and is also summarized on the Quick Reference Data Card. Other terrain types are covered in their own section.

Infantry Terrain Movement Costs	
Terrain	**Cost**
Open Ground, Shell hole, Wheatfield	1 MF
Onto Road from a non-road hex side	1 MF
Onto road from a road hex side	½ MF
Woods	2 MF
Enter any Building	2 MF
Move within Building at same level	2 MF
Over Walls or Hedges	1 MF + COT
COT = Cost of Terrain moved into.	

4.1.7 5.51 Walls and hedges are printed directly on the hex side's themselves. When crossing such a hex side a unit pays a one MF penalty plus the normal cost of the terrain in the hex moved into.

4.1.8 5.52 The MF cost for moving into a road hex is ½ MF only if the hex is entered through a hex side crossed by the road.

4.1.9 5.53 The MF cost of infantry entering open ground (hills), road, buildings, and woods hexes is doubled while moving onto a higher terrain hex than previously occupied. There is no additional penalty for moving along the same level of high terrain hexes. There is no additional or lessened cost for moving from higher to lower terrain except for troops using skis or bicycles.

4.1.10 5.54 Terrain effects are cumulative for units moving into or through hexes containing more than one type of terrain.

(Exception: infantry moving into shell hole along road)

4.1.11 5.6 Infantry units may move up to and around enemy units with no restrictions, but may only move into a hex occupied by an enemy unit during the Advance Phase.

4.1.12 19.1 Whenever a unit moves into a hex it must pay the MF cost of moving into that hex. The moving player is not allowed to take the unit back to its starting point and begin again.

4.1.13 19.2 Whenever a unit is moved and the moving player withdraws his hand from the counter, that unit may move no further.

SQLA - [5A, 30A] Entry from off the map along a road is assessed at the 1/2 MP road rate. (Modified by vehicle sequential entry in COI).

4.2 Support Weapons and Portage

4.2.1 5.7 Squads, HS, crew, cavalry, hero and leader counters may carry support weapons at varying costs to their own movement factors. These portage costs per weapon are shown on the Support Weapons Chart below. The portage cost for carrying a support weapon is the same regardless of the distance traveled. An infantry unit can pick up (or drop) support weapons at any point in its move providing it has sufficient MF to do so. Notice that the portage cost of the same weapon may be different depending upon whether it is carried by a MMC or SMC.

4.2.2 142.33 A squad may carry up to 3 portage points (PP's) at no cost to its own MF. A HS/crew may carry up to two PP's at no cost to its own inherent MF. A leader or hero may carry 1 portage point of support weapons at no cost to his own Movement Factor. A unit loses one MF for each portage point carried over these normal portage capabilities.

4.2.3 5.71 A leader or hero may never carry Support Weapons in excess of 3 leader portage points.

4.2.4 5.72 The portage capability of a unit may not be combined with that of other units (exception: 2 SMC combining as per note A in the Support Weapons Chart below).

4.2.5 5.74 Any infantry units carrying PP that slow it down during a Movement Phase may not fire a support weapon in the ensuing Advance Fire Phase.

4.2.6 5.76 Unless otherwise specified. when referring to portage costs these rules will always refer to squad usage costs.

Support Weapons Chart

Support Weapon	Squad HS / Crew	Leader / Hero
LMG	1	2
MMG	4	A
HMG	5	A
ATR	4	A
Flamethrower	2	2
Demolition Charge	1	1
Panzer Faust, MC, ATM	½	1
PIAT, Bazooka, Psk, Radio	1	2
Light Mortar	per counter	

NOTES:

A. Two SMC may carry 1 hex per Movement Phase.

5.7 A squad carrying 2 portage points of SW move 2 clear terrain hexes, and drops the 2 portage points. Can it pick up new SW totalling 2 portage points, and then move an additional 2 clear terrain hexes?

A. No - that would constitute a total portage cost of 4, leaving the squad with only 3 MF to expend on movement. {SL4-23}{COI4-38}

5.71 What is the maximum number of portage points a squad may carry?

A. The answer is dependent on the number of MF the squad has to forfeit in exchange for added portage ability and therefore is affected by leadership, terrain, and the distance traveled. A squad wishing to move only one hex over Open Ground accompanied by a leader could carry a maximum of 8 portage points.

The maximum amount that can b e carried during an Advance Phase is noted in 5.73 (section 2.3 below). {15.2-34}{COI4-67}

5.72 May a squad carry a support weapon into a new hex and then have another unit carry that support weapon into another hex during the same Movement Phase?

A. No, a support weapon cannot be carried more than once during the same Movement Phase. {COI4-38}{COD-104}

5.74 May an infantry unit move into a hex containing support weapons and fire those support weapons during the Advancing Fire Phase?

A. Yes - at half strength - providing they were not carrying portage points in excess of those listed in 5.74. {COI4-67}

5.74 & 48. Can a crew that enters a hex containing an abandoned AT Gun or ATR during the Movement Phase fire that gun in the Advancing Fire Phase?

A. Yes, but case D would apply. {17.2-46}

4.2.7 Dismantled SW's

4.2.7.1 142.8 HMG, MMG and mortars requiring 5 PP's or more to portage may have their portage costs and stacking limits halved (FRU) if in a dismantled state. A dismantled SW is replaced with the appropriate Dm SW counter.

4.2.7.2 142.81 A SW may be converted to an appropriate dismantled SW counter (and vice versa) at the end of any friendly DFPh in which neither the weapon nor the unit dismantling it fired.

4.2.7.3 142.82 76-82mm mortars can be portaged by infantry in the dismantled state at a cost of five PP's apiece.

4.2.7.4 142.83 A SW may enter a scenario either disassembled or assembled at the owner's option.

4.2.7.5 142.84 A malfunctioning SW may be dismantled and transported, but repairs cannot be attempted while it is dismantled. If captured, the captor may rebuild the Dm SW.

142.81 May pinned units assemble and disassemble SW?

A. Yes. {OAF}

4.3 Stacking

4.3.1 6.1 Each player may stack no more than 4 of his infantry units (only 3 of which may be MMC's) plus a maximum of 10 portage points of support weapons per hex.

4.3.2 6.2 In Close Combat situations both sides may occupy the same hex up to their normal maximum stacking limit. Once Close Combat has ended with one side victorious, any excess support weapon counters must be eliminated with the victorious player given the choice of which weapons to remove.

4.3.3 6.3 Players may exceed stacking limits during movement so long as hexes are not over stacked at the end of the Movement Phase.

4.3.4 142.32 Two crews/HS's equal a squad for vehicular stacking purpose s but not for hex capacity limits.

6.1 & 29.2 Do portage points and passenger carrying capacities of vehicles count against hex stacking limits ?

A. No - as long as infantry or weapons are in a passenger mode they are treated as part of the vehicle. {15.6-34}{COI4-38}{COD-104}

6.3 Assume three broken squads occupy a hex with an MG. Could another friendly squad enter the hex during the Advance Phase and eliminate one of the broken squads to maintain stacking limits ?

A. No. {15.6-34}{COI4-38}{COD-104}

4.4 Advance Phase

4.4.1 142.2 Units may use the APh to either move one hex or climb or descend one level in a staircase hex (not sewer entrance) of a multilevel building. A unit in a bunker, entrenchment, or trench may still advance out of that terrain feature and into an adjacent hex and vice versa, but it may not move out of a bunker / entrenchment and into an adjacent bunker / entrenchment in the same APh. The unit would have to remain outside those terrain features even

though they could move into the hex containing them.

4.4.2 142.22 A unit can carry only one more PP during its APh than its IPC (EXC: two SMC's may combine to carry 3 PP's).

4.4.3 In addition to being unable to move or fire, TI units may not move in the APh although they may rout or withdraw from CC normally.

4.5 Assault Movement

4.5.1 142.71 Any infantry which moves on foot only one hex during its MPh is using Assault Movement and is not subject to the -1 DRM for movement. Therefore, a unit using Assault Movement to enter an open ground hex is subject to only a -1 DRM. Assault Movement must be declared at the outset of the move and cannot be claimed in the first hex moved into if the unit intends to continue its move to another hex during that MPh (including vertical movement in building levels of the same hex).

4.5.2 142.71 Units disembarking from vehicles are considered to be using Assault Movement only if they remain in the hex occupied by the vehicle.

4.5.3 142.71 Assault Movement is not applicable to infantry pushing ordnance into a new hex, moving off of a wire counter, mounted cavalry, berserk units, or to infantry under any circumstances which must expend all of their MF in moving into that one hex, or into any bunker, trench, or entrenchment, within that hex.

4.5.4 142.71 Movement out of or into an entrenchment / bunker, etc. in addition to a change of hexes does not prevent Assault Movement unless in doing so they expend all of their MF.

4.6 Infantry Bypass Movement

4.6.1 106.1 Bypass movement enables infantry and cavalry units to move through a building hex or woods hex without entering the obstacle itself and paying the 2 MF cost of actually entering a building or woods. Bypass movement cannot be used to skirt the edges of any other terrain feature nor an obstacle that is burning or contains a known enemy unit. Hexes containing a bunker, rubble, or wire counter cannot be traversed using bypass movement. A hex containing a smoke counter can be traversed with bypass movement but not without paying the MF penalty for a smoke hex. Infantry units wishing to use bypass movement must announce the option and the MF's expended as they move into the obstacle hex.

4.6.2 106.2 The movement cost of bypass movement becomes that of the other terrain in the hex (usually 1 MF for open ground).

4.6.3 106.3 Bypass movement is limited to two contiguous unblocked hex sides of the building or woods hex being traversed. The bypass movement may exceed the two contiguous unblocked hex-sides per hex limit, but in so doing the movement cost for that hex is doubled. Remember that the unit is moving around the obstacle within the hex - not moving through it. Should there be any question whether a building or woods symbol touches a hex side, movement around that hex side within the hex is not allowed. Walls and hedges are considered extensions of hex sides for purposes of applying the mechanics of this rule.

4.6.4 106.4 Movement around an obstacle is indicated by placement of a bypass movement counter in the hex with the bypass arrow on the side of the obstacle along which the unit moved. Remove the bypass counter at the end of the Defensive Fire Phase.

4.6.5 106.41 For playability's sake, once a bypass movement counter has been placed in an obstacle hex, all units using bypass movement in that hex during that player turn must follow the path indicated. The direction may change but not the hex sides traversed

4.6.6 106.42 Infantry units which end their MPh in an obstacle hex must pay the full MF cost of that obstacle. An infantry unit may not voluntarily end its move using bypass movement. It must actually occupy the obstacle in the hex in which it ends movement. If broken while using bypass movement it remains in the open until the following Rout Phase and is subject to the DRM for movement in the open for all subsequent defensive fire through the bypass counter arrow during that phase. Any support weapons thus left behind are assumed to be in the obstacle itself thereafter for purposes of future use and portage possibilities.

4.6.7 106.5 Infantry units using bypass movement are subject to special terrain modifiers and LOS obstruction rules.

4.6.8 106.51 LOS is still traced from the firing hex centre dot to the target hex centre dot, but the firer also has the option (although only one LOS check per fire group is allowed) to trace his LOS to the hex side juncture of the two hex sides traversed as defined by the bypass arrow. The bypass counter arrow is defined as covering the entire length of the two hex sides traversed, inclusive of hex side junctures. Should the moving unit's bypass counter arrow cross the LOS of a defending unit, that defending unit could claim Defensive Fire with the DRM for moving in the open. The same elevation LOS of any target unit in bypass mode is not blocked by walls or hedges if such hex side obstacles are hex sides of the firer's and/or target's hex.

4.6.9 106.52 Should the moving unit's bypass counter arrow not be crossed by the LOS of a defending unit, that defending unit may not fire at the moving unit in that hex.

4.6.10 106.53 The moving player could elect to use bypass movement through only one hex side rather than two by placing the bypass counter arrow so that it extends along a hex side of the hex already occupied and the hex side actually traversed but it still costs one MF and is subject to defensive fire anywhere along the length of the two hex-sides. An additional bypass counter with the attendant one MF cost would be necessary to use bypass movement through three or four hex sides.

4.6.11 106.7 Traversing an obstacle hex with bypass movement is not sufficient possession of the hex to lay claim to "last sole occupation of the hex" type victory conditions.

106.1 Can bypass be used in a woods hex whose hex side traversed is adjacent to a wire or rubble counter in another hex?

A. Yes. {COD-105}

106.1 & 112.1 May bypass movement occur in a forest-road hex?

A. Yes, but not in orchards. {COD-105}

106.3 In regards to what constitutes an "unblocked" hex side, does a unit moving from 3Q7 to 3Q5 on the wall-side of the woods being fired on receive a +2 DRM for the stonewall and a -2 for moving in the open? Could an infantry unit bypass the woods in 3C4 via the cliff hex side?

A. Yes. Yes. {COD-105}

106.41 May a unit bypass an obstacle in a hex going in the same direction as the bypass arrow but using different hex sides?

A. No. {COD-105}

106.51 For purposes of MG penetration does fire at a hex containing units both in bypass status & the obstacle itself count as 1 penetration or 2?

A. One. Similarly, a leader in the obstacle could help morale of units outside the obstacle but only if both the units in & outside the obstacle are attacked by the same fire. Note: if the unit in the obstacle itself is attacked there can be no further penetration beyond that point (17.5). {COD-106}

106.51 Assume two different units moved through a woods hex; one with Bypass Movement and one without. Could Both be fired on as a group during the Defensive Fire Phase?

A. Yes; the same dice roll would be used to attack both units but a -2 DRM would apply to the Bypassing unit and a +1 DRM to the other. {COD-106}

106.53 Since defensive fire at a unit using bypass movement is considered resolved at the hex side rather than the hex centre, does the bypass hex itself have to be counted when calculating range?

A. Yes. {COD-106}

4.7 Double Time Movement

4.7.1 73.1 If players allow the use of Infantry Double Time Movement rules in a scenario, the road bonus does not apply to infantry in that scenario. The basic cost of infantry moving onto a road hex from a road hex side becomes one MF. However, any infantry unit which spends its entire MPh on a road may increase its movement allowance by one.

4.7.2 73.2 Any infantry unit (broken units or mounted cavalry may not use double time movement) wishing to double time must announce the option at the beginning of its Movement Phase.

4.7.3 73.3 Any infantry unit using 'double time' increases its MF allowances for that turn by two.

4.7.4 73.4 Infantry forfeit their automatic portage capacity while double timing. All portage costs are deducted directly from the carrying units' increased MF.

4.7.5 73.5 Defensive Fire against any double timing target in a building, smoke, Wheatfield, or woods hex qualifies for a -1 DRM. This -1 DRM would also apply to all Close Combat attacks against an exhausted unit.

4.7.6 73.6 Double timing units may not fire in the Advancing Fire Phase.

4.7.7 73.7 No units may double time in two consecutive friendly Movement Phases.

4.7.8 73.8 Double timing units can be indicated by placement of a CE or CX counter (Counter Exhausted) atop the proper unit at the end of the current Movement Phase. Remove the CX counter at the start of the next friendly MPh.

4.7.9 142.9 In addition to the effects of Counter Exhaustion listed for Double Time Movement, infantry units under the effects of CX (or TI) must add +1 to any CC attack DR which they make and subtract one from any CC attack against them.

4.7.10 142.91 In addition to being unable to move or fire, TI units may not move in the APh although they may rout or withdraw from CC normally.

4.7.11 142.92 CX units must add +1 to all attacks they make or direct (+1 TO HIT for ordnance, +1 IFT for others) for effect and possible malfunction of SW's.

4.7.12 142.93 TI counters are removed at the start of the next RPh; CX counters are removed after the unit moves or fires during its next player turn or at the conclusion of its next MPh, whichever comes first.

4.7.13 73.9 Berserk units always use Double Time Movement. although this does not further increase their movement allowance.

73.5 Does a double timing target in a woods hex have a total terrain effects modifier of 0 (-1 for double time, +1 for woods)? Does the -2 DRM for moving in the open apply to double timing units?

A. Yes. Yes. {COI4-70}

4.8 Deploying

4.8.1 121.4 A good leader often maximized his resources by splitting his available forces to cover more than one avenue of approach or to flank a position while others drew enemy fire. This tactic can be employed even on the squad level by employing the following rules.

4.8.2 121.41 During any Rally Phase in which an unbroken squad and leader are in the same hex free of melee, the squad may be split into two HS counters by passing a normal MC (leader DRMs apply). There is no penalty for failing this MC other than the inability to break the squad down into two HS counters during that Rally Phase.

4.8.3 121.41 Regardless of the success or failure of the attempt, the leader may not

take part in any other activities during that Rally Phase.

4.8.4 142.3 The HS's of a deploying squad are identical: i.e. a 5-4-8 squad could not deploy into a 24-8 and a 3-3-8 HS (it would have to break into two 2-4-8 HS's). All broken HS counters have a broken morale rating one less than would normally be assigned to a unit of that nationality. HS's may not start deployed unless so specified by SSR.

4.8.5 121.44 Two unbroken half-squads may recombine into their original squad counter without benefit of MC or leader during any Rally Phase in which they occupy the same hex free of melee.

4.8.6 142.32 Two crews/HS's equal a squad for vehicular stacking purposes but not for hex capacity limits.

121.41 Can a leader deploy more than one squad from a stack per Rally Phase?

A. No. {OAF}

121.42 If an engineer squad deploys, do both half-squads retain the smoke making capacity?

A. No - neither of them does. {17.6-46}

4.9 Sewer Movement

4.9.1 27 Sewer Movement takes place beneath street level and this creates, in effect, a second hex below each board level hex. This additional dimension allows units utilizing Sewer Movement to temporarily move through hexes containing enemy units because due to the added dimension created by Sewer Movement these hexes now actually amount to two separate hexes. Sewer Movement is restricted to those scenarios specifically calling for it.

4.9.2 27.1 Infantry units may use Sewer Movement only if they start their Movement Phase in a sewer entrance hex (Marked by a 0). An example of a Sewer Entrance hex is 1AA5. They must announce their intention to use Sewer Movement prior to movement or the defender may fire upon them as if they were taking a normal move.

4.9.3 27.2 Units utilizing Sewer Movement may move only three hexes per Movement Phase-and must end the Movement Phase on a Sewer Entrance hex. Sewer Movement can take place only during the Movement Phase-not the Advance Phase. This is one of the few instances in which infantry units may move into an enemy occupied hex during the Movement Phase.

4.9.4 27.21 Squads must be accompanied by a leader to utilize Sewer Movement.

4.9.5 27.22 Once Sewer Movement is announced the owning player may move his units as a combined stack to any Sewer Entrance hex of his choice within 3 hexes providing he rolls a 4 or less with one die. Leaders do not modify this die roll A die roll of 5 or 6 results in the units becoming lost and ending their Movement Phase off the board. In the unit's following Movement Phase the stack is placed on a Sewer Entrance hex of the opposing player's choice within 6 hexes of its starting point.

4.9.6 27.3 Units using Sewer Movement pay no terrain movement cost the turn they execute Sewer Movement. All support weapons may be carried through sewers with the exception of HMG's, mortar's and ordnance.

4.9.7 27.4 Units using Sewer Movement are immune to all fire directed against them during the Movement Phase in hexes other than the sewer entrance hex in which the unit ends its Movement Phase,

4.9.8 27.5 A unit which ends its Sewer Move without being adjacent to an enemy in the same building automatically is covered by a concealment counter causing all fire against it to be halved as Area Fire. The concealment counter is removed if the unit fires or moves in the Advancing Fire or Advance Phase.

4.9.9 27.6 A sewer entrance may be rendered unusable for the duration of the scenario by exploding a Demolition Charge in that hex.
27.7 Units utilizing Sewer Movement which end their Movement Phase in any enemy occupied Sewer Entrance hex are subject to the following:

4.9.9.1 The defender in the Sewer Entrance hex may Defensive Fire against the units in the sewer at Point Blank range with no terrain modifiers and the DRM for moving in the open.

4.9.9.2 If they survive, the units in the sewer would be allowed normal Advancing Fire (Point Blank, Moving), but the defender would get the +3 stone building modifier.

4.9.9.3 Broken Sewer Movement units are immediately eliminated.

4.9.9.4 Survivors of the Defensive Fire-Advancing Fire exchange are locked in a normal Melee situation and attack each other in the following Close Combat Phase.

27.3 Must a squad have the ability to move 3 hexes after adding any bonus for leader accompaniment and subtracting any excess portage costs in order to use sewer movement?

A. Yes. {SL4-23}

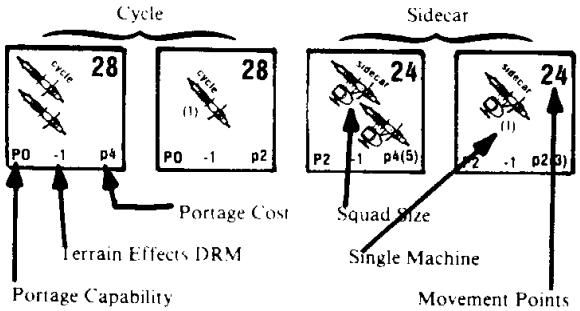
27.5 & 27.7 Assume units using sewer movement "surface" in a hex containing mines (or booby traps). Are they governed by the same rules (27.7A & C) as apply to units being fired on?

A. Yes - note however that such units could not gain concealment status before being attacked by the mines, and that the entrance hex would be eliminated only by a KIA result gained without use of the -2 DRM. {COD-104}

27.7 Suppose units utilizing sewer movement end their movement phase in a sewer entrance hex containing a broken enemy unit. Can that unit rout away before the Close Combat Phase?

A. No - it is eliminated or captured. {COD-104}

4.10 Motorcycles



4.10.1 123 Motorcycles are provided both with and without sidecar attachments. Each counter either represents a sufficient number of machines to transport a squad and leader, or just one machine (indicated by the number "1" beneath the motorcycle illustration) capable of transporting up to two leaders (three if a sidecar is present). For ease of reference, a motorcycle without a sidecar will be referred to as a "cycle"; those with sidecars will be referred to as "sidecars".

4.10.2 A leader may not move a motorcycle counter unless it represents a single machine.

4.10.3 A mounted leader may split from a motorcycle squad by adding a single machine counter to the hex containing the squad motorcycle counter at any time during the Movement or Advance Phase.

4.10.4 Cycles have no portage capacity. Squad sidecars may transport up to two portage points of support weapons but LMGs are the only support weapons which may be fired from a mounted sidecar. A single sidecar may carry two leader usage portage points only if it doesn't carry a second leader.

4.10.5 A mounted motorcycle counts as two squads for stacking purposes, unless it is mounted by only a leader, in which case it counts as one leader for stacking purposes.

4.10.6 The above stacking limits make it possible for a mounted motorcycle unit to

occupy the same hex as a vehicle and even receive beneficial terrain effects modifiers for being "on foot" in the same hex as an AFV.

4.10.7 There are no stacking limitations placed on un-mounted motorcycles.

4.10.8 Motorcycles have no intrinsic driver. To move, they must be moved in conjunction with a MMC or SMC. Scouts, heroes and snipers are considered the equal of a leader for all transport purposes.

4.10.9 Motorcycles expend MPs at the same rate as Armoured Cars and have the same movement restrictions except that they may not use reverse movement, do not pay any MP penalty for moving through a hex containing a wreck/vehicle, may move outside their initial covered arc with no penalty, and may reverse direction with a 2 MP penalty. Motorcycles are no impediment to other units moving through their hex. Motorcycles may not enter wire or rubble hexes, or goes into entrenchments, sewers, trenches, upper level building levels, or bunkers even if pushed.

4.10.10 To mount or dismount from a motorcycle requires one MF of the infantry's basic movement allowance plus ¼ of the total MP allotment of the motorcycle. The infantry unit also loses 1 MF of its basic movement factor allowance for every quarter (or fraction thereof) of the total MP allotment of the motorcycle which he uses during that Movement Phase. Once an infantry unit uses all of its MF allotment it cannot be carried further by the motorcycle-regardless of the number of MPs the latter may still have left unused. Infantry units may not use Double Time movement in the same turn in which they ride, mount, or dismount a motorcycle.

4.10.11 A unit on a motorcycle may ride through an enemy occupied hex, but may not execute any type of charge or overrun attack, nor may it dismount in the same hex with an enemy unit, unless that enemy unit is inside a bunker or hidden in an obstacle. If broken in an enemy occupied hex the unit is eliminated or captured at the option of the enemy unit.

4.10.12 A mounted motorcycle is represented by placing the rider on top of the motorcycle counter.

4.10.13 Defensive fire against moving, mounted motorcyclists must be conducted at once as if it were a vehicle, rather than at the end of the Movement Phase as if it were an infantry target.

4.10.14 Mounted motorcyclists may use the Advance Phase to dismount a motorcycle into the same hex, but may move no further during that phase.

4.10.15 Un-mounted motorcyclists may use the Advance Phase to mount a motorcycle in the same hex, but may move no further.

4.10.16 Un-mounted motorcycles may be pushed one hex during the Advance Phase, or pushed during the Movement Phase as if they were 4 portage points for a squad (2 for the single machine of a leader). Motorcycles may even be taken into a building or woods or over walls and hedges while being pushed, but the portage points for pushing the sidecar in this terrain are increased to 5 for a squad and 3 for a leader. Cycles may not be mounted in and driven out of this terrain; they would have to be pushed into clear terrain and mounted there although by paying one MF for bypass movement the cycle may be pushed out of the obstacle and then mounted in the same hex, terrain permitting.

4.10.17 Motorcycles and their passengers are considered infantry targets.

4.10.18 Passengers mounted on cycles may not fire on the IFT or Close Combat Table.

4.10.19 Passengers mounted on sidecars have their firepower halved. The firepower would be quartered if the firing takes place in the Advancing Fire Phase after having moved during that Player Turn.

4.10.20 Mounted motorcycles are NOT subject to the Defensive Fire DRM for

movement in the open, but are subject to a -1 Terrain Effects DRM for being mounted.

4.10.21 Any KIA result vs. motorcycles, whether mounted or not, destroys the motorcycle counter and any passengers it may have. Eliminated motorcycles are removed from play. They have no "wreck" value and do not obstruct LOS in any manner.

4.10.22 Motorcycles receive no beneficial terrain effects modifiers while in a shell hole hex.

4.10.23 A mounted motorcyclist which fails a MC must take an additional normal (M) Morale Check to determine the consequences of his "breaking" while mounted,

4.10.24 If the motorcyclist fails the additional MC it is treated in the same manner as any broken squad or HS failing a MC. The motorcycle counter remains in the target hex with a "malfunction" counter and is subject to capture.

4.10.25 If the motorcyclist passes the additional MC by rolling equal to his morale level the unit breaks in the target hex.

4.10.26 If a motorcyclist broken during the Defensive Fire Phase passes the additional MC by rolling less than his morale level the unit may continue its move regardless of movement cost to the nearest building or woods hex of his choice which is not occupied by an enemy unit. The unit may ignore all normal routing restrictions until it becomes adjacent to this hex. Once there. it dismounts in a broken state, routs into the building or woods hex, and is subject to all rules applicable to broken and routing units.

4.10.27 A mounted motorcyclist which breaks in other than the Defensive Fire Phase would be governed by the above rule if it passed the additional normal MC.

4.10.28 If a squad motorcycle counter has two passengers (a squad & a leader) and one breaks while the other does not, the motorcycle counter can be augmented by a single machine to accommodate the split. If, however, a single machine carrying two leaders receives fire causing only one of the leaders to break, both leaders must accept the results of the additional MC dice roll of the broken leader.

4.10.29 Motorcycles may be captured and used by opponents or other friendly non-motorcycle troops only if the new owner has prior motorcycle experience. To determine this the new owner must roll a 1 or 2 on one die during the Rally Phase. A die roll of 5 or 6 removes the motorcycle counter from play. Place a malfunction counter on any motorcycle counter which does not fall into one of the above categories.

4.10.30 A malfunctioned motorcycle counter may be made functional again in any subsequent Rally Phase via the "use" die roll, providing the unit attempting to use it has not engaged in any other activity in the preceding Player Turn.

4.10.31 Leadership modifiers apply to the "use" die roll but do not affect an otherwise permanently disabling die roll (5 or 6).

4.10.32 British leaders are automatically assumed to have prior motorcycle experience. Americans receive an automatic -1 DRM to their "use" die roll; Russians and Japanese receive an automatic +1 DRM to their "use" die roll. These DRMs do apply to potentially disabling die rolls (5 or 6).

4.10.33 Motorcycles being used by other than specified motorcycle troops have their total MPs reduced by one fourth.

123. Are motorcycles considered low ground pressure vehicles?

A. No. {OAF}

123. Can a squad on motorcycles move along with an AFV?

A. No. {OAF}

123.2 & 103.2 May any support weapon other than a LMG be fired from a sidecar using 103.2?

A. No. {COD106}

123.42 Can motorcyclists dismount into an adjacent hex during the Movement Phase in the same way passengers dismount a vehicle?

A. No. {17.6-46}

123.6 If a unit fires during its Prep Fire Phase on a mounted motorcycle, is the target considered still moving?

A. No, unless it contains a motion counter. {COD106}

4.11 Bicycles

4.11.1 132 Certain early war units of French, Italian, German, Japanese and several minor country forces were actually equipped with bicycles. Others confiscated them as they went along in an effort to keep up with the rapidly advancing front. Bicycle units rarely pedaled into action and the devices were soon abandoned when confronted by actual opposition. Use motorcycle counters to represent bicycles. Rules pertaining to motorcycles apply except as amended below.

4.11.2 Bicycles may be ridden only on roads where they halve the MF costs of their riders as long as they are on a non-shell hole road hex and not gaining elevation by going up a hill. A bicycle unit receives a one MF bonus for each level of height it loses during the Movement Phase while on a road hex. Double Time rules negating the infantry road bonus movement must be in effect when using bicycles. Bicycle units may move one hex during the Advance Phase whether mounted or not. No experience is necessary to ride a bicycle.

4.11.3 Bicycles may be mounted or dismounted in the Advance Phase and/or Movement Phase. Mounting or dismounting during the Advance Phase can take place in either the hex entered or exited. There is no cost for dismounting a bicycle. It does cost one MF to mount a bicycle in the Movement Phase.

4.11.4 Bicycles may be pushed or carried across other terrain types as if they were three portage points (squad or vehicle usage, two for leaders).

4.11.5 Units on bicycles may not carry more than two portage points (squad usage; one for leaders) of support weapons.

4.11.6 The special Break rules for mounted motorcyclists do not apply to bicyclists. A broken bicyclist is treated in the conventional manner for infantry units.

4.11.7 Bicycles are considered infantry targets but must be fired on at the exact instant they enter a target hex. Bicyclists may not be returned to an exited target hex for purposes of defensive fire in the manner that normal infantry targets can.

4.11.8 Units mounted on bicycles incur a -1 Terrain Effects DRM when fired on, and are subject to the DRM for movement in the open.

4.11.9 Bicycles may not be used in Deep Snow or Mud scenarios (Exception: paved roads during Mud and plowed roads during Deep Snow).

4.11.10 Units may not double time during a Movement Phase in which they use bicycles.

4.12 Cavalry

4.12.1 92 Cossacks, the mounted arm of the Russian Army, were an intriguing anachronism which nevertheless played an interesting role in the early fighting on the Eastern front. No true simulation of the Eastern Front campaign would he complete without them or their Polish and German counterparts

4.12.2 92.1 Mounted cavalry moves utilizing the Infantry Movement Costs Chart with the following modifications: Cavalry may not utilize the road bonus for moving through a road hex side, nor may it enter a building, bunker, or entrenchment, (although it may move through building hexes with bypass movement, if used) but may enter bunker and entrenchment hexes as long as it doesn't move into (beneath) the terrain counter. The movement cost through a woods hex is double that of infantry (4 M F), There is no movement cost for cavalry to change its Covered Arc or move through a hex containing a vehicle or wreck (even on a bridge or forest-road hex)

4.12.3 92.11 Only cavalry may ride horse counters.

4.12.4 92.12 Dismounted cavalry are treated as regular infantry with a movement factor of 4 (6 for leaders).

4.12.5 92.13 Enemy infantry alone in the same hex with horse counters may either eliminate or capture them. Captured horses may be used to carry support weapons in excess of an infantry unit's normal portage capacity.

4.12.6 92.131 Captured horses move at the same rate as their accompanying infantry captor.

4.12.7 92.132 Leaders may handle one captured horse counter; a crew or squad may handle up to three captured horse counters.

4.12.8 92.133 Each captured horse counter may carry up to 5 portage points (squad usage) of support weapons.

4.12.9 92.134 Loading and unloading support weapons on a captured horse counter costs the accompanying infantry captor 2 MFs.

4.12.10 92.135 Horses may be used by friendly forces for portage as outlined above.

4.12.11 92.2 Stacking limits for cavalry are identical to those for infantry. No more than three infantry and/or cavalry squads can occupy the same hex. In addition, an unlimited number of un-mounted horses may occupy the same hex.

4.12.12 92.3 The horse/squad combination is considered mounted if the infantry counter is placed on top of the horse counter. If the infantry counter is placed beneath the horse counter, it is considered un-mounted.

4.12.13 92.31 To mount a horse counter requires an expenditure of 2MFs by the rider during the Movement Phase, in addition to any cost it may incur in entering the horse hex. Horse movement is limited to an expenditure of 6 MF during the turn it is mounted.

4.12.14 92.32 Units may dismount anytime during their Movement Phase at no cost, but may not leave the dismount hex during the remainder of that Movement Phase.

4.12.15 92.4 Each horse counter may carry a maximum of one squad and one leader, The leader does not increase the movement capability of mounted cavalry. Mounted cavalry may also carry up to 8 portage points (squad usage) of support weapons, but loses one MF for every portage point carried above three. Mounted cavalry may not pick up support weapons in mid-move. Support weapons can be loaded only during the act of mounting.

4.12.16 92.5 Defensive fire against mounted cavalry is conducted at once, rather than at the end of the Movement Phase. Fire against moving mounted cavalry must be resolved before the cavalry leaves the intended target hex. The moving player must give the defender ample opportunity to declare his fire before moving on, announcing his movement factors expended as he moves. The defender may never move mounted cavalry back to a target hex. Of course, mounted cavalry which ends its move in the LOS of an enemy unit can always be fired on later during the Defensive Fire Phase. All fire on a moving cavalry unit (EXCEPTION: Indirect fire) affects only the moving cavalry unit, Other units in the same hex are ignored unless the defensive fire is occurring after all enemy movement is completed.

4.12.17 92.51 Barring other LOS obstacles, mounted cavalry in or behind a Wheatfield are always visible regardless of viewer's elevation, unless the viewer is occupying an entrenchment with an intervening Wheatfield hex.

4.12.18 92.52 Mounted cavalry may move through any enemy units during the Movement Phase, but may never dismount or end their Movement Phase in the same hex with an enemy unit.

4.12.19 92.53 Cavalry units must pass a "Pre-AFV Attack Morale Check" before entering any hex containing an enemy AFV (even if no attack is intended). The MC dice roll is not made until adjacent to the AFV hex, but before any defensive fire from the AFV hex into the adjacent hex is resolved.

4.12.20 92.54 Mounted cavalry has a movement factor of 12. This allotment can be increased to 18 by charging, or decreased to 6 after a charge or due to having mounted in the current turn.

4.12.21 92.6 Fire from mounted cavalry is halved (even in Close Combat) before accounting for other firepower modifiers. Mounted cavalry may not fire support weapons during any fire phase.

4.12.22 92.7 Mounted cavalry, or un-mounted horses, are subject to a -1 DRM when fired upon (even in Close Combat and Overruns). This modification is in addition to all normal Terrain Effects Modifiers except those for shell holes. Mounted cavalry and horses may never use shell hole DRMs to benefit their target status.

4.12.23 92.71 A horse counter has no inherent morale levels. If its rider passes a Morale Check, then the horse has also passed.

4.12.24 92.72 If the rider fails a Morale Check, the rider breaks and immediately dismounts. The "horse" is considered to have bolted or been destroyed and is removed from play. NOTE: If a horse counter has two riders (a squad and a leader) and one breaks while the other does not, the horse counter remains in good order with the non-broken rider.

4.12.25 92.73 If an un-mounted horse counter is fired upon, it is removed from play by any Morale Check or KIA result.

4.12.26 92.74 Should mounted cavalry go berserk it must charge the nearest (in hexes, not MF)enemy unit in its LOS during its Movement Phase. If already on a winded mount, the charge is still carried out but with a maximum MF of 12. The berserk unit must continue to charge until eliminated. Morale Checks would not affect the rider

but could cause the loss of the mount. If the horse counter is lost, the riders would charge on foot without the double firepower and special DRM of mounted cavalry.

4.12.27 92.8 Mounted cavalry are allowed a special overrun attack option called a charge if they declare it at the beginning of their Movement Phase.

4.12.28 92.81 Charges may only be executed against opposing non-armoured targets in open terrain including shell holes, wheat fields, entrenchments, smoke and wreck-filled hexes.

4.12.29 92.82 Charges may not be made if the cavalry has mounted or will dismount during that turn, is carrying support weapons, or has tired horses.

4.12.30 92.83 Cavalry executing a charge move are entitled to an additional 6 Movement Factors during that Movement Phase.

4.12.31 92.84 To execute a charge attack, the last four hexes occupied before the attack (target hex inclusive) must be entered without changing the Covered Are of the counter as it moves. In addition, none of the four hexes may contain woods or gullies or certain other terrain types. A cavalry unit could still move through an opposing unit without these qualifications, but may not attack.

4.12.32 92.85 Unlike AFV overruns, cavalry must exit the target hex after the attack, and may not exit through a woods or gully hex or the hex it entered from. The exit hex may be a new target hex as there is no limit to the number of target hexes charging cavalry can attack. A charging unit may not attack the same unit more than once in the same Movement Phase however.

4.12.33 92.86 All infantry about to be overrun by cavalry and attempting Point Blank fire against charging cavalry must first pass a normal Morale Check. If they fail this MC, they are not considered broken but they may not defensive fire vs. any target. The MC dice roll is also used as the defensive fire dice roll assuming the firer passes his morale check.

4.12.34 92.87 The defender may execute Defensive Fire prior to the charge attack from any units with a clear LOS to a cavalry traversed hex. Charging cavalry is also subject to the DRM for moving in the open. Defensive Fire against cavalry while in its charge target hex affects both the cavalry and any friendly units in the target hex. Once the cavalry reaches its charge target hex, however, it executes its attack before any Defensive Fire vs. the same hex can be resolved.

4.12.35 92.88 When charging, cavalry does not fire normally, but attacks with doubled firepower and a -2 DRM to the charge dice roll. Combat is resolved with one dice roll per target hex charged. A charge attack, like an overrun is halved if taking place in a Wheatfield.

4.12.36 92.89 At the conclusion of the charge move, the horse counter is inverted to show a winded mount with a reduced MF allowance of 6. The horse counter will continue to function with only 6 MF until it spends an entire player turn without movement of any kind, after which it would he returned to its rested stage with 12 MF. Cavalry may not fire in the Advancing Fire Phase after executing a Charge attack.

4.12.37 92.9 Un-mounted horses have an inherent 'handler' which may move the horse counter one hex during the Advance Phase. Otherwise, un-mounted horses never move, Mounted cavalry may always move one hex during the Advance Phase. Cavalry may mount and dismount but may not leave the mount or dismount hex during the Advance Phase. Enemy infantry advancing into a hex containing only un-mounted hones must still engage in Close Combat with the handler(s). Each horse counter defends with a nominal strength of 1 but may not attack.

92. Must a firing unit designate if it is firing on a mounted cavalry unit or does his fire affect all of the units in the hex?

A. His fire affects all unarmored units in the hex, unless he is firing in the Defensive Fire Phase at a moving cavalry unit in which case his fire must be designated as being directed at the cavalry or some other target in the hex. {COI4-70}

92.3 Is mounted cavalry in a hex with a friendly AFV considered "under" the AFV?

A. Yes...remember "under" refers to the placement of counters, not the literal position of men beneath a tank hull. The men receive shelter and confidence from the proximity of a friendly AFV - they are not cringing beneath the treads, however. {COI4-70}

92.31 May the 6 MF allowed a horse counter in the turn it is mounted be divided and used both before and after it is mounted?

A. Yes, but horses may not move alone during the Movement Phase. .they must be accompanied by infantry. {COI4-70}

92.31 May dismounted cavalry use Infantry Double-time and mount their horses in the same Movement Phase?

A. Yes. {COI4-70}

92.4 Could mounted cavalry carrying support weapons move, dismount, and fire those support weapons in the Advancing Fire Phase?

A. Yes...at half strength, provided the portage points are not in excess of those listed in 5.74. {COI4-70}

92.5 What happens if a cavalry unit rides into an open ground hex in the defender's LOS, but the defender does not fire until the rider dismounts?

A. The defender's fire is modified by -2 for the rider and -3 for the horse. {COI4-70}

92.51 Is mounted cavalry, like infantry, immune to the -2 DRM for moving in open while in a Wheatfield?

A. Yes. {COI4-70}

92.6 May mounted cavalry try to immobilize an adjacent AFV during the Defensive Fire Phase via 36.13?

A. No. since mounted cavalry fire is halved, they would have to dismount before they could use 36.13. {COI4-70}

92.6 Should mounted cavalry become involved in a Close Combat, is the cavalry firepower halved as for mounted fire?

A. Yes; in addition, any infantry involved in the Close Combat could deduct 1 from their Close Combat dice roll vs. mounted cavalry (92.7). {COI4-70}

92.6 & 92.7 Can cavalry which enter into Close Combat mounted, dismount if it turns into a melee so as to escape its halved firepower and the -1 DRM?

A. No. {KM}

92.7 Could an AFV be immobilized by a "12" Overrun attack dice roll if all it attacked was un-mounted horses?

A. Yes...the handler might get lucky with a grenade. {COI4-70}

92.7 & 92.86 Would fire against charging cavalry still receive the -1 DRM for mounted cavalry?

A. Yes. {COI4-70}

92.7 & 92.87 Do shell holes or entrenchments cancel the 'moving in open' status of cavalry?

A. No. {COD-105}

92.71 What happens to horse counters if they occur in a Close Combat hex, are they eliminated or subject to capture (92.13)?

A. Yes. {KM}

92.74 If a mounted cavalry unit goes berserk, must it charge the nearest enemy unit if that enemy unit is not occupying a hex in which a charge can be made (92.81)?

A. No, in this case it must charge the nearest enemy unit which is occupying a hex which can be charged. If no such target is available the berserk unit must remain in its present hex until there is (110.2) or it breaks out of its berserk status (11.5). {17.3-46}

92.81 Can cavalry charge just to get extra MF?

A. No, a charge move must include an attack. {COI4-70}

92.81 Could cavalry charge a hex containing both an AFV and infantry?

A. Yes, but even if the cavalry passes its Pre-AFV Attack MC, the effects of its charge attack apply only to he infantry. {COI4-70}

92.81 Does cavalry get a -5 DRM for charging a truck or jeep?

A. No. {COI4-70}

92.87 Do cavalry leaders' leadership affect the charge attack?

A. Yes. {COI4-70}

92.87 If three different cavalry units charge the same hex, would their attack factors & DRMs be cumulative or separate?

A. Separate...Overrun type attacks are resolved as each unit enters the target hex. {COI4-70}

72.4 & 92.81 Do cavalry suffer in effectiveness while charging in a Wheatfield?

A. Yes, their attack factor is 5 and the DRM is -1. {COI4-70}

4.13 Ski Troops

4.13.1 114 Although rare by most standards, ski troops did play a significant role in WWII, primarily in Finland and Norway where the Finnish Sissi and Dietl's Gebirgskorps and their Russian counterparts fought a unique war all their own in the frozen north

4.13.2 The special provisions for ski troops apply only to those scenarios in which snow (including Falling Snow) is present.

4.13.3 Ski troops are always assumed to be equipped with snow smocks. All direct fire on non-concealed/hidden ski troops not occupying a building, bunker or transport receives a +1 DRM to the IFT or TO HIT dice rolls. Ski troops are subject to the defensive fire DRM for movement in the open.

4.13.4 Ski-capable troops, designated as such by the scenario in play, may be either afoot or on skis. Units on skis are identified by their placement on the board facing the opposing player in contrast to all other friendly units which must be carefully placed so as to face the edge of the board nearest the owning player. (Those who find this system cumbersome may use spare counters as ski counters, placing them on top of all units presently in the ski mode).

4.13.5 Ski-capable troops may switch between ski and foot mode only during their own Movement and/or Advance Phase. There is no cost for switching from ski to foot mode but it does cost two MF to switch from foot to ski mode. A unit which switches to (not from) ski mode during its Advance Phase may not move to an adjacent hex during that Advance Phase unless it crosses a crest line to a lower elevation in the process. Ski units may not use Double Time Movement during a Movement Phase in which they have been ski-equipped.

4.13.6 A unit on skis may always move one hex during the Advance Phase and pays only 1 MF per hex entered during the Movement Phase regardless of terrain and/or depth of snow except as modified below:

4.13.7 A unit on skis pays 2 MF per hex while crossing a crest line to a higher elevation, crossing a wall or hedge hex side, moving through a smoke hex, or exiting a gully hex.

4.13.8 The 2 MF it costs a ski-unit to cross a wall or hedge, are exclusive of the cost of the hex moved into.

4.13.9 A unit on skis may never enter a building, bunker, vehicle or entrenchment, nor may it enter a wire or rubble hex or cross a cliff hex side. Units on skis may enter a building hex with bypass movement. A unit inside a building or bunker may change from foot to ski mode while still inside providing it attempts to move directly outside the building or bunker in that Movement Phase or the following Advance Phase.

4.13.10 Ski units receive a 2 MF bonus for each crest line they cross while moving to a lower elevation during the Movement Phase.

4.13.11 Skis have no portage cost and may not be captured. Skis share the fate of their owning units and remain with them even if broken. Units may not change ski mode while broken.

4.13.12 Units on skis engaged in melee must add + 2 to their Close Combat Attack dice roll and are subject to a DRM to all Close Combat Attack dice rolls made against them.

4.13.13 Units in ski mode may not fire any crew-served ordnance or MMG/HMG.

114. & 31. May units ride vehicles wit their skis on?

A. No. {KM}

114.3 & 73.1 Does a unit in ski mode get one extra MF for staying on a road throughout its turn?

A. No. {17.3-46}

114.4 Can a ski unit disembark a vehicle into an adjacent hex and change from foot to ski mode?

A. No, they would have to do it in the Advance Phase. {COD106}

114.51 The 2 MF it costs a ski-unit to cross a wall or hedge, are those inclusive or exclusive of the cost of the hex moved into?

A. Exclusive. {KM}

114.8 May a unit on skis which goes berserk remove those skis before entering Close Combat?

A. No. {COD106}

114.8 If units on skis enter into Close Combat, could they take off their skis if it turns into a melee so as to escape the DRM for being on skis?

A. No. {KM}

114.9 Do routing units maintain ski movement capabilities while routing if they were in ski mode when broken?

A. Yes. {COD106}

4.14 Swimming

4.14.1 165 Swimming with combat boots and a rifle hardly qualifies as a leisure activity Such movement across water obstacles in the face of active opposition was suicidal and attributable only to extreme desperation Nevertheless, there were instances when the ability to swim a water obstacle proved to be the difference between life and death.

4.14.2 Neither swimming nor fording are allowed in winter or snow scenarios.

4.14.3 Broken or wounded units may not swim.

4.14.4 Paratroops or glider units landing in a water hex are still eliminated; they cannot swim until after they have landed safely on a ground hex. Units on a sunk boat or amphibious vehicle are eliminated; they cannot pass a survival DR and swim to shore.

4.14.5 A unit attempting to swim must start it's MPh adjacent to the water obstacle and pass a NMC. Leadership modifiers apply. If it passes the NMC it may then expend all of its MF's to enter an adjacent hex of the water obstacle provided it crosses a green hex side. There is no penalty for failing the NMC other than the unit's inability to swim during that player turn; it may continue to move and / or fire normally.

4.14.6 A unit which enters the water by crossing a cliff hex side (unless it climbs down the cliff hex side to water level) must first pass the NMC in order to even attempt the jump. Upon entry into the water it must take another MC, adding +1 to the DR for every level above ground level which the unit jumped from. If it fails this MC, it is eliminated.

4.14.7 Once in a water hex, the swimming unit may move to another adjacent water hex only during its APh. It may leave a water hex to enter a land hex only by expending all of its MF's during its MPh to cross a blue or green hex side. A unit may never enter or leave water during the APh except by entering a water level bridge, boat, or amphibious vehicle in the same water hex. Normal ground stacking limits apply. A swimming unit may enter a marsh hex across a water / marsh hex side during its APh by swimming into that hex. Swimmers may not tow a boat and vice versa.

4.14.8 Current does not affect swimming units unless the current is heavy. A swimming unit in a heavy current must drift one hex downstream during the opposing player's APh. If there is more than one adjacent downstream hex to drift to, the drift hex is determined by a random dr for each unit (1-3: swimmer's choice; 4-6: opponent's choice).

4.14.9 Units entering a water hex across a green hex side during their MPh are subject to both the -1 DF DRM for movement and the -1 DF DRM for movement in the open in that water hex. Units leaving a water hex across a green hex side during their MPh are also subject to those negative DRM's, but would be eligible for any protective TEM's in the terrain they enter.

4.14.10 Once immersed in the water (last movement was during the APh) swimmers

offer a small, alternately disappearing and reappearing target, and are eligible for a +1 DRM to all incoming small arms fire on the IFT even if using rafting materials. This DRM does not apply to any form of HE attack (loss of shrapnel generation would be offset by the higher transmission of shock waves in water). SCW's such as bazookas may not be used against swimmers. Swimmers which break in a water hex are eliminated. A MG has no penetration capability past a water target hex.

4.14.11 During every friendly APh a swimming unit spends in the water, roll two dice. If a 12 is rolled (11 or 12 in heavy current) the unit is eliminated. There is a cumulative +1 DRM to this DR per game turn spent in the water after the game turn of entry if the water is designated as being cold.

4.14.12 Swimmers cannot portage any equipment. They lose any inherent FP until rearmed, although they always retain a strength of 1 for CC. (Upon emergence from the water such units should be replaced with white unarmed units as a visual reminder of their unarmed state) EXC: if a SSR cites the availability of rafting material, or if the swimming unit passes its swimming MC by passing a 4MC it may portage limited amounts of equipment and maintain its inherent FP. Units which pass their swimming MC must enter the water during that MPh; they may not remain on shore attempting to pass a 4MC.

4.14.13 Infantry with rafting material are so symbolized by placement on a parachute counter in the water hex, A SMC may portage one (leader usage) PP of SW's. All MMC's may portage two PP's (squad usage) of SW's. Should the owning swimmer be eliminated, his rafting material and SW's are eliminated also. Swimming units may not attack in any fashion.

4.14.14 Swimming (which is a form of APh movement) does not remove a "?" counter during a night scenario - unless the unit entered or left the water in an illuminated hex in the LOS of an unbroken enemy unit.

4.14.15 Mounted cavalry swim water obstacles the same as infantry except that they do not take MC's before entering, do not lose their inherent FP (except while actually swimming), and cannot use rafting materials. Cavalry may carry their IPC while swimming.

4.14.16 Swimming units may not engage in any activity other than movement. EXC: A SSR may allow specially trained units to place DC's.

5. INFANTRY FIRE COMBAT

5.1 Fire Combat Principles

5.1.1 8.1 Fire Combat is the process by which a unit applies its firepower factors against opposing units within its LOS. Fire Combat is resolved on the Infantry Fire Table (IFT) located on the Quick Reference Data Card

5.1.2 8.2 No infantry unit may use its inherent and support weapon firepower more than once per player turn (Exception: Close Combat). You may fire all, some, or none of your units in a given player turn. An infantry unit may only fire in one fire phase. It cannot, for example, fire its inherent firepower in the Prep Fire Phase and a SW in the Advancing Fire Phase.

5.1.3 8.3 Fire Combat is directed uniformly against all the occupants of a hex with the outcome of such fire affecting all units in the target hex [Exception – multi-level buildings]. A hex may be attacked any number of times by Fire Combat during a turn.

5.1.4 8.4 A squad may never split its own inherent firepower between different hexes but it could fire one or more of its support weapons separately at a different hex (even if in an entirely different direction) (Exception - early war allied units).

5.1.5 8.5 Units in the same hex do not have to fire at the same target hex but if they do they must combine their fire into one dice roll (Exceptions: some support weapons including flamethrowers and bazookas, ordnance attacks, infantry attacks on AFVs).

5.1.6 8.6 Units may combine their firepower factors to form "Fire Groups" to attack the same target hex in one combined attack only if the firing units are in the same or adjacent hexes [and levels if in buildings]. It is possible to have a virtually unlimited "string" of adjacent hexes. Units in adjacent hexes do not have to combine their firepower factors but have the option to do so. A Fire Group can consist of from one to an almost infinite number of attacking units. Passengers in adjacent halftracks can combine to form a Fire Group.

5.1.7 8.7 A player does not have to pre-designate all attacks; i.e., he may await the outcome of an attack prior to committing the fire of other units. Alternatively - players may agree to pre-designate all attacks.

5.1.8 8.8 Although all units in a target hex are affected equally by the results of Fire Combat some may escape harm while others break. If a KIA result occurs all squad and leader Units in the hex are eliminated. But if a morale cheek results, then all the units in that hex must take an independent morale check - leaders first. The dice are rolled separately for each unit undergoing a Morale Check.

5.1.9 8.9 When morale checks are called for by the Infantry Fire Table they are resolved immediately prior to resolving any other fire attack on that hex.

8.5 & 106.51 Could two units in the same hex defensive firing into a bypass hex split their fire into two separate attacks - one at the hex centre and the other at the hex juncture?

A. No {17.2-46}

8.6 Can a fire group be maintained if the only unit in a particular hex of the fire group chain is a leader without support weapons? What if the unit was a horse counter?

A. Yes. No. {COI4-67}

8.6 & 125. Can units on the first and third level of a third level building hex form a fire group without a friendly unit on the second level?

A. No. {COD-104}

11.6 In the example of a Fire Group, if the centre unit fires separately, can the two 8-3-8's still combine to form a Fire Group?

A. No. {SL4-23}

5.2 Limitations on Infantry Fire

5.2.1 11.1 The Any infantry units carrying PP that slow it down during a Movement

Phase may not fire a support weapon in the ensuing Advance Fire Phase.

5.2.2 5.75 No infantry unit may fire more than one *type* of support weapon in the same fire phase. LMG, MMG and HMG are all considered one *type* of support weapon.

SQLA - [17B] No MMG, HMG, mortar, or 5/8" non-vehicular ordnance counter that changed location during the movement phase may fire during the ensuing Advancing Fire Phase.

5.3 Terrain Effects Modifiers

5.3.1 11.1 The terrain of the target hex may change the effectiveness of the Fire Combat by adding a modifier to the dice roll. The effects of these modifiers are cumulative.

Terrain Effects Modifiers	
Terrain	**Drm**
in woods, shell hole	+1
in wood building	+2
in stone building	+3
Behind hedge *	+1
Behind stone wall *	+2
in Wheatfield, moving or non-moving	0

*The modifiers for hedge and stone walls apply only if the hedge or wall form a side of the target hex through which the LOS is being traced. [More TEMs are on the quick reference sheet]

5.3.2 11.4 The other terrain in a road hex determines the terrain effects on combat of a road hex.

5.3.3 11.53 The die roll of fire traced across a wall or hedge hex side into the hex formed by that hex side is modified as listed on the Terrain Effects Modifiers Chart. unless the target unit occupies higher terrain than the wall or hedge hex side (Example: 3 V4). The modifier of a hedge or wall hex side is in addition to any modifiers for terrain inside the target hex.

5.3.4 11.6 If the fire of a multi-hex Fire Group is directed against a target such that not all of its LOS lines cross the terrain modifier (Covered Arc, walls, hedges) no terrain modifiers apply to the dice roll of that Fire Group. Note this refers only to terrain or counters which modify fire across a particular hex side -not to terrain which blocks LOS or which the target occupies (such as woods or a building).

11. Are Terrain Effects Modifier cumulative ? Example: Would AFV passengers get the +1 TEM for being in a woods hex in addition to any protective benefits of the armour?

A. Yes. Note, however, that the +2 DRM for being behind a stonewall would not apply to infantry in a halftrack since they already have this DRM as provided by the halftrack. The halftrack itself, however, could use the stonewall +2 DRM against any MG fire directed at the halftrack itself - not the passengers. {SL4-23}

11.1 Does the "in building" modifier apply to units firing at adjacent units in the same building?

A. Yes. {SL4-23}

11.5 What effect does a wall or hedge hex side have when it lies lengthwise along a potential LOS?

A. LOS may be traced through a lengthwise hex side obstacle only if that obstacle is directly connect to the firing or target hex. {COI4-67}

11.53 Would exposed passengers on a halftrack be considered on higher terrain than the wall or hedge hex side of that target hex?

A. Yes, therefore, infantry target would receive a DRM for only the halftrack, not the halftrack and the wall/hedge. The effect of fire traced across a wreck and/or into woods, however, is in addition to the +2 DRM for the halftrack's "wall". {15.2-34}{COI4-67}

11.53 If two units are in adjacent hexes and a wall/hedge is between them do wall/hedge DRM apply if they fire upon each other, and would vehicles be considered "hull-down" to each other?

A. Yes. {KM}

5.3.5 Height Modifiers

5.3.5.1 91.1 Infantry Height Advantage - all fire (other than mortars and indirect artillery fire but including specialized weaponry such as flamethrowers, Demo Charges and bazookas) resolved on the IFT originating from a hex of lower elevation than the target hex is modified by +1. Exception: Fire into the upper level(s) of multi-story buildings is not modified in this manner

5.3.5.2 91.2 If a fire group is composed of units both with and without a height disadvantage the +1 DRM for firing at a higher elevation target does apply.

5.3.5.3 149.5 Elevation effects on TEM - If the height advantage of a non-aerial firer over a wall / hedge hex side or OT AFV is one level or more > the distance in hexes to the target, reduce the TEM of that target by 1 for each height level advantage > 1 (to a minimum of 0). Note that even if not CE, the crew of an OT vehicle so exposed to a nearby higher-level firer would be entitled to the +2 TEM (prior to modification) of a CE unit.

Do exposed crews receive the same infantry height advantage if they are one or more levels above firer?

A. No. {JM}

5.4 Firepower Modifiers

5.4.1 9.1 POINT BLANK FIRE-The firepower factor of a unit is doubled whenever the target hex is adjacent to the firing unit. (Exception: CLIFFS). *[Editors note, under GIA, this does not apply to ordnance fire, it merely increases the probability of a Critical Hit].*

5.4.2 142.21 Units are considered adjacent for most game purposes if either player could conceivably move an infantry unit from that hex into the adjacent hex in question during the ensuing APh.

5.4.3 142.211 Units in adjacent hexes are considered adjacent for PBF and routing purposes only if they have an uninterrupted LOS and there is no more than a one level difference between them. If there is a two or more level elevation difference between the firing and target hex, only fire from the higher elevation(s) is considered PBF and therefore doubled.

5.4.4 9.2 LONG RANGE FIRE-The firepower factors of a unit are halved when the target hex exceeds the printed range of the firing unit. Attacks are not allowed beyond double the printed range of the firing unit.

5.4.5 9.3 MOVING FIRE-The firepower factors of a unit are halved when the firing unit has moved during that player turn (Exception: Flamethrowers). The firepower of Support Weapons which did not move but which are manned by infantry which did is also halved.

5.4.6 9.4 AREA FIRE-The firepower factors of a unit are halved when the target unit is beneath a Concealment counter.

5.4.7 9.5 Firepower modifiers are cumulative. Example: A unit moving adjacent to an enemy unit would have its firepower halved (Moving Fire), and doubled (Point Blank Fire) with the end result that it would use its normal firepower.

5.5 Fire Combat Resolution

5.5.1 10.1 Total all the firepower factors of the Fire Group.

5.5.2 10.2 Check to see if any Firepower Modifiers serve to halve or double the firepower of the Fire Group.

5.5.3 10.3 Determine the proper column on the Infantry Fire Table. Firepower factors of 1 to 36+ are printed in large black numerals at the head of each column. Use the right most column which does not exceed the total adjusted firepower factors of the Fire Group. Excess firepower factors are lost.

5.5.4 10.4 Check to see if any dice roll modifiers apply due to the effects of terrain, target characteristics, or leadership and roll two dice.

5.5.5 10.5 After adding any modifiers to the dice roll cross-index the adjusted dice roll with the correct firepower column to determine the results of the Fire Combat.

5.5.6 10.6 The results of combat are interpreted as follows:

Combat Results	
Type	**Result**
KIA	All squads and leaders in the target hex are eliminated
M	All squads and leaders in the hex must take a Morale Check. Leaders check first.
(#)	(1 or 2 or 3 or 4) - Same as "M" but with the added penalty that the number shown is added to the Morale Check dice result
-	No Effect

5.5.6.1 Cowering

5.5.6.1.1 121.2 All IFT or Close Combat attacks which derive any portion of their firepower total from the inherent firepower of a squad or crew may be adversely affected due to that unit's partial failure to fire under stress. If the IFT or Close Combat resolution dice roll, prior to any modification, results in "doubles" (same number on both die) the attack is executed on the next lower column of the IFT or Close Combat tables UNLESS a leader (even a '0' or' +'leader) is directing that fire.

5.5.6.2 Pinning

5.5.6.2.1 142.6 Any non-berserk infantry unit (except heroes) fired on by Prep Fire resulting in an IFT MC which is passed by rolling the highest DR possible still resulting in a passed MC is pinned and has its inherent FP halved for the remainder of that player turn. Mark such units with a Pinned counter. The halving of FP of a pinned unit in CC would apply only to its attacks, not to its defence. Remove all Pin counters at the end of the current player turn. Being pinned more than once in the same player turn has no additional effect.

5.5.6.3 142.61 A pinned unit would fire a MG as Area Fire. A pinned unit could not attack with a PT, DC, ATM, SCW, ATR, RCL, or Molotov cocktail while pinned. All other ordnance whose manning infantry is pinned must add +2 to their TO HIT roll (Case D). A pinned unit may not attempt DF AFV immobilization, nor may it use sustained or intensive fire. Being pinned has no effect on leadership DRM's. A pinned sniper could not fire during that player turn.

5.5.6.4 142.62 CE crews of enclosed AFV's which are pinned must button up immediately and remain buttoned-up during that player turn. The AFV's subsequent MA fire would be subject to Case D (pinned) and Case I (buttoned up) TO HIT DRM's for the rest of that player turn. Pinned CE OT AFV's are subject to TO HIT DRM D for ordnance, and the halving of all MG (and IFE) FP during that player turn.

5.6 Defensive Fire

5.6.1 16.1 The defending player should keep careful watch over the moving player during his Movement Phase. As the moving player moves his units through a defending units' LOS, the defending player should note which hexes the attacker is moving through which the defender's units could fire on. At the end of the Movement Phase the defending player may return any enemy units which just moved through a hex in the LOS of one of his units to any target hex which they traversed during the just completed Movement Phase. Stacking limits are temporarily ignored. A "track" counter may be immediately placed in those

hexes moved through by the attacker in the defender's LOS as a reminder to both players that the attacker actually moved through that hex.

5.6.2 16.2 The defending player may now fire all his units at any target hexes within each firing unit's LOS. The Fire Combat is resolved in the normal manner with the results affecting all units in the target hex whether they moved during the just completed Movement Phase or not.

5.6.3 16.3 Upon the resolution of each defensive fire, those units which the defender moved back to a target hex which have not been broken or eliminated are returned to the positions they held prior to the outset of the Defensive Fire Phase, or moved to the next target hex along its line of march which it traversed in the preceding Movement Phase for any further defensive fire by other defending units which have not yet fired during the Defensive Fire Phase.

5.6.4 16.4 Defensive fire against moving units must be made in a target hex in which the target unit expended MFs or MPs -not in most cases at the hex from which the unit starts its Movement Phase. Defensive fire can be made at any unit in LOS which does not move,

5.6.5 16.5 Fire Groups in the Defensive Fire Phase get a special modifiers to their Fire Combat dice roll against all units which moved (especially in an open ground target hex) during the just completed Movement Phase. The modifier does not apply to other units which may be in the hex which did not move. [Editor's note,

5.6.6 16.6 In a situation where both moving and non-moving units exist in the target hex, Fire Combat is still resolved with a single dice roll, but the modifiers for movement apply to those units which actually moved.

16. If a stack of units have been brought back to a hex for Defensive Fire and one squad breaks, can the other squads and/or leader take an alternate route after that hex than they originally took in the Movement Phase?

A. No. {KM}

16.3 Assume a squad and leader move 6 hexes during the Movement Phase. During the Defensive Fire Phase, they are returned to the third hex of their path and fired upon resulting in the leader breaking. Is the squad still returned to its intended ending hex which costs 6 MFs?

A. No - the squad could utilize only one more MF from the point where it was fired at, however due to its loss of MFs it need not move into the 4th hex of its earlier path if it chooses to take an alternate path. {15.6-34}{COI4-38}{COD-104}

16.4 & 23.3 Assume an engineer places a Demo Charge from the hex he starts the Movement Phase in and then moves away. Does the defender have any chance to fire at the engineer in the placement hex or does the Demo Charge automatically explode?

A. In this case, the defender may Defensive Fire at the hex the engineer started movement from, due to the special action taken, but even if that hex was open ground, the -2 Defensive Fire DRM for moving in the open would not apply. {COI4-67}

16.4 & 31.4 If infantry debarks into an adjacent hex, may it be fired on in the hex it debarked from?

A. Yes, but it would receive a +1 DRM for being beneath an AFV. If that hex happened to be in open ground, the DRM for movement in the open would also apply. If the passenger were to debark directly into an adjacent open ground hex, only the DRM for defensive fire would apply in that adjacent hex. {SL4-23}{COD-74}

SQLA - [16B, 55B] Once a unit (infantry or vehicle) is fired upon in a certain location in their movement, they cannot be shot at in some earlier location. Example: If unit moves to A to B to C and shot at in C, you have forfeited your chance to shoot at them in A or B. If such a unit stumbles into a minefield in C, execution of the minefield attack in C infers you forfeit Defensive Fire in A or B. In this case, one must fire as they move as the phasing player's subsequent, movement occurs with the knowledge of the minefield hex.

SQLA - [33C] Vehicles can be fired at both before and after changing facing, except

in their starting hex in which case they can only be fired at after changing facing or a MP expenditure (i.e. changing covered arc at the cost of 2 MP)

5.6.7 Defensive Fire Against Vehicles

5.6.7.1 16.7 Defensive Fire against vehicles of any kind [including bicycles, motorcycles and cavalry] is conducted at once, rather than at the end of the Movement Phase. Fire against moving vehicles must be resolved before the vehicle leaves the intended target hex. The moving player must give the defender ample opportunity to declare his fire before moving on, announcing his Movement Points expended in each hex as he moves. The defender may never move a vehicle back to a target hex. Of course, a vehicle which ends its move in the LOS of an enemy unit can always be fired on later during the Defensive Fire Phase.

5.6.8 Movement Defensive Fire Modifiers

[Editor's note: Rule 142.71 in GIA replaces the previous familiar –2 DRM for moving in the open. A number of the Q&As for earlier sections refer to this DRM but their meaning can normally be inferred forward.]

5.6.8.1 142.7 DF at infantry on foot which has moved during the MPh is subject to a -1 DRM in addition to the normal TEM of the target hex. (Exception: Mine & booby trap attacks, units in trenches, units changing CA of ordnance in same hex, units moving from one hex of a building to an adjacent hex of the same building, and units using Assault Movement are not subject to the movement DRM. Units loading onto vehicles are subject to the Movement DF DRM only if they did not start the MPh in the boarding hex). A further -1 DF DRM applies to units moving in the open, but whenever that movement in the open is combined with another terrain feature (such as a wall hex side) between the target and firer or an AFV/wreck the -1 DRM for movement in the open is used in conjunction with the TEM of that terrain feature plus the -1 DRM for movement. The previous -2 DF DRM is now used only for extremely hazardous movement such as abandoning AFV crews, repair of immobilization, reloading smoke discharge's, descending paratroops, wading, placing hidden demo charges on bridges, moving on a rooftop, or climbing. The hazardous movement DRM is not cumulative with the Movement DF DRM, nor the movement in the open DRM, nor is it dependent on being performed in the open.

SQLA - [16A] The Moving in the open ground -2 DRM applies cumulatively to smoke, shell holes, under stationary AFVs, behind walls and behind hedges.

5.6.9 Simultaneous Movement and Defensive Fire

5.6.9.1 This is an optional alternative to the basic method of defensive fire.

5.6.9.2 16.1 The attacker must move all his units either as individual units or stacks, one at a time, As he moves his units, the defending player should, as before, watch very closely as now he fires as soon as the moving player has a hex that is within the LOS of one, or more of the defending units. The defending player is not forced to fire; it is his option to do so.

5.6.9.3 16.2 Should the defending unit wish to fire, both the fire and its attendant effect are resolved immediately. Should the moving unit or stack survive the fire, and any possible morale checks, it would then be allowed to complete its movement.

5.6.9.4 16.3 Immediately after resolving defensive the hex into which it was directed is marked with a track counter. This means that this particular hex is now under fire and is considered to he a tracked hex.

5.6.9.5 16.4 Should any other units or stacks move into that particular tracked hex, they would be liable to the same

defensive firepower of that same defending unit that had originally fired into that hex. Hence, the defending unit would be allowed to fire at every unit that moves through the particular tracked hex that had been fired into, using separate dice rolls for each stack that is fired upon.

5.6.9.6 16.5 Since MGs penetrate into more than one hex, they have in effect, a LINE OF FIRE (LOF), rather than just a tracked hex. This LOF can easily be defined by laying a straight edge from the centre of the firer's hex to the centre of the initial tracked hex. Any moving unit which crosses the LOF may receive the fire of this particular machine gun, at the option of the firer, up to the limit of that MG's penetration.

5.6.9.7 16.6 Once a MG fires into a tracked hex, establishing a specific LOF, it may not fire outside that LOF in this particular fire phase. That unit or Fire Group, has been committed for that Phase. If other enemy units move between a MG and its initial target hex, they can be fired upon only if the MG has penetration factors remaining. Once fired, a MG may not change its initial target hex in order to fire at a closer target.

5.6.9.8 16.7 This joint, semi-simultaneous resolution of both the Movement Phase and the Defensive Fire Phase continues until the attacker has moved all his units or stacks that he wishes to move, and the defender has made any defensive fires that he wishes to make, against the attacking player's units whether they moved or not.

5.6.9.9 16.8 After all movement is finished, the defender may still defensive fire any of his units which did not fire during the actual hex-by-hex movement at any enemy units still within their LOS. Fire on such targets would still receive dice roll modifier if currently in an open ground hex which they moved to during the past Movement Phase.

5.6.9.10 16.9 All other Defensive Fire rules apply, along with any selected optional rules that both players have agreed upon. The advantages of this mode of movement/fire resolution is that it enables the attacker to feint in an attempt to draw fire away from the actual point of the main attack. However, this method of resolution may slow down the game in many instances - Players should try both systems to determine the one they like best.

5.6.10 Grounding

5.6.10.1 121.1 Moving infantry on foot (not descending paratroops, or riding vehicles, boats, or horses or fording rivers) fired on by defensive fire resulting in a MC which they pass by rolling the highest number possible without breaking may not leave the target hex during that Movement Phase. Such a unit is assumed to have "gone to ground" as a result of the fire and is not subject to any further defensive fire DRMs for movement in the open during that fire phase but is also considered a non-moving target for purposes of ordnance TO HIT attempts.

5.6.10.2 Should a leader go to ground any moving infantry in the same hex need not take the extra normal MC associated with a broken leader, but must go to ground also.

5.6.10.3 A unit using bypass movement when it "goes to ground" is assumed to be in the obstacle itself thereafter and entitled to its protective terrain effects modifiers for all subsequent fire unless the obstacle is occupied by a hidden enemy unit in which case the enemy unit loses its hidden status and may use Point Blank Fire on the grounded unit with the defensive fire DRM. If still in the same hex during the Close Combat Phase, melee ensues.

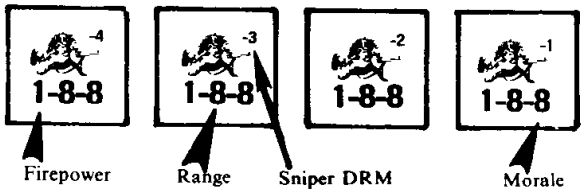
121.1 Assume moving infantry has "gone to ground" in the 3rd hex entered during its Movement Phase. Can the defender fire at it in the 2nd hex entered during its Movement Phase ?

A. No - once a potential target goes to ground, the defender forfeits all fire opportunities against it in other than that specific target hex, so it behooves the defender, if he has several target hex possibilities against the same moving unit, to carry out his attacks in the order the target traversed the hexes involved. {COD106}

121.1 & 131.51 Can "going to ground" save an abandoning crew from any further -2 DRMs ?

A. No..."going to ground" applies only to moving infantry on foot during the Movement Phase - not to crews bailing out. {COD106}

5.7 Snipers



5.7.1 96.1 Whenever a scenario includes snipers, the sniper counters are allowed to set up utilizing Hidden Initial Placement. All rules pertaining to Concealment and Hidden Initial Placement apply except as amended below.

5.7.2 96.2 Snipers may utilize Hidden Initial Placement to set up on any non-open ground hex, and may also set up in an open ground hex if a shell hole, entrenchment, wreck, wall, or hedge is present in the hex.

5.7.3 96.3 The sniper DRM (dice roll modification) is applicable to all fire by the sniper counter only as long as the sniper counter remains hidden or concealed. Unlike other units, a sniper does not automatically lose its concealed status when it fires.

5.7.4 96.4 Sniper fire directly affects only one counter per target hex. The sniper may select which counter in a stack it is firing at. If sniper fire does kill a leader counter, then all infantry counters in the same hex must undergo a normal Morale Check as if the leader had been broken

5.7.5 96.5 Although sniper fire is resolved on the Infantry Fire Table, the results of combat are interpreted as follows;

5.7.5.1 KIA Eliminates only leaders, scouts, heroes or other snipers; treated as a normal Morale Check against squads and crews.

5.7.5.2 MC (M or 1 or 2 or 3 or 4) No Effect

5.7.5.3 - Miss

5.7.6 96.51 After sniper fire is resolved any and all unbroken infantry counters in the target hex may immediately request a Sniper Check on any one hex in its LOS. The sniper player must place the sniper counter on the board under a concealment counter if a Sniper Check is made on the hex from which that sniper fired that shot. Otherwise, snipers remain off the board, even after firing, unless an enemy infantry unit occupies the same hex (Hidden Initial Placement rules then apply).

5.7.7 96.52 Units which make a Sniper Check suffer no infringement to their movement or fire capabilities as a result of that Sniper Check.

5.7.8 96.6 Although a sniper can only break a squad or crew with a KIA result, it could conceivably eliminate an already broken squad or crew with a KIA result inducing a morale check which is subsequently failed - thus eliminating the unit.

5.7.9 96.7 Firepower modifiers do not affect a sniper's firepower rating. Rather, the Sniper DRM is halved (fractions rounded down) or doubled depending on the attack classification. The Sniper DRM being utilized must be announced prior to every shot.

5.7.10 96.71 There is no firepower modifier for snipers utilizing Moving Fire because

once a sniper moves it loses its hidden status and Sniper DRM.

5.7.11 96.72 Once a concealed sniper is revealed and placed in view on the board, it can regain its Sniper DRM only by "growing" another concealment counter. It may never regain its hidden status in that scenario, however.

5.7.12 96.73 All other principles of infantry fire apply to snipers as in the basic game, except that a sniper can never join with any other unit to form a fire group and still utilize its Sniper DRM.

5.7.13 96.8 Snipers have a stacking and movement rate equal to a leader, but are incapable of imparting that movement rate to other units.

5.7.14 96.81 A sniper may not use, or help crew, any support weapon.

5.7.15 96.82 A sniper has no portage capability. Psychologically, he is a loner disinterested in all but the kill.

5.7.16 96.9 A sniper may self-rally, but exerts no influence of any kind on other counters.

96.3 Could a sniper in close combat use its sniper DRM if it is night and it is still concealed?

A. Yes, but only as long as it remains concealed. {17.3-46}

96.51 If a sniper which just fired is spotted in a particular hex, do other snipers in the same hex have to be revealed?

A. No, only the unit whose fire prompted the sniper check need be revealed. {COI4-72}

96.7 Does this apply to snipers who have lost their DRM due to being revealed? That is, a revealed sniper always attack with a FP=1?

A. Yes. {OAF}

96.73 May a sniper forego his sniper DRM to add his firepower to a fire group that affects all units in a hex?

A. Yes, but in so doing it automatically loses all hidden/concealment status. {COD-105}

96.73 May a sniper elect not to use his doubled DRM against an adjacent enemy to avoid revealing himself?

A. No - if he fires at an adjacent target, the DRM must be doubled and announced. {COD-105}

96.2 & 25.3 A sniper can begin a game hidden in certain open ground hexes, so can it "grow" a concealment counter in them also?

A. No. {COI4-70}

5.7.17 Snipers vs. Vehicles

5.7.17.1 Snipers may fire against unarmored vehicles but must add Target Modifications J, K, O, and P if applicable to their Sniper DRM's instead of the DRM for movement in the open applied to moving infantry targets. A KIA result destroys the vehicle; a MC result forces it to pass an appropriate MC. If a vehicle is eliminated by sniper fire while in motion (whether by a KIA or multiple MC failure), all passengers and any non-driver inherent crew must check for survival normally. If the vehicle is eliminated while not in motion, passenger and inherent crew survival is automatic. Snipers may not fire at passengers aboard an unarmored vehicle; they must fire at the vehicle itself.

5.7.17.2 SNIPERS VS. CE AFV's**: Sniper fire versus AFV's is limited to fire versus CE status vehicles and Target Modifications J, K, O, and P would apply. Sniper inflicted KIA and MC results are treated the same as any IFT generated CE MC or KIA result.**

5.7.18 Sniper Generation

5.7.18.1 Technically almost every company was authorized several scoped-rifles for sniper missions by designated marksmen. In practice, however, these weapons often remained unused secure in the company armoury, and the men assigned to them pulled normal duty. Aside from a few highly skilled and prized specialists who were used exclusively in the sniper role and assigned at the regimental level or above, most so-called "snipers" were relative amateurs thrust into

the role by the desperate circumstances of the moment. As these rules add considerably to the complexity of the game, they are considered optional and their use should be agreed upon prior to play.

5.7.18.2 A player may create snipers during his own RPh if an unbroken squad occupies the same hex with an unbroken leader of the same nationality. The sniper can be created only if the sniper generation DR is a 2, exclusive of any leadership modification. There is no penalty for failure of this DR other than the inability of the squad and leader to create a sniper during that game turn. If a leader attempts to create a sniper, he may not attempt any other activities during that RPh. No side may create a sniper if it already has, or has had, four snipers in play during that scenario. A sniper generation attempt is allowed only once per player turn.

5.7.18.3 The Sniper DRM of the newly created sniper is based on a combination of the unit type of the squad and a random dr. All newly created snipers begin with a Sniper DRM of -5 but must add the sum of a random dr and the unit type drm to determine the final Sniper DRM. A final Sniper DRM of 0 or higher is treated as -1. If a counter with the proper Sniper DRM is not available, substitute one with a poorer Sniper DRM. If no such sniper counter is available, no sniper is formed.

Sniper DRM	
Unit Type	drm
Elite	0
1st Line	+1
2nd Line	+2
Green or Inexperienced	+3

5.7.18.4 All German squads with a normal morale of 8 are considered elite; 4-6-7s are 1st line; 4-4-7s and non-Finnish Axis Minor Allies are 2nd line.

5.7.18.5 Russian 6-2-8 squads are considered elite, 5-3-7s and 4-4-7s are 1st line, and 3-3-6s are 2nd line regardless of whether they represent partisans or substandard regulars.

5.7.18.6 Once created, a sniper must "grow" a concealment counter before the Sniper DRM is effective. The act of creating a sniper would cause a hidden or concealed leader/squad to lose its hidden/concealed status if it were currently in the LOS of an enemy unit.

5.7.18.7 Once a sniper is generated from a squad it loses all of the special qualifications that squad may have had (such as motorcycle or ski experience, cavalry, or assault engineer equipment utilization).

5.7.18.8 The generation of snipers during play (and their subsequent loss) does not affect Battlefield Integrity in any manner.

5.8 Unarmed Units

5.8.1 164.3 Unarmed squads / HS's / crews (such as prisoners) are replaced with a white, unarmed counter of the appropriate size. Unarmed SMC's must be noted on a side record, but maintain their normal morale ratings. Unarmed MMC's assume a normal morale of 6, a broken morale of 5, and a FP factor of 1 (which can be used only in CC).

5.8.2 164.31 Any unarmed unit which participates in a CC attack which eliminates an enemy unit of equal or larger size is automatically rearmed, but it is replaced with the poorest rated unit type of its size and nationality. The "poorest" unit is determined on the basis of the lowest FP, morale, and range ratings in that order.

5.8.3 164.4 SCROUNGING: Any non-berserk, unbroken infantry unit on foot except scouts and snipers may attempt to

salvage functioning SW's from a wrecked vehicle provided that the vehicle has not already been scrounged, is not burning, or already burnt out. Any successfully salvaged weapon is treated as a captured SW regardless of nationality. A unit in the same hex with a wreck during its own RPh may attempt to scrounge; but, regardless of success or failure, it and any SW it recovers are TI for the balance of that player turn. To scrounge anything of value from a wreck a 1, 2, or 3 must be rolled with one die (no drm's apply). Place a "MG disabled" counter on the wreck after the first scrounge attempt (regardless of the results) to signify that it may not be scrounged again. Crews which voluntarily abandon an AFV may attempt to scrounge their vehicle as they leave.

5.8.4 164.41 SW's which may be recovered by scrounging are limited to any BMG/AAMG or SW carried by the vehicle (as per individual armour notes). Any MA, CMG, smoke discharger, FT, or bomb-throwing device is not salvageable.

5.8.5 164.42 Salvaged MG's are replaced by a captured (i.e. of a different nationality) LMG counter of the scrounger's choice with the same or less FP and are restricted by the rules for captured equipment. The scrounged MG assumes the range and B# of the LMG counter.

5.8.6 164.43 All AFV's carried inherent small arms capable of rearming any unarmed unit of up to HS size. Scrounged small arms can rearm a previously unarmed hero, crew, or HS completely. An unarmed squad could be replaced by an armed HS, and a still unarmed HS when it is able to deploy. Such arms cannot be given voluntarily by a manned AFV or taken from any AFV whose crew has survived. Record the position of wrecks which have been scrounged for small arms (including those whose crew survived) so they may not be used again for scrounging.

5.8.7 164.44 Small arms capable of rearming any one infantry counter may be scrounged from any non-water / marsh hex occupied by the unarmed unit at the end of its own MPh provided it has expended all of its MF's during that MPh in the act of moving out of its original hex, and it is able to roll a 2 on a Scrounging DR. No more than one Scrounging DR may be attempted per game turn per side. The unarmed unit is replaced with the poorest rated unit type of its size and nationality as per the rules above.

5.8.8 164.45 Any hidden/concealed unit in the act of scrounging, or changing possession of SW's would lose their hidden/concealed status.

6. CLOSE COMBAT

6.1 Basic Close Combat Resolution

6.1.1 20.1 Close Combat is an alternate type of fighting which can occur only during the Close Combat Phase between opposing units in the same hex. There are no terrain modifications to Close Combat dice rolls.

6.1.2 20.2 Unlike regular Fire Combat, Close Combat is considered simultaneous and both sides fire on the other-even if one or both sides is eliminated by opposing fire (Exceptions: poor visibility, Partisans, concealed counters)

6.1.3 20.3 In Close Combat, the firepower factors of attacking Units are compared to the firepower factor of the enemy units being attacked in order to arrive at a ratio of attack to defence strength known as odds. For example, if two 6-2-8 squads attack a 4-6-7 squad the odds would be 12-4 or 3-1. Fractions are always rounded down in favour of the defender. Once odds are determined the Close Combat Table on the Quick Reference Data Chart is consulted to determine the Kill Number for those odds. If the Kill Number or lower is rolled the attacked units are eliminated. The dice must be re-rolled for each separate Close Combat attack.

6.1.4 20.4 You may divide your Close Combat attacks in any manner you wish so long as no unit attacks more than once per Close Combat Phase. You may attack all or only some of the enemy units in the hex. You may combine all your Close Combat into one attack or break it down into smaller combats. All Close Combat attacks must be designated prior to any Close Combat dice rolls.

6.1.5 20.5 LMGs are the only support weapons which can be used In Close Combat. They add to the firepower of an attacking unit but are not included in the firepower of a defending unit when determining Close Combat odds. LMGs have no penetration factor when utilized in Close Combat.

6.1.6 20.6 The leadership modifiers of each leader in the same hex may be applied to one pre-designated Close Combat dice roll per player turn.

6.1.7 20.7 Close Combat attacks may not be made against a leader unless the leader began the Phase as the only enemy unit in the hex.

6.1.8 20.71 If at the end of the Close Combat Phase, all friendly squads which started the phase in the hex are eliminated, then any leader units in the hex are eliminated also.

6.1.9 20.72 A leader which begins the Close Combat Phase alone in a hex with enemy units is given a nominal firepower attack and defence strength of 1. The leader may not use both his nominal firepower strength and man a LMG, but his leadership modifier does affect his Close Combat Attack dice roll.

6.1.10 142.6 Pinned units in CC have their FP halved for offence only. They still defend in CC with their normal inherent FP.

20.1 Does smoke affect Close Combat?

A. No. {COI4-68}

20.4 May a unit be attacked more than once per player turn in Close Combat?

A. Yes, but all such attacks must be pre-designated. {14.5-34}{COI4-68}

20.4 & 73.5 Suppose a Close Combat attack is made against both a CE (exhausted) and non-CE unit. Would the -1 DRM apply to both units?

A. No - the DRM would only apply to the CE unit. Assume the dice roll is a '6'; the CE unit would be attacked by a '5' dice roll, the other unit by a '6', even though there was only one dice roll. The same logic would be applied to IFT attacks on combination CE-non CE targets. {16.1-34}{COI4-38}{COD-104}

20.5 Is the firepower of a LMG doubled in Close Combat?

A. No. {16.1-34}{COI4-38}{COD-104}

20.6 Can a leader in a melee use its leadership DRM defensively to worsen an opponent's attack?

A. No -leadership DRMs can be used only to improve your own fire. {COI4-38}{COD-104}

20.72 Suppose two or more leaders are alone in a hex with enemy squads in Close Combat. Do they each have a "nominal" strength of 1?

A. No - together they would have nominal defence strength of 1. Of course, if they had a LMG, they could man it at full effect for an attack strength of 2. {COI4-68}

6.2 Visibility Effects

6.2.1 158.1 The moving player who has just advanced into CC may deduct 1 from his CC attack DR's only during the player turn he advanced into CC for any one condition which lessens visibility in the CC hex (smoke of any kind, night, fog). Advancing reinforcing units in subsequent turns would not be eligible for this DRM as long as the melee persists. Units in melee with a smoke making capability may attempt to place smoke during their PFPh, but may place it only in their own hex.

6.3 Melee

6.3.1 20.8 If units of both sides remain in the hex after all Close Combat attacks have been executed, those Units are "locked in melee" and may not leave the hex until one side or the other has been completely eliminated.

6.3.2 20.81 Units locked in melee cannot fire out of the hex during any subsequent Fire Phase, or conduct any other activity other than Close Combat.

6.3.3 20.82 New units may be brought into the melee hex within the limits of stacking during their Advance Phase.

6.3.4 20.83 The melee hex may be fired on using Fire Combat from units outside the hex but such fire affects both friendly and enemy units alike.

6.3.5 20.84 As long as a melee exists in a hex no support weapons can be captured in that hex.

6.3.6 158.2 WITHDRAWAL FROM MELEE: Any non-berserk unit engaged in melee (Exception: melee inside a bunker with enemy units outside the bunker) may attempt to withdraw from melee into an adjacent non-enemy occupied hex by announcing its intention to do so at the start of the CCPh before attacks are designated. Withdrawing units may not make CC attacks. Withdrawing units are subject to a -2 DRM to all CC attacks made against them during that CCPh. The withdrawal DRM is only -1 if any visibility hindrance is present in the melee hex. The withdrawal DRM could be favourably modified by adding a +1 DRM for every friendly, unbroken unit in the CC that is not attempting to withdraw. If the withdrawing unit is a leader/hero, it may be attacked in CC as a separate target with a defence strength of 1 - unless it is withdrawing with a MMC, in which case it shares the fate of that unit. If there is more than one such unit, the leader may secretly choose the one it will be considered part of prior to any resolution of CC during that turn.

6.3.6.1 158.21 If the declared withdrawing unit is not eliminated or captured, it is placed at the end of that CCPh in any adjacent hex free of enemy units that it could normally reach were it moving in its APh.

6.3.6.2 158.22 Units withdrawing from melee may carry SW's, etc. (move prisoners, horses, wounded, or SW's during that CCPh) in excess of their IPC only by increasing their vulnerability. Non-broken withdrawing units may attempt to take their wounded and SW's with them when they withdraw, but do so at the expense of an additional -1 DRM per PP taken in excess of their IPC.

6.3.6.3 158.23 Partisans do not suffer the -2 DRM for CC withdrawal provided they qualified for the first-attack advantage of an ambush, and they make their withdrawal attempt in the first CCPh following their ambush attack.

6.3.6.4 158.24 Units withdrawing from/into a minefield or into a booby trap hex are immediately attacked by those devices with no chance for booby trap disarmament.

6.3.7 158.5 Mounted cavalry, cyclists of all kinds, vehicle passengers, and even skiers who survive their initial round of CC are not required to remain in melee. These units have the choice of dismounting and remaining in melee without their prior handicap, or moving out of the melee hex in their mounted mode normally during their next MPh. Should they dismount, their form of conveyance remains in the melee hex with them and is subject to capture (Exception: AFV's are not subject to capture and are free to leave the melee hex in their MPh). Should no friendly units remain behind to keep the enemy in melee, those enemy units are freed from melee and may DF on the exiting units in the adjacent hex.

20.8 & 59.6 Assume spreading fire reaches a hex in which opposing units are locked in melee. Can they each go to a separate hex and break the melee?

A. No - 20.8 takes precedence. They cannot leave the hex while in melee and are consequently eliminated. {COI4-68}

20.81 & 89.3 Can a Russian squad locked in melee eliminate its prisoners?

A. No. {COI4-38}{COD-104}

20.83 & 20.9 Suppose four squads (2 Russian and 2 German) are locked in melee and during the Russian Prep Fire Phase outside fire into the melee hex breaks both Germans and one of the Russian squads. What happens?

A. The broken Russian squad is eliminated, the two German squads are either eliminated or captured at the Russian's option and the good order Russian squad is free to move or fire as if it had started the phase alone in the hex. {COI4-38}{COD-104}

6.4 Broken Units in Melee

6.4.1 158.3 A broken unit in the same hex with an enemy unit is not automatically captured/eliminated. Broken units may be attacked in CC and are subject to a -2 DRM to the CC DR. Broken units in melee may not rout during the RtPh, but they must attempt to withdraw from melee. (Note that a "melee" does not exist until both sides end a CCPh in the same hex.) Broken units may withdraw into any adjacent hex in the same manner as above, but once there normal rout rules would apply in any subsequent RtPh. Broken units may never attack.

6.5 Cowering

6.5.1 121.2 All IFT or Close Combat attacks which derive any portion of their firepower total from the inherent firepower of a squad or crew may be adversely affected due to that unit's partial failure to fire under stress. If the IFT or Close Combat resolution dice roll, prior to any modification, results in "doubles" (same number on both die) the attack is executed on the next lower column of the IFT or Close Combat tables UNLESS a leader (even a '0' or' +'leader) is directing that fire.

7. SPECIAL COMBAT - AFVS AND INFANTRY

7.1 Overruns

7.1.1 35.1 Unlike infantry, AFVs may execute a form of attack during the Movement Phase by moving on top of or through enemy infantry units and / or truck / jeep in any type of terrain. This type of attack is referred to as an OVERRUN and is resolved on the Infantry Fire Table immediately as the AFV enters the hex. AFVs may not overrun other AFVs.

7.1.2 35.2 Any number of AFVs may overrun a target hex but each overrun attack must be executed separately.

7.1.3 72.1 AFVs overrun with a firepower of 4 plus half the infantry firepower equivalent of their main armament (doubled for those AFVs with a multi-shot rate of fire) and all available MG factors they wish to use (Exception: rear turret MGs). Should an AFV opt to utilize an exposed MG factor CE penalties apply. An AFV (or its passengers in the case of a halftrack) must utilize some form of firepower in order to apply the base firepower of 4 for an overrun.

7.1.4 134.14 Ordnance capable of firing only AP is not used to calculate an overrun attack strength other than as the base firepower of 4.

7.1.5 Should it lose all of its armament due to malfunction it may not attack but may still move onto or through enemy positions. Overruns vs. trucks or jeeps are modified by -5 to the dice roll.

7.1.6 72.2 Halftracks without functioning armament may not make overruns unless they are carrying passengers which will fire their inherent firepower and/or LMGs. The firepower of the passengers is added to the base overrun firepower of 4 to determine its total overrun strength. Any leader in the halftrack may add its leadership modifier to the attack.

7.1.7 35.5 Tanks and SP Guns executing overruns may not carry passengers into the target hex.

7.1.8 72.3 Passengers which take part in an overrun may be affected by the IFT during the ensuing Defensive Fire Phase, but still receive a +2 DRM to IFT attacks made against them. Units attempting to immobilize an AFV during the Defensive Fire Phase use the same dice roll on the proper firepower column of the IFT to determine the effect on the exposed passengers. Naturally, if two or more squads adjacent to the halftrack choose to combine their firepower into one fire group against any exposed passengers, that fire group (regardless of composition) would be entitled to only one attempt to immobilize the vehicle - the same dice roll used by the fire group vs. the exposed passenger.

7.1.9 72.31 Infantry in an overrun target hex which survives an overrun attack unbroken, and which did not defensive fire earlier in the turn, may return fire against any exposed passengers in the overrunning halftrack at double firepower (Point Blank Fire) before it leaves the overrun target hex.

7.1.10 35.4 All Terrain Effects Dice Roll Modifiers normally associated with the Infantry Fire Table would apply with the exception of the DRM for infantry moving in the open which is used only during the Defensive Fire Phase.

7.1.11 72.5 AFVs executing overrun attacks in woods, smoke, or wheat fields attack with half effectiveness.

7.1.12 112.81 AFVs utilizing bypass movement in a hex may not execute Overrun attacks vs. infantry targets in that hex. To overrun an infantry unit in a building or woods hex, the AFV must actually enter the obstacle itself.

7.1.13 35.6 The overrunning AFV must survive all defensive fire from any source prior to entering the target hex in order to execute the overrun attack. The unit(s)

being overrun would be immune to Anti-Tank defensive fire while in the same hex as the overrunning AFV.

7.1.14 35.6 All open-topped AFVs and those without a Covered Arc MG factor executing an overrun wishing to use MG firepower in the overrun are considered to be in a CE status in the hex immediately preceding the overrun hex and for the duration of that Movement (& Defensive Fire) Phase.

7.1.15 35.7 If the target hex is open terrain, the infantry in the target hex may not execute defensive fire against the overrunning vehicle unless armed with Anti-Tank weapons. Any adjacent infantry in other than open terrain may defensive fire vs. the overrunning vehicle.

7.1.16 35.8 Vehicles executing an overrun attack suffer no additional movement penalties but may execute only one overrun attack per turn. An overrun attack must be executed against the first enemy occupied hex moved into during the Movement Phase. Any other enemy units moved over during the turn are considered to have found cover within their hex and are ignored. Should the AFV end its Movement Phase in the same hex as an opposing infantry type unit, that infantry unit(s) and its support weapons are moved to an adjacent hex of its choice immediately after the current Defensive Fire Phase. Any guns in the overrun hex are eliminated. Other infantry support weapons in the overrun hex are eliminated only if a KIA results. If movement to an adjacent hex is not possible due to the presence of enemy units, stacking limits, the board edge, or cliff hex sides the unit(s) is eliminated.

7.1.17 35.9 Overrunning AFVs may not fire any weapons during the player turn in which they execute an overrun attack.

7.1.18 72.7 Overrunning AFVs may not utilize Intensive Fire.

7.1.19 167.2 Regardless of the number of shots an AT Gun has already taken during any DFPh, it is entitled to the possibility of one more shot if it is being overrun [EXC mortars and RCL's]

7.1.20 167.21 Immediately upon entrance of the AT Gun's hex and before the AFV can execute its overrun attack, the gun crew takes a PAAMC. If it passes, it may fire on the overrunning AFV using TO HIT case E (not L). Moving Target and adjacent target DRM's do not apply, but the AT Gun must change its CA (Case A) to cover the hex side entered by the AFV if it does not already face in that direction.

7.1.21 167.211 If the crew fails the PAAMC, it is not broken, but may not fire for the balance of the player turn (including its inherent FP).

7.1.22 167.22 If the AT Gun has already fire its full rate of fire for that player turn or even if it has already used Intensive Fire that player turn, the shot taken in the overrun hex would be treated as Intensive Fire. No additional penalties for Intensive Fire would apply to previous shots. The number of Intensive Fire shots one AT Gun could take against overrunning AFV's in one player turn is limited only by its survival and the number of AFV's which attempt to overrun it during that player turn. Each shot is subject to only one Intensive Fire DRM; the DRM is not cumulative for each occurrence.

7.1.23 167.23 The presence of a wreck in the same hex with an AT Gun would add a +1 TO HIT DRM to both incoming and outgoing fire (including a +1 IFT DRM to the overrun attack).

35. & 72.7 & 39.9 If an AFV is attempting an overrun in a building / wood hex, does it roll for immobilization before or after the attack ? Is the attack still made if the AFV is immobilized?, and must the units in the target hex move out of it if the AFV is immobilized?

A. Before. Yes. No. {KM}

35. & 72.8 & 64.44 If a vehicle is making an overrun attack and is in a CE status, could the units being

overrun fire at Point Blank at the CE in the hex immediately before it enters the target hex?, and if they survive could they fire Point Blank at the CE in the target hex or the next hex it enters after the target hex?

A. No, only in the Def. fire phase. {KM}

35.1 If an AFV breaks down upon entrance of a woods or wooden building hex, does it still get to make an Overrun attack in that hex?

A. Yes, even if the crew fails its Morale Check and abandons the AFV. Note that in this event, the crew would be locked in Close Combat with any survivors of the Overrun attack. {SL4-23}

SQLA [35A] Units in a wooden building that is being overrun are attacked at half strength (full strength in Squad Leader) with the +2 modifier. If the survive, they are placed into an adjacent hex per rules then the building is rubbled if the AFV remains in the hex and in Squad Leader the crew passes its morale check (otherwise the crew will be close combat with the enemy troops present).

35.1 Can a unit on a smoke counter be overrun?

A. Yes but the attacker suffers the smoke modifier to the Fire Combat dice roll equal to the roll of one die. {SL4-23}

35.1 May a squad with a bazooka refuse to Defensive Fire prior to an Overrun attack in the hope that it will survive the Overrun attack and then be able to fire at the AFV's rear as it leaves the hex?

A. Yes, but it must wait until the AFV executes its overrun attack. If the AFV stays in the target hex, the bazooka fires at the rear at one hex range. {COI4-68}

35.8 Is a squad that is forced to vacate a hex during the enemy Movement Phase considered a moving target for purposes of Advancing Fire by other units?

A. No. {COI4-68}{COD104}

72.1 What effect would cannister or spraying fire weapons have on an Overrun?

A. They can't be used during an Overrun. The entire firepower equivalent of 'spraying fire' guns is used instead. {COD-105}

72.2 Are MGs used during an Overrun susceptible to breakdown?

A. No - immobilization and destruction of the AFV (72.5 & 72.6) replace all armament breakdown possibilities. {COI4-70}

64.44 & 72.1 Assume a halftrack is about to make an Overrun attack with its own armament and that of its squad passenger. The unit being overrun passes his Pre-AFV Attack Morale Check, and fires Point Blank at the CE crew and passengers in the last hex occupied by the AFV prior to the Overrun, adds the +2 DRM and gets an M result. What are the possible consequences?

A. Both the crew and the squad must take Morale Checks. If the crew fails the MC, it is not broken, but stunned, and the halftrack may not move or fire and therefore cannot carry out its Overrun. The squad could still fire at no detriment. If the squad fails its MC, the Overrun must again be cancelled (47.9) because the halftrack may not advance toward the enemy until the broken infantry rallies or leaves the vehicle. {COI4-70}

72.2 Suppose a halftrack without functioning armament but carrying a squad attempts an Overrun, but the squad breaks as a result of Defensive Fire before the Overrun. Can the halftrack still overrun with a base firepower of 4?

A. No, that would constitute an advance with a broken unit. Were there no broken unit involved, the halftrack could move through the intended target hex but could not attack. {COI4-70}

72.4 & 102.1 May an AFV use its flamethrower in an Overrun ? If so, do 22.1-22.3 apply unchanged?

A. Yes, Yes - the Overrun would have two attack dice rolls - one for the flamethrower alone at full strength; another for any remaining weapons halved or quartered as need be and added to the Overrun base firepower of 4. Note that the flamethrower would be subject to permanent breakdown on its attack dice roll while the vehicle itself would be subject to appropriate Overrun penalties only on the other attack dice roll. {COD-105}

72.8 & 35. When an AFV is making an overrun is the overrun conducted immediately when it enters the target hex?, or could defensive fire be directed against the AFV in the target hex before the overrun is resolved?

A. Yes. No. {KM}

If an AFV that has used its entire MP allowance and has not been immobilized elects to move one additional hex, could it make an overrun in that hex?

A. Yes. {KM}

7.1.24 Immobilization and Destruction during Overrun

7.1.24.1 38.3 If while executing an overrun Attack, an AFV rolls a "12" (prior to modifier adjustments), the infantry is assumed to have planted a lucky grenade bundle and de-tracked the vehicle. The AFV is then immobilized for the remainder of the scenario.

7.1.24.2 72.5 AFVs executing overrun attacks in woods, smoke or Wheatfield hexes are more susceptible to a grenade bundle attack by unobserved infantry. Any AFV which rolls an "11" or "12" prior to modifier adjustments while executing an overrun attack in such a hex has been immobilized.

7.1.24.3 72.6 Open-topped AFVs executing overruns are more susceptible to grenade attacks. Therefore, any overrun attack dice roll one less than that AFV's overrun immobilization dice roll results in its destruction with full loss of crew. The overrun attack is still resolved using the same dice roll. This does not apply to non-buttoned up AFVs that are not open topped.

35.8 & 38.3 & 72.5 If an AFV is immobilized by a grenade bundle while making an overrun attack in a hex containing a gun, is the gun still destroyed ?, and if not, could the crew remain in the hex with the immobilized AFV?

A. Yes to both. {KM}

66.1 & 36.24 Does an enemy squad remain in the Close Combat hex with an AFV after immobilizing it in Close Combat? If it immobilizes an already immobilized AFV, is it destroyed instead?

A. No. Yes. {COI4-70}

7.2 Infantry vs. AFVs

7.2.1 36 Assuming infantry has only its inherent small arms and no special anti-tank support weapons, it may attack AFVs in either the Defensive Fire Phase or the Close Combat Phase using the procedures outlined below.

**7.2.2 36.3 In both types of attacks, (Defensive Fire or Close Combat) each attacking squad must attack separately even if located in the same hex as other attacking units. **

7.2.3 36.4 Leaders may apply their leadership dice roll modifiers in both types of attacks but each Leader may direct only one attack (including his own if he elects to use it) regardless of the number of attacking units in the same hex.

7.2.4 37.1 Infantry armed with special Anti-Tank weapons need not take a Pre-AFV Attack Morale Check to attack an AFV.

37.1 Must infantry with special AT weapons pass a Pre-AFV Attack MC if they want to attack using the Close Combat (36.2) or Defensive Fire Phase (36.12) method?

A. Yes. {COI4-68}{COD104}

7.2.5 Defensive Fire Phase Method

7.2.5.1 36.1 & 144.71 Infantry on foot in any hex but a totally open ground hex which have not yet used their inherent FP for that player turn may attack an AFV in an adjacent hex during their DFPh at any point during the AFV's MPh even if the AFV does not move, or moves away from the attacker as its first MP expended. A unit can attempt DF AFV Immobilization against an AFV using VBM in an adjacent hex only if the unit's LOS doesn't cross the obstacle before it intersects either the hex side being bypassed or the CAFP. Any condition present in a hex that would give the occupant a positive TEM (such as a wall hex side between it and the AFV, a vision hindrance, vehicle/wreck, or entrenchment) except infantry height advantage would allow a DF AFV Immobilization attempt from that hex. Night, fog, and all types of smoke qualify as "vision hinders". No other weather condition is a vision hindrance unless so stated by SSR.

7.2.5.2 All infantry (unless berserk or heroic) adjacent to an AFV must first pass a "Pre-AFV Attack Morale Check" in order to attempt immobilization. Once they pass the PAAMC they must attack the specified AFV. There is no penalty for failing to pass the

PAAMC other than the inability of that unit to use the DF AFV Immobilization option against any target during that player turn. Any leader, which passes his PAAMC, may apply his leadership modifier to other units in the same hex also taking a PAAMC. Units which fail the PAAMC may still attack other non-armour targets, including exposed passengers on the AFV counter or infantry on foot beneath it. Pre-AFV Attack Morale Checks are always normal "M" checks.

7.2.5.3 Units which pass their PAAMC will immobilize that AFV with a DR <= 2 after all applicable DRM's. Leadership modifiers, and the following DRM's apply to the DF AFV Immobilization DR.

DF AFV Immobilization Chart	
Condition	**DRM**
AFV using VBM in same hex as firer	-2
Vision hindrance	-2
AFV is not fully tracked	-1
AFV is CE	+1
Attacker is HS	+1
Attacker is Crew	+2
AFV is accompanied by exterior passengers and / or unbroken infantry on foot in same hex per HS / Crew*	+1
Terrain occupied by attacking infantry**	-TEM ***

* A squad earns a +2 DRM.
** Does not apply to SMCs
*** A TEM of -3, -4, -5 etc. is treated as -2.

7.2.5.4 Cowering does not affect Immobilization attempts.

7.2.5.5 Snipers and scouts may not attempt DF AFV Immobilization. A leader / hero could elect not to attack individually so as to combine with another unit eligible to use the more favourable terrain Immobilization numbers.

7.2.5.6 The same DR used in the attempt to immobilize the AFV also applies to a concurrent IFT attack made on any CE crew, vulnerable passengers, and infantry on foot beneath the AFV counter, but not against entrenched, bunkered, or bypassed infantry not eligible for the +1 TEM for being beneath an AFV counter.

7.2.5.7 Any unit trying DF AFV Immobilization or which has succeeded in immobilizing / destroying an overrunning AFV in its own hex may not attack any other hex / AFV and / or use SW's during that fire phase.

36.11 Can a unit that has passed its Pre-AFV Attack Morale Check defensive fire at the same AFV more than once per player turn as it moves through several adjacent hexes? Or against more than one AFV per player turn?

A. No. No. {COI4-68}

36.11 If a unit fails a Pre-AFV Attack Morale Check can it try again that turn against a different AFV?

A. No. {14.5-34}{COI4-68}

36.11 & 105.21 Both rules state that all infantry without AT weapons adjacent to an AFV which wish to attack it must first pass a Pre-AFV Attack MC. Exactly what constitutes an AT weapon?

A. Any AP weapon whose principal use is against armoured targets. Although a HMG has AP capabilities, its principal use is against infantry targets. Therefore, infantry firing a HMG at an AFV must first pass a Pre-AFV Attack MC in the same manner as infantry trying to immobilize or Close Combat an AFV (36.11, 36.21). Note that flamethrowers, demo charges, Molotov cocktails, and howitzers incapable of firing AP ammunition would not be considered special AT weapons. Note, however, that infantry does not have to pass a Pre-AFV Attack MC in order to fire on CE units in an AFV. {COD104}

36.12 How many times could an infantry unit fire on the Defensive Fire AFV Immobilization Number Table in one player turn if more than one enemy AFV passed adjacent to it?

A Only once, and in so doing, it would lose its chance to fire at other targets during the Defensive Fire Phase. {15.2-34}{COI4-68}

36.12 May unit's two levels above an AFV attempt to immobilize it in an adjacent hex below? From one level above?

A. No. Yes. {COI4-68}{COD104}

36.12 If a halftrack is immobilized due to infantry defensive fire, does its driver (or MG crew), or passengers have to take a morale check to see if they have abandoned the vehicle?

A. No, not the first time (see 144.77 in GI). {OAF}

36.13 May a unit attempt to disable an AFV and also make a normal defensive fire against another unit?

A. No. {14.5-34}

7.2.6 Close Combat Phase Method

7.2.6.1 36.2 AFV's may also be attacked during the CLOSE COMBAT PHASE by enemy infantry moving onto the AFV during the Advance Phase.

7.2.6.2 36.21 In order to advance into the Close Combat hex, the attacking infantry must pass a PAAMC as explained above

7.2.6.3 Trucks and halftracks may be attacked in Close Combat. However, if the passengers of an armoured halftrack are CE they may fire on the Close Combat Table. The passengers may not be attacked separately from the halftrack but share the fate of the AFV.

7.2.6.4 Since Close Combat with AFVs is not simultaneous, the order of attack must be determined with separate dice rolls made for each attacker, CE passenger, and/or CE crew of an AA MG. Each unit (including the AFV) involved in the Close Combat rolls two dice to determine the order of attack, with units executing their attacks in the order of the lowest dice roll first. Attacking infantry may deduct the Terrain Effects Modifier (if any) of the Close Combat hex from their 'order of attack' dice roll. Units that are eliminated or broken before making their Close Combat attack lose their attack opportunity

7.2.6.5 Units which pass the PAAMC and who moved onto the AFV during the Advance Phase may attack the AFV and eliminate it with any dice roll equal to or less than the squad firepower factor.

7.2.6.6 If the attack is unsuccessful all attacking units (unless engaged in Close Combat with enemy infantry) are immediately returned to the hex from which they advanced during the Advance Phase.

7.2.6.7 158.41 If an unarmored vehicle has passengers and the attacker wishes to capture (rather than eliminate) the vehicle he may attempt to do so by first attacking and eliminating all enemy infantry in the hex (including passengers). The attacker would have to engage any passengers in normal infantry versus infantry CC, but would be eligible for a -2 DRM in its attacks versus those passengers and a +2 DRM in defending against attacks from those passengers. Note that this -2 DRM could be used in conjunction with the +1 DRM for attempting to capture those same passengers in CC. The attacker must add 1 to his CC DR if he intends to capture the vehicle. Note that a SMC has an inherent CC value of 1 when attacking a vehicle in CC and trying to roll <= its FP. Infantry may not attempt to capture a manned AFV.

7.2.6.8 158.42 CC attacks versus unarmored vehicles are eligible for a -3 DRM. CC attacks versus OT AFV's are eligible for a -2 DRM. CC attacks versus CE CT AFV's are eligible for a -1 DRM. CC attacks versus any vehicle without manned, functioning MG armament is eligible for a -1 DRM. Bow & CMG's may not be used in CC, but they do serve to void this last DRM.

7.2.6.9 158.43 CC attacks attempting to eliminate a vehicle do not require the absence of opposing infantry in the same hex although there is a +1 DRM to the CC DR for every unbroken / unpinned enemy HS/crew (+2 DRM for each such squad) in the CC hex at the time of each attack. Vehicle passengers do not apply unless they are CE in a halftrack. If an AFV is involved, thus requiring sequential combat resolution, all units roll for order of attack after the AFV's escorting infantry have

already made their attacks. Regardless of the outcome, infantry attacking a vehicle in CC, must remain in melee in that hex if opposing non-passenger infantry occupy the same hex.

7.2.6.10 Any AFV which is not buttoned up and which has an AA MG factor may utilize that factor on the Close Combat Table. Russian tanks with a rear turret MG factor may use that factor on the Close Combat Table also. Since Close Combat with AFVs is not simultaneous, the order of attack must be determined as described above.

7.2.6.11 The crew and/or passengers of an AFV destroyed in Close Combat are automatically eliminated with no chance of survival.

7.2.6.12 72.86 Any infantry unit which rolls a "12" prior to any DRM while making a Close Combat attack vs. an AFV has been eliminated by that AFV's crew while operating in close defence of their vehicle.

7.2.6.13 66.1 The effects of random immobilization would also apply to Close Combat attacks by infantry.

29.2 Do vehicle stacking rule limit the number of units that may attack a tank in Close Combat?

A. No - normal infantry stacking limits (6.2) apply to opposing units in any Close Combat hex. {COI4-68}

36.21 If some units fail a Pre-AFV Attack Morale Check can the advance into the enemy AFV hex be called off?

A. Yes, and advances into other non-enemy AFV hexes are possible. Passing a Pre-AFV Attack MC does not unconditionally commit a unit to that attack. Furthermore, a leader failing a Pre-AFV Attack MC does not force other units to take a second Pre-AFV Attack MC. {14.5-34}{COI4-68}

36.22 If a passenger on an AFV is attacked in Close combat, must the passenger dismount regardless of the result?

A. Yes. {SL4-23}

36.22 Suppose 3 squads pass their Pre-AFV Attack Morale Check and wish to advance into Close Combat with a tank carrying one squad as passengers. Could two of the squads attack the passenger at 2-1 and the third attack the tank?

A. Yes, but the attack against the tank would be dependent on the success of the 2-1 vs. the passenger. In other words, the tank can't be attacked until the escorting infantry is eliminated, and since all Close Combat attacks are pre-designated the third squad would forfeit its fire opportunity that turn if the passenger is not eliminated. {14.5-34}{COI4-68}

36.22 If an AFV does not move out of a melee hex, may it fire at the units in the hex with it?

A. No - it would have to leave the hex to fire either its MG or main armament at the melee hex and any such fire would affect both friendly & enemy units. (Exception: 72.83) {14.5-34}{COI4-68}

36.23 & 96.73 Can a sniper enter into Close Combat with an AFV? with infantry?

A. No, Yes - but the sniper DRM obviously does not affect its Close Combat dice rolls. {COI4-68}{COD104}

36.24 Can an infantry unit that succeeds in destroying a tank in Close Combat return to the hex it advanced from in the same player turn?

A. No. It does derive protection from the wreck (40.5) however. {SL4-23} 36.24 See 66.1 & 36.24

36.4 Can a leader make his own attack on an AFV and not apply his leadership rating so as to apply that rating instead to the attack of a squad he is stacked with?

A. No. {SL4-23}

72.8 How do you figure odds for Close Combat attacks with armour?

A. AFV fire is limited to AA MG factors manned with a CE counter (EXCEPTION: Hetzer) and/or Russian rear turret MG factors and is resolved on the Close Combat Table (20.3) in the normal manner. Infantry attacking in Close Combat must still roll equal to their firepower, but are eligible for the favourable DRMs listed in 72.81 and 72.82. {COI4-70}

72.81 When close assaulting a stunned AFV, is that AFV buttoned up?

A. No. {COI4-70}

72.82 Is a stunned vehicle considered without manned functioning MGs for purposes of Close Combat?

A. Yes. {COI4-70}

72.85 Suppose three squads are attacking a halftrack in Close Combat with the order of attack determined as two squads, then the halftrack, and finally the third squad. Could the halftrack choose to

limit its attack to the third squad that has yet to attack?

A. Yes, provided it designates this attack at the outset (see 20.4). {COD-105}

144.3 If a wreck is created in CC, do the attacking units get to be under it for the following PFPh?

A. Yes. {OAF}

SQLA - [36A] Units, which fail Pre-AFV MC in the advance phase, or MC for entering a burning wreck, may make an alternate advance/movement.

7.3 Pre-1942 and Inexperienced Infantry vs. AFVs

7.3.1 105 Although AFV development was still in its early stages, the armour of 1939 was a terrifying weapon to infantry of all nations and was actually equal or superior to its post-blitzkrieg era successors in pure shock value

7.3.2 105.1 All infantry in scenarios taking place prior to 1942 and all Inexperienced Infantry, regardless of time frame, are subject to the following rules.

7.3.3 105.2 Any unbroken squad/crew not currently engaged in melee which starts its player turn adjacent to an enemy AFV not under the effects of a Stun, Shock or Motion counter and within the Covered Arc of that vehicle's manned and functioning weapons must pass a normal MC during their Rally Phase to remain in their current hex during the following Movement Phase. Note that a CE AFV with an AA MG has a 360-degree Covered Arc for purposes of this rule. Being adjacent to more than one AFV does not require additional MCs. Failure to pass this MC has no penalty other than forcing the unit to move at least one hex during the ensuing Movement Phase.

7.3.4 105.21 A squad, HS or crew in the same hex (regardless of elevation level) with manned and functioning armour-piercing anti-tank weapons capable of eliminating the adjacent AFV in its present target facing without scoring a critical hit need not take this MC.

7.3.5 105.22 If the AFV is destroyed, stunned, or shocked during the Prep Fire Phase, adjacent infantry need not move away in the subsequent Movement Phase.

7.3.6 105.23 Hidden / concealed units and / or units in trenches / entrenchments may deduct '1' from their MC dice roll ('2' for a concealed unit in a trench/entrenchment).

7.3.7 105.3 Failure to move results in an automatic 'break' of the unit at the end of the Movement Phase. The moving unit may still end up adjacent to enemy armour but may not end the turn adjacent to the AFV(s) that caused the MC. A squad, HS or crew inside a bunker that is topped by wire would be unable to leave the hex in the next Movement Phase and thus would be broken. Broken units in bunkers need not rout outside the bunker. This is the only case in which a unit that fails the MC to remain adjacent to an AFV may fire in the Prep Fire Phase knowing that it will break at the end of the Movement Phase as a consequence.

7.3.8 105.4 Leaders, heroes, scouts, and snipers are exempt from the AFV presence MC, but leaders may use their leadership modifiers to aid units in the same hex.

7.3.9 105.5 Infantry must still pass the normal PAAMC in order to attack an AFV via the Defensive Fire or Close Combat methods.

105.1 What if an AFV was adjacent to an infantry unit only via a cliff hex side?

A. There is no need to pass a MC to hold a present position if the occupied hex cannot be fired on by the AFV. Note this could be applied to a squad on a third level building hex. {COD-105}

105.2 Are squads on the 2nd or 3rd level of a multi-level building considered "adjacent" to a ground level AFV in an adjoining hex?

A. No. {COD-105}

105.2 Suppose the AFV that caused a unit to fail its MC changes its Covered Arc during Defensive Fire such that the unit is no longer within its Covered Arc. Can the unit now remain adjacent to the AFV?

A. No. {COD-105}

105.2 Do infantry in bunkers/woods get any advantage when taking a MC dictated by the nearby presence of armour?

A. No. {COD-105}

8. INFANTRY SUPPORT WEAPONS

8.1 Support Weapons (SW) are carried by infantry units and can be fired by them in addition to their inherent firepower. They do not have a covered arc and can be fired in any direction (unlike ordnance).

8.2 5.75 No infantry unit may fire more than one *type* of support weapon in the same fire phase. LMG, MMG and HMG are all considered one *type* of support weapon.

8.3 The following chart summarizes which types of infantry unit can use which types of SW and how many they can fire without losing their inherent firepower.

Infantry Support Weapon Usage			
SW	**Squad**	**Crew/HS**	**Leader/Hero**
LMG, MMG, HMG	A	1 B	½ FP B#-1 CD
ATR	2*	1*	1
FT, DC	1 F	1 BF	1 F
PF, MC, ATM	4*	2 B	1
PIAT	2*	2 B	1
Baz, Psk	2*	1 B	CD
Radio	NA	NA	1 G
Light Mortar	1*	1	1 C

Notes:
A - One MG or 4 FP factors at no cost, or two MGs & forfeit inherent FP.
B - One SW but loses inherent FP.
C - Any two leaders / heroes may fire at full FP with no B# increase.
D - Hero has option to fire at full strength by adding 1 to TO HIT / IFT DR & increasing B# frequency.
F - Use by other than scenario-designated combat engineer unit or -2 / -3 leader / hero constitutes use of a captured SW.
G - Hero may use only if designated or generated from a leader.
* May fire up to double that number by forfeiting inherent FP.

8.4 Possession

[Editor's note - these rules increase realism but do add to complexity so both players must agree to the use of these rules before play.]

8.4.1 164.1 When employing these rules it becomes necessary to determine possession of SW's among multiple infantry units in the same hex. Therefore, care must be taken to arrange stacks such that the possessing unit is directly beneath all SW's in its possession. Leaders/heroes may be considered part of the first MMC beneath them for SW possession purposes. Infantry may not fire nor carry SW's they do not possess, but may possess as many SW's as can legally stack in a hex.

8.4.2 Stacks may be rearranged within a hex to change possession of SW's between different units only during a friendly MPh and/or APh; Exception: Whenever a HS/leader/hero is formed, the unit it is created from may impart any SW it has to the newly created unit automatically. Such a change of possession may not take place during the MPh if the unit gaining possession fired its inherent FP or any SW's during the preceding PFPh or was in TI Status. Any weapon, which is fired during the PFPh, may not be transferred during the following MPh; any weapon fired during the AFPh may not be transferred during the following APh. No equipment may change possession more than once per phase. Units may not gain or maintain concealment while changing possession of a SW.

8.4.3 Note that rearrangement of ownership of weapons between units in the same hex is dependent on normal hex stacking limits, if a hex contains a bunker, entrenchment, sewer, or multi-level building a separate hex-within-a-hex situation may apply. (For example, units outside of a bunker may not trade possession of SW's with units inside the bunker until the unit actually moves within the bunker.) A unit

may never give up its inherent FP to another unit.

8.4.4 Should an infantry unit possessing SW's be eliminated, those SW's are placed beneath all infantry units which may be in the same hex and are not controlled by any unit until possession is gained during subsequent MPh/APh Acquisition.

8.4.5 Possession of SW's on vehicles in motion may not change except among passengers of the same vehicle. Berserk, broken, and grounded units may not acquire possession of SW's. If a unit breaks but then rallies in the same hex, acquisition of its own SW's is automatic.

8.5 Acquisition

8.5.1 164.2 Any non-berserk infantry on foot may try to gain possession of uncontrolled SW's (whether captured or friendly) once per hex per phase during its MPh and/or APh. Acquisition is possible only in the acquiring unit's currently occupied hex and requires passage of an Acquisition dr. Acquisition is gained on any dr < 6. A separate Acquisition DR is required for each SW in the hex that the unit wishes to acquire. Normal smoke DRM's apply. Acquisition is not possible in water, marsh, or mudflat terrain or during a melee even if control is merely being passed from one friendly unit to another. Acquisition is not possible while enemy units occupy the same hex.

8.5.2 A unit trying to gain possession during the MPh qualifies for a -1 drm to the Acquisition dr for each MF of possible movement it expends in the acquisition hex beyond that needed to enter the hex (if any). Such expenditure would count as movement for DF purposes unless the unit expended only one MF, in which case it would be considered a form of Assault Movement. The MF's expended could include bonus MF's from leader accompaniment, double time, or even ski bonus MF's.

Support Weapon Acquisition Chart

Condition	Acquisition drm
Tunnel location or hidden / concealed SW	+1
Night, fog, rain, deep snow, falling snow*	+1
SW in LOS & normal range of unbroken enemy unit	+1
Terrain is Wheatfield, brush, woods, crag or rubble	+1
Acquiring unit is a squad	-1
Acquiring unit is a SMC	+1
SW is 5/8" counter, attached to parachute, in vehicle	-2

*Per each condition; only night is applicable to equipment inside buildings, bunkers, or in abandoned vehicles; normal smoke DRM's apply.

8.5.3 A unit trying to gain possession during the APh qualifies for a -1 drm to the Acquisition dr if it begins and ends that phase in that hex without changing levels. A unit inside a special terrain feature within a hex such as a bunker or entrenchment would not qualify for the -1 drm while attempting to gain possession of a SW outside of those features even though they remain in the same hex.

8.5.4 An acquisition dr is not necessary to acquire possession of a SW currently possessed by another friendly unit. However, a unit may not gain and transfer possession of a SW in the same turn. Leadership modifiers never apply.

164.11 Since a SMC is considered a part of a MMC, can a SW possessed by a SMC be freely given to that MMC in any phase?

A. No - any friendly MPH or APh. {OAF}

164.2 Can a unit advancing into a hex for the purpose of CC (i.e. enemy units are in the hex)

acquire loose SWs in that hex, especially if the enemy units are only vehicles?

A. No. {OAF}

8.6 Captured and Allied Equipment and Vehicles

8.6.1 Foreign allied troops trying to repair a malfunctioned allied support weapon eliminate that weapon with a repair die roll of 5 or 6. Otherwise, troops may use allied support weapons with no other detriment, providing they start the scenario with those weapons in their possession.

8.6.2 90.1 Any support weapon, which falls into enemy possession, may be utilized by the opposi tion for its own attacks. Special captured weapons such as flamethrowers, demo charges, and ordnance of any type do not have to be manned by elite troops, leaders, or crews. Radios are not considered support weapons for purposes of this rule.

8.6.3 90.11 Friendly units not normally qualified to use special weapons such as flamethrowers or demo charges may also use these weapons, but they use them as if they were captured support weapons.

8.6.4 90.12 A captured support weapon has its Breakdown Number decreased by 2 due to lack of familiarity with the weapon and difficulty of ammunition re-supply. A captured support weapon that breaks down is permanently eliminated.

8.6.5 90.13 All attacks (including American) by captured ordnance must use the red TO HIT numbers and add a +2 DRM to all TO HIT attempts. Attacks by captured support weapons, which do not use a TO HIT table, have their firepower factors halved when rolling for effect on the IFT.

8.6.6 90.14 In some scenarios, special rules may prohibit certain nationalities or types of units from utilizing some or all captured support weapons to reflect the unskilled nature of the troops involved.

SQLA - [22A, 23A] German 838s, Russian 628s, and American 847s may use DC and FT of their own nationality without penalty unless restricted by SSR.

90.1 If a German AT Gun is captured by the Russians, does it use the black or red TO HIT numbers?

A. Red. Ordnance captured by another nationality always uses the red TO HIT numbers. {COI4-70}{COD-74}

90.11 & 90.12 Are special weapons used by unqualified friendly troops permanently eliminated when they break down?

A. Yes. {COI4-70}

90.12 Do captured Demo Charges and ATMs fail to explode on an effect dice roll 2 less than their normal breakdown number?

A. Yes, captured Demo Charges would acquire a Breakdown Number of 10+. {COI4-70}{COD-74}

90.13 Does a captured MG or Demo Charge used against an AFV suffer any penalty other than increased breakdown frequency?

A. No. {COD-105}

[Editor's note - the next two answers seem to conflict to me - take your pick.]

90.12 Is the breakdown number of a captured weapon used by a non-elite squad (or non-crew) decreased by 2 twice; once for being captured and once for not being a qualified crew or assault troop ?

A. No - it is decreased only once. {17.2-46}

90.13 Can regular squads (eg. German 4-6-7) man a friendly ATG or other ordnance weapon normally served by a crew, as though it were a captured piece with all penalties involved?

A. Yes. {OAF}

90.13 Can regular squads man a captured ordnance weapon with two times the captured penalties assessed for normal captured weapons, for example, if a 4-6-7 German squad captures a Russian ATG, can they fire it using a +4 modifier To Hit and a +4 modifier for breakdown, instead of the normal +2 assessed a capturing German crew?

A. Yes. {OAF}

90.6 Is it legal to move a captured 60mm or smaller mortar?

A. Yes. {KM}

90.6 If a gun is captured in tow, may it be moved from the capture hex, and if so may it be moved again if it eventually "un-hooks" in a new hex?

A. Yes. {KM}

If a crew captures ordnance (i.e., ATG), do they suffer the +2 TO HIT and -2 to breakdown penalties for captured equipment?

A. Yes. {BT}

8.7 Deliberate SW Destruction

8.7.1 Any non-berserk, unbroken MMC may destroy or deliberately malfunction any SW's, vehicles, or ordnance in its possession during any CCPh in which it does not engage in CC. An unbroken SMC could destroy or malfunction only one such counter per CCPh. The destruction or immobilization of vehicles (or malfunctioning of their armament) is limited to their inherent crews or subsequent occupying infantry.

18.1 & 17.8 Could a unit purposely "jam" a support weapon rather than destroy it?

A. Yes. {COI4-67}

8.8 Random SW Destruction

8.8.1 Anytime a KIA result on the IFT occurs in a hex after all modification, re-roll one die on the IFT for each SW/ordnance in the hex using the column to the left of the FP column which generated the KIA. A +1 DRM would apply if the fire that caused the KIA was due solely to inherent infantry fire (unless PBF), airbursts, and/or MG's and a -1 DRM would apply if the KIA were due to an AFV overrun. No DRM from the original KIA DR would carry over to the subsequent SW destruction DR. If the result of that DR is another KIA on the new column, that SW is eliminated as well. Otherwise, the SW remains in the target hex for possible later acquisition and use. Exception: a SW in a rubbled or burning hex is automatically removed. Note that random SW destruction cannot occur as a result of an initial KIA on the IFP column, in CC, or automatically to non-portable ordnance due to Overruns. Overruns which end their turn in the target hex check for Random SW Destruction of non-portable / abandoned weapons even if the overrun did not result in a KIA unless that weapon was in a trench/entrenchment.

8.9 Machine Guns

[Editors note - the MG rules are re-stated in section 143 of GI because of the number of small sections previously used.]

8.9.1 Infantry Usage

8.9.1.1 A squad may fire any one MG or two LMG's at no cost to its own inherent FP, or any combination of two MG's with normal MG FP effect in excess of 4 FP factors. Squads taking the latter course forfeit their own inherent FP for that player turn except in CC.

8.9.1.2 A leader may fire any one MG as Area Fire, but the breakdown frequency of that weapon is increased by lowering the B# by one. Two leaders may fire any one MG at full FP with no lowering of the B#,

8.9.1.3 If a leader mans a MG (either singly or in combination with another leader) he loses any leadership DRM he may have exerted over other firing units in the same hex. However, he would maintain the leadership DRM for his own fire provided he is not part of a FG that would otherwise not have that leadership DRM.

8.9.1.4 Crews / HS's may fire any one MG with full FP but in so doing lose their inherent FP for that player turn (Exception: only LMG's may be used in CC). A crew / HS

which fires a LMG in CC would be unable to also fire its inherent FP during that CCPh.

8.9.1.5 MG's, like infantry and other SW's, may fire in any direction with no detriment due to the facing of the counter.

8.9.1.6 104.7 Allied units suffered from a lack of automatic weapons and firepower on the squad level which was neither appreciated nor rectified until after the setback at Dieppe To reflect this, all French, British, and Allied minor country squads in pre-1943 scenarios (except British commandos) may not fire machine guns at a hex other than that which is also the target of its inherent firepower unless that hex has been bore sighted.

85.1 Could a squad fire a combination of bazookas, panzer schreck, and panzer fausts in the same Fire Phase?

A. No. such a mixture of weaponry would constitute more than one type of support weapon (5.7). {COI4-70}

104.7 Can a squad with a range of only "5" fire an MG 11 or more hexes?

A. Yes. {17.3-46}

8.9.2 Penetration

8.9.2.1 A MG has the capability of attacking more than one hex at a time. The printed FP factor of a MG is also the number of hexes its fire must penetrate into (inclusive of the initial target hex) up to the limit of its normal range. Penetration is not allowed beyond a MG's normal range. Sustained fire does not increase the number of hexes a MG may penetrate to.

8.9.2.2 The firing MG must select an initial target hex that may or may not be occupied. All units, friendly or enemy, between the MG and the initial target hex are immune to that fire. However, all other hexes beyond the initial target hex along an extended LOS from the firing hex centre dot to the initial target hex centre dot are subject to the same attack DR and leadership DRM (if any) used against the initial target hex provided they do not exceed the weapon's penetration and normal range capabilities. The -2 DRM for bore sighting applies only to the initial target hex, not to subsequent hexes attacked by penetration.

8.9.2.3 A MG penetration attack loses one FP for each hex entered past the initial target hex, whether occupied or not. Therefore a LMG with two FP could never attack a unit not adjacent to the initial target hex.

8.9.2.4 MG fire may not penetrate through any obstacle a full level higher than the MG. MG fire may not penetrate through an aerial, crag, or graveyard target hex (or a wall hex side unless the fire ends in the hex formed by that hex side). MG fire may affect targets past vehicles/wrecks (provided the vehicle / wreck was not the primary target), but must add +1 to its IFT DR for each such hex its fire is traced through to reach the target (Exception: small vehicles (+2 size TO HIT DRM) do not require the addition of a DRM for fire through their hex.)

8.9.2.5 To be subject to penetration fire, units must be on the same level as the firing and initial target unit, or lie along a continuous slope in which each hex crossed by the LOS exiting the firing hex increases or decreases by one level, or has the net effect of a one level per hex drop.

8.9.2.6 In order for penetration to be effective in a hex, the firer must be able to trace an unobstructed LOS from the firing hex centre dot to the penetration target hex centre dot (Exception - tracing LOS to a hex side junction for IBM). Even if this LOS is obstructed, the hex still deducts one from the FP of any subsequent penetration attack further along the LOS.

8.9.2.7 A MG may trace fire through an obstacle hex if the LOS does not cross the obstacle itself. However, if the MG fire is to affect the occupants of that obstacle no further penetration is allowed. It is the firer's option as to whether his penetration fire will affect the occupants of any obstacle hex, or if it will continue on as penetrating fire along the same LOS.

8.9.2.8 If penetrating fire passes exactly along a hex side, the fire affects only one (the firer's choice) of the two hexes bisected by that hex side. All subsequent penetration drawn exactly along a hex side can affect only the hex on the same side of the LOS as was chosen in the first instance.

8.9.2.9 A MG cannot use penetrating fire to attack the same unit twice in the same DFPh; i.e. a unit could not survive penetrating fire and then be attacked again by the same MG as it moves along the same LOS towards the initial target hex. The defender would be well advised to withhold his attack on such a moving unit until it reaches his initial target hex.

SQLA - [33F] A MG firing against an moving AFV forfeits any penetration unless the defensive fire is occurring after all enemy movement is completed.

SQLA - [92A] CLARIFICATION: MGs firing against moving Cavalry forfeits penetration capability unless the defensive fire is occurring after all enemy movement is completed.

8.9.3 Spraying Fire

8.9.3.1 A MMG, HMG, or any vehicular, non-aerial MG may use a Spraying Fire option in lieu of penetration at any target within normal range if the MG is not part of a FG. Spraying Fire is always Area Fire (halved) but it attacks a three hex cluster (such that all three hexes intersect at a common point). If Area Fire is necessary anyway, the FP would be quartered. A single DR is used for all three target hexes although the individual TEM's of each hex may vary the results.

8.9.3.2 The LOS for Spraying Fire is drawn from the firing hex centre dot to the point of intersection of the three hex target cluster. However, the MG must still be able to trace a LOS to each hex centre of the cluster for Spraying Fire to be effective in that particular hex.

8.9.3.3 Spraying Fire has no effect on AFV's but affects CE crews and soft vehicles in the same manner as infantry fire.

8.9.3.4 Spraying Fire could not be used against aerial targets or a target hex that differs in elevation from either of the other cluster hexes by more than one level. Spraying Fire is usable only against the ground level of building hexes unless the firer substitutes a vertically adjacent building level of one of the building cluster hexes for a horizontally adjacent non-building ground level hex of the cluster.

8.9.3.5 A squad manning a Spraying Fire MG which wishes to also use its inherent FP on any hex in that cluster must pre-designate that hex and use the same DR, thereby adding its inherent FP to that of the Spraying Fire in the selected hex.

8.9.4 Vehicular Targets

8.9.4.1 MG's have no effect on a vehicle / wreck unless it is in the initial target hex (Exception: unarmoured vehicles) and the firer states that the vehicle / wreck is the MG's target. In such a case, the vehicle / wreck, any exposed crew / passengers on it, and any infantry on foot in the same hex which receive the +1 TEM for being beneath it are all affected by the MG fire simultaneously, with the same DR (modified by the DRM's pertinent to each target) applied to either the IFT and / or the AFV KILL Table. These different units are always affected together when a MG fires at them. Units other than these in the target hex are unaffected (even if the vehicle/wreck is destroyed) unless these other units were instead specified as the target, in which case the vehicle / wreck-target units would then be unaffected by the MG. Should a MG destroy a vehicle on the AFV KILL Table and also cause a MC to its vulnerable crew, passengers, or accompanying infantry on foot, this MC applies to those units with

appropriate TEM's for the AFV and is resolved before both the MC for the vehicle's destruction and the crew survival DR.

8.9.4.2 Penetration past a vehicle/wreck can only occur if it is not the target, Such penetrating FP must add a +1 DRM to any IFT DR for targets beyond the vehicle/wreck's hex (Exception: if it has a +2 size modifier).

8.9.4.3 An unarmored vehicle/wreck is treated the same as an AFV for the purposes of penetration except that it can be affected by MG FP in other than the initial target hex. An unarmored vehicle/wreck in this situation would again be subject to the provisions of above in the penetration hex.

8.9.4.4 A MG trying To Kill an AFV is assumed to have hit the weakest armour that the vehicular target facing presents.

33.4 Is the .50 cal. MG effective vs. soft vehicular targets outside its normal range?

A. No, unless it is used on the IFT (51.4). {COI4-68}

33.4 Can a MMG/HMG or .50 cal weapon kill an AFV when firing at greater than normal range?

A. No. {14.5-34}{COI4-68}

When a MG is used on the AFV Kill Table do leader DRMs apply? Size modifiers?

A. Yes, for To Hit purposes. Yes. {KM}

Can an MG attempt to kill more than one AFV that moved through the same hex?

A. No. {BT}

SQLA - [33F] A MG firing against an moving AFV forfeits any penetration unless the defensive fire is occurring after all enemy movement is completed.

8.9.5 MG Long Range Fire

8.9.5.1 MG fire versus infantry targets is limited to 16 hex maximum range unless a leader (even a 0 or + leader) is directing that fire. Such fire is assumed to take place with the aid of telescopic sights and using principles of indirect fire that further hamper accuracy beyond the mere halving effects of Long Range Fire. MG fire on the IFT at a target over 16 hexes away is subject to a doubling of the lower die roll to create an artificial three dice roll. Breakdown possibilities are still resolved by the two dice roll without any doubling of the lowest die roll. Exception: CMG's which were usually rigidly mounted and equipped with a telescopic sight never double the lower die roll nor do they require the presence of a leader. Long range fire is not possible vs. aerial targets.

8.9.6 Fire group Breakdown

8.9.6.1 Should a FG containing two or more MG's roll a B# when resolving its attack, at least one of the participating MG's whose B# has been rolled will malfunction, but not necessarily all of them, The owning player re-rolls one die for each firing MG in the FG which may be affected. The MG which rolls the highest number malfunctions; if there is a tie for the highest number all of those MG's which rolled that number malfunction. This rule is also applicable to multiple MG attacks by the same AFV provided both players agree beforehand to the necessity of keeping written records to determine which MG's on an AFV have malfunctioned.

8.9.7 Sustained Fire

8.9.7.1 A MG using Sustained Fire increases its FP for that attack by one column on the IFT. Thus, under normal circumstances, a LMG using Sustained Fire would have 4FP; a .50 cal MG would have 12 FP. The one column FP addition occurs after any modification for PBF, Long Range, or Area Fire and after the addition of any FP for other members of the FG. Sustained Fire may not be used during the AFPh if the unit has moved during that player turn. Sustained Fire does not increase penetration. A MG must be fully crewed to use Sustained Fire.

8.9.7.2 The Sustained Fire option must be announced prior to resolving combat and may not be used by an IFE weapon,

captured MG, overrunning AFV, or aircraft (nor can it be used versus aircraft) or during CC.

8.9.7.3 Any MG using Sustained Fire increases its breakdown frequency by two. Thus, a Russian LMG would breakdown on an IFT DR >=8; a German MG on an IFT DR >= 10. A MG which malfunctions during Sustained Fire is removed from play, It cannot be repaired during the current scenario.

8.9.7.4 Regardless of the number of MG's in a FG using Sustained Fire, no more than one column of FP can be added to the resolution of that attack. A FG does not qualify for the addition of an extra column of FP unless the total FP (after any modification) of all MG's using Sustained Fire >= the difference between the FG's actual FP strength and the next FP column.

8.9.7.5 A berserk MG crew must use Sustained Fire during its PFPh and DFPh until the MG malfunctions (even if there are no enemy units in LOS), or it passes a special RPh leader-assisted NMC using its printed (not berserk) morale level. At that point, they are no longer considered berserk. Non-crew units (such as a squad or HS) manning such weapons when they go berserk would abandon the weapon and charge as normal infantry.

8.9.8 Bore Sighting

8.9.8.1 78 Units in a defensive posture with plenty of time to set up a defensive perimeter would often analyze the avenues of approach to their lines and zero their heavy weapons in on a particular piece of ground. By sighting through a gun's open bore or firing sample rounds, they could eyeball the weapon into a position wherein it could hit the target area automatically, merely by adjusting the gun according to pre-set coordinates.

8.9.8.2 78.1 MMG, HMG and guns of all types (including main armament of AFVs but not small arms such as bazookas or panzer fausts) may be bore sighted.

8.9.8.3 78.2 To be bore-sighted, a weapon may not move from the hex in which it begins the scenario. although it may change its Covered Arc within the hex and even fire at a non-bore sighted hex. If the weapon leaves its initial placement hex or if the crew is broken, stunned, or eliminated that weapon loses its bore sighting advantage thereafter.

8.9.8.4 78.3 A bore sighted weapon may choose any one non-water hex within its LOS and normal range (24 hexes for unlimited range weapons) as a pre-targeted hex. This hex location and the location and identity of the bore sighted weapon is recorded on a separate sheet of paper.

8.9.8.5 78.4 A bore sighted weapon firing on a pre-targeted hex may deduct 2 from its IFT dice roll if it is a MG.

8.9.8.6 78.6 A bore sighted weapon forfeits its bore sighting DRM for the balance of that player turn if used in the same fire group with other, non-bore sighted attackers.

8.9.8.7 78.7 Unless specifically stated by a scenario's special rules, bore sighting may be used only in those scenarios in which the defender sets up on board and the enemy enters from off-board.

78. When using Bore Sighting, does an AA Gun sight in on one hex or three adjacent hexes for Spraying Fire?

A. One, but the -2 DRM applying to all hexes hit by the Spraying Fire. {COI4-70}

78.2 Assume two squads in the initial placement hex with a MMG and one of them breaks. Is the bore sighting advantage still lost?

A. Yes, barring use of rules indicating possession of support weapons within a hex (see 5.7 on pg 67). {17.2-46}

78.3 If you bore sight a building hex do you get the bore sight advantage for all levels of that building hex?

A. No - only one. {COD-105}

78.4 Does a MMG or HMG derive any benefit from firing at a pre-targeted hex if the attack is resolved on the AFV KILL Table?

A. No. {COI4-70}

17. Can leaders apply their leadership modifier to the "TO KILL" roll of MGs being used under their direction against AFVs?

A. No. {15.6-34}{COI4-38}{COD-104}

17.3 Would a leader manning an MG alone have any effect against an AFV?

A. No. {16.1-34}{COI4-38}{COD-104}

17.5 Do shell holes, wheat fields, walls & hedges stop penetration?

A. Walls do, but only when on the same level as both the target and firer. {SL4-23}

17.5 Can MG penetration be used against the same target unit if it survives the first attack, but keeps moving along the LOS of the MG?

A. No. A unit can be attacked only once per phase by the same MG. {SL4-23}

17.5 Can MG penetration affect an AFV if the original target is infantry?

A. No. {COI4-38}{COD-104}

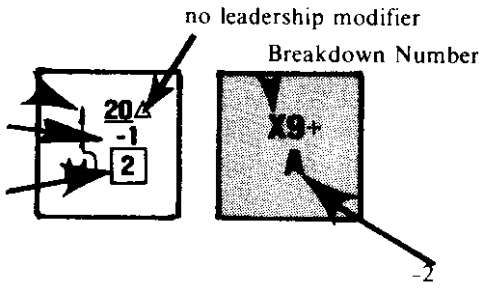
17.7 & 24.6 If a LOS is traced exactly along a hex edge of a single smoke-filled hex, is the fire affected?

A. No, except in the case of penetrating MG fire where the smoke would affect all potential target hexes lying to that side of the smoke hex side. Of course, the firer could choose to trace his fire through the non-smoke adjoining hex and thus avoid the smoke altogether. {SL4-23}

18.4 May an MG firing on a pre-designated hex utilize the -2 bore sighting DRM for all penetration targets?

A. Yes - between the MG and the pre-targeted hex. Penetration past the pre-targeted hex does not receive this advantage. {COI4-67

8.10 Flamethrowers



8.10.1 22.1 Flamethrowers are support weapons with a range and penetration factor of 2 hexes and a firepower factor of 20. Flamethrowers have no long range and receive no firepower modifiers for Point Blank Fire; they always attack with 20 firepower factors, unless the target is concealed in which case it is halved under the provisions of AREA fire.

8.10.2 22.2 Flamethrower attacks are resolved on the Infantry Fire Table but receive no dice roll modifiers of any kind including those normally applied due to terrain, defensive fire vs. moving infantry, smoke and/or leadership.

8.10.3 22.3 Flamethrowers may never combine fire with other units - even other flamethrowers.

8.10.4 22.4 *[and modified by other sections]* Only Assault Engineers, Russian Guard Infantry or leaders with a leadership modifier of -2 or -3 may operate a flamethrower normally, and may not fire other support weapons while doing so. Other units may operate a flamethrower as if it was a captured SW.

8.10.5 22.5 A unit may utilize its inherent firepower in the same fire phase during which it utilizes its flamethrower. However, the unit must fire at the same target as the flamethrower; even though the flamethrower must utilize a different dice roll for its attack. The flamethrower dice roll must be thrown prior to the unit's inherent small arms firepower dice roll.

8.10.6 22.6 If the dice roll for any flamethrower Fire Combat is 9 or more it is considered out of fuel and is removed from the game after that Fire Combat has been resolved.

8.10.7 22.7 Whenever a unit in possession of flamethrower occupies a target hex, the effects of fire on that unit have an additional -1 fire modifier applied. If not using SW

possession rules then this modifier is applied to all units in the target hex.

SQLA - [22C] The -1 applies to a target hex for each FT; even if the attack is made by a FT.

8.10.8 22.8 Unlike other weapons, flamethrower attacks are not halved during the Advancing Fire Phase, even if the attacking unit moved during the Movement Phase.

8.10.9 22.9 Whenever a flamethrower scores a KIA on the Infantry Fire Table all support weapons in the target hex are eliminated also.

8.10.10 37.2 Flamethrowers may attack AFV's in any fire phase and automatically hit any vehicle within range. They roll on the AFV Kill Table using the flamethrowers column. Regardless of the dice roll of the flamethrower attack on the AFV, the attacking player may use the same dice roll a second time on the 20 firepower factor column of the Infantry Fire Table to determine the effect of fire on any infantry also in the target hex.

8.10.11 102.12 Armour modifiers do not affect flame attacks of any kind.

8.10.12 102.13 The AFV TO KILL numbers (not IFT firepower factors) of a flamethrower attack (including infantry held flamethrowers) are doubled if the attacker is in an adjacent hex or the AFV is open-topped or in a CE posture (if the AFV is both adjacent and open-topped or CE the AFV TO KILL number is still only doubled once).

20.1 When attacking units that posses a flamethrower in Close Combat, is "1" subtracted from the dice roll?

A. No. {COI4-68}

22.1 If a flamethrower fires at an enemy 1 hex away, would it also hit a friendly unit in LOS 2 hexes away?

A. Yes - and using the same dice roll. {SL4-23}

22.1 If a flamethrower is picked up and fired during the Advance Phase by an engineer that that has moved into the hex during the just finished Movement Phase, is the flamethrower fired at full or half strength?

A. Half - provided the squad was not carrying 4 or more portage points at the time (5.74). {17.2-46}

22.1 Can a flamethrower really fire through smoke without adding any DRM?

A. Yes, and contrary to the answer given in Vol. 16 #1 of THE GENERAL, smoke does not act as a form of concealment. {COI4-38}{COD-104}

22.1 Do flamethrowers penetrate through woods or buildings, thereby attacking two of them in one resolution?

A. No. {COI4-38}{COD-104}

22.1 & 55.7 If a flamethrower is in a minefield hex being attacked by an FFE, does the -1 DRM apply to the chance of clearing the minefield?

A. No - the -1 would apply only to infantry in the target hex - not the terrain unless considering the possibility of a fire appearing in the target hex. {COI4-38}{COD-104}

22.1 & 75.4 Are flamethrowers halved for firing from marsh hexes?

A. Yes. {16.1-34}{COI4-38}{COD-104}

22.7 If there are two flamethrowers in a target hex, is the Fire Combat dice roll adjusted -1 or -2?

A. -2. {SL4-23}

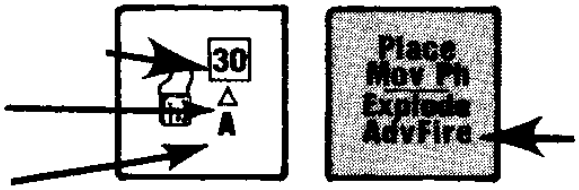
22.7 Does fire directed against units in a hex containing a vehicular flamethrower qualify for the -1 DRM?

A. No. {COI4-38}{COD-104}

22.7 Why would a flamethrowers presence in a hex cause infantry in the same hex to be more susceptible to incoming fire?

A. Due to the danger of it exploding. {KM}

8.11 Demolition Charges



8.11.1 23.1 A demolition charge is considered a Support Weapon and explodes in the target hex with a force equivalent to 30 factors on the Infantry Fire Table.

8.11.2 23.2 *[and other sections]* Only Assault Engineer or Russian Guard Infantry Squads or leaders with a leadership modifier of -2 or -3 may place a Demolition Charge normally. Other units may operate a demolition charge as if it was a captured SW.

8.11.3 23.3 Demolition Charges may be placed on the target hex from any adjacent hex reached by the engineer or leader carrying the charge. (Exception: Demo charges may not be placed from a lower to a higher elevation across a cliff hex side.) The charge must be placed on the target hex during the Movement Phase of the owning player. The unit placing the charge need not remain adjacent to the target hex. To be overtly placed the Engineer Squad or leader which placed the charge must survive all enemy Defensive Fires against the placement hex without breaking. If it breaks in the placement hex the Demo Charge remains in the broken units placement hex and does not explode.

8.11.4 23.4 If operable placed, the charge will explode anytime during the following Advancing Fire Phase at the owner's option and is removed from the game.

8.11.5 23.5 All dice roll modifiers for protective cover such as the +3 for a stone building are utilized. Leadership modifiers do not affect the dice roll of the exploding charge. Concealed units are attacked at half strength (15 firepower Factors).

8.11.6 23.6 A unit may utilize its inherent firepower in the same Advance Phase during which its Demolition Charge explodes but the unit must fire at the target hex containing the placed Demolition Charge.

8.11.7 23.7 Whenever a Demolition Charge scores a KIA result on the Infantry Fire Table all support weapons in the target hex are eliminated also.

8.11.8 23.8 Demo charges, like all support weapons, malfunction on an effects dice roll of 12.

23.3 Assume a Demo Charge is placed on an AFV through the rear target facing, but before the charge explodes in the Advancing Fire Phase, the AFV changes its Covered Arc to fire in its Defensive Fire Phase.

A. The Demo Charge is applied to the target facing at the time of placement, which in this case would be the rear target facing. {COI4-68}

23.3 May a unit which fires in the Prep Fire Phase also place a demolition charge in the adjacent hex if it does not move?

A. Yes, providing it does not utilize any other support weapon. {16.1-34}{COI4-38}{COD-104}

23.3 Can infantry debark a transporting vehicle into an adjacent hex and place a demo charge in a hex adjacent to his present hex during that Movement Phase?

A. Yes. {17.2-46}

23.3 & 103.1 May an assault squad "place" a demo charge in an adjacent hex while aboard a halftrack or other vehicle as passenger?

A. No, except in the Defensive Fire Phase as a thrown charge under the rules of 103.1. {16.1-34}{COD-104}

23.5 & 80.412 Does the latter replace the former in re: to leadership modifiers affecting demolition charges?

A. No - it is an exception for a specific instance: bridge demolition. {16.1-34}{COI4-70}{COD-104}

8.11.9 Defensive Fire Demo Charge

8.11.9.1 103.1 Units may "throw" a demolition charge into an adjacent hex during the Defensive Fire Phase. A thrown charge is less accurate than a placed charge however. All thrown demo charges must add a +1 DRM to the IFT resolution against any enemy target. If used against a moving AFV a +2 DRM is added to the AFV

KILL dice roll resolution. A thrown demo charge is resolved immediately.

8.11.9.2 103.11 Since the throwing range of a demo charge is less than the blast radius, both the target and the throwing unit take blast effect, even though in separate hexes. The thrower would receive any terrain benefit of the hex it occupies however.

8.11.9.3 103.12 Demo charges thrown against AFVs executing an Overrun attack in the target hex must be thrown after the attack is resolved.

103.1 How do you resolve a thrown Demo Charge against a vehicle moving through a hex containing another stationary vehicle and infantry?

A. The target vehicle is affected by a +2 DRM on the IFT, the secondary vehicle is unaffected, and the infantry is attacked with a +1 DRM if stationary or with no DRM if advancing beneath an AFV. {COD-105}

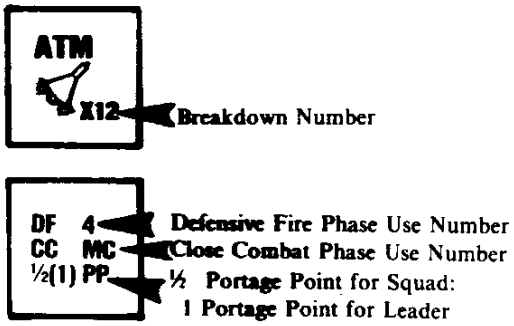
103.1 & 77.4 Would a thrown demo charge qualify for a height advantage DRM?

A. Yes. {COI4-72}

103.12 Is the Demo Charge assumed to be placed on the rear facing?

A. Yes. {COD-105}

8.12 Anti-Tank Magnetic Mines



8.12.1 86 Anti-Tank Magnetic Mines or sticky-bombs as they were often called, proved to be devastating tank killers, given infantry with enough nerve and opportunity to clamp them onto passing AFVs. Such was their success that both sides eventually resorted to a non-magnetic paste coating (Zimmerit) for their AFVs as a defensive measure. Players "purchasing" units for scenarios of their own design may elect to spend an additional 5% points per vehicle to coat their AFVs with the protective paste. Those AFVs so equipped should he noted on a side sheet of paper. Zimmerit coating is not available in scenarios set prior to mid-1944.

8.12.2 86.1 The Anti-Tank Magnetic Mine (hereafter referred to as ATM) is not available in any scenario set prior to 1944.

8.12.3 86.2 ATMs may be used by any MMC or leader or hero, but only against enemy vehicles. They cannot be used if the vehicle is accompanied by unbroken infantry of any type in the same hex (EXCEPTION: passengers on halftracks and trucks).

8.12.4 86.3 ATMs can only be used against AFVs in the same hex as the attacking infantry. Therefore, ATMs can be used only by defending units in an Overrun hex (Exception: Vehicle By Pass) or by attacking units in the Close Combat Phase.

8.12.5 86.31 DEFENSIVE FIRE: Defending infantry in an Overrun hex must roll "4" or less (after leadership modification) with two dice in order to place the mine. They may not attempt placement until after the Overrun attack is resolved, and then only if the defending infantry is not eliminated or broken by the Overrun attack.

8.12.6 86.32 CLOSE COMBAT: Attacking infantry in a Close Combat assault must roll equal to or less than their morale factor (after leadership DRM) in order to place each mine.

8.12.7 86.4 Each attempt (regardless of success) to place an ATM removes that ATM from play.

8.12.8 86.5 ATMs count as ½ a LMG for stacking, movement, and firepower usage

purposes. Therefore, if it had them, a squad could carry up to six ATMs at no cost to its inherent movement rate and attempt to place up to four of them in a single player turn. Similarly, a leader could carry one ATM at no cost to his inherent movement rate and attempt to place it. Unlike LMGs or Panzer fausts, however, any unit which attempts to place an ATM may not also utilize its inherent armour killing capabilities during that phase.

8.12.9 86.6 All ATMs successfully placed are considered placed on the rear of the vehicle for AFV KILL determination..

8.12.10 86.7 ATMs are subject to a -l placement DRM if used for Deliberate Immobilization. Normal target facing DRMs (+3, +5) do not apply. Barring a "dud", immobilization is automatic pending successful placement.

8.12.11 86.8 Leadership modifiers do not affect the dice roll on the AFV KILL Table. A dice roll of 12 for German, US or British, 10 or more for Russian ATMs (prior to application of armour modifiers) results in the ATM being a dud with no effect.

8.12.12 86.9 ATMs have no effect on friendly infantry in the same hex regardless of their success vs. the armour target.

86.31 Must an overrun infantry unit pass a Pre-AFV Attack Morale Check in order to place an ATM?

A. No. {COI4-70}

86.31 May infantry attempt to place an ATM and also use its inherent infantry anti-tank capabilities in the same player turn?

A. No. {COI4-70}

86.7 & 64.53 Suppose several squads advanced into a hex occupied by an AFV with a Close Defence weapon system. If one of them has an ATM, can its attack be resolved before the tank gets a chance to resolve its NbW attack?

A. Only if the unit using the ATM had a lower "order of attack" dice roll than the AFV, thus allowing it to attack first. In such a situation, the attacker should designate which unit is carrying the ATM before the order of attack dice roll. {COI4-70}

8.13 Klorihartsi

8.13.1 108.4 Klorihartsi was a crude, homemade pipe grenade that the Finns used against AFVs with great effect. Their use is similar to Anti-Tank Magnetic Mines and they are represented in the game by those counters although they were neither magnetic nor capable of much armour penetration. The following rules reflect their use.

8.13.2 108.41 Klorihartsi may be used by any infantry unit, but only against AFVs that are not accompanied by a friendly crew or squad on foot in the same hex.

8.13.3 108.42 Klorihartsi may only be used against AFVs in the same hex as the attacking infantry. Therefore, they may be used only during Close Combat or by units being overrun or moved over.

8.13.4 108.421 DEFENSIVE FIRE USE - Infantry in an Overrun hex must roll a "4" or less (after modification for leadership) with two dice in order to place the grenade. Placement may not be attempted until after overrun resolution and only if the defending unit is neither broken nor eliminated by the Overrun. Defending units in an overrun attack do not have to pass a Pre-AFV Attack MC to attempt placement but units attempting placement against a non-overrunning vehicle moving through their hex must. Attempting to place a Klorihartsi prohibits that unit from using its inherent anti-tank capabilities in that phase.

8.13.5 108.422 CLOSE COMBAT USE - Attacking infantry in a Close Combat assault must roll equal to or less than their morale factor (after leadership modifiers) in order to place each mine.

8.13.6 108.43 Each attempt regardless of success to place a klorihartsi removes that weapon from play.

8.13.7 108.44 All klorihartsi successfully placed detonate immediately, causing

immobilization on any dice roll other than 12.

8.13.8 108.45 Klorihartsi count as ½ a LMG for stacking, movement, and firepower usage purposes. Therefore, if it had them, a squad could carry up to six such weapons at no cost to its inherent movement rate and attempt to place up to four of them in a single player turn. Similarly, a leader could carry one at no cost to his inherent movement rate and attempt to place it.

8.13.9 108.46 Klorihartsi have no effect on infantry in the same hex.

8.13.10 108.47 Klorihartsi may be captured and used without application of Captured Equipment penalties.

8.14 Molotov Cocktails

8.14.1 97 By the war's end, the Russians actually had a large variety of sophisticated infantry anti-tank bombs. Early in the war, however, the Russians, and partisans of all nations, relied on the more numerous and famous home remedy. the Molotov cocktail, or to give it the official designation: "infantry anti-tank petrol bomb".

8.14.2 97.1 The Molotov cocktail is considered the equivalent of a panzer Faust for purposes of portage costs and operation capabilities - throwing a Molotov cocktail is considered using a support weapon. Use of a Molotov cocktail does not prevent a squad from utilizing its inherent armour killing capabilities during the same phase. It would prevent a leader additional use of his leadership modifier during that phase.

8.14.3 97.2 The use of Molotov Cocktails is limited to vehicular targets and buildings.

8.14.4 97.3 Molotov Cocktails may be used only during the Defensive Fire or Close Combat Phase. (Exception: use against buildings)

8.14.5 97.31 To use a Molotov cocktail during the Defensive Fire Phase, the AFV must be in or moving through the same hex or an adjacent hex.

8.14.6 97.32 To use a Molotov cocktail during the Close Combat Phase, the AFV must be unaccompanied by friendly infantry in the same hex at the moment of attack.

8.14.7 97.4 When using a Molotov cocktail it is necessary to roll two dice on the Molotov Cocktail TO HIT Table to determine if a vital part of the AFV has been hit. The TO HIT dice roll must be equal to or less than the TO HIT number to have any effect.

Molotov Cocktail TO HIT Chart	
Use	To Hit Number
Defensive fire, adjacent hex	2
Defensive fire, same hex	4
Close combat	6

8.14.8 An abbreviated version of this table is located on the back of the Molotov cocktail counter.

8.14.9 97.5 If a hit has been scored with a Molotov cocktail, the dice must be re-rolled on the AFV KILL Table under the Molotov cocktail column. An AFV destroyed by a Molotov Cocktail (or flamethrower) is considered a burning AFV. Armour modifiers do not apply to flamethrower or Molotov Cocktail attacks.

8.14.10 97.51 A hit scored from within the target hex is a rear target facing. Hits scored during Defensive Fire from an

adjacent hex are classified by the target facing.

8.14.11 97.52 If a Molotov Cocktail has scored a hit on an open-topped AFV, the AFV KILL number is doubled.

8.14.12 97.53 A Molotov Cocktail counter is removed from the game after each TO HIT attempt regardless of success or failure.

8.14.13 97.6 Leadership modifiers do apply to Molotov Cocktail TO HIT attempts.

8.14.14 97.7 Molotov Cocktails can be captured and used by any soldiers of any nation with no detriment to their performance.

8.14.15 97.8 Molotov Cocktails can be used against buildings for the sole purpose of starting a fire in that building hex. Even if successful in starting a fire, no harm comes to the occupants of the fire hex, providing they vacate the hex in the immediately following Rout Phase.

8.14.16 97.81 Molotov Cocktails can be used against a building during any friendly fire phase provided they are adjacent to or in the target hex.

8.14.17 97.82 A fire results in the target hex if the TO HIT dice roll is equal to or lower than the FIRE number on the following chart:

Molotov Cocktail Fire Chart	
Use	**Fire Number**
Outside stone building	2
Inside stone building, outside wooden building	4
Inside wooden building	6

8.14.18 The thrower is considered outside the target building hex unless he occupies a building hex of the same building.

94.3 & 98.7 May partisan use Molotov Cock tails without penalty ? Inexperienced Infantry?

A. Yes. Yes. {COD-105}

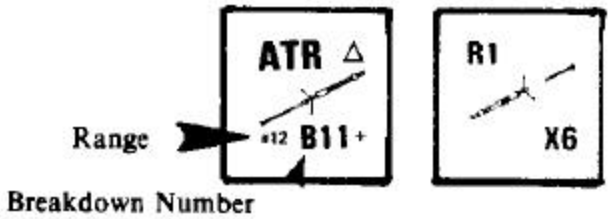
97.31 Does the Defensive Fire dice roll for Molotov Cocktails against AFVs in the same hex take place before or after Overrun?

A. After, assuming the user is not broken or eliminated first. {COI4-72}

97.52 & 72.81 Is a non-buttoned up tank or SP Gun considered an Open-Topped AFV?

A. Not for a Molotov Cocktail attack - although a squad which has failed to eliminate the non-buttoned up tank with the MC could still make a normal Close Combat attack and receive the -1 DRM due to the open hatch. {COI4-72}

8.15 Anti-Tank Rifles



8.15.1 88.1 Anti-Tank Rifles,(hereafter referred to as ATRs) are considered the equivalent of a MMG for portage costs and operations capabilities except that a leader may man an ATR at its full firepower and TO HIT rolls are necessary. Use of an ATR is considered as use of a Support Weapon. ATRs may not fire in the Advancing Fire Phase unless they did not move or fire previously in the current player turn.

8.15.2 88.2 ATRs are usable only against vehicles, and guns. All gun shields are considered to have an armour modifier of -4. Guns struck without the benefit of a gun shield have an armour modifier of -5. All such fire is resolved on the AFV KILL TABLE utilizing the proper target facing for an AFV target.

8.15.3 88.3 ATRs have an effective range of 12 hexes. An ATR has no effect beyond this range.

8.15.4 88.4 The ATR attack dice roll is modified according to the Range Effects on

Penetration Chart for the "40mm or less" classification.

8.15.5 88.5 Leadership modifiers do not apply to ATR attacks.

8.15.6 88.6 ATRs are governed by the same Breakdown & Repair rules used for other SW's. A malfunctioning ATR would be eliminated on a repair dice roll of 6 and repaired on a dice roll of 1 (or 1 and 2 for Americans).

8.15.7 104.26 The Boys ATR, for all of its fame and prominence, was one of the worst performing weapons of its type (in terms of armour penetration). Therefore, British and Commonwealth infantry and vehicular ATRs must add +1 to all TO KILL dice rolls.

SQLA - [88A] King Tigers cannot be immobilized by ATRs (because of armoured road wheels).

8.15.8 108.1 LAHTI-Among the small arms of Finnish manufacture was an exceedingly fine ATR called the Lahti. A 20mm weapon, capable of automatic fire, weighing 95 lbs., the Lahti was probably the most effective ATR of WWII. Finnish ATRs use the 20mm column of the AFV KILL Table and pay portage costs equivalent to a HMG.

8.16 Shaped Charge Weapons

8.16.1 146.2 A shaped-charge round tended to detonate prematurely when striking light cover. Therefore, armoured targets are considered HD when behind a hedge (not woods or rubble) against SCW's or HEAT rounds only. Range effects on penetration do not apply to SCW's.

8.16.2 146.21 The IFE of SCW's is not doubled due to PBF, but the rules for HE CH's apply (EXC: Panzer Fausts) regardless of the range at which such a CH is gained.

8.16.3 146.22 Each time a PF, PSK, or bazooka (but not a PIAT) fires from inside a building, bunker, or sewer, the inherent back blast causes an immediate MC +1 (with leadership modifiers) to all the occupants of the bunker or sewer; it affects only the firing unit (or SMC's) in a building hex. This MC +1, in itself, would not be sufficient to cause DM status. Such weapons may not fire through an adjacent cliff hex side of higher elevation.

8.16.4 103.2 If these weapons are fired from within a vehicle then all passengers would have to take a normal MC each time one is fired. Failure of the MC would break the passenger. The inherent crew would also have to take a NMC but failure in this case would result in a "Stun" instead of broken status.

8.16.5 146.23 A SCW cannot be fired by pinned units, nor can it be repaired.

37.31 & 37.41 Is there any modifier for firing rocket shaped charge weapons at moving AFVs?

A. Yes, +2; Case A of the Hit Determination DRM applies. {SL4-23}

37.31 & 37.41 Do woods or building terrain DRMs affect the TO HIT tables?

A. Yes, but not the TO KILL rolls. {COI4-68}

37.34 Can a leader apply his leadership modifier to both the bazooka or panzer Faust TO HIT roll and the inherent firepower roll of the squad firing the weapon?

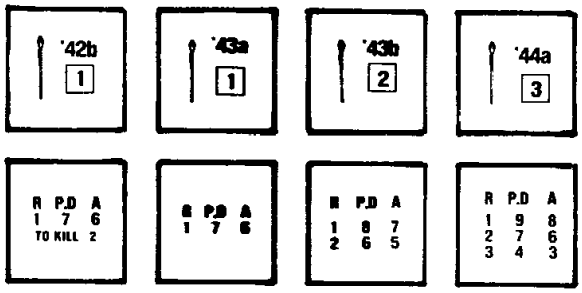
A. No. {SL4-23}

37.47 & 107.2 May a bazooka fire at a gun that is emplaced, i.e., one that does not have a "vehicle" target status?

A. Yes, but it would get a +2 TO HIT DRM for being hull down plus a +1 DRM for size (if not "vehicle" target status). A miss would have no effect whereas if it fired HE vs. the crew the TO HIT DRMs would not apply. {COD104}

SQLA - [37A] PF and shaped charged weapons (Bazookas, Panzer shrecks, and PIATs) may target ATG/guns using their reverse side TO HIT table.

8.17 Panzer Faust



8.17.1 37.3 Each panzer Faust counter represents a one-shot anti-tank device that is removed after use regardless of degree of success.

8.17.2 37.31 A panzer Faust has a maximum range of 3 hexes with varying TO HIT Numbers dependent on range and whether the firing unit moved that turn.

8.17.3 85.5 Different versions of the panzer Faust became available during the war. The date of availability of all versions is specified on their respective counters. The designation "a" after a date refers to the first half of that calendar year; "b" refers to the later half.

8.17.4 85.52 Each version has its own abbreviated TO HIT Table printed on the back of the counter.

8.17.5 If a scenario does not list the specific version of the panzer Faust in use, the matter is decided by a combination of the date of the scenario and the following table. Roll separately for each allocated weapon.

PANZER FAUST AVAILABILITY TABLE	
Die Roll*	**Version in use**
1-2	1944a
3-4	1943b
5	1943a
6	1942b

*Subtract 1 for SS units.

8.17.6 If the version rolled for is not yet available, drop to the first available version listed below it on the Availability Table.

8.17.7 37.32 If a hit is secured, consult the panzer Faust column of the AFV KILL TABLE to determine the number that must be rolled equal to or lower than to eliminate the vehicle. The 1942 version must add +2 to its TO KILL dice roll after scoring a hit.

8.17.8 37.33 A leader can fire a panzer Faust at full effect provided he neither operates or directs any other form of fire (Exception: Close Combat) during that player turn.

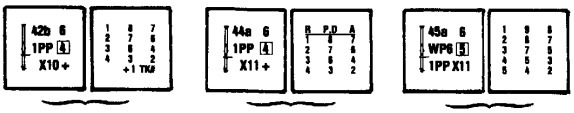
8.17.9 37.34 Leadership modifiers apply to the panzer Faust TO HIT TABLE but not to the AFV KILL Tables for panzer Faust attacks.

8.17.10 37.35 A panzer Faust counts as ½ a LMG for stacking, movement, and squad firepower usage purposes. Therefore, if it had them a squad could carry up to 6 panzer fausts at no cost and fire up to four and still be able to use its own inherent infantry firepower. Under no circumstances

could it fire more than four panzer fausts in one player turn.

8.17.11 37.36 A panzer Faust is ineffective against infantry unless the infantry target is in a wood building. The panzer Faust, if it hit, would have the effect of negating the normal +2 dice roll modifier cover benefit of the wood building, for any other fire against that hex during that specific firing phase, but the panzer Faust itself has no direct effect on infantry.

8.18 Bazooka



8.18.1 37.4 The bazooka can be used over and over again as long as it has ammunition.

8.18.2 146 As was the case with the German panzer Faust, the performance of the bazooka - or the "shoulder 75mm" as the Germans referred to it - was improved with subsequent models as the war progressed. The date of availability of all versions is printed on their respective counters (the designation "a" after a date refers to the first half of that calendar year; "b" refers to the second half).

8.18.3 146.1 American units are automatically equipped with the latest bazooka types. Each bazooka has its own abbreviated TO HIT Table printed on the back of the counter. The usual SCW TO HIT modifiers apply (see TO HIT Table).

8.18.4 37.42 If a hit is secured, consult the bazooka column of the AFV KILL TABLE to determine the number that must be rolled equal to or lower than to eliminate the vehicle. The 42b version must add + 1 to the TO KILL DR if a hit is scored. The 45a version has the option of firing WP until after an unmodified TO HIT DR of 6 (WP Depletion Number) or higher occurs while attempting to fire WP. The TK# is not changed by the range. Barring the presence of a disrupting wind, the WP is effectively placed in the target hex if the WP depletion number is not exceeded.

8.18.5 37.43 Any two leaders can fire a bazooka at full effect provided neither operates or directs any other form of fire except Close Combat during that player turn. Only one leadership modifier may affect the fire however.

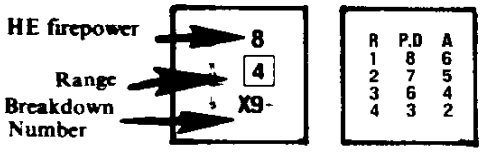
8.18.6 37.44 Leadership modifiers apply to the TO HIT TABLE but not to AFV KILL TABLES for bazooka attacks.

8.18.7 37.45 If while firing the bazooka a non-modified "11" or "12" is rolled on the TO HIT dice the bazooka is out of ammunition or malfunctions and is removed from play after resolving the current attack.*[Actually, the breakdown number now depends on the model of bazooka]*

8.18.8 37.46 A bazooka is equivalent to LMG for stacking, movement and squad firepower usage purposes. No squad may fire more than 2 bazookas per player turn. A squad may fire two bazookas and still be able to fire its own inherent infantry firepower.

8.18.9 37.47 A bazooka can also fire HE ammunition for use against infantry targets. When firing on infantry use the Bazooka TO HIT TABLE and if a hit is secured, roll for effectiveness on the 6 column of the Infantry Fire Table adding all necessary modifiers for terrain and situation. Bazooka attacks must be carried out separately; i.e., the bazooka firepower factor cannot be added to other firepower factors for use in a single combined attack.

8.19 Panzer schreck



8.19.1 85.1 The Panzer schreck is the German equivalent of the American bazooka. All rules pertaining to the bazooka apply to the Panzer schreck except as modified below.

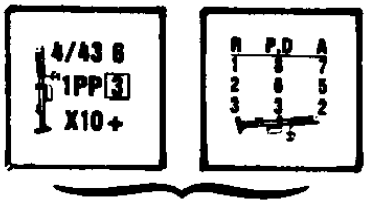
8.19.2 85.2 The Panzer schreck is not available in any scenario set prior to July, 1943.

8.19.3 85.3 The Panzer schreck TO HIT Table is printed in abbreviated form on the back of the counter. Note that it is slightly inferior to the accuracy of the bazooka.

8.19.4 85.4 Once a hit has been attained, the Panzer schreck rolls on the AFV KILL Table under the Panzer schrek special weapons category.

[It also has an 8 HE firepower rather than the 6 of the bazooka]

8.20 PIAT



8.20.1 146.3 Each PIAT counter has an abbreviated TO HIT Table printed on the back. A PIAT has a maximum range of three hexes with varying TH#'s dependent on range and whether the firing unit moved that turn. The usual SCW TO HIT DRM's apply (see the TO HIT Table).

8.20.2 146.31 A PIAT cannot be fired at a target one or more levels lower in the same or an adjacent hex since the required level of depression would pull the projectile out of firing position.

8.20.3 146.32 Once a hit is secured, consult the PIAT column of the AFV KILL TABLE to determine the TK# which must be rolled in order to harm the target.

8.20.4 146.33 Any leader or hero can fire a PIAT at full effect provided neither operates nor directs any other form of fire except CC during that player turn.

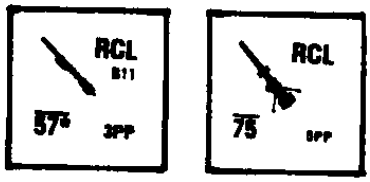
8.20.5 146.34 A PIAT is equivalent to a bazooka for stacking, movement, and squad FP usage purposes. A squad may fire up to two PIAT's and still be able to use its own inherent infantry FP in that fire phase. A crew/HS could similarly fire up to two PIAT's per player turn, but firing a PIAT would constitute use of a SW and thus forfeit its inherent infantry FP for that fire phase.

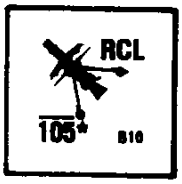
8.20.6 146.35 If an unmodified 10 or more is rolled on the TO HIT DR, the PIAT is out of ammunition or malfunctions and is removed from play after resolving the current attack.

8.20.7 146.36 A PIAT may also fire HE ammunition. After a hit is secured on the PIAT TO HIT TABLE, roll for effectiveness on the 6 column of the IFT. PIAT attacks must be carried out separately; i.e. the PIAT FP factor cannot be added to other FP factors for use in a single, combined attack.

8.20.8 146.37 A PIAT, unlike a rocket SCW, has no back blast and may therefore be fired from inside buildings, vehicles, and bunkers without penalty.

8.21 Recoilless Rifles





8.21.1 175.1 German recoilless rifles (hereafter referred to as RCL's) were more like AT or Field Guns than SW's. RCL's do not have gun shields. Gun shields were optional on German RCL's but such shields were small and of little protection to the crew that had to stand away from the weapon at the moment it was fired. US RCL's are treated as SW's although they use the TO HIT Table.

8.21.2 175.2 All RCL's are crew served and fire HE as their main ammunition. U.S. RCL's were intended for more widespread distribution as an infantry SW, but their late introduction into the war restricted their use to specially trained teams. Any squad / HS using an RCL does so as if it were a captured weapon.

8.21.3 175.21 Two leaders may fire an RCL of their own nationality without penalty if they direct no other fire during that player turn, but no leadership modifiers are ever used when firing a RCL.

8.21.4 175.22 RCL's use the TO HIT Table but may fire only during the PFPh and DFPh; TO HIT cases A and B apply only to German RCL's. EXC: the U.S. 57mm model may fire during the AFPh even after it or its crew moves in the MPh by adding a + 2 TO HIT DRM. RCL's may never be emplaced.

8.21.5 175.23 RCL's may never fire from inside a building, rubble, trench, entrenchment, bunker or vehicle regardless of the circumstances.

8.21.6 175.24 The ROF of a RCL can never be increased by Intensive Fire-even if being overrun. An RCL cannot acquire a target in dry or very dry weather due to dust created by their back blast,

8.21.7 175.3 BACKBLAST ZONE: The back blast zone of a RCL consists of the firing hex and the hex or hexes immediately behind it in the opposite direction of the LOF. This zone is determined by extending the LOS of the firing weapon backwards through the firing hex a distance of one hex. If this backward extension of the LOS lies exactly along a hex spine of the firing hex such that it forms a hex side between two adjacent hexes then both of those adjacent hexes, are considered part of the back blast zone.

8.21.8 175.31 Due to the severe back blast of a RCL, unarmored units may not enter a hex in the back blast zone of a RCL that has fired during that player turn unless they pass a NMC. If they fail the NMC, they are not broken but arc considered TI in the last hex occupied for the balance of that player turn.

8.21.9 175.32 Any unit in the back blast of a RCL when it fires (other than the crew and any directing leader which fired it) is TI for the remainder of that player turn. If those units have already fired or moved during that player turn they must take a NMC instead,

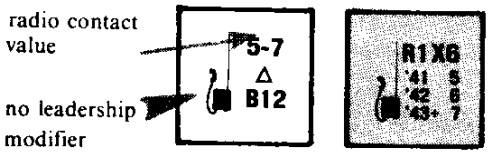
8.21.10 175.4 Anytime a RCL rolls a 12 on either its TO HIT or TO KILL DR there is a chance that the back blast will start a fire in the back blast zone of the weapon. If any hex in the back blast zone contains burnable terrain, that hex must be rolled for individually on the kindling table with applicable environmental DRM's to determine if a fire results.

8.21.11 175.5 MOVEMENT: Although German RCL's were much heavier than the U.S. versions and more like a conventional field gun in appearance, they were still relatively mobile. Therefore German RCL's are regarded as less than 40mm for movement purposes.

9. ARTILLERY

9.1 Artillery Fire Mechanics

9.1.1 46.1 Artillery may not be used unless the owning player has established and maintained radio communication with the supporting batteries. Only unbroken leaders in the same hex with a functioning radio counter may attempt to establish or maintain radio contact. Each leader with exclusive use of one radio may call down only one Fire Mission per player turn regardless of the number of Fire Missions or Artillery Modules possessed by his side. Operation of a radio and subsequent artillery spotting does not alter a leader's fire direction or movement capabilities.



9.1.2 46.11 Radio Contact may be attempted by either player only during the Rally Phase. To establish radio contact, leaders must roll equal to or below the radio contact value for their nationality and time frame (leadership modifiers do not apply to radio contact rolls).

9.1.3 107.41 Minor country artillery may be called in only by field phones, not radios.

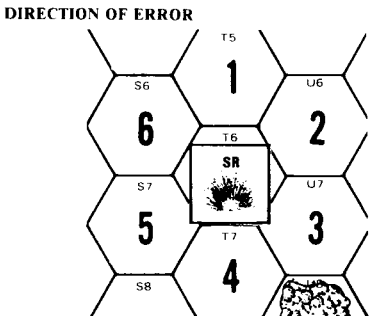
9.1.4 46.12 Once established, radio contact must be maintained in succeeding Rally Phases. To maintain radio contact, roll on the Radio Contact Values Chart again but deduct 2 from the dice roll. If unable to maintain contact, the next radio attempt will be to establish contact, and as such not be subject to the favourable dice roll modification.

9.1.5 46.13 Having successfully established radio contact, end the Rally Phase by placing an Artillery Request counter on a hex in your leader's LOS that you wish to be the centre of the barrage. This ends further artillery preparation until the following Close Combat phase.

9.1.6 46.2 During the initial Close Combat Phase following radio contact, either player may replace his Artillery Request counter (flip over) with a blue Spotting Round (SR) counter and dice for initial spotting round location as follows:

9.1.7 46.21 and 107.4 & 107.41 Roll one die to determine accuracy of initial round. If the die roll is a 1 or 2 for German, British, French or US after 7/43 artillery, the SR lands on target. Russian, pre 7/43 US or minor country artillery must roll a 1 to land on target.

9.1.8 46.22 If the Spotting Round does not land on target, roll one die and consult "Direction of Error" diagram. The die roll equals the direction from the intended hex that the spotting round will land.



9.1.9 46.23 The direction of error thus found, roll one die again to determine the extent of the error. The result is the number of hexes away from the intended hex in the errant direction that the initial Spotting Round lands. If it lands within the LOS of the requesting leader pick up the blue Spotting Round counter and replace it with a red Spotting Round in the appropriate hex. This ends further artillery preparation until the following Rally Phase.

9.1.10 46.24 a spotting error forces the initial spotting round off the game board, or the round lands in a hex out of the LOS of the requesting leader, the round is lost and the owning player must wait until the next

Close Combat Phase to plot an initial Spotting Round. Flip over the Blue Spotting Round counter to the Artillery Request side.

9.1.11 46.25 A spotting round has absolutely no harmful effect on any unit in the hex in which it lands.

9.1.12 46.3 In the first and all succeeding Rally Phases following placement of the initial spotting round either player (providing his radio contact is maintained) may perform 1 of 4 operations;

9.1.12.1 46.31 He may openly correct his artillery up to 3 hexes in the direction(s) of his choice by moving his red spotting round 3 hexes in any manner;

9.1.12.2 46.32 He may leave his red spotting round where it is or move it up to 3 hexes; and replace it (flip it over) with a Fire For Effect (FFE) counter;

9.1.12.3 46.33 He may move an already placed FFE counter up to 3 hexes in the direction(s) of his choice, or replace it with a red spotting round and move it up to 3 hexes;

9.1.12.4 46.34 He may remove his spotting round or FFE and place another Artillery Request counter in any hex in his LOS.

9.1.13 107.5 An artillery spotter may correct his off board artillery a maximum of 18 hexes provided the leader with radio contact has a clear LOS to both the hex in which the fire is intended to land and the hex it currently occupies. Corrections are no longer guaranteed to place a FFE or SR in the desired hex however and an accuracy die roll is necessary for placement of the fire in its new location. Whether a FFE or SR is to be placed must be determined before the accuracy die roll. If the fire is not accurately corrected, the Direction of Error is determined as before, except that the extent of error is limited to a maximum of one hex for every multiple of 3 hexes (fractions rounded up) that the fire was intended to be corrected. The observer may adjust a FFE if he can see any of the FFE hexes-not just the centre hex. However, if the observer cannot see the centre hex of the FFE there is a +1 DRM to the extent of error die roll or a +2 DRM if the observer can only see the outer ring of a harassing fire FFE.

9.1.14 46.6 No artillery actions other than those cited above take place during further Close Combat phases. Rolling for initial spotting round location is the sole artillery operation in the Close Combat Phase.

9.1.15 46.7 Spotting rounds (Or FFE counters) can be called for and corrected only if the leader unit with radio contact has a clear LOS to both, the hex in which the spotting round is intended to land and the hex it currently occupies (if already on the board). Walls, hedges, wheat fields, or vehicles never block a leader's observation (LOS) of a spotting round or FFE. Smoke does block observation attempts in and through the smoke hex.

9.1.16 163.4 For purposes of spotting/correcting fire, any SR/FFE is considered to be 2 levels high for vision purposes. The Spotter would still require a LOS to the hex the SR/FFE is intended to land in as well as to the SR/FFE.

9.1.17 46.71 Should the radio contact be lost while a FFE counter or spotting round is currently on the board these counters are removed and the entire process repeated once radio contact is re-established.

9.1.18 46.72 If all allocated fire missions have been used no further spotting rounds maybe called for.

9.1.19 46.8 Radios are considered a support weapon in all respects and can be carried by any one squad at a cost of 1 portage point or by a leader at a cost of 2 portage points.

9.1.20 46.81 Radios are subject to breakdown and repair in the same manner as other Support Weapons. An unadjusted dice roll of 12 breaks down any radio counter.

9.1.21 46.82 If one or more radios are eliminated, any other friendly radios in the scenario may use the remainder of the eliminated radio's artillery module. However, only one Fire Mission per artillery module per radio can be executed in the same player turn.

46. & 25. & 42. Does a hidden/concealed leader reveal himself if he is operating a radio?

A. No. {KM}

46.1 If a leader wishes to switch from one artillery module to another, must he re-establish radio contact or simply maintain the radio contact he already has?

A. He must establish radio contact all over again. {COI4-69}

46.1 May a leader spot Art. Fire from a HT without being exposed to CE status?

A. Yes. {14.6-34}{COI4-69}

46.1 May a leader with a radio scheduled to enter later, roll for radio contact while still off the board?

A. No. {COI4-69}{COD105}

46.12 If radio contact is established, but the original requesting leader breaks or moves away, can another leader use the same radio without re-establishing radio contact?

A. Yes, providing the other leader was in the same hex before the first leader broke or moved away. {17.2-46}

46.13 & 49.1 & 46.23 Does the Artillery Request have to be placed within the night visibility range? Also, does the blue spotting round have to be within night visibility range?

A. Yes to both. {OAF}

46.7 If the leader's LOS to an FFE hex is blocked, what happens to the artillery fire?

A. The attack occurs as usual – the leader has to spot the target hex for placement or correction of the FFE – not for resolution. {SL4-40}

46.7 Suppose smoke blocks the LOS of an indirect fire observer. Does an already placed FFE or SR disappear?

A. No – the smoke merely prevents the observer from correcting the previous placement. He could still leave the SR on board in its present location or could continue to fire a pre-existing FFE. He just can't correct it. {COI4-69}

46.7 If an artillery spotter moves, can he continue to call in artillery?

A. Yes, providing the leader still has a clear LOS to both the intended target and the hex currently containing the SR. The leader need not have a clear LOS to all hexes that the SR moves through; only the initial and ending hexes mentioned above. {COI4-69}

46.7 Assume a FFE attack is resolved and the FFE counter remains in the hex but the spotting leader breaks, moves out of LOS, or is eliminated. Does the FFE still take place in the next friendly fire phase?

A. The FFE is resolved again only if the spotting leader was in good order, in radio contact, and in LOS of the target hex during the preceding Rally Phase. If it isn't than all artillery info counters are removed. After the Rally Phase, the leader is no longer required to resolve the FFE for that turn. {14.6-34}{COI4-69}

46.8 Suppose you have two radio counters but only one fire module; what use can be made of the extra radio counter?

A. The radio can be used to contact any fire module available. No one radio has exclusive contact with a particular fire module. Two or more radios can be used with the same module from different vantage points, thus increasing the chance of effective coverage and maintaining contact. One module cannot, however, have more than one counter (Artillery Request, SR, FFE) on the board at one time, regardless of the number of radios in contact with it. {15.2-34}{COI4-69}

46.82 If one or more radios are lost, may any other friendly radio in the scenario use the remainder of the lost radio's artillery module?

A. Yes. {14.6-34}{COI4-69}

46.83 Could two radios call in two fire missions from the same artillery module during the same player turn?

A. No. {COI4-69}

107.421 If a player fails his battery access dice roll after already having placed an FFE counter, what takes its place?

A. A red spotting round. {17.3-46}

107.421 & 107.5 Is the Battery Access dice roll made before determining if a FFE or a Spotting Round is to be corrected?

A. Yes. {KM}

107.423 What is a Fire Mission?

A. EACH fire phase in which a FFE is used constitutes a Fire Mission. {OAF}

107.5 & 46.71 If a FFE after correction error lands out of the LOS of the requesting leader, does it still land with full effect?

A. Yes, but further corrections or changes are not possible. The FFE is removed and a new artillery request must be called for. {COD-106}

SQLA – [45C] Once all available missions are used, a player may not continue to place AR/SR with the depleted module.

SQLA – [45D] If a side has multiple artillery modules in play; simply state whether using module A or B when making radio contact.

SQLA – [45E] Multiple radios may be in contact with the same module.

9.2 Effects of Indirect Fire

9.2.1 46.4 A FFE counter, once placed, must result in the represented artillery landing with full effect in:

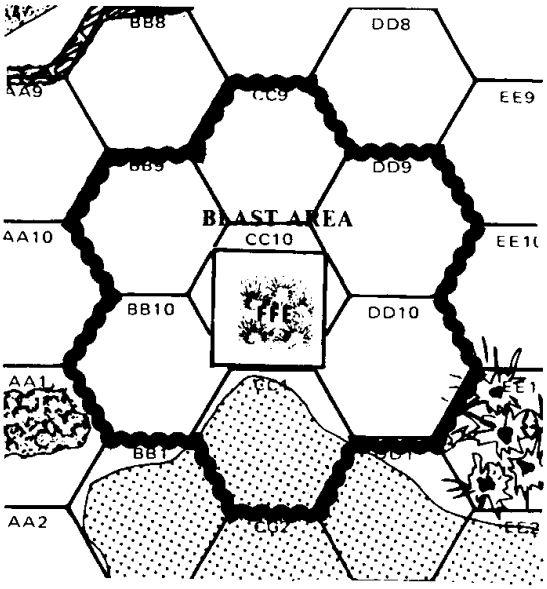
9.2.1.1 The Prep Fire Phase (if this is your player turn), OR

9.2.1.2 The Defensive Fire Phase (if this is your opponent's player turn).

9.2.2 46.5 In the appropriate phase as designated above the artillery lands with equal effect in the FFE hex and its six adjacent hexes. This 7 hex Blast Area is hit with the HE equivalent on the Infantry Fire Table. Hence, if this was a l05mm Howitzer barrage you would look under the 16/100 column of the Infantry Fire Table and roll individually for each hex in the blast area as if they were being subjected to infantry fire. All Terrain Effects dice roll modifications apply, including those for walls and hedges if the wall or hedge hex side is between the unit and any hex of the blast area.

46.5 If a hex in a FFE "blast area" has 3 hedge hex sides, is the dice roll modified by +1 or +3?

A. +1. {COI4-69}



9.2.3 46.51 Artillery fire during the Defensive Fire Phase affects not only those units in the Blast Area at the time of fire, but all units that moved through the Blast Area during the immediately preceding Movement Phase. Such units are "brought back" to the first hex of the Blast Area that they entered in the preceding Movement Phase. If the moving unit survives it may retrace its previous movement to the hex it occupied prior to the Defensive Fire Phase. However, if that movement takes it through another hex of the Blast Area it would undergo artillery fire again in that hex.

9.2.4 46.52 Artillery fire on units moving through an open ground hex in the Blast Area would be subject to the usual dice roll modifier for moving in the open.

9.2.5 46.53 Any support weapon in the target hex is also eliminated by a "KIA" result of any artillery fire on that unit's hex. Support weapons alone in a hex of the Blast Area must also be rolled for on the Infantry Fire Table.

9.2.6 46.54 Vehicles in the Blast Area are affected only by "KIA" results on the Infantry Fire Table. Utilize the Artillery Barrage vs. Vehicles dice roll modifiers

when calculating artillery attacks on a vehicle. Vehicles are not subject to the dice roll modifier for moving in the open against an artillery barrage, but passengers do receive the detriment, unless in a halftrack. Although Morale Check results on the Infantry Fire Table do not affect vehicles, they do affect all passengers except those in halftracks. Halftrack passengers are affected only by the destruction of the vehicle. Attacks vs. non-halftrack passengers utilize the same dice roll applied against their vehicle but it is modified only by the moving in the open modifier mentioned above.

Vehicles in Blast Chart	
Vehicle	**Modifier**
Non-armoured vehicles	-3
Open top AFVs	-1
Tanks	+1
SP Guns	+2

9.2.7 In addition , add the lowest of any positive armour DRMs. Open top AFVs or AFVs with a negative armour modifier do not add their armour DRM.

46.54 Where do armoured cars fit in on this table?

A. As a tank or open top AFV, depending on the turret description. {COI4-69}

46.54 & 33.9 Is the crew of an AFV that survives the destruction of its AFV by FFE then subject to the FFE attack?

A. Yes. {OAF}

46.54 & 63.24 Assume a mortar fires direct on a halftrack and hits the target. Are passenger & crew immune to such fire?

A. If either the crew or the passengers of an open-topped AFV are CE when hit, the same dice roll used on the AFV KILL Table is applied again, adding +2 to IFT effects against the CE infantry. If the infantry is not CE, it can be affected only by a HE Critical Hit (109) or destruction of the vehicle. {COI4-69}{COD105}

107.6 Are units in bunkers or entrenchments affected in the same manner as units in the open?

A. Yes, except for the obvious difference of their different Terrain Effects DRMs. {COD-106}

9.2.8 107.63 Units that are the target of a FFE for two consecutive game turns receive a +1 DRM to the second consecutive turn FFE resolution.

9.2.9 107.64 Even a short bombardment serves to keep heads down in the target area. All units that have been attacked by a FFE must add +1 to the dice roll (IFT or TO HIT) for any attacks they make in the immediately following friendly fire phase.

9.2.10 107.65 FFE attacks must be resolved prior to all direct fire attacks on the same target hex. Any infantry unit that has undergone a FFE attack is entitled to a +1 DRM for any later IFT attacks made against it in the same fire phase.

9.2.11 AIR BURSTS **- all indirect HE fire (including mortar direct fire) vs. infantry in woods or forest-road hexes (not woods-building in combination) receives a -1 DRM instead of the normal +1 terrain effects modifier. The airburst DRM does not apply when a HE Critical Hit occurs in a woods or forest road hex.**

9.2.12 163.22 SILENT FIRE **- infantry moving through a DF FFE hex has the option of grounding voluntarily in that hex before the FFE is resolved unless the FFE is caused by mortar fire. Even units hit by mortar fire have the option of grounding voluntarily after the FFE is resolved rather than continued movement into another hex. Off board artillery is eligible for silent fire only if a SSR specifies it as mortar fire.**

9.2.13 46.9 SMOKE **- Artillery may be used to place smoke instead of the standard High Explosive fire of a FFE. Merely place a smoke counter in each hex of the Blast Area. As is the case of all smoke placement it must be done at the very beginning of the fire phase before other units fire. Smoke has the same effect as described earlier, and is removed at the beginning of the**

owner's next Prep Fire Phase. Placing smoke counts as a fire mission.

46.7 Off-board artillery laying an indirect smoke FFE barrage automatically blocks LOS to the centre target hex, so must one call for a new SR in the next Rally Phase?

A. No, but correction could not be made behind the smoke cluster. {COI4-69}{COD105}

9.3 Random Artillery Selection

9.3.1 45.1 Off board artillery is often randomly introduced into a scenario to better portray the quandary of the platoon leader who was rarely "in the know" as to how much or what kind of artillery could be spared for his sector of the front. The random artillery selection process is referred to as an artillery module. An artillery module is granted to each side for each radio counter listed on its Order of Battle unless otherwise specified.

9.3.2 45.2 The player(s) receiving the artillery module rolls one die for each radio counter on the following table to determine the type of artillery available.

SQLA - [45A] OPTIONAL (but required by SSR in many half bid scenario designs) Following definition of the opposing units, the player owning OBA secretly chooses if his OBA module is 4 missions of 80mm, 3 missions of 100mm, 2 missions of 120mm, or 1 mission of 150mm. Radio contact can be attempted in the initial rally phase of the game if immediately available unless restricted by SSR. (5)

SQLA - [45B] Artillery owner need not start calibre and number of missions until used

MODULE ARTILLERY SELECTION TABLE

Die Roll	Polish	Belgian	Other	British	French	German	Russian	American
1	70+	70+	70+	70+	70+	80+	70+	80+
2	70+	70+	70+	80+	70+	80+	80+	80+
3	70+	70+	80+	100+	100+	80+	80+	100+
4	80+	70+	100+	120+	100+	100+	120+	100+
5	100+	100+	120+	150+	120+	120+	120+	150+
6	100+	150+	150+	200+	150+	150+	150+	150+

9.3.3 45.2 For ease of reference we have listed the "sizes" in the calibre they are referred to on the Infantry Fire Table. To be more precise the "rounded off' figures refer to the German 81mm Mortar. Russian 152mm Howitzer, American 105's, etc.

9.3.4 45.2 Having selected the calibre of your artillery support, you complete the module by determining the number of Fire Missions you can receive from that support. Invert and mix the "chit" counters numbered 1 through 4 and secretly draw one counter. The number drawn is the maximum number of FEE counters you can place. Put the counter aside separately so that you can verify your Fire Mission usage when the scenario is over. Each time a FFE attack is resolved is considered one Fire Mission.

9.3.5 45.3 Whenever artillery capabilities are added to a scenario by agreement of both players, a radio counter should be added to that side's Order of Battle for each module made available.

45.2 If a FFE counter is not removed, but rather used again the following turn, does this continued use over several turns count as just one Fire Mission?

A. No...each player turn that a FFE is resolved is treated as a new Fire Mission. {SL4-40}

45.2 When rolling for British off-board artillery does a "80+" result count as 84mm (12 factors) or 88mm (16 factors)?

A. 88mm. {17.2-46}

9.4 Counter-Battery Fire

9.4.1 45.4 If both sides have off board artillery capability, one or both sides may wish to engage in "Counter Batter Fire" to silence the opposing off board artillery. To engage in Counter Battery Fire your artillery must be equal to or larger than the calibre of the opposing off board artillery (all artillery calibers are rounded down to the nearest multiple of 10.). Counter Battery Fire counts as a Fire Mission, and can be executed in any Prep Fire Phase provided radio contact has been maintained in the preceding Rally Phase, and opposing artillery has already fired at least once during the scenario.

Counter Battery Fire Chart	
Dice Roll	**Result**
2	Enemy Artillery Destroyed
3-5	Enemy Artillery Disrupted
6-12	No Effect

9.4.2 45.41 The owner of disrupted artillery must immediately roll one die. The result of that die roll is the number of game turns that must elapse before the artillery may attempt to fire again. Disrupted artillery loses radio contact and may not attempt to re-establish contact until the turn in which it is once again free to fire.

9.4.3 45.42 A player engaging in Counter Battery Fire may deduct 1 from the dice roll for each consecutive turn of Counter Battery Fire called in by the same leader. Therefore, if the same leader was calling in his third Consecutive Counter Battery Fire he could deduct 2 from the dice roll. Each turn of Counter Battery Fire constitutes a Fire Mission

9.5 On-Board Indirect Fire

9.5.1 63.3 Mortars, infantry howitzers, artillery pieces, SPA and rockets may use indirect fire. 75mm and larger AA guns may use indirect fire, smaller AA guns may not. Anti tank guns never use indirect fire. For game purposes, no tank may utilize indirect fire, but all open top Assault Guns and Self Propelled Artillery may.

9.5.2 63.31 In indirect fire, the gun and crew cannot see the target, but a friendly leader in another hex can see the target. This leader is called the "spotter". A broken

leader cannot act as a spotter. Only HE or smoke can be fired using indirect fire.

9.5.3 63.32 The spotter must either be adjacent to the gun hex, or must have a radio set "in contact". The gun hex need not have a radio counter, just the spotter. A spotter can only direct fire into one hex at a time, so the only way two guns may fire together as a single group is if they are in the same or adjacent hexes, although actual barrage effects are resolved separately for each gun.

9.5.4 142.212 A leader is considered adjacent for spotting for indirect fire if he is within one hex of the firing ordnance and there is no more than a three level elevation difference between them.

9.5.5 63.33 All guns using indirect fire have unlimited maximum range (for game purposes). The sole exception is 76mm and smaller mortars, which are limited to the maximum range printed on the counter. Mortars may not indirect fire at less than their printed minimum range. The minimum range for other indirect fire weapons is 12 hexes inclusive of the target hex.

9.5.6 63.34 Indirect fire is resolved using the same spotting round procedure as off board artillery. However, when the FFE counter is placed, the blast area is limited to ONLY the FFE hex; adjacent hexes are not affected by on board guns using indirect fire.

9.5.7 63.341 If an on-board gun receives an Artillery Request but the target hex is out of its covered arc, the gun must be pivoted to bring the target hex into its covered arc during either the Movement Phase and or the Defensive Fire Phase (depending on the current player turn) of the same player turn, or no initial spotting round may be placed. The gun may not perform any other function while utilizing indirect fire procedures.

9.5.8 63.342 A red spotting round may be moved outside of the gun's Covered Arc only, but the gun must be pivoted as above or the Spotting Round is removed. This would also apply to placement of the initial Spotting Round.

9.5.9 63.343 A FFE counter may never move outside the firing gun's Covered Arc; it must first be converted to a red spotting round, then moved, and may not become a FFE again until the next Rally Phase. A FFE counter may never be placed outside the firing gun's Covered Arc (as in 46.32).

9.5.10 63.35 On board guns may use unlimited indirect fire FFEs. Artillery module limits do not apply.

9.5.11 63.36 Smoke may be indirect fired like HE. Again, only the target hex (FFE hex) will have smoke in it, NOT the adjacent hexes. Smoke depletion rules apply.

9.5.12 63.37 A gun (including SPA or AGs) that has moved from its initial hex, or which began the game towed behind a vehicle, may never use radio contact spotters. The only possible spotter it can use is a leader in an adjacent hex. This reflects the unfortunate fact that accurate radio-controlled fire required exact positioning of weapons and map location work, a process that could take hours or even days.

9.5.13 63.38 All weapons using indirect fire (Exception: rocket launchers) may fire only once per player turn, regardless of their rate of fire. Indirect fire, being less accurate, utilizes a weapon's full rate of fire to equal one direct fire attack strength.

9.5.14 63.39 Indirect fire vs. AFVs (whether by on or off-board artillery) is resolved on the IFT utilizing the Artillery Barrage versus Vehicles Modifiers and adding the lowest of any positive armour DRM. Open-Top AFVs or AFVs with a negative armour modifier do not add their armour DRM.

63.18 & 63.3 Can a gun firing indirect ever break down?

A. Yes - on effect dice rolls. {OAF}

63.22 Is the gun broken if a 12 is rolled on a smoke attempt?

A. Yes. {OAF}

63.22 If there is no unit in the target hex and the TO HIT roll is larger than the smoke depletion number,

can the gun fire elsewhere, in the same phase, using AP or HE, as appropriate?

A. No. {OAF}

63.22 & 64.7 If a gun tries to fire smoke on a hex containing friendly units but exceeds its smoke depletion number, can it opt for a "no effect" result as opposed to using HE or AP ammunition?

A. Yes, and it would not count as a Fire Mission. {17.2-46}

63.24 When firing direct, is the leftward IFT column used with both infantry and armoured targets?

A. Yes. {COD-105}

63.24 & 63.31 Do indirect-firing mortars that happen to have a LOS to their target use SR/FFE counters?

A. No - although such weapons use "indirect fire" trajectory, their attacks are still resolved as direct fire using the TO HIT table for each "shot" of the direct fire rate of fire. Misses are ignored. {17.2-46}

63.31 May mortars, etc., fire indirect if they have a LOS to an enemy unit but meet all other criteria for indirect fire?

A. Yes. {COD-105}

63.32 May on-board artillery move and still remain in radio contact with a leader?

A. No. {COI4-69}

63.32 According to rule 63.32 a leader can direct indirect-fire from two adjacent hexes and according to Question 63 & 48.9 on Page 60 two guns may stack together in a hex, does this mean that a leader could direct both guns in both hexes for a total of four guns in the same turn?

A. No. He can direct a maximum of 2 guns, both of which must be in the same hex. {KM}

63.32 For on-board guns using indirect fire, can a SR be placed and left while the spotter performs other functions, including spotting for a second weapon, provided the initial weapon neither moves or fires from the time the SR is placed?

A. No. {OAF}

63.34 Can on-board artillery fire harassing fire?

A. No. {OAF}

63.34 Would mortars and other guns utilizing Indirect Fire at targets outside their Covered Arc have to change their Covered Arc when they fire?

A. Yes, but there is no DRM detriment for having done so as long as the fire is indirect. {COI4-69}

63.38 & 64.9 Does a BISON using indirect fire run out of ammo on a FFE dice roll of 11 or 12?

A. Yes. {OAF}

63.39 & 66.1 Can an AFV be immobilized by indirect artillery fire?

A. Yes. {COD-105}

63.39 & 68.2 How do you resolve a Critical Hit by a mortar on an AFV?

A. Use the IFT with both the Critical hit and 46.54 DRMs versus rear armour. {17.2-46}

May a leader direct indirect fire from a halftrack, and if so would he be considered in a CE status ?

A. Yes to both. {KM}

SQLA - [63A] On board guns using indirect fire take a malfunction check every time during the first FFE attack of a barrage is resolved. The same die roll for this attack serves as a malfunction check.

SQLA - [63A] On board guns using indirect fire must take a malfunction check every time a RSR accuracy is resolved or RSR/FFE is adjusted.

9.6 Bore Sighting – Pre-Ranged Fire

9.6.1 78 Units in a defensive posture with plenty of time to set up a defensive perimeter would often analyze the avenues of approach to their lines and zero their heavy weapons in on a particular piece of ground. By sighting through a gun's open bore or firing sample rounds, they could eyeball the weapon into a position wherein it could bit the target area automatically, merely by adjusting the gun according to pre-set coordinates.

9.6.2 78.1 MMG, HMG and guns of all types (including main armament of AFVs but not small arms such as bazookas or panzer fausts) may be bore sighted.

9.6.3 78.2 To be bore-sighted, a weapon may not move from the hex in which it begins the scenario. although it may change its Covered Arc within the hex and

even fire at a non-bore sighted hex. If the weapon leaves its initial placement hex or if the crew is broken, stunned. or eliminated that weapon loses its bore sighting advantage thereafter.

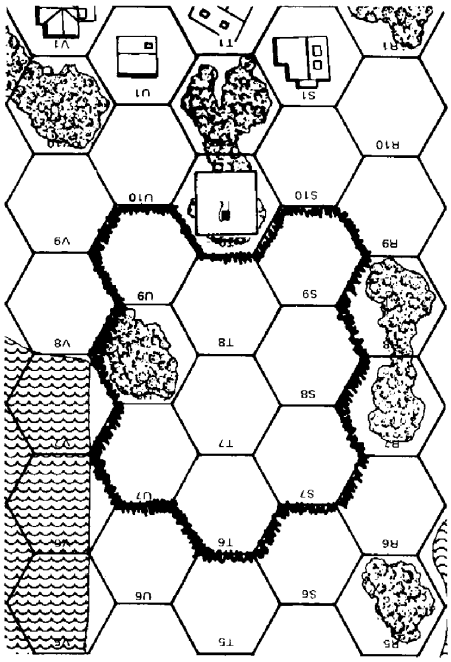
9.6.4 78.5 Any on-board weapon with an indirect fire capabilities may select one hex as a pre-ranged hex. Normal indirect fire procedures would be utilized but a -2 DRM would be added to the die roll for initial round accuracy.

78.5 Could an on-board gun with indirect fire capability bore-sight one hex for indirect fire and another for direct fire? Could it bore-sight one hex for both indirect and direct fire?

A. Yes to both. {KM}

9.7 Field Phones

9.7.1 Artillery fire was most effective in semi-static positions where the defence had time to "lay wire" for its forward observers and map the terrain. Such observers usually used field phones in place of portable radios.



Owner's Board Edge

9.7.2 The location of field phones is always recorded utilizing Hidden Initial Placement. Field phones may never be moved. The spotter manning the phone can be revealed by any of the normal methods, but the location of the field phone is never revealed unless the enemy occupies the same hex.

9.7.3 Field phones make and maintain contact on any dice roll other than a 12. This dice roll is modified by +1 if an artillery barrage (off board battery) has landed in whole or in part in any of the 9 hexes of the security area since the last Rally Phase. The security area consists of the 9 hex area immediately behind the field phone hex in the direction of its own board edge.

9.7.4 The contact dice roll is also modified by +1 for each enemy squad in the security area during the Rally Phase. Once a Field Phone fails to make contact, it is eliminated.

9.8 Battery Access

9.8.1 107.42 Artillery spotters did not always know how many fire missions they had to work with. To increase the uncertainty factor prevalent in any artillery support situation use the following fire mission determination method to replace the default. If a scenario specifically cites a situation wherein the side knows how many fire missions it has, use the normal procedures instead.

9.8.2 107.421 The number of fire missions in each artillery module is determined randomly by dice roll. Before placing an artillery request or FFE counter or leaving an already placed FFE counter on board for another player turn the player must roll an '11' or less. A battery access dice roll of '9' or more does not break radio contact, but does prohibit the placement of any artillery request or FFE counter in that player turn. Note that contact maintenance dice rolls must still be made every Rally Phase in addition to any battery access dice roll.

9.8.3 107.422 A battery access dice roll does not have to be made to place or correct a spotting round or to convert an existing FFE to a spotting round. If a blue spotting round is successfully placed but the red spotting round leaves the spotter's LOS, the blue spotting round is left face-up in its hex eliminating the need for another access dice roll.

9.8.4 107.422 The battery access dice roll is subject to the following cumulative DRMs:

Battery Access Chart	
DRMs	**Condition**
-1	Scenario specifics plentiful ammunition
1	Continuation of existing FFE counter
+1	Per Fire Mission of that module used thus far
+1	Scenario specifies scarce ammunition

Note: Each player turn a FFE counter is on board constitutes a Fire Mission.

9.9 Suppression Fire

9.9.1 107.5 Prolonged artillery bombardments were often employed against well dug-in positions prior to attacks more for the value of neutralizing enemy defensive fire while the infantry closed than for any real expectation of causing heavy casualties with the fire itself. Prolonged heavy bombardment had an erosive effect on morale due to the pure "shock" effect of close proximity to constant explosions. The longer such a bombardment persisted, the less damage each shell expended was likely to yield as troops sought the best cover available and the element of surprise was lost. The effect of shellshock on morale, however, became cumulative. These rules apply only to off board artillery (including rockets).

9.9.2 107.61 All units (whether broken or in good order) which have been the target of a FFE for two consecutive game turns suffer a one level morale loss immediately following the conclusion of the second turn FFE resolution. Should the FFE continue for a third consecutive turn, yet another one level morale loss would be extracted, and so on. Players should make written notes of which units are so afflicted. Use of specific colour target acquisition counters may also double as handy reminders of morale loss.

9.9.3 107.62 Units below their normal morale level automatically regain one level during their Rally Phase provided they have not been attacked by a FFE since the last Rally Phase of their Player Turn.

107.6 Does Suppression Fire affect AFV crews in the same way as it affects infantry?

A. Yes, although it does not affect the Artillery Barrage vs. Vehicles (46.54) dice rolls. {COD-106}

107.61 & 107.7 Are units subjected to harassing smoke subject to morale loss as if it were a normal HE FFE?

A. No. {17.3-46}

107.61 Does the loss of morale left from successive FFE attacks carry over if the unit moves out of the FFE?

A. Yes. {OAF}

107.63 Are the +1 DRMs of 107.64 and 107.65 subject to cumulative increase for consecutive game turns of FFE as is the case with 107.63?

A. No. {COD-106}

107.64 Since Defensive Fire FFEs may be placed in the Rally Phase, are Prep Firers affected with a +1 DRM? Please account that those same units would suffer effects were they to move instead.

A. Agreed - should be changed to any fire phase attack in that player turn. {OAF}

9.10 Harassing Fire

9.10.1 107.7 Anytime a player calls for a FFE he may elect to use the harassing fire option that extends the blast area of a FFE to include everything within two hexes of the FFE counter. The firepower effect of such fire is only half the normal firepower of a FFE. Smoke could be dropped using harassing fire but would only be half as effective (all smoke DRMs would be halved-

fractions rounded up). Harassing Fire has all the morale and IFT DRM consequences of suppressive fire.

9.11 Illuminating Rounds (IR)

9.11.1 148.7 Many indirect-firing weapons were capable of firing carrier rounds carrying flares on parachutes for illuminating the battlefield. They were so prevalent that this type of ammunition is not listed for any counter, but is naturally assumed for all indirect firing ordnance.

9.11.2 148.71 A leader with radio contact to, or in, the same hex with or adjacent to ordnance capable of firing an IR may call for an IR anywhere within his NVR and normal LOS. The IR serves as a SR and can be seen beyond the NVR but it must be corrected toward a target within the NVR. There is no accuracy dr during the initial IR placement; all such fire is subject to error. Subsequent corrections roll for accuracy normally. Battery Access is needed to place an IR from an off board battery. Such use does not constitute a fire mission, but does qualify the firer for the -1 battery access DRM for continuation of an existing SR counter. Placement of an IR precludes any other fire activity by a battery/gun during that player turn. Once placed, such rounds have the same effect as leader-fired star shells.

9.12 Pre-Registered Fire

9.12.1 Usage of this capability is restricted to off board artillery and those situations cited by a SSR or DYO purchase in which the defender's spotter starts the game set up on board with the attacker arriving from off-board. Prior to the start of the scenario, the defender may secretly select and record one or more possible target hexes (number determined by SSR or DYO purchase) to record as sites for Pre-Registered Fire. If a spotter has both battery access and a LOS to the Pre-Registered target hex, the following rules apply.

9.12.1.1 Pre-Registered Fire does not improve battery access or radio contact. However, the player may opt (before seeing any accuracy or extent of error DR's) to do away with the initial blue SR and place a FFE during the initial RP in which he calls in fire directed at the Pre-Registered hex.

9.12.1.2 Pre-Registered Fire receives a -2 DRM to both its accuracy dr and (if necessary) the first extent-of-error dr. A modified extent-of-error dr < 1 is treated as a one hex error. Pre-Registered Fire has no additional effects; any necessary corrections to the initial SR or FFE are treated normally.

9.12.2 Pre-Registered Fire may be used to place smoke and Harassing Fire.

9.12.3 Pre-Registered Fire capabilities are limited to the specific spotter / radio which starts the scenario with such powers.

163.1 & 163.4 Can a SR be called for in a pre-registered hex though the hex is out of spotter LOS but the flash would be visible?

A. No. {OAF}

9.13 Plotted Fire

9.13.1 163.2 Instead of correcting or withdrawing an already placed SR/FFE counter during his opponent's RPh, a player may elect to secretly record these actions during that RPh for resolution during his upcoming DFPh. The only difference is that the correction, placement, or replacement of the SR / FFE counter currently on the board is done during the DFPh according to pre-recorded instructions after the enemy has moved and can no longer respond to the placement of the FFE counter. The defender may also wish to postpone his radio contact & battery access DR's until the DFPh, so as not to prematurely reveal the inability of his artillery to fire during that player turn.

9.13.2 The previous AR / SR / FFE Counters have been replaced by a new type bearing both ID codes and a hexagonal diagram for aiding placement of SR's and correcting fire. Such counters are no longer colour coded for nationality; one side uses

those counters with ID numbers, the other Uses the counters with ID letters.

9.13.3 Plotted fire consists of recording four types of information:

9.13.3.1 the player turn number

9.13.3.2 the ID of the SR/FFE currently on board which is being plotted

9.13.3.3 SR or FFE (depending on the type of activity the plotter wishes that counter to execute in his DFPh)

9.13.3.4 any corrections to its current location consisting of direction and distance. Directions for correcting fire can consist of writing "NC" for no change, or writing the grid coordinate of the hex the firer wishes it corrected to.

163.2 Plotted fire: if the spotter is disrupted by Prep Fire can these instructions still be carried out on the assumption that they were actually given during the RPh?

A. No. {OAF}

9.14 Indirect Fire vs. Concealed Units

9.14.1 163.3 Indirect fire vs. hidden/concealed units is not halved. However, in order for a player to attempt to use indirect fire vs. a target hex containing a concealment counter, the spotter must have a LOS to that target hex and see a non-concealed target in that hex. Exception: A spotter may attempt to call fire down on a hex in his LOS containing only concealed units/concealment counters or suspected hidden units, but must roll <7 (before replacing the AR or correcting a SR/FFE) with two dice to do so. If he rolls >=8 he is assumed to have used a FFE without effect and may not call in additional fire directions during that player turn. This option is limited to off board artillery only.

49.72 An concealed/HIP unit illuminated by a star shell loses its concealment counter if it is in the LOS of an enemy unit that could see it in a daylight scenario, i.e., in an open ground hex where it wouldn't be entitled to concealment. COD+: Note that under the Bypass Movement rules (106.6) a concealment counter is not automatically lost to an adjacent unit thus a concealed unit in woods or buildings would not automatically lose its concealment. (Q/A: 25.4 & 49.7 {COD-104})

49.8 Unlike daylight scenarios, routing units may cross open ground terrain in the LOS of enemy units, unless the hex in question is illuminated by a star shell.

49.9 When using OBA during night scenarios, Both the Artillery request/Blue spotting round must be placed within the night visibility range. (Q/A 46.13 & 49.1 & 46.23; {OAF})

49.91 Should the corrected RSR fall outside the night visibility range of the spotter, the RSR is removed.

persed WP.]

9.15 Smoke

9.15.1 {Smoke counters in begin is SL as relatively straight forward and grow more complex as the series progresses}

9.15.2 [Smoke can be placed by smoke grenades, ordnance or artillery fire or by various vehicle-mounted projectors]

9.15.3 [Conventional smoke placed by smoke grenades, ordnance, artillery or smoke mortars may only be placed at the start of the Prep Fire Phase, not in Advancing Fire or Defensive Fire Phases. Smoke placed by vehicle smoke dischargers may be placed at other times. WP smoke can be placed in any fire phase.]

9.15.4 [Conventional smoke is replaced by dispersed smoke at the start of the placing player's next Prep Fire Phase. Dispersed smoke is removed at the start of the placing players next Prep Fire Phase. Smoke generated by WP can be placed in any friendly fire phase and is removed at the

start of the next friendly Prep Fire Phase – there is no such thing as dispersed WP.]

9.16 Effects of Smoke

9.16.1 24.4 Smoke counters do not count against stacking limits.

9.16.2 24.5 Units may move into or through a smoke filled hex after paying an additional 1 MF penalty.

9.16.3 24.6 Any Fire Group which traces a LOS into, out of, or through a smoke filled hex suffers a + modifier to the Fire Combat (To Hit die roll for ordnance) dice roll. This modifier is equal to the roll of one die. Smoke has no effect on Demolition Charge, flamethrower, or Artillery FFE, Combat attack resolution.

9.16.4 24.7 The smoke modifier die roll is made after the Fire Combat dice roll of each Fire Group and affects only the fire of that Fire Group.

9.16.5 148.524 Regardless of the type of smoke placed or the method by which it is placed, smoke/WP is always more effective in obscuring the view/fire of units inside the smoke hex than units outside the smoke hex firing into it. Any fire that is traced into (not through or out of) a smoke hex may deduct one from the smoke effects dr (to a minimum of 1). Smoke affects everything in its hex equally regardless of terrain up to its height limitations.

9.16.6 148.5 Conventional smoke is treated as a level two obstacle to LOS and does not hinder fire or spotting occurring above that elevation. Smoke from smoke mortars, artillery, smoke grenades, smoke pots, and AFV smoke candles all fall into this category. Smoke does not completely blocks LOS for spotting Indirect Fire. However, any smoke DRM's in the LOS of an artillery spotter are added to the accuracy and extent of error dr for both initial rounds and correcting fire (EXC: The actual smoke drm's of a smoke FFE being corrected).

9.16.7 Neither WP or conventional smoke rounds are effective in water, marsh, mud, rain, or deep snow.

24. Does smoke in a first level building hex affect the higher levels and vice versa?

A. Yes. {17.2-46}

24. & 63.22 Can smoke be placed in a water hex by any means?

A. No, other than from burning vehicle in a bridge hex or briefly from a burning amphibian in a shallow river hex (128.73). {COI4-70}{COD-104}

24.6 If the LOS to a target crosses two smoke-filled hexes, would two dice be thrown to determine the smoke modifier, and if so, could two smoke counters in the same hex increase the effect?

A. Yes, but the total DRM could not exceed +6. No. {COI4-68}{COD-74}

24.6 Does smoke along a fire lane affect fire from all levels?

A. Yes, smoke is not considered merely a level one obstacle to LOS. {14.5-34}{COI4-68}

24.6 Would penetrating fire through smoke be halved as Area Fire?

A. No. {COI4-68}

24.6 & 44.21 In a situation where vision is not a factor - such as penetrating fire through a Wheatfield hex, would smoke penalties still apply?

A. No, but concealment counters would still serve to halve the already halved attack. {COI4-68}

24.6 & 44.23 Is fire traced through a smoke or Wheatfield hex into an open ground hex subject to the -2 DRM for moving in the open?

A. Yes. {COI4-68}

9.16.8 Dispersed Smoke

9.16.8.1 148.52 Smoke is not removed at the start of the owning player's next PFPh. Instead, it is replaced at that time with a dispersed smoke counter. Dispersed smoke counters are then removed at the start of the following friendly PFPh. Dispersed smoke effects drm's are halved (FRU). Regardless of the number of smoke

counters in a hex the total smoke effects drm may never exceed + 6.

9.16.8.2 148.521 Smoke counters placed in a mild breeze are automatically dispersed smoke counters, but another dispersed smoke counter is placed at the end of the placer's AFPh one hex away in the direction of the wind. Both dispersed smoke counters are removed during the next friendly PFPh.

9.16.8.3 148.523 Any LOS traced exactly along a smoked hex side has the smoke drm halved (FRU) as dispersed smoke unless that hex side is bracketed by a full smoke counter in each hex. If the hex side in question borders only a dispersed smoke counter, the smoke drm is quartered (FRU).

24.5 & 102.63 & 107.7 Is the movement penalty for moving through dispersed smoke 1 or 1/2 MPs?

A. 1/2. {COD-104}

148.52 What DRM is used when a fresh smoke counter is added to a dispersed counter?

A. Single DR + 1/2 that same DR up to a MAXIMUM of DR = 6. {OAF}

9.16.9 White Phosphorus

9.16.9.1 148.6 WP is considered a level four obstacle and consequently hinders most fire and spotting attempts through it. Like regular smoke it can be fired by off-board artillery as well as normal ordnance. Due to its instant smoke generation capability, WP may be fired at the start of any fire phase.

9.16.9.2 148.62 WP does not generate smoke as long as conventional smoke canisters and therefore is removed at the start of the owning player's next PFPh regardless of when it was fired.

9.16.9.3 148.63 WP is ineffective during a Mild or Heavy breeze. There is no such thing as dispersed WP or WP Harassing Fire.

9.16.9.4 148.64 Due to the pillar effect of WP, the smoke TEM dr is always adjusted by -1 (but never less than 1).

9.16.9.5 148.65 The chemical agents in WP caused considerable discomfort to anyone in the immediate vicinity and could result in both demoralization and casualties. All units except non-CE, close-topped AFVs in a hex with a WP counter must take a MC +1. The MC +1 is not sufficient to cause automatic loss of concealment unless it is failed, nor does it by itself cause DM status. Leadership and TEMs apply as negative DRM's to the MC +1. However, if a CH is obtained with WP those same TEMs are applied to the MC +1 as positive DRM's. Units not already in a hex in which WP has been placed need not make a MC +1 to enter it - even if they remain in the WP hex. Anytime WP smoke grenades are used, a CH is possible (in applicable terrain) on a subsequent dr of 1.

9.16.9.6 148.66 WP can cause fires if environmental conditions are either "Dry" or "Very Dry". The player who placed the WP must roll the K# of the terrain during his AFPh (even if placed during that phase) to start a fire in the WP hex. Normal environmental conditions DRM's do not apply but there is a -1 DRM if conditions are "dry" instead of "very dry". A -2 DRM always applies vs. buildings regardless of environmental conditions. WP may not be used to burn vehicles or wrecks.

9.17 Placing Smoke

9.17.1 Smoke Grenades

9.17.1.1 24.1 Smoke counters are not support weapons but serve to reduce

visibility in the hex in which they're placed. As such, smoke counters are not "carried" around the map board but remain stacked off the board in the amount specified by the scenario to be used as wished.

9.17.1.2 24.2 Only Assault Engineer Squads may automatically place smoke counters. Each squad may place one smoke counter per turn.

9.17.1.3 24.3 Smoke may be placed in any hex in or adjacent to an Engineer squad as the first action conducted during the owner's Prep Fire Phase. The Engineer unit placing the Smoke may still move and/or fire normally.

9.17.1.4 24.8 Once played, a smoke counter stays in place until the beginning of the next Prep Fire Phase of the player who laid it, at which time it is removed. It then becomes dispersed smoke.

24.3 Can engineers make smoke in the hex they currently occupy?

A. Yes. {COI4-68}

24.3 & 31.5 Can a passenger ever place smoke?

A. No. {17.2-46}

9.17.2 Regular Squads and Smoke Grenades

9.17.3 141.7 The U.S. was much more liberal in its use of smoke than other nationalities (especially more so than Germany which was restricted by raw material shortages). Therefore, U.S. squads have a limited, but comparatively large, inherent smoke-making capability. In addition to this inherent capability, in DYO scenarios a player may buy special smoke usage per designated squad. Otherwise, special smoke usage is by SSR only-elite units do not automatically receive it. The new squad counters provided in G.I. identify those types that have a limited inherent smoke making capability by the presence of an exponent following the FP factor. That exponent is the highest number the unit can roll with one die and still place smoke during that phase.

9.17.4 141.71 HS's / crews have no inherent smoke-making capability. In order to place a smoke counter the unit must first roll <= its smoke exponent with one die. A dr > the smoke exponent prevents that unit from placing smoke that turn (EXC: US troops placing WP smoke, see below). A dr of 6 could possibly eliminate the inherent smoke-making capability of all U.S. squads in the scenario except for those that may have been designated by SSR as having special smoke-making capability. Following a 6 smoke placement dr, re-roll one die and modify it by -1 (up to a maximum of -5) for every five squads or fraction thereof in that nationality's total maximum squad OB (including any yet to be received reinforcements) for that scenario. Any modified dr <= 1 results in the loss of that nationality's inherent smoke making capability for the duration of that scenario. No leadership DRM's apply to the placement dr. Passing the smoke placement dr constitutes use of a SW, but the placing unit may still move or fire inherent FP normally.

9.17.5 141.72 WHITE PHOSPHORUS - Unless specified otherwise by SSR, only U.S. squads may place WP, and only if their smoke placement dr is a 1. The squad does not need to specify whether it is attempting to place WP or conventional smoke prior to the placement dr, nor is it required to pre-designate a specific placement hex.

9.17.5.1 141.73 A U.S. squad designated as having special smoke-making capability (either through DYO purchase or SSR) must roll a 1 or 2 in order to place a WP counter. Any other dr limits its placement capability for that turn to a regular smoke counter. A dr of 6 indicates that particular designated squad will lose its smoke-making capability for the balance of the scenario after placing the current smoke counter. A squad of any other nationality with special smoke-making capability functions in the same manner except that it may not place WP without a SSR.

9.17.5.2 141.74 There is no additional penalty for failing a smoke placement dr.

9.17.5.3 141.75 All British, Free French, and Commonwealth Elite or 1st Line squads have an inherent smoke-making capability number of 2. Russians, French, and minor country squads have no inherent smoke-making capability unless so specified by SSR. Note that when inherent smoke making capability is lost due to a "6" dr, the loss applies only to that nationality, not necessarily to all units of a side in the scenario.

9.17.6 Artillery Smoke

9.17.6.1 Artillery may be used to place smoke instead of the standard High Explosive fire of a FFE. Merely place a smoke counter in each hex of the Blast Area. As is the case of all smoke placement [except WP] it must be done at the very beginning of the fire phase before other units fire. Placing smoke counts as a fire mission.

9.17.6.2 148.522 Harassing Fire smoke is automatically dispersed smoke and is totally ineffective in a mild breeze.

9.17.7 Ordnance Smoke Shells

9.17.7.1 63.22 & 64.7 Ordnance may fire smoke instead of other types of ammunition at the outset of the Prep Fire Phase only (subject to special ammunition depletion rules). AFVs firing smoke cannot fire their MGs first. Only a 70mm gun or larger may fire smoke ammunition, as smaller shells were ineffective. Russian tanks can only use smoke ammunition if armed with a 76mm gun. All non-tank Russian AFVs, including assault guns, tank destroyers, etc., may use smoke ammunition within normal smoke depletion limits. French and minor country AFVs may not fire smoke.

9.17.7.2 63.22 & 64.7 Ordnance fires smoke commonly with a depletion number of 8 so a "to hit" roll of 8 or more before modification means that the gun has run out of smoke. Treat the shot as HE or AP instead. However, consult the vehicle listings because some guns with specialized uses may have abnormal depletion numbers.

9.17.7.3 145.5 Ordnance uses the Building target type for the placement of smoke (building level variations do not apply), with a +1 DRM for purposes of effective smoke placement at a range of seven hexes or more. Note that smoke is always placed at ground level in any given target hex even if the only visible part of that hex is the upper level(s) of a building. In such a case, indirect mortar/FFE fire must be used to place the smoke. Ordnance cannot place smoke in its own hex or an adjacent hex.

9.17.7.4 148.51 Due to the timed effect of smoke rounds, such ammunition (including smoke candles and dischargers) may only be fired in the PFPh prior to all other Prep Fire.

9.17.7.5 [Some US ordnance may fire WP, denoted by an appropriate depletion number. This can be fired in any friendly Fire Phase.]

9.17.8 Smoke Dischargers

9.17.8.1 Smoke dischargers place smoke in the same hex as the firing AFV during any friendly Fire Phase. This counts as the vehicle firing its main armament but does not prohibit movement during the following Movement Phase.

9.17.8.2 134.3 Smoke dischargers must be reloaded from the outside. Reload procedure is the same as making repairs [see section 8]. and requires the vehicle to be stationary for a complete game turn. Reload success, however, is automatic if the crew is not eliminated or broken, and takes only one turn.

9.17.8.3 64.8 German smoke dischargers fired smoke candles, and were first installed on German AFVs in 1943. However, they were never universally available and functional. For each AFV roll a die before the game to establish if it carries smoke candle dischargers:

Smoke Discharger Probability Chart	
Date	DRM
1943	1-3 means dischargers carried
1944	1-4 means dischargers carried
1945	1-5 means dischargers carried

9.17.8.4 64.8 The German player may keep the die roll results secret for his vehicles until they are actually using the discharger. German halftracks NEVER carried the dischargers.

9.17.8.5 134.3 All British tanks, scout cars, and armoured cars manufactured from 1939 onward (including American tanks in British service) carried small smoke dischargers mounted on the turret side or hull front on turret less vehicles. This functions in the same manner as German smoke dischargers, except that they are always available. Consult the individual vehicle's data chart prior to the start of play for any possible exceptions.

9.17.9 Smoke from Close Defense Weapons

9.17.9.1 64.5 The Nahverteidgungswaffe was a grenade projector fitted inside the turret roof of German tank destroyers, assault guns and Panther and Tiger tanks by mid '44. The short projector barrel was hand operated, could traverse 360 degrees, could fire a 92mm smoke generator or HE charge, and unlike earlier German smoke dischargers, could be reloaded as well as fired from inside the tank.

9.17.9.2 64.51 Not all of the above mentioned vehicles were fitted with this equipment nor did all those that were maintain sufficient supplies of the proper ammunition at all times. Therefore, inclusion of this weapon in AFVs is a random event and not known by the opposition at first

9.17.9.3 64.51 An AFV is equipped with the weapon only if the symbol "92" is present on the flip, wreck side of the counter. Those AFVs which are only optionally equipped with it (See armour listings; Notes "NbW92 optional") must roll dice prior to the start of the game (See Optional Armament in armour listings) to see if the AFV is equipped with the weapon and this fact should be secretly on a side piece of scrap paper for later reference.

9.17.9.4 64.52 AFVs equipped with this weapon system may use it to fire smoke in the same manner as smoke dischargers except that a smoke depletion dice roll is necessary because a dice roll of 8 or more means that the NbW has run out of smoke ammunition (S8) for the balance of the scenario. The NbW cannot be used more than once per player turn. An AFV so equipped does not have normal smoke dischargers capability.

9.17.10 Smoke Mortars

9.17.10.1 147.2 Vehicles equipped with smoke mortars are indicated by the symbol "SM8" (SM9 for British AFVs) on the reverse of the counter. Smoke mortars may place one smoke counter per player turn anywhere within the TCA to a range of three hexes during their PFPh.

9.17.10.2 Firing a smoke mortar eliminates any MA fire opportunities for that vehicle during that player turn (and vice versa) but doesn't prohibit the use of any MG's or movement in the ensuing MPh. The smoke counter is placed automatically on any DR <= 8 (9 for SM9). Regular Special Ammunition Depletion procedures apply. However, it may still fire smoke shells via its MA in subsequent turns. A smoke mortar may be used any number of times in a scenario until it depletes its ammunition with a DR >8 (9 for SM). The smoke generated by smoke mortars is treated as conventional smoke (as opposed to dispersed or WP).

9.17.11 Smoke Pots

9.17.11.1 147.3 Vehicles equipped with smoke pots are indicated by the symbol "SMP" on the reverse side of the counter. Any such vehicle, if not in motion, may place a smoke counter in the hex it occupies at the start of its own PFPh. Such placement is limited to once per scenario. The vehicle may not fire at all during that PFPh, and is assumed to use half of its MP allotment in the hex (although not as a moving target) before it may move in the ensuing MPh (even if it does not leave the hex), but may fire any/all weapons it would normally be capable of firing in the ensuing AFPh. The smoke generated by smoke pots is treated as per as conventional smoke (as opposed to dispersed or WP).

10. ORDNANCE

10.1 General

10.1.1 63 All weapons 20mm or larger are generically termed guns for simplicity, although technically mortars, howitzers and rocket launchers are not precisely guns.

10.1.2 63 These special rules also apply for specific guns mounted on AFVs and other vehicles. For example, Russian rocket trucks carrying rocket launchers must be reloaded like other rocket launchers.

10.1.3 48.8 Only a crew counter can operate a gun.

10.1.4 48.81 Guns can be captured and used by opposing crews only.

90.1 If a German AT Gun is captured by the Russians, does it use the black or red TO HIT numbers?

A. Red. Ordnance captured by another nationality always uses the red TO HIT numbers. {COI4-70}{COD-74}

[Editor's note - the next two answers seem to conflict to me - take your pick.]

90.12 Is the breakdown number of a captured weapon used by a non-elite squad (or non-crew) decreased by 2 twice; once for being captured and once for not being a qualified crew or assault troop ?

A. No - it is decreased only once. {17.2-46}

90.13 Can regular squads (e.g. German 4-6-7) man a friendly ATG or other ordnance weapon normally served by a crew, as though it were a captured piece with all penalties involved?

A. Yes. {OAF}

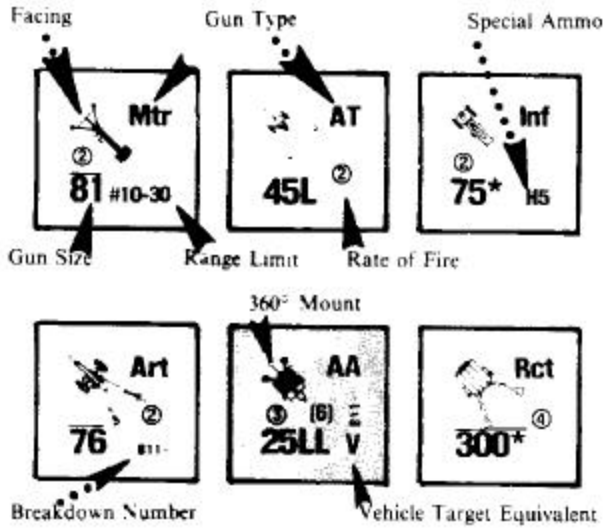
90.13 Can regular squads man a captured ordnance weapon with two times the captured penalties assessed for normal captured weapons, for example, if a 4-6-7 German squad captures a Russian ATG, can they fire it using a +4 modifier To Hit and a +4 modifier for breakdown, instead of the normal +2 assessed a capturing German crew?

A. Yes. {OAF}

If a crew captures ordnance (i.e., ATG), do they suffer the +2 TO HIT and -2 to breakdown penalties for captured equipment?

A. Yes. {BT}

10.1.5 48.82 Leadership modifiers do not affect the firing of a gun.



10.1.5.1 63.11 FACING **- the gun barrel should be touching a hex spine, with the counter arranged like an AFV in the hex. All guns have a covered arc similar to AFVs, while their side and rear is considered their "uncovered arc". A gun may only fire within its Covered Arc but may engage as many different targets within its Covered Arc as its rate of fire will allow.**

10.1.6 63.12 GUN SIZE **- This number gives the weapon calibre, in millimetres. An over score mark means the gun cannot fire AP ammunition. An underscore means the gun cannot fire HE ammunition. An *, L, or LL suffix means that certain "to hit" modifiers are used at various ranges, due to**

varying muzzle velocities or inherent trajectory accuracy.

10.1.7 63.13 GUN TYPE **- This abbreviation indicates the general type of gun:**

10.1.7.1 Mtr **– mortar;**

10.1.7.2 Art **- artillery piece;**

10.1.7.3 AT **- anti-tank gun;**

10.1.7.4 AA **- antiaircraft gun;**

10.1.7.5 Inf **- infantry howitzer;**

10.1.7.6 Rct **- rocket launcher; and**

10.1.7.7 **Rcl – Recoiless Rifle .**

10.1.8 This type description is based on the actual terminology used during the period. Troops in the field very often used their weapons in "ad hoc" roles. Therefore, insofar as rules allow, a player is free to try to use any gun as an anti-tank weapon, for example.

10.1.9 63.14 RATE OF FIRE **- Guns normally fire once per player-turn. However, a circled number here means the gun may fire twice or more (as indicated by the number) PER PLAYER TURN. All firing must still occur during the SAME PHASE within the player-turn, but need not be used against the same target or hex. EXCEPTION (and 107.1): mortars, infantry howitzers, rocket launchers and artillery may utilize their multiple rate of fire only so long as any succeeding shots within the Fire Phase are aimed at the same target within the same hex, even if multiple targets appear in the same Covered Arc.**

10.1.10 63.15 RANGE LIMIT **- A "#" symbol followed by numbers signifies range limitations for DIRECT firing. If one number appears, the number is the maximum range in hexes. If two numbers appear, the first is minimum range, the second the maximum, in hexes. IMPORTANT: range limits only apply to direct firing.**

10.1.11 63.16 SPECIAL AMMO **- Some guns have special ammunitions with depletion possibilities as described above under direct fire.**

10.1.12 63.16 **If a parenthesized "fire" value is given, this means the gun can use this value directly on the Infantry Firepower Table, INSTEAD of using the normal TO HIT and TO KILL procedure. This alternative firepower (IFE or Infantry Firepower Equivalent) will exhaust the full firepower of the gun for that player's turn, and takes into account the rate of fire. Although this firepower alternative is akin to MG fire, it does NOT have penetration, and must be directed into a single target hex (EXCEPTION: see Spraying Fire). Equivalent firepower of this nature is doubled at Point Blank range and halved for any attack over 20 hexes away and for moving fire in the Advancing Fire Phase.**

10.1.13 144.46 **Any ordnance which is using a parenthesized IFE does not have to secure a hit but the TO HIT DRM's normally associated with a change of CA (Cases A & B) for that ordnance are instead applied as IFT DRM's.**

10.1.14 63.23 **Guns with a firepower equivalent may "spray" this firepower into a three hex cluster such that all three hexes intersect at a common point. This spraying of firepower is automatically area fire, and thus firepower is halved in each of the three hexes. If area fire is necessary anyway, the firepower is quartered. To resolve sprayed fire, a single dice roll is used for each target hex. All armoured vehicles are invulnerable to damage from sprayed fire but soft vehicles and their crews, exposed crews, etc. are vulnerable. The firer must be able to trace a LOS to each hex centre for sprayed fire to be effective in that particular hex.**

63.16 When an AFVs turret fires outside of its covered arc, is the parenthesized fire value of its main armament affected? How?

A. Yes. See 144.46 of GI - add the TO HIT DRMs to the IFT roll. {OAF}

63.16 & 64.45 & Supp. K If an AFV that has an Infantry Fire equivalent "runs out of" HE rounds,

while using Supp. Rule K, can it still use it on the IFT?

A. No. {KM}

63.16 & 64.45 & 95. May ordnance with a parenthesized IFT equivalent use sustained fire? Can spraying fire (63.23) also use sustained fire?

A. No. No. {COI4-69}{COD-105}

63.23 May an AA Gun, using Spraying Fire, fire its Infantry firepower equivalent into just part of the 3 hex cluster if part of the 3 hex cluster is blocked by LOS obstruction? Friendly troops?

A. Yes. No. {COI3-69}

63.23 & 99.34 May flak guns or guns with a firepower equivalency use "spraying" fire at descending parachutists?

A. No. {COD-105}{OAF}

10.1.15 63.17 Some large guns presented huge targets, even when well deployed. This is indicated by a "V", on the counter. If such a gun is fired on, instead of the "infantry" line, use the "vehicle" target line on the "TO HIT"' Table. Use the appropriate TO HIT line, depending on the hex the gun occupies. (and 107.21) The gun is considered a "hull down vehicle" target classification only if behind a wall, roadblock, crest line, or per scenario definition.

10.1.16 63.18 A breakdown number is given, so that any TO HIT or firepower result dice roll of this value or higher means the weapon has jammed upon firing. Any additional shots that phase, and all subsequent firing, is prohibited until the gun is repaired by its crew. Absence of a breakdown number printed on the counter should be interpreted as the gun being subject to breakdown only on a TO HIT dice roll of 12 (B12).

10.1.17 63.19 360 DEGREE MOUNT **- This feature is depicted by a white circle around the gun. Normally, guns can only fire into their Covered Arc, and must be rotated in place like SP guns to fire in another direction. However, guns with a 360-degree mount may rotate and fire in any direction like tank turret guns, with a much smaller TO HIT DRM. Such a 360 degree mounted gun, with 2 or more shots per player turn, could fire one shot at one target, then rotate and fire another shot at another target, if desired. Note, however, that if the target is outside the original covered arc, a firing modifier will still apply for each change of the covered arc.**

10.1.18 63.2 DIRECT FIRE **- Normally all guns use direct fire, shooting at a target visible from the gun's hex. Range is unlimited unless a specific limit is given on the counter.**

10.1.19 63.21 Unless otherwise restricted, a gun may use HE or AP ammunition in unlimited quantity.

10.2 Movement of Guns

10.2.1 Guns, like AFVs, may not move during the Advance Phase and if they fire during the Prep Fire Phase may not move for the balance of that player turn, (even if they used only part of their rate of fire).

10.2.2 48.4 A gun can be pushed during the Movement Phase one hex in any direction by a squad, HS or crew counter provided they do not fire during that player turn or make any other movement (other than disembarking from the vehicle towing the gun) during the Movement Phase. The gun cannot be pushed into a hill hex of higher elevation than presently occupied, but can be manhandled over walls, hedges and into buildings and woods. A gun can be placed in any hex except an upper story of a multi-storey building.

10.2.3 63.46 No artillery, mortar, rocket, or vehicular equivalent sized guns may fire from a building or bunker hex. Infantry Guns, AT Guns, and small (less than 75mm) AA guns may fire from buildings on the ground level only.

10.2.4 48.9 A gun counts as a support weapon for stacking purposes. A towed gun does not count against the stacking limits of a vehicle.

10.2.5 63.45 Any gun of 40mm size or less can be moved by a crew or squad counter two hexes per Movement Phase along open ground of the same elevation or three hexes

along a road of the same elevation. Under all circumstances a gun of this size may move one hex per turn in any direction provided that entry into a woods or building hex is not made directly from another woods or building hex except insomuch as Bypass Movement is possible.

10.2.6 48.5 A crew counter could "pivot" a gun up to 3 hex sides within the same hex during the Movement Phase but if it fired during that player turn (Advancing Fire Phase) it would be treated as a pivoting SP Gun and suffer the appropriate modification to its dice roll on the TO HIT Table. The crew could also pivot the gun within the same hex during the Defensive Fire Phase but any fire during that phase would suffer the appropriate modification to its dice roll on the TO HIT TABLE.

10.2.7 48.6 A gun may be towed by any truck, jeep or halftrack. Neither the gun nor the vehicle can fire during the player turn in which it is being hooked up, moved, or unhooked. All vehicles towing a gun must pay double the normal movement costs. No vehicle may tow a gun over a wall or hedge.

10.2.8 63.41 100mm and larger guns, and all guns on 360 degree mounts, require an entire Movement Phase to unhook from a tow, or hook up into towing position. This action requires the crew or a squad, plus the towing vehicle, for the entire period. This period includes the immediately preceding Prep Fire Phase, and the immediately following Advancing Fire Phase, during which no firing is allowed (Exception: quick set-up time weapons).

10.2.9 63.47 All guns of 88mm or larger can be towed only by vehicles capable of carrying at least one squad. Smaller vehicles may not tow large guns.

10.2.10 107.3 Horses may be used to tow guns only if they begin the scenario as specific horse drawn transport.

10.2.11 63.48 A gun in tow is considered eliminated if its transport is eliminated.

10.2.12 48.61 A vehicle may load a gun during any Movement Phase by moving into a hex containing a gun with at least half of its MP remaining. The gun counter is then placed on top of the vehicle to indicate that it is in tow. No further movement is allowed during that turn.

10.2.13 48.62 A vehicle may unload a gun at the beginning of any Movement Phase provided it has all of its MP for the phase remaining. It must then move out of the hex containing the gun (unless the gun is itself pushed into an adjoining hex by the accompanying squad or crew) and may continue to move until it has expended half of its MP for that turn.

10.2.14 48.63 A gun may be hooked up or unhooked only if an unbroken crew or squad counter is present in the hex in which the action takes place. The necessary crew or squad counter must have started the Movement Phase in the hex.

10.2.15 48.64 A vehicle may never occupy the same hex as a gun at the end of a Movement Phase unless the gun is being towed by that vehicle or has been overrun in which ease the gun is eliminated. An AFV moving through (but not overrunning) the gun hex does no damage to it. But if the AFV ends its turn in the same hex the gun is abandoned by its crew and subject to capture or elimination.

48.61 Can a vehicle load an AT Gun and crew in the same Movement Phase?

A. No. The vehicle must move into the AT Gun hex with half its MP remaining, and as stated in 31.7, infantry can board a vehicle only if that vehicle is stationary throughout that player's turn. {SL4-40}

48.61 May an AT Gun be hooked to a stationary vehicle by pushing it into the vehicle hex and thereby allowing the crew to load in the same turn?

A. Yes. {COI4-69}

48.62 & 48.63 Can a halftrack unload a crew and unhook a gun from tow in the same Movement Phase?

A. Yes. The halftrack expends 1/2 its MPs to unhook gun, then expends 2 more MP to unload the crew. The halftrack would have MPs remaining and the

crew could push the gun into an adjacent hex. {COI4-69}

63.4 Can ordnance larger than 40mm be moved one hex in the Movement Phase?

A. Yes. {KM}

63.4 & 48.4 Can guns larger than 40mm and which are not mortars be moved as per Rule 48.4?

A. Yes. {KM}

63.41 How could a 360-degree mounted, or 100mm+ gun ever be hooked or unhooked for towing given 48.64's prohibition occupying the same hex at the end of a Movement Phase unless already in tow?

A. The gun is considered in tow even though the vehicle may not move at all during the Movement Phase. At the start of the next Movement Phase, the gun may be towed or pushed away or the vehicle withdrawn, according to the situation. {COI4-69}

63.41 Does a crew engaged in hooking or unhooking a gun from tow or pushing it to a new hex (during defensive fire) get the benefit of any gun shield crew protection factor?

A. No, and furthermore, the crew is considered exposed to enemy fire from all directions, and subject to the -2 DRM for moving in the open (if in an open ground hex) during all Fire Phases. If an armoured halftrack was performing the tow, however, the +1 DRM for being beneath an AFV would also apply. {COI4-69}

63.45 & 48.4 Can an AT Gun of 40mm size or less be pushed uphill one hex?

A. Yes. {COI4-69}

90.6 If a gun is captured in tow, may it be moved from the capture hex, and if so may it be moved again if it eventually "un-hooks" in a new hex?

A. Yes. {KM}

63. & 48.9 What are the stacking limits for the various types of guns?

A. Two of any combination per hex. {COI4-69}

10.3 Gun Shields

10.3.1 63.5 All anti-tank guns and infantry howitzers have gun-shields that help protect their crew. Although some other guns had shields, their large crews and ammo stores made the shield generally useless, so that only AT and Inf guns receive a benefit.

10.3.2 63.51 & 167.3 A gun shield will help protect the crew of a gun against firing through the gun's Covered Arc only if the fire originates from a hex that the gun could fire on within its current CA. Attacks through the uncovered arc, artillery barrages, flamethrowers, and all mortar fire ignores the gun shield effect.

10.3.3 63.52 If a crew is protected by a gun shield, add two (+2) to the dice roll on the Infantry Firepower Table, when resolving fire effects against the gun crew.

10.3.4 The gun shield of a gun in transit does not protect any infantry moving the gun during a Defensive Fire Phase nor does it protect other than its attendant crew at any time.

10.3.5 167.3 A gun shield never affords protection to any unit other than its unbroken crew, even when it is being fire by a non-crew counter.

10.3.6 145.31 DF vs. a crew moving to a gun is not entitled to any protective TEM from its gun shields.

10.3.7 145.33 Gun shields do not have to be penetrated for HE fire to affect the gun or crew. Gun shields protect a gun and its crew from ordnance "hits" only insomuch as the application of the gun shield modifier to the IFT DR of all non-direct hits may lessen any MC level sustained, EXC: An HE CH automatically destroys both the gun and crew regardless of gun shield DRM.

10.3.8 145.331 A FT, MMG, HMG, or SCW destroys guns using the same mechanics as an HE hit, except that gun shields never modify a FT attack. ATR hits on guns are resolved on the IFT with a FP of 2, but gun shield DRM's do not apply. Guns can also be destroyed by infantry inherent FP. A gun attacked by a MG as part of a FG checks destruction only by the Random SW destruction method.

63.51 A crew, leader, and AT Gun are fired on through the gun's Covered Arc. Does the leader receive the +2 DRM benefit of the gun shield?

A. No - gun shields protect only the crew of the weapon. {COI4-69}

63.51 Could a gun shield protect units in the same hex other than the crew manning the gun?

A. No. {COD-105}

63.9 If a gun with a gun shield is destroyed, is it removed immediately from play so that subsequent fire versus the crew does not receive the benefit of DRMs from the gun shield?

A. Yes. {COI4-69}

63.9 Does a gun shield's protection affect all incoming fire through the front hex sides of the gun's Covered Arc, or can it only protect the crew from fire originating from a hex within the gun's field of fire?

A. The former. {COD-105}

SQLA - [48A] An AT (and COI: INF) gun's Crew Protection Factor does not apply in the Defensive Fire Phase immediately following a Movement Phase in which the gun was pushed or unloaded from a vehicle

10.4 Mortars

10.4.1 Mortars have idiosyncratic rules in a number of ways - these have been pulled together (repeated in some cases) into one section for ease of reference.

10.4.2 63.24 Because of the high trajectory fire of mortars, all hits scored must be resolved using the infantry firepower equivalent. Vehicles hit by mortar fire must be treated as if hit by an artillery barrage. Never use the "TO KILL" Table to resolve mortar fire; always use the IFT instead. Direct firing mortars must use the firepower column to the left of the column corresponding to their size. Mortars used in an indirect mode use their normal firepower column but forfeit any additional shots due to a multiple rate of fire.

10.4.3 107.81 Some mortars had the capability to fire smaller bombs greater distances than their normal rounds. Such weapons are designated by the abbreviation "½FP/LR" on the reverse of the counter. These weapons may fire out to double their printed range at half strength in the normal manner of Long Range Fire.

10.4.4 107.82 Those few mortars capable of firing at an adjacent target do not have their firepower doubled as Point Blank Fire.

10.4.5 Light mortars are SW's and thus are not penalized for a change of CA; all other mortars are NT weapons.

10.4.6 SILENT FIRE **- infantry moving through a DF FFE hex has the option of grounding voluntarily in that hex before the FFE is resolved unless the FFE is caused by mortar fire. Even units hit by mortar fire have the option of grounding voluntarily after the FFE is resolved rather than continued movement into another hex. Off board artillery is eligible for silent fire only if a SSR specifies it as mortar fire.**

10.4.7 All guns using indirect fire have unlimited maximum range (for game purposes). The sole exception is 76mm and smaller mortars, which are limited to the maximum range printed on the counter. Mortars may not indirect fire at less than their printed minimum range.

10.4.8 107.1 Mortars (like infantry howitzers, rocket launchers and artillery) may utilize their multiple rate of fire only so long as any succeeding shots within the Fire Phase are aimed at the same target within the same hex, even if multiple targets appear in the same Covered Arc.

10.4.9 Fire from mortars is not affected by Infantry Height Advantage.

If a mortar is firing directly against a target behind a wreck, vehicle, wall, etc. is the target considered "hull down" even though it is a mortar firing ?

A. No. {KM}

63.31 May mortars, etc., fire indirect if they have a LOS to an enemy unit but meet all other criteria for indirect fire?

A. Yes. {COD-105}

63.39 & 68.2 How do you resolve a Critical Hit by a mortar on an AFV?

A. Use the IFT with both the Critical hit and 46.54 DRMs versus rear armour. {17.2-46}

SQLA - [63B] Mortar attacks are subject to the same DRMs as Off Board Artillery.

10.4.10 Light Mortars

10.4.10.1 63.6 60mm and smaller "light mortars" are SW's and may be fired by an infantry squad like a normal weapon; they do not require a special crew unit. A single leader may fire a light mortar direct, but the rate of fire is reduced to one (1). If a leader is firing indirect, the firepower of the mortar is halved. Mortars cannot be fired from inside a building hex (Exception: rubble) or bunker. If two or more leaders fire a light mortar, full rate of fire is allowed and the firepower is not halved.

10.4.10.2 Leaders may use their leadership DRM to affect mortar fire but only for light mortars (60mm or less) and only on the TO HIT Table when used in direct fire.

10.4.10.3 Light mortars can acquire targets.

90.6 Is it legal to move a captured 60mm or smaller mortar?

A. Yes. {KM}

10.4.11 Moving Mortars

10.4.11.1 63.42 60mm and smaller mortars may be carried by a crew or squad, counting as 5 portage points (like a HMG). These mortars may be carried inside transport vehicles, or by men riding on AFVs, counting toward the portage capacity of that vehicle. Mortars may not fire in the Advancing Fire Phase if either they or the infantry manning them have moved on the current player turn.

10.4.11.2 Light mortars (60mm & less) may be carried into marsh hexes but may not fire from them.

10.4.11.3 63.43 76-82mm mortars may be carried inside a truck, jeep or halftrack, counting as 5 portage points toward the internal capacity of the vehicle. These mortars cannot be carried by men riding on the outside of AFVs. Carrying a mortar does not double the movement costs of a vehicle as is the case when towing a gun. They can be portaged by infantry in the dismantled state at a cost of five PP's apiece.

10.4.11.4 63.44 All mortars must be dismounted from a vehicle and on the ground to fire. They may NOT be fired while being transported inside or on top of a vehicle.

10.4.11.5 107.8 Mortars are, generally speaking, a relatively easily portaged weapon. The rather restrictive rules pertaining to the portage of mortars reflects not so much the breakdown and movement of tube and base as it does the movement of sufficient quantities of ammunition to service the weapon for constant fire through the length of any scenario. Any mortar which is moved during the course of a scenario has its breakdown number reduced by one for the balance of the scenario (thus increasing the probability of a breakdown), unless accompanied by a scenario-designated ammunition vehicle which spends at least one turn immobile adjacent to the mortar after set-up. This penalty applies only once per scenario.

107.8 Should the ammo vehicle be destroyed during the "one turn adjacent," is the breakdown number still reduced and can another ammo vehicle be designated?

A. Yes, No. {COD-106}

107.8 Does this rule also apply to 60mm or smaller mortars?

A. Yes. {KM}

10.4.11.6 Mortar carriers (including German halftrack variants) were not always capable of firing the mortar directly from the vehicle or with unlimited fields of fire. Players should check the Notes Section of their specific vehicles before starting any scenario. Mortars may not add to the Overrun strength of any AFV.

138.4 May the mortar from a SPW251/2 be removed?

A. Yes.

90.6 Is it legal to move a captured 60mm or smaller mortar?

A. Yes. {KM}

10.5 AIR BURSTS **- all indirect HE fire (including mortar direct fire) vs. infantry in woods or forest-road hexes (not woods-building in combination) receives a -1 DRM instead of the normal +1 terrain effects modifier. The airburst DRM does not apply when a HE Critical Hit occurs in a woods or forest road hex.**

10.6 FLAK 88

10.6.1 103.34 It takes two crew counters to operate an 88 AA at its full rate of fire. If only one crew counter is present the rate of fire is halved. A limbered 88 cannot fire without two crew counters.

10.6.2 103.3 Unlike other guns on 360 degree mounts, the 88 AA gun may unhook from a tow or hook up into the same manner as an AT gun providing it is already limbered.

10.6.3 103.31 The 88 AA gun may be fired while limbered but in so doing it loses its "L" range modifiers and its rate of fire is reduced to one.

10.6.4 103.32 The 88 AA may be changed from limbered to unlimbered status (and vice versa) during the Advance Phase of any German turn in which it has not fired or moved.

10.6.5 103.33 Place a "gun malfunction" counter on any broken 88 rather than inverting it.

103.3 & 101.85 Could a limbered 88 fire in a AA-role and if so are there any penalties for being limbered?

A. Not in COI. {KM}

10.7 Rocket Artillery

10.7.1 63.7 The rate of fire on a rocket artillery counter indicates the number of rocket tubes (or rails) on the launcher. When all tubes are fired once, the entire launcher must be reloaded before any firing is allowed.

10.7.2 63.71 Rocket launchers may fire their complement singly or in any number up to their maximum rate of fire, but must pre-designate how many they'll fire and at which targets before resolving any attack. Regardless of their rate of fire, they may not fire outside their Covered Arc.

10.7.3 63.72 Rocket launchers may not fire in the Advancing Fire Phase if they have moved during the Movement Phase.

10.7.4 63.73 When firing direct, a rocket launcher uses Direct Fire TO HIT procedures as if it were a SP Gun.

10.7.5 63.731 Rocket artillery was usually deployed far to the rear and seldom had direct fire opportunities. This is reflected by the addition of a +2 TO HIT DRM for all direct fire rocket attacks.

10.7.6 63.732 Rocket artillery due to its bulk and relatively clumsy sighting equipment, was not a "quick reaction" weapon. Therefore, rockets may not fire during the Defensive Fire Phase.

10.7.7 63.74 When firing indirect, a rocket launcher must expend one of its rockets for each spotting round called for. Spotting round rockets attack with half firepower in the hex in which they land.

10.7.8 63.741 A rocket launcher with a multiple rate of fire may elect to fire more than one "spotting round" per player turn, up to the limits of its full rate of fire. Each

"spotting round" rocket must be diced individually for accuracy, direction of error, extent of error, and fire resolution.

10.7.9 63.742 Even if a FFE counter has been placed, rocketry weapons must still roll for final hex location for each rocket fired, as if resolving the location of a spotting round except that the accuracy die roll needed is doubled (from 1 to 2) and the extent of error die roll is halved, (fractions rounded up). All rockets fired at a FFE counter are resolved with full effect, regardless of where they land.

10.7.10 63.743 The accuracy die roll of German rocketry weapons is "l"- the same as the Russians.

10.7.11 63.75 Reloading requires the crew to man the gun unit for a number of player turns. During this time, the crew must remain unbroken, and cannot move, fire, melee, or pursue any other activity. As long as the crew remains in the hex, the player turns of reloading need not be consecutive. However, if the crew leaves the hex for ANY reason, all accumulated player turns of reloading are forfeit, and if the crew returns, it must start all over again. Crews engaged in the reloading process are considered exposed to enemy fire from all directions and are subject to the DF DRM for moving in the open during all fire phases and regardless of the terrain occupied.

10.7.12 63.76 Reloading requires 2 player turns (1 game turn) for a unit with 4 to 9 tubes; 5 player turns for a unit with 10 to 19 tubes, and 9 player turns for a unit with 20 or more tubes.

10.7.13 63.77 If a leader is present with a crew throughout the ENTIRE reloading period (and not using his leadership modifier for other tasks) subtract the leader's morale DRM from the number of turns required, but the minimum is at least 1 player turn to reload. Leaders alone cannot reload rocket launchers, they can only help a crew do so.

10.7.14 If a rocket launcher fires part of its rockets it can be reloaded before it fires the remainder but the reloading time remains the same regardless of the actual number of tubes to be reloaded.

10.7.15 63.78 Vehicle mounted rocket launchers cannot reload unless another crewed vehicle (capable of transporting at least a squad and pre-designated at the beginning of a scenario as an ammunition carrier) is present, and that crew is in the launcher hex with the firing vehicle. The sole exception is AFV Mounted launchers, where the AFV crew may leave their vehicle and man the launcher for reloading. Naturally, this will leave the vehicle crewless and unable to move or fire (other than firing the rocket launcher itself).

10.7.16 63.79 Rocket launchers cannot he fired from inside a building hex, or from inside a bunker.

10.7.17 63.8 Heavy Payloads A few weapons as Stalin's Organs delivered such massive force that they cannot be accurately on the IFT. When resolving attacks by such weapons use the 36+ / 200+ column of the IFT and apply a -1 DRM for each additional 50mm of calibre.

10.7.17.1 If firing against AFVs the same DRM is applied to the HE Ammunition section of the AFV kill table.

10.8 Captured Guns and use by Non-Crews

10.8.1 90.1 Any support weapon, which falls into enemy possession, may be utilized by the opposition for its own attacks. Special captured weapons such as flamethrowers, demo charges, and ordnance of any type do not have to be manned by elite troops, leaders, or crews. Radios are not considered support weapons for purposes of this rule.

10.8.2 90.11 Friendly units not normally qualified to use special weapons such as flamethrowers or demo charges may also use these weapons, but they use them as if they were captured support weapons.

10.8.3 90.12 A captured support weapon has its Breakdown Number decreased by 2 due to lack of familiarity with the weapon and difficulty of ammunition re-supply. A captured support weapon, which breaks down, is permanently eliminated.

10.8.4 90.13 All attacks (including American) by captured ordnance must use the red TO HIT numbers and add a +2 DRM to all TO HIT attempts. Attacks by captured support weapons, which do not use a TO HIT table, have their firepower factors halved when rolling for effect on the IFT.

10.8.5 90.6 An abandoned AFV or any gun (including mortars larger than 60mm) reoccupied by an opposing counter may be used by the captor as a captured support weapon, but may not be moved from its present hex during the scenario unless already in tow.

90.1 If a German AT Gun is captured by the Russians, does it use the black or red TO HIT numbers?

A. Red. Ordnance captured by another nationality always uses the red TO HIT numbers. {COI4-70}{COD-74}

90.11 & 90.12 Are special weapons used by unqualified friendly troops permanently eliminated when they break down?

A. Yes. {COI4-70}

90.12 Is the breakdown number of a captured weapon used by a non-elite squad (or non-crew) decreased by 2 twice; once for being captured and once for not being a qualified crew or assault troop?

A. No - it is decreased only once. {17.2-46}

90.13 Can regular squads (e.g. German 4-6-7) man a friendly ATG or other ordnance weapon normally served by a crew, as though it were a captured piece with all penalties involved?

A. Yes. {OAF}

90.13 Can regular squads man a captured ordnance weapon with two times the captured penalties assessed for normal captured weapons, for example, if a 4-6-7 German squad captures a Russian ATG, can they fire it using a +4 modifier To Hit and a +4 modifier for breakdown, instead of the normal +2 assessed a capturing German crew?

A. Yes. {OAF}

90.6 Is it legal to move a captured 60mm or smaller mortar?

A. Yes. {KM}

90.6 If a gun is captured in tow, may it be moved from the capture hex, and if so may it be moved again if it eventually "un-hooks" in a new hex?

A. Yes. {KM}

If a crew captures ordnance (i.e., ATG), do they suffer the +2 TO HIT and -2 to breakdown penalties for captured equipment?

A. Yes. {BT}

10.9 Weapon Breakdown

10.9.1 Infantry Support Weapons

10.9.1.1 18.1 Whenever support weapons are fired there is a chance they will malfunction, overheat, or simply run out of ammunition. Anytime their Breakdown number or greater is rolled (prior to modifier adjustments) during an attack in which they fire, those weapons malfunction and are inverted. The fire from those weapons is resolved but no subsequent fire is allowed from the support weapon counters until they are repaired in a Rally Phase and re-inverted.

10.9.1.2 A support weapon's Breakdown number is listed on the counter itself after the letter "B". Breakdown affects all firing support weapons in a Fire Group simultaneously and reflects the likelihood of all such weapons running out of ammunition simultaneously.

10.9.1.3 18.2 To repair a support weapon roll one die at the start of each Rally Phase. A die roll of 1 repairs the counter. A die roll of 6 removes it permanently from the game. Any other roll results in no change during that player turn. To attempt to repair a support weapon it must be in the same hex as an unbroken squad or leader counter which is not in melee (engaged in Close Combat) at the start of the Rally Phase. Neither side may repair a captured broken support weapon.

18.1 Assume a Russian LMG and MMG are in the same Fire Group and a '10' is rolled for the Fire Combat. Are both MG's out of action?

A. No - although you only use one dice roll to effect breakdowns of all participating support weapons, it should be obvious that only the LMG with a breakdown number of 10 would be affected. {SL4-23}

18.2 & 63.51 Suppose an AT Gun malfunctions permanently. Can its crew still use its gun shield as cover rather than removing it from the game?

A. Yes, but for no more than one game turn. The gun would still draw fire and it is doubtful whether the crew would stay with it long; therefore it shouldn't be allowed to act as a permanent source of cover forevermore. {16.1-34} {COI4-38} {COD-104}

10.9.2 Ordnance Malfunction

10.9.2.1 38.1 Whenever ordnance, regardless of nationality, fires there is a chance it will malfunction or run out of ammunition. Anytime a "12" is rolled (prior to modifier adjustments), on a "TO HIT" dice roll that gun has malfunctioned and is so marked by placing a MALFUNCTION counter on the gun or AFV. The "TO HIT" dice roll in which the "12" was rolled is resolved, but no subsequent fire can be attempted from the ordnance until it is "repaired". To "repair" the gun you roll one die at the start of each Rally Phase until it is repaired or eliminated. A die roll of "1" restores the gun to working order. A die roll of 6 indicates the disorder can't be corrected for the duration of the game. After rolling "6" on a repair attempt flip over the malfunction counter to show its DISABLED status. An AFV may continue to move and fire its MG normally.

10.9.2.2 38.2 AFV MG's may malfunction in the same manner as above with a "12" dice roll on the Infantry Fire Table. The malfunction/disabled status applies to all MG armament in the AFV. *[Gun and vehicle listings show specific breakdown numbers.]*

10.9.3 Ordnance Depletion

10.9.3.1 148.8 DEPLETION NUMBERS - The number following each special ammunition symbol is a depletion number that defines its availability to the firer. If the TO HIT or placement DR is < the depletion number prior to modification the firer may use that ammunition to resolve the effect of any hit or successful placement it achieved with that DR. If the TO HIT or placement DR = the depletion number prior to modification, the firer may use that ammunition to resolve the effect of any hit or successful placement it achieved with that DR, but the firer runs out of that special ammunition in the process and may not use it again for the remainder of the scenario. If the TO HIT DR is > the depletion number prior to modification, the firer used up his remaining supply without success and must substitute HE or AP ammunition for that and subsequent TO HIT rolls. Exception: If the firer was trying to place smoke he must end his fire for that turn; he may not select an alternate target nor ammunition. The firing ordnance may not use that special ammunition again in that scenario. Barring a SSR to the contrary, depletion numbers do not apply to off-board artillery.

10.9.3.2 If more than one depletion number is listed for an ammunition type the first number is for the first year of eligibility; the second number is for subsequent years.

10.9.3.3 148.82 Intensive Fire does not decrease depletion numbers.

10.9.3.4 148.9 Due to their special role, a few AFVs although capable of firing AP carried limited quantities due to limited stowage space which was needed to house ammunition more useful in a direct infantry support role. Such AFVs have a depletion number for their use of AP. Some TDs have a similar restriction placed on their use of HE.

10.9.3.5 64.9 All of the massive gunned AFVs had the problem of limited, on board, ammunition stowage and tended to be the first to run out of ammunition in a tank battle. The SU-152, for example, carried only 20 rounds compared to the 77 of a T34/C. Therefore any 150mm or larger guns' to hit dice roll of 11 or 12 (prior to modification) uses the last round of ammunition for the AFVs main armament. It

is treated as a disabled gun incapable of repair for the rest of the scenario.

11. VEHICLES

11.1 General

11.1.1 64 **For game purposes, a tank shall be any tracked AFV equipped with a rotating turret. Turrets will be identifiable by the white circle around the vehicle's turret.**

11.1.2 64 **A SP Gun shall be any tracked AFV without a rotating turret, and which is not a halftrack or carrier. SP Guns will be identifiable by the absence of any white markings around the vehicle.**

11.1.3 64 **A halftrack is any AFV chassis utilizing both wheeled axles and tracks. Halftracks are identifiable by the white square surrounding their movement factor.**

11.1.4 64 **An armoured car is an AFV chassis utilizing solely wheeled axles. Armoured cars are identifiable by the white circle surrounding their movement factor.**

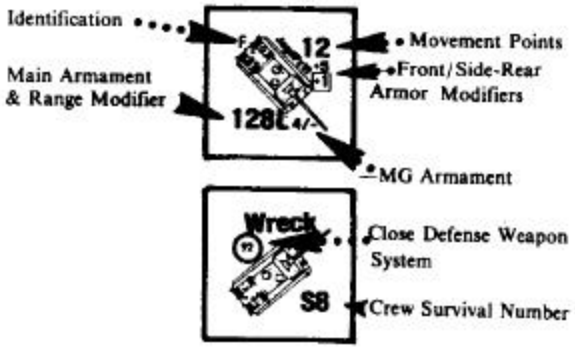
11.1.5 64 **Within these classifications, there is a sub-category formed by those vehicles not completely enclosed in protective armour. These AFVs are termed simply Open-Topped tanks or Open-Topped SP Guns, etc., and are distinguished by the absence of colour on the open-topped area of the AFV outline. Most halftracks are open-topped vehicles. An open-topped AFV is still governed by the rules pertaining to its general class. A tank with an open turret (such as a Wirbelwind) still has all the powers of a tank except that it is more vulnerable to fire from above.**

11.1.6 64 **Some AFVs lack protective armour to the rear as symbolized by the absence of colour on the rear of the AFV outline.**

11.1.7 64 **Due to the complexity of AFV data and the minor variants in each model type, AFV data has been compiled into a master listing to supplement the data contained on the armour counters. Players should consult the master armour listings before each scenario to fully familiarize themselves with the capabilities of any AFVs that appear in that particular scenario. The armour listings do not show every model and variant, but rather the main models in their earliest form. Only if major changes were made, in game terms, will a revised listing appear.**

For example, a T-34/ 76D,E and F model existed, but in game terms these are all equivalent to the earlier T-34/76. Thus only one listing is provided, for the T34/ 76.

11.1.8 If you are recreating a historical battle, and the particular tank model doesn't appear in the armour listings, simply backtrack until you find a listed model type.



11.1.9 64 **The armour listings contain in written form all the information contained on the counters in symbolic form plus special notes pertaining to especially unusual traits of the vehicle. Of particular interest are the** DATES IN USE **and** POINT VALUE **information. The range of years shown on the armour listings applies to both the model listed and later equivalent models. The range describes the years of common use. In some cases models survived into later times, but in point choice scenarios, the net point value of such vehicles should be increased 50% (multiply by 1.5) to reflect spare parts difficulties, rarity, etc. Point values are provided for player's use in selecting forces for "Design Your Own" scenarios only. Point values**

play no role in the victory conditions of any official scenario provided herein.

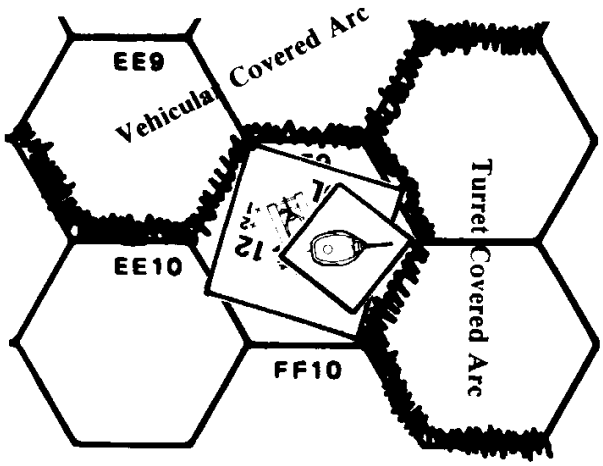
11.1.10 64 The identification letter is used solely to identify different vehicles of the same type to aid in keeping written records of such things as smoke discharger use, and HEAT availability.

11.2 Turret Covered Arc

11.2.1 64.1 All vehicles possessing turret-mounted armament have two possible Covered Arcs-one for the vehicle itself and the other for the turret.

11.2.2 64.11 The vehicular Covered Arc is defined based on the facing of the counter, and is utilized for all bow mounted MGs and bow mounted main armament (SP Guns) as well as deducing target facing for all incoming fire. (Exception - hull down targets use their turret Covered Arc to determine target facing.)

11.2.3 64.12 The turret Covered Arc differs from the vehicular Covered Arc if a turret counter is placed on top of the AFV with the gun pointing towards a different hex spine than that of the vehicle counter. Turret counters are not left on the vehicle when the turret and vehicular Covered Arc coincide. The turret Covered Arc is utilized to determine the field of fire of all turret-mounted weapons.



11.2.4 64.121 When a tank or other turreted vehicle fires outside its Covered Arc, the facing of the vehicle counter is not changed. Instead, the turret counter is changed so that the target is now within the turret Covered Arc. Should a tank change its vehicular Covered Arc during a Defensive Fire Phase it would be treated as a SP Gun during that Fire Phase.

11.2.5 64.122 The turret Covered Arc may change as a result of firing a turret-mounted weapon or anytime during the Movement Phase. The turret Covered Arc may not change during the Movement Phase if the vehicle has fired during the Prep Fire Phase.

11.2.6 64.123 All turret weapons' TO HIT DRMs based on Covered Arc are based on the turret Covered Arc. However, a change in the vehicular Covered Arc activates the Case C DRM whether the turret Covered Arc is changed or not.

Would a tank which ends its Movement Phase in a different hex with its turret covered arc changed have to use both case A and C?

A. No - only Case C. A tank can freely change its turret-covered arc as it moves without further penalizing its Advance Fire. However, if the tank actually fires outside its Turret Covered Arc during the Advancing Fire Phase, then both Case A + C would apply. {17.3-46}

11.3 One Man Turret

11.3.1 AFVs with a One man Turret have greater than normal penalties when traversing the TCA - these are covered above.

11.3.2 129.41 Any vehicle with one-man turret restrictions cannot fire its turret main armament if it has already fired a coaxial MG at its normal strength. If the turret main armament is used in any fire phase, the coaxial MG factor is halved prior to the application of any other firepower modifiers. During an Overrun any turret mounted ordnance firepower is quartered

rather than halved if a coaxial or AA MG is to be used.

11.3.3 129.42 Any vehicle with one-man turret restrictions cannot fire its turret armament while in CE status. Therefore tanks with one-man turrets always fire turret main armament with a +1 To Hit DRM.

11.3.4 129.43 Any vehicle with one-man turret restrictions which attempts to repair a malfunctioned weapon may not fire any turret or AA armament for the duration of that player turn regardless of the success or failure of the repair die roll, and may use no more than half of its normal MP allotment.

11.3.5 129.44 Any vehicle with one-man turret restrictions that suffers a STUN result may fire only bow mounted armament and must leave the playing area as if it suffered a KIA during its CE Morale Check. The AFV may still fire during its Defensive Fire Phase with the normal penalties as it leaves the board.

129.41 & 129.42 Can an AFV with a one-man turret overrun while in CE status? If so, are only the bow and AAMG factors used?

A. Yes. No - just quartered. {OAF}

11.4 Infantry Firepower Equivalent

11.4.1 144.46 Any ordnance which is using a parenthesized IFE does not have to secure a hit but the TO HIT DRM's normally associated with a change of CA (Cases A & B) for that ordnance are instead applied as IFT DRM's. A vehicle must combine its IFE with any MG fire it may also bring against the target in the same fire phase. If during a combined IFE/MG attack, the various weapons' IFT DRM's differ, the DRM least advantageous to the attacker must be used.

11.5 Armour Modifiers

11.5.1 64.3 Some AFVs are more or less heavily armoured than the average. This information is printed directly on the counters, and is divided into two categories in accordance with armour proportions presented by different target facings of the vehicle.

11.5.2 64.31 The first (top) armour modifier applies to all TO KILL dice rolls made as a result of a hit on the front target facing of the vehicle.

11.5.3 64.32 The second (bottom) armour modifier applies to all TO KILL dice rolls made as a result of a hit on the side or rear target facing of the vehicle.

11.5.4 64.33 If only one number is present, that armour modifier applies to all target facings.

11.5.5 64.34 If no number is present, a star will appear in place of the armour modifier signifying a "soft" or non-armoured vehicle. In some cases, both armour modifiers and a star appear, usually indicating a vehicle whose rear target facing is unarmoured. The armour listings should be consulted for specific cases.

11.5.6 64.35 Some vehicles have turret or upper body armour that is proportionately far greater than the hull armour on which the armour modifiers are based. These vehicles are identifiable by the thin black square around one or both of their armour modifiers. Such vehicles receive an additional +1 DRM to the TO KILL dice roll of any hit against the turret or upper body.

11.6 Target Sizes

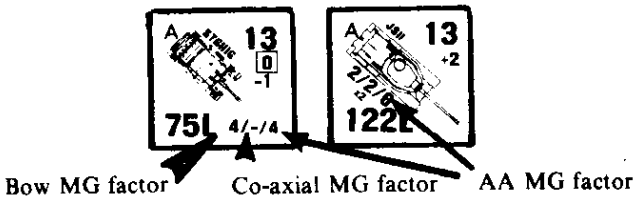
11.6.1 64.6 Some AFVs, due to their huge bulk or unusually high silhouettes, were much easier to hit than other designs. This inherent weakness is represented on the AFV counters in question by the colour of the armour modifiers. AFV targets with black armour modifier numbers use conventional TO HIT procedures. AFV targets with a front armour modifier printed in red deduct 1 from all TO HIT dice rolls made against them. AFV targets with both front and side armour modifiers printed in

red deduct 2 from all TO HIT dice rolls made against them.

11.6.2 64.6 Conversely, some vehicle targets offered such small silhouettes that they were harder to hit than the average target. These vehicles are identified by armour modifiers printed on a white round background. Vehicular targets with a front armour modifier printed on a white field add +1 to all TO HIT dice rolls made against them. Vehicular targets with both front and side armour modifiers printed on a white field add +2 to all TO HIT dice rolls made against them. "Soft" vehicles without armour modifiers are properly identified by black, white or red stars where the armour modifiers would otherwise be were they armoured vehicles.

11.7 MG Armament

11.7.1 64.4 Some AFVs have machine guns in addition to, or at the exclusion of, their main armament. All AFV MG's have a penetration equal to their firepower. The MG armament can be divided into as many as three types that are explained below. Note that any AFV whose sole armament is MG(s) may use them in attempting to destroy an enemy AFV despite rules to the contrary. MG armament is expressed within the format, b/c/a, where b bow machine gun factor, C co-axial MG factor, and a AA MG factor. When the "a" factor is not present, the MG armament will be expressed by the shortened format b/c.



11.7.2 64.41 BOW MG - The bow MG (left-hand number) firepower factor of an AFV may fire only through the vehicle's Covered Arc. The bow MG firepower factor is halved as Moving Fire if the AFV has either moved into a new hex or pivoted (changed its vehicular Covered Arc) within a hex during that player turn. A Bow MG may not fire if the AFV is hull down and the potential target LOS crosses the hex side obstacle causing the hull down status. The range of all bow MGs is 8 hexes.

11.7.3 64.42 COAXIAL MG - Coaxial MGs are mounted in the turret alongside the vehicle's main armament (if any). The coaxial MG factor of an AFV may only fire through the turret's Covered Are, The coaxial MG factor is halved as Moving Fire if the AFV has moved into a new hex or changed its vehicular Covered Arc. It is not halved by the changing of the turret Covered Arc but other DRM's may apply. The range of all coaxial MG factors is 12 hexes.

11.7.4 64.43 AA MG - The AA MG firepower factor of an AFV may fire in any direction but its use usually involves a certain degree of risk in terms of crew exposure. All AA MG factors (EXCEPTION: Hetzer) must be manned by exposed crew members to be utilized. The AA MG factor is halved as Moving Fire only if the vehicle has moved into a new hex during that player turn. The range of all AA MG factors is 8 hexes.

11.7.5 64.45 SPECIAL PROPERTIES - The parenthesized main armament fire value for those AFVs so equipped is treated as a coaxial MG aside from its special Spraying Fire, range, and lack of penetration qualities. The fire of the main armament equivalent and any additional MG factors (including co-axial) must still be resolved separately.

11.7.6 64.45 REAR TURRET MGs are identified on the counter by the designation "x2" in smaller type following or beneath the co-axial MG factor. Rear turret MG factors have a range of 8 hexes but may not be used in an Overrun situation or in any Fire Phase in which the AFVs main armament fires.

11.7.7 64.46 USAGE RESTRICTIONS - The different MG factors of an AFV may be used to attack the same or a different target hex, but if they do attack the same target hex, they must be combined and resolved with

one dice roll. If the main armament fired, however, the co-axial MG factor can be used only against a target hex along the same LOS as the target hex fired upon by the main armament (and vice versa). MG fire at the same target cannot be added to the firepower of the main armament, but must be resolved separately.

11.7.8 64.48 All MGs (both infantry and vehicle) lose all penetration capability at long range. If a firer wishes to have any long range MG effect he must waive all penetration capabilities, including those within normal range.

11.7.9 144.5 The FP of all types of vehicular MG's and parenthesized equivalent FP weapons are halved as Moving Fire only if the vehicle moves into a new hex. If the vehicle does not move to a new hex or if it changes its VCA or TCA after ending its move, any BMG/CMG firing outside its current CA must add a DRM to their IFT DR equal to the pertinent TO HIT DRM's of Case A. A CMG whose vehicle is changing its VCA (as opposed to just its TCA) would be treated as a NT weapon.

11.7.10 144.5 Once a vehicle fires any bow-mounted weapon, any other bow-mounted weapons may only fire within that same VCA during that player turn. Once a vehicle fires any turret-mounted weapon, any other turret-mounted weapon may fire only within that TCA (although main armament with a multi-shot rate of fire may fire again outside this Covered Arc) and any bow-mounted weapon may fire only within its current VCA. Secondary turret CA's are determined according to the VCA, or vice versa.

64.4 Can AFVs without main armaments or with malfunctioning main armament use their MG factors to kill or pre-42 immobilize another AFV?

A. Yes. {OAF}

64.43 May a passenger on a tank fire the tank's AA MG factor?

A. No. {COI4-69}

11.8 Crew Exposure

11.8.1 64.44 All AA MG factors represent an abstracted calculation of the exposure risked by members of the AFV crew in manning that particular external armament. This armament may not be used unless the crew is partially exposed to enemy infantry fire at the start of the Fire Phase in which it is used. This exposure is represented by placing a CE (Crew Exposed) counter on top of the AFV. CE counters may be placed or removed any time during the owner's Movement and/or Advance Phases but they may not be placed and removed in the same phase. Passengers in an armoured halftrack may not fire unless in a CE position.

11.8.2 64.44 Infantry fire may be directed at a CE AFV and need not be adjacent to be effective. All such fire receives a +2 modifier due to the wall-like nature of the AFV. The DF DRM for moving in the open does not apply, Morale Check results are rolled for, using the crew (or armour leader; if applicable) morale rating.

11.8.3 64.44 If the vehicle fails the MC, it may not fire that particular exposed armament and must stay "buttoned up" for the duration of the scenario. It also loses the services of any armour leader it may have had for the balance of the game. In addition, the vehicle is marked with a "STUN" counter for the balance of that & the next player turn. A vehicle may neither move, fire, nor attempt repairs while stunned. When the stun counter is removed, it is replaced with a "+1 TO HIT" marker that indicates that it must add "+1" to all future TO HIT dice rolls (in addition to the +1 DRM it will suffer for being buttoned up).

11.8.4 64.44 A KIA result does not eliminate the vehicle but does incur all the penalties of a failed Morale Check. In addition, as soon as the Stun Counter is removed, the AFV must move at its maximum printed speed using the shortest route available (measured in MPs) off the playing area in the direction of his own

lines. The AFV may not Prep Fire but may Defensive Fire and Advance Fire if otherwise able to do so. An AFV that leaves the board in this fashion is not considered destroyed for victory determination purposes, although it may not return to play.

11.8.5 64.44 Note that CE crews in an AFV are not considered "broken" in the traditional sense, but stunned. They do not need to rally as such, due to the "timed" mechanics of "STUN" effects.

36.11 Must infantry wishing to fire at CE crew or passengers pass a "Pre-AFV Attack Morale Check"?

A. No. {COI4-68}

64.44 What happens if an already immobilized tank with a CE leader receives a KIA on the IFT?

A. After the stun effect wears off, the crew must abandon the vehicle as per 39.2. {17.2-46}

64.44 Can vehicles that have been "stunned" ever regain CE status?

A. Only if a new crew is taken aboard. {COI4-69}

64.44 May an AFV fire with the benefit of the CE counter in its Prep Fire Phase and remove the counter in the Movement Phase without the defender getting a shot at the CE?

A. No, if the CE status is used in determining a hit, the CE would be subject to defensive fire during the following Defensive Fire Phase, even if the CE counter is removed at the start of the Movement Phase. {COI4-69}

64.44 Is the Crew Exposed counter placed at the beginning or end of the Movement Phase for defensive fire purposes?

A. At any time during the Movement Phase - remember that the Defensive Fire &Movement Phases are actually simultaneous. It is only for convenience's sake that one is listed as occurring after the other. {COD-105}

64.44 If a CE counter is placed on a tank during the Movement Phase, is fire from its AAMG halved during the following Advancing Fire Phase?

A. No, placement of CE status does not constitute movement for purposes of determining Moving Fire. {COD-105}

64.44 Does a "stun" result affect a halftrack any differently than a tank?

A. No. .the prohibition against movement and fire of the affected armament remains the same. Note, however, that other non-exposed armament that can fire later may do so with a +1 Effects DRM instead of TO HIT modifiers in the case of MGs. {COD-105}

64.44 Must passengers in halftracks and the inherent crews of halftracks with AA MGs go CE during their Movement or Advance Phase like other AFV or solely when they use their firepower?

A. They must go CE during their Movement or Advance Phase to fire. {OAF}

64.44 & 16.7 Does defensive fire against CE crew in an AFV have to be resolved before the vehicle moves into another hex?

A. Yes, furthermore, the CE would not be subject to the -2 DRM for moving in the open. {COI4-69}

64.44 & 47.8 How do the new CE rules affect the actual breaking of AFV crews?

A. Crews that fail Morale Checks brought about by CE status are stunned, not broken. The only time a crew can break while in an AFV is as a result of direct fire from a higher elevation against the entire crew of an open-topped AFV or against an unarmoured vehicle such as the rear of a Wespe. Note that a stun result would have no effect on exposed passengers. {COI4-70}

64.44 & 72.1 Assume a halftrack is about to make an Overrun attack with its own armament and that of its squad passenger. The unit being overrun passes his Pre-AFV Attack Morale Check, and fires Point Blank at the CE crew and passengers in the last hex occupied by the AFV prior to the Overrun, adds the +2 DRM and gets an M result. What are the possible consequences?

A. Both the crew and the squad must take Morale Checks. If the crew fails the MC, it is not broken, but stunned, and the halftrack may not move or fire and therefore cannot carry out its Overrun. The squad could still fire at no detriment. If the squad fails its MC, the Overrun must again be cancelled (47.9) because the halftrack may not advance toward the enemy until the broken infantry rallies or leaves the vehicle. {COI4-70}

64.44 & 131. May a shocked or stunned AFV crew voluntarily abandon its vehicle?

A. Yes. {COD-105}

64.44 & 79. & 135. If a vehicle is forced to leave the playing area as per 64.44, would it have to roll for Excessive speed breakdown? Would it have to use a motion counter in order to move off the playing area at top speed?

A. No. Yes. {KM}

SQLA - [64D] Ordnance fire versus a CE commander or passengers must use the corresponding AFV target classification.

11.9 Buttoned Up

11.9.1 64.47 All tanks and closed-top SP Guns are considered to be operating in "buttoned up" fashion (i.e., their vision is by access to periscope and vision slits) unless they have a CE (Commander Exposed) counter on top of them. Buttoned up tanks and closed-top SP Guns must add 1 to all their TO HIT dice rolls. They are also unable to utilize the road movement rate.

64.47 Does an AFV using its parenthesized IFT equivalent incur any penalty for being buttoned up?

A. No - such restrictions are already built into AFV MG factors that are generally smaller than their open field infantry equivalent. {COD-105}

11.10 OT AFV Crew Exposure

11.10.1 144.1 All OT AFVs are subject to CE rules while firing any armament other than a bow-mounted MG/FT. Conversely, these AFVs may not use the road movement rate nor fire armament other than a bow-mounted MG/FT unless already CE. CE counters may be placed or removed anytime during the owner's MPh/APh regardless of whether the AFV will fire during that player turn. Such placement or removal of a CE counter does not constitute movement for purposes of determining moving target or firer penalties. However, a CE counter cannot be placed and removed in the same phase.

11.10.2 144.11 The penalty for an OT AFV failing a CE MC is slightly different from that of a close-topped AFV. The AFV is still marked with a Stun counter for the balance of that and the next player turn and is no longer considered CE while the Stun counter remains in effect. Unlike a completely enclosed AFV, however, once the Stun counter is removed it may once again fire the exposed armament when CE and need not remain "buttoned up" for the duration of the scenario. The "+1 TO HIT" marker which replaced the removed STUN counter remains on the AFV to affect all future TO HIT DR's made by that AFV in that scenario. If the armament affected is a MG/FT, it will instead suffer a +1 DRM on the IFT,

11.10.3 144.12 Should an OT AFV with a "+1 TO HIT" marker fail another CE MC it is treated as a KIA result instead. OT AFV CE KIA and tank CE KIA results are treated identically, regardless of whether they were caused by a direct KIA or double CE MC failure.

47.8 Is the crew of an M10, Priest, or other open topped AFV subject to infantry fire from an adjacent hex of higher elevation in the same manner as a halftrack's passengers?

A. Yes, the crew would undergo any MC or KIA's called for on the IFT and, if broken or eliminated, the AFV would be destroyed. {SL4-40}

47.8 Is defensive fire against infantry in a halftrack from an adjacent hex of higher elevation subject to the -2 DRM for moving in the open?

A. No. {14.6-34}{COI4-69}

47.8 & 139.43 Are passengers in a halftrack or crew in an open-topped AFV susceptible to aircraft MG fire?

A. They are subject to dive bomber fire without DRM because it originates from the same hex (47.8). They would be subject to fighter fire with a +2 DRM only if CE because the fire is originating four hexes away. In both cases the attack would be resolved with the same dice roll used against the AFV but with different (if any) modifiers. {COD105}

11.11 Unprotected Crews

11.11.1 144.13 Crews of unarmoured vehicles or partially armoured vehicles receiving fire through an unarmoured target facing (including a halftrack/OT AFV receiving fire from any higher elevation in the same hex, or from any adjacent hex with a two or more level height advantage) receive no, or a reduced, CE DRM and consequently are not susceptible to Stun results. Such units are eliminated by KIA results and broken if they fail a MC. If

broken they must abandon their vehicle by the normal infantry rout procedure. In either case, their vehicle is marked by an abandoned counter.

11.11.2 144.14 A CE unit behind a hex side obstacle (wall, hedge, roadblock, hedgerow) that provides a TEM cannot claim both the CE TEM and the hex side TEM. It must choose one or the other.

11.12 Armoured Cars

11.12.1 87.1 Armoured Cars are wheeled AFVs and are identifiable by the white circle surrounding their Movement Factor.

11.12.2 87.2 Armoured Cars utilize a separate column on the Vehicle Movement Costs Chart. Generally, their movement is comparable to that of a truck with better open ground performance.

11.12.3 87.3 Armoured Cars have an inherent crew with survival characteristics identical to that of other AFVs.

11.12.4 87.4 Armoured Cars may not tow guns of any kind, nor carry passengers.

11.12.5 87.5 Armoured Cars fire by the same rules as tanks or SP Guns; i.e., if an Armoured Car possesses a turret (so signified by the white band around the AFV) its Hit Determination DRMs would be assessed as if it were a tank firing. If it doesn't possess a turret, it is treated as a SP Gun while firing.

11.12.6 87.6 In all other respects, an Armoured Car is considered a full-fledged AFV and entitled to any benefits the rules allow such vehicles (Pre-AFV Attack Morale Check, etc.)

11.13 Halftracks

11.13.1 47.1 & 47.2 The normal rules pertaining to the transporting of infantry with tanks and SP Guns also apply to halftracks, as do those pertaining to the use of AFVs as cover.

11.13.2 Halftrack counters are provided in the game both with and without MG armament. Players must pay special attention to the scenarios to see whether the scenario specifies MG armament for any listed halftracks. Whenever an armed halftrack is destroyed there is a chance the crew may escape. Invert the counter and roll two dice. A dice roll equal to or less than the Survival Number printed on the Wreck results in crew survival.

11.13.3 47.3 Unarmed halftracks have an inseparable, inherent driver and assistant driver crew that share the fate of the halftrack. If eliminated, all inherent drivers, passengers, and un-mounted support weapons in the vehicle are also eliminated.

11.13.4 47.4 Transported infantry may also fire their inherent firepower and transported LMG's from the halftrack at no detriment, but no other support weapons may be fired from a halftrack. Transported leaders may direct the MG fire of the halftrack as well as any fire from infantry in the halftrack but may direct only one fire attack per player turn.

11.13.5 47.5 If the halftrack moves, all fire from the halftrack during the owner's player turn is halved under the provisions of Moving Fire. If the halftrack or any of its passengers fire during the Prep Fire Phase it may not move during the following Movement Phase.

11.13.6 47.6 Passengers in a halftrack are immune to normal infantry and LMG fire. MMG and HMG within normal range automatically hit halftracks but do not harm the passengers unless a kill is obtained against the halftrack on the AFV Kill Table.

11.13.7 47.7 Infantry firing its own weapons from a halftrack loses the immunity from infantry fire normal for passengers during the following opposing enemy fire phase, but would still receive a +2 dice roll modification to all infantry and MG fire directed against them due to the wall-like nature of the halftrack's armour. Any MMG or HMG firing on a halftrack carrying exposed infantry must first declare whether

they are firing on the infantry with the Infantry Fire Table or the halftrack itself with the AFV Kill Table.

11.13.8 47.9 Infantry that breaks while being transported may elect to remain in the halftrack during the Rout Phase, since being in a halftrack is considered as cover. However, the halftrack would not be allowed to advance towards the enemy until the broken infantry rallies or leaves the vehicle. Broken infantry inside a halftrack would have to roll Desperation Morale to rally if the halftrack was fired on in any manner since the preceding Rally Phase - even if such fire is ineffective against a halftrack.

***11.13.9* 47.8 If fire is directed against passengers in the halftrack from an adjacent hex of higher elevation, the halftrack fails to protect the riding infantry.**

***11.13.10* All MG, ATR, and mortar armament may be removed by the crew from any carrier (or halftrack) in any Advance Phase assuming the vehicle has neither moved nor fired during that player turn. Merely place an appropriate support weapon counter in the same or adjacent hex in which the unloading takes place, Signify the absence of weaponry on the vehicle by written side record or by placing a "disabled" counter on the vehicle. The inherent crew of the vehicle may be placed on board in the form of a crew counter leaving only an inherent driver in the vehicle.**

47.8 Is the crew of an M10, Priest, or other open topped AFV subject to infantry fire from an adjacent hex of higher elevation in the same manner as a halftrack's passengers?

A. Yes, the crew would undergo any MC or KIA's called for on the IFT and, if broken or eliminated, the AFV would be destroyed. {SL4-40}

47.8 Is defensive fire against infantry in a halftrack from an adjacent hex of higher elevation subject to the -2 DRM for moving in the open?

A. No. {14.6-34}{COI4-69}

47.8 & 139.43 Are passengers in a halftrack or crew in an open-topped AFV susceptible to aircraft MG fir ?

A. They are subject to dive-bomber fire without DRM because it originates from the same hex (47.8). They would be subject to fighter fire with a +2 DRM only if CE because the fire is originating four hexes away. In both cases the attack would be resolved with the same dice roll used against the AFV but with different (if any) modifiers. {COD105}

47.4 Do passenger leaders benefit infantry beneath the vehicle?

A. Yes, but in the case of a halftrack, the leader would be considered exposed as if firing as described in 47.7. {SL4-40}

47.6 Can troops shelter in a KIA'd halftrack that did not burn, especially in a minefield?

A. No. {OAF}

47.7 Suppose the passengers in a halftrack do not expose themselves to enemy fire but the AFV crew fires the AA MG factor leaving the crew in CE status. What effect does this have on the passengers?

A. None, except that their halftrack transport is restricted by the consequences of any "Stun" effect. The passengers may dismount but are under no obligation to do so. {COI4-69}

51.1 & 48.6 Are halftracks treated like trucks in that they can tow guns and still have full portage capability?

A. Yes. {OAF}

138.4 May the mortar from a SPW251/2 be removed? Does this rule apply to bow and co-axial MGs as well?, and what kind of MGs are they (LMG,MMG, or HMG)?

A. Yes. Yes, same FP as given on the vehicle counter. {KM}

Can the passengers in a halftrack that has an AAMG combine their firepower ? Can a leader direct the fire group (halftrack & passengers)?

A. Yes, Yes. {JM}

11.14 Armoured Carriers

11.14.1 138 The British Army did not have a halftrack as such, aside from some lend lease American built M-3s and their variants. By far the more common vehicle in Commonwealth service was the 'Carrier', originally developed from the Universal or Lloyd designs. These tracked armoured

vehicles were manufactured in huge numbers by a variety of manufacturers with a plethora of experimental armament and functions, but were invariably referred to as Bren Carriers due to the Bren LMG armament they usually possessed.

11.14.2 Rules pertaining to halftracks also apply to carriers except as modified below and in the Notes section of the individual vehicle types.

11.14.3 The maximum passenger capacity of a carrier is usually its inherent crew and five portage points. Carriers armed with a mortar, flamethrower, or 2 pounder gun have no additional portage capacity whatever.

11.14.4 The entire inherent crew of a carrier may always be fired upon with the IFT as if they were CE passengers of a halftrack (i.e. with a +2 DRM). A KIA result would leave the carrier abandoned but unharmed and subject to capture. If the crew breaks, a broken crew counter may be placed on the carrier that is subject to the -2 DRM regardless of fire phase for the balance of that fire phase. The broken crew must abandon the carrier without destroying it and rout in the Rout Phase. STUN and SHOCK results do not apply to carriers. Note that this procedure is identical to that utilized for infantry fire versus unarmoured target facings of a partially armoured or open topped (adjacent, higher elevation firer) AFV.

11.14.5 Even though always exposed to fire, the crew of a carrier may not use its own inherent firepower or additional portaged support weapons while in the carrier. For all practical purposes, the crew counter does not exist until it leaves the vehicle.

11.14.6 Any HE round which hits a carrier but fails to eliminate it on the AFV KILL TABLE may still affect the crew. The attacker applies the same dice roll made on the AFV KILL TABLE to the infantry firepower equivalent column of the firing ordnance on the IFT.

11.14.7 A carrier with bow mounted ATR armament may not fire it outside of the vehicular covered arc nor in the Advancing Fire Phase after moving in that player turn.

11.14.8 Carriers are considered tracked AFVs for all purposes but they are not allowed to enter wooden building obstacles.

11.14.9 All MG, ATR, and mortar armament may be removed by the crew from any carrier (or halftrack) in any Advance Phase assuming the vehicle has neither moved nor fired during that player turn. Merely place an appropriate support weapon counter in the same or adjacent hex in which the unloading takes place, Signify the absence of weaponry on the vehicle by written side record or by placing a "disabled" counter on the vehicle. The inherent crew of the vehicle may be placed on board in the form of a crew counter leaving only an inherent driver in the vehicle.

11.14.10 Mortar carriers (including German halftrack variants) were not always capable of firing the mortar directly from the vehicle or with unlimited fields of fire. Players should check the Notes Section of their specific vehicles before starting any scenario. Mortars may not add to the Overrun strength of any AFV.

138.4 May mounted armament (such as an ATR) be removed from a carrier and replaced by another type (such as a mortar)?

A. Not in a mounted firing position. In a portaged position any weapon may be loaded into a carrier provided there is sufficient portage capability. Removal of mounted armament does not increase a carrier's portage capability. Armament can only be remounted into a firing position if it is the same type of armament removed, and it can only take place during an Advance Phase assuming the vehicle/crew has neither moved or fired from the vehicle hex during that player's turn {16.5-46}

138.4 May a flamethrower attached to a carrier vehicle (WASP) be removed and used as an infantry support weapon?

A. No. {COD106}

138.4 May the mortar from a SPW251/2 be removed? Does this rule apply to bow and co-axial MGs as well?, and what kind of MGs are they (LMG,MMG, or HMG)?

A. Yes. Yes, same FP as given on the vehicle counter. {KM}

11.15 Trucks

11.15.1 51.1 A truck may carry one squad, one leader, and up to 7 portage points of Support Weapons (not counting towed guns). Otherwise transporting infantry with trucks is identical to the procedure used by AFVs*[Editors note – in fact, the vehicle listings and counters give vehicle capacities.]*

11.15.2 51.2 Trucks may never enter an enemy occupied hex.

11.15.3 51.21 Trucks, unlike AFVs, may be captured and used in the same manner as a captured MG, except that a hex occupied by an enemy truck may not be moved into during the Movement Phase.

11.15.4 51.22 Infantry units that move into a hex containing an enemy truck during the Advance Phase automatically capture that truck. After noting the identity of the captured truck on scrap paper, the captor may use the captured vehicle as if it was his own, but the vehicle operates with two less MPs while under his control. If opposing non-passenger infantry is in the same hex it would first have to be defeated in Close Combat.

11.15.5 51.3 Unlike AFVs, units do not receive a terrain effects modifier for being underneath a truck counter. Truck outlines do serve to block same level LOS as if the truck were a stonewall on the second hex side of the vehicle hex through which the fire is traced.

11.15.6 51.4 Trucks can be eliminated by either heavy weapons fire on the AFV KILL TABLE or infantry fire on the Infantry Fire Table. Any infantry or MG fire resulting in a KIA destroys the truck. Fire against soft vehicular targets on the IFT can also result in the vehicle being immobilized or wrecked if it fails a Morale Check called for by the IFT. A vehicle that fails a Morale Check required by the IFT must take another normal MC. If the vehicle passes the second MC, it is considered immobilized. If the vehicle fails the second MC it is considered a wreck. All soft vehicles have a normal 'morale' rating of "8". Any passengers on board the vehicle would have to take a separate MC as called for by the IFT. An immobilized vehicle may be repaired except that the repair dice roll necessary is a 4 or less instead of a 2. In order to attempt a repair dice roll. the vehicle must be placed beneath a crew, passenger, or other friendly unit attempting to make the repair, and subject to fire. Soft vehicles without an inherent crew counter (unarmed), passengers or other friendly units may not attempt repair.

11.15.7 51.41 An eliminated truck is flipped over to become a Truck Wreck.

11.15.8 51.42 All passengers on an eliminated truck are eliminated. All infantry beneath (on foot) the truck counter would have to take a normal Morale Check unless the fire was from a MG in which case all infantry in the target hex are eliminated.

11.15.9 51.5 Passengers on a truck are subject to fire of any type and from any direction. There is no -2 modifier for infantry weapons firing on a moving truck during the Defensive Fire Phase.

11.15.10 51.6 Truck wrecks are eliminated and removed from the board if the truck WRECK is destroyed on the AFV KILL TABLE. Infantry (or MG) fire resulting in a KIA does not eliminate a truck wreck.

11.15.11 51.7 Trucks are considered inherently manned by a driver and need not be occupied to be moved. The driver is a part of the vehicle and shares its fate.

51.1 & 48.6 Are halftracks treated like trucks in that they can tow guns and still have full portage capability?

A. Yes. {OAF}

51.4 If a "soft" vehicle is eliminated by infantry-type fire what happens to any support weapons therein?

A. They are eliminated. {COI4-69}

51.42 Are on-foot infantry eliminated if a truck fails two MCs or just if a KIA is rolled from a MG?

A. Just due to the MG KIA. {KM}

11.16 Jeeps

11.16.1 52.1 A jeep may carry any two officers and one support weapon or any one crew. In addition, a jeep may always tow a gun. *[Editors note – in fact, the vehicle listings and counters give vehicle capacities.]*

11.16.2 52.2 A crew, squad or manned MG may fire from a jeep. However, as is the case with all vehicles if it fires in the Prep Fire Phase it may not move in the Movement Phase, and if it moves in the Movement Phase its firepower is halved in the Advancing Fire Phase.

11.16.3 52.3 If a jeep is destroyed it is removed from the board. Jeep wrecks do not exist.

11.16.4 52.4 Jeeps present no obstacle at all to LOS nor dice roll modifiers for fire directed through them.

11.16.5 52.5 Except as modified above, Jeeps are treated exactly the same as trucks in all respects.

52.2 If the sole occupant of an armed jeep or Kubelwagen is a leader, may it fire in the Advancing Fire Phase if the vehicle moves?

A. Yes, unless the vehicle is in motion. {COI4-69}{COD105}

11.17 Close Defence Weapons

11.17.1 64.5 The Nahverteidgungswaffe was a grenade projector fitted inside the turret roof of German tank destroyers, assault guns, and Panther and Tiger tanks by mid '44. The short projector barrel was hand operated, could traverse 360 degrees, could fire a 92mm smoke generator or HE charge, and unlike earlier German smoke dischargers, could be reloaded as well as fired from inside the tank.

11.17.2 64.51 Not all of the above mentioned vehicles were fitted with this equipment nor did all those which were maintain sufficient supplies of the proper ammunition at all times. Therefore, inclusion of this weapon in AFVs is a random event and not known by the opposition at first

11.17.3 64.51 An AFV is equipped with the weapon only if the symbol "92" is present on the flip, wreck side of the counter. Those AFVs which are only optionally equipped with it (See armour listings; Notes "NbW92 optional") must roll dice prior to the start of the game (See Optional Armament in armour listings) to see if the AFV is equipped with the weapon and this fact should be secretly on a side piece of scrap paper for later reference.

11.17.4 64.52 AFVs equipped with this weapon system may use it to fire smoke in the same manner as smoke dischargers except that a smoke depletion dice roll is necessary because a dice roll of 8 or more means that the NbW has run out of smoke ammunition (S8) for the balance of the scenario. The NbW cannot be used more than once per player turn. An AFV so equipped does not have normal smoke dischargers capability.

11.17.5 64.53 AFVs equipped with this weapon system may use it to fire a 90mm HE charge (12 factors on the IFT) in the Close Combat Phase against all infantry in the same hex as the AFV. Close Combat with an AFV equipped with a NbW is not resolved simultaneously. Each unit (including the AFV) involved in the Close Combat rolls two dice to determine the order of attack, with units executing their attacks in the order of the lowest dice roll first. Attacking infantry may deduct the Terrain Effects Modifier (if any) of the Close Combat hex from their 'order of attack' dice roll. Units which are eliminated or broken before

making their Close Combat attack lose their attack opportunity. The Close Defence Weapon system is considered TO HIT all infantry units in the AFV hex automatically. The effect is rolled on the 12 factor column of the IFT. The explosion does not harm the AFV in any way. An "effects" dice roll of '12' for the NbW results in that AFV having no HE ammunition for the NbW for the balance of the scenario.

11.17.6 64.54 Should an infantry unit its a Close Combat with an AFV break, it must return to the hex from which it advanced during the Advance Phase, Failing that, or if the hex from which it advanced is composed of completely open ground, the broken unit is eliminated.

11.17.7 64.55 The NbW may be used only if the AFV is buttoned up. If the AFV is not buttoned up the AFV may use any AA MG factor it may have on the Close Combat Table in the order of attack set forth in 64.53. EXCEPTION: The Hetzer may always use its AA MG factor in Close Combat.

11.17.8 The NbW cannot be used during an Overrun attack.

11.18 AFVs as Cover

11.18.1 32.1 Attacks against passengers on a tank or SP Gun receive a +2 dice roll modifier if the fire was directed against them across the Vehicle Covered Arc at the same or lower elevation. If the fire is directed against them from side or rear or higher elevation there is no such modification.

11.18.2 32.2 There is no DRM for defensive fire on passengers moving in the open. (Exception: Artillery. FFE)

11.18.3 32.51 Units beneath an AFV counter may move with the AFV up to the limit of their normal movement allowance so as to maintain the terrain effect modifier benefit derived from being beneath the AFV counter throughout the Defensive Fire Phase provided they begin and end the Movement Phase beneath the AFV counter.

11.18.4 32.52 Defensive fire on infantry moving in the open under an AFV counter would be subject to both the modifier for moving in the open and the +1 modifier for being beneath an AFV counter.

11.18.5 32.6 Vehicles present no LOS obstacles during the Defensive Fire Phase if they have moved in the preceding Movement Phase.

11.18.6 32.7 Units attempting to move behind a line of adjoining vehicles or vehicles and LOS obstructions could still possibly be fired on between the vehicles during the Defensive Fire Phase but the vehicle would constitute sufficient cover to prevent the firer from gaining the dice roll modifier for a target moving in open ground if the LOS cross the vehicle counter. This would also apply to a building-tank-building sequence.

32.1 & 112.812 Do passengers still receive the +2 DRM for fire directed at them across the Covered Arc from the same hex?

A. No - such protection is forfeited at such extremely close range. {COD-104}

32.3 If a LOS crosses the extended barrel of an AFV is it blocked?

A. No. {COI4-68}{COD-104}

32.6 Moving vehicles present no LOS obstacles during the Defensive Fire Phase, but if an AFV moves into a hex containing stationary infantry, does the infantry if fired on get the +1 modifier for the AFV?

A. No, 32.51 is quite specific about this. {COI4-68}

SQLA - [32A] Defensive fire against infantry traveling on foot with an AFV does not affect other units which later move through this target hex, unless the defensive fire is occurring after all enemy movement is completed.

11.19 Wrecks

11.19.1 40.1 Whenever any vehicle has been destroyed flip it over so as to replace it with a wreck counter.

11.19.2 40.2 Wrecks do not inhibit movement of non-vehicular counters, and do not count towards vehicular stacking limits.

11.19.3 40.3 Functioning vehicles may end their Movement Phase in the same hex as a wreck, but receive no LOS obstruction or protection from the wreck. Vehicles may move into wreck hexes at an additional movement cost of 2 MP per wreck. In addition, a wreck or vehicle on a road hex negates that road for other vehicles - forcing them to pay the MP cost of the other terrain in that hex (usually open ground).

11.19.4 40.4 A wreck may be removed during the following Rally Phase by a functioning tank or SP Gun, which starts its turn in an adjacent hex and neither moves nor fires during that player turn. The pushing AFV must then end its next turn in the hex previously occupied by the wreck(s).

40.2 Are stacking limits for infantry in a wreck hex the same as for a functioning vehicle?

A. Yes - except that no units may be stacked on top of a wreck as passengers, and AT Guns may be emplaced in a wreck hex. {SL4-40}

40.4 Is a wreck removed from the game or pushed to an adjacent hex?

A. Removed from the game. {SL4-40}

40.5 Item 40.5 says wreck afford cover like AFVs to infantry, but example 1on pg. 13 shows Fire B not modified because it doesn't pass through the AFV outline while 32.7 indicates that AFV counters negate the -2 DRM for movement in the open. Which is correct?

A. Both are...32.7 refers to movement behind a line of adjoining vehicles, or vehicles and LOS obstructions - a situation which does not occur in Example 1 on Pg. 13. {SL4-40}

11.20 Vehicular LOS Obstacles

11.20.1 144.2 Any firing unit whose LOS crosses two hex sides (inclusive of the hex side juncture for a LOS drawn exactly along a hex side) of a hex containing one or more vehicular or wreck counters (EXC: vehicular counters with a +2 size modifier) on the same level as both the firer and target or along a continuous slope must add +1 to its TO HIT DR (or +1 to its IFT DR for non-ordnance firers) for each such hex encountered. The vehicle outline on the counter does not block LOS. The +1 DRM would not apply if the vehicle/wreck had ended its move in an obstacle hex using VBM and the LOS does not intersect a hex side of the vehicle/wreck's VCA. Fire drawn exactly along a hex side between two adjacent vehicle/wreck occupied hexes incurs a single + 1 TO HIT DRM, not +1 for both.

11.20.2 144.21 Units may rout through open terrain in the same level LOS or continuous slope and normal range of an enemy unit if the enemy LOS crosses two hex sides (or a hex side juncture in the case of a CAFP) of a hex containing a vehicle/wreck counter (EXC: vehicles with a +2 size modifier).

11.20.3 144.3 VEHICLES/WRECKS AS COVER**: Up to two infantry units (maximum of one squad) may take cover beneath a wreck, as opposed to the three (maximum of two squads) which may take cover beneath a vehicle. Units beneath a vehicle/wreck counter (EXC: those with a +2 size modifier) receive a +1 TEM to all attacks made against them within the normal movement restrictions. This +1 TEM is not applicable to units in a trench/entrenchment, bunker, or to those using VBM, or not moving with an AFV. A unit cannot receive a +2 TEM for being in a hex with two vehicle/wrecks. Each unit must be specifically beneath one vehicle/wreck to receive the +1 TEM.**

11.20.4 144.31 All TO HIT type fire trying to affect infantry beneath a vehicle/wreck must use the vehicular TO HIT category,

resolving any hits as per the MG rules for vehicular targets (section 9.6.4 or 143.4). Those provisions also apply to the use of a DC in a hex containing both a vehicle/wreck and infantry. The inherent FP of infantry affects all units in a hex, modified by the DRM's pertinent to each.

11.20.5 144.32 When a vehicle is destroyed (including an unarmoured vehicle "double break") or a wreck is "destroyed" again by rolling <= its TK# (as if it were still a functioning vehicle), all infantry receiving its +1 TEM must take a MC, in addition to any MC caused if HE, DC, FT, MG, or infantry FP were used to attack the vehicle/wreck. Note that an AP hit (including APCR, APDS, ATM, ATR, and non-HE SCW) has no effect on infantry receiving the +1 TEM unless the vehicle/wreck is destroyed. Note too that an unarmoured wreck, if "destroyed" again as above, would also be removed from the game unless ablaze.

11.20.6 144.33 An AFV wreck which has not been previously set ablaze is replaced by a burning wreck counter if "destroyed" again by a final (after all DRM's) TO KILL DR which is < ½ of the TK#. When the fire of a burning AFV is extinguished the burning wreck counter is inverted to show a burnt out wreck that may never again be set ablaze.

11.20.7 144.34 An unarmoured wreck is replaced by a burning unarmoured wreck counter if "destroyed" again by a final TO KILL DR which is < ½ of its TK#, or by a KIA on the IFT. A burning unarmoured wreck is removed from the board when the fife is extinguished.

11.20.8 144.35 The inherent smoke from a burning wreck is a level 4 LOS obstacle but its smoke effects drm is always adjusted by -1 due to the localized point of origin.

11.20.9 144.36 A wreck cannot be attacked in CC if opposing infantry are in the same hex, although all infantry in the hex can be engaged in CC normally. A wreck does not affect infantry stacking limits.

11.21 Gyrostabilizer

11.21.1 147.1 The gyrostabilizer was a revolutionary feature found only in certain AFVs of U.S. manufacture commencing with the M3Al light tank. This device allowed the gun to maintain its aim in elevation while the vehicle was moving, regardless of terrain. Other tanks of the period could be aimed with accuracy only if stationary, thus presenting an easier target for return fire.

11.21.2 147.11 AFVs equipped with gyrostabilizers may qualify for Target Acquisition DRM's during their AFPh.

11.21.3 147.12 AFVs with a Gyrostabilizer may move from their previous firing hex and still maintain any target acquisition DRM's accrued provided the target remains in their LOS throughout the move.

11.21.4 147.13 AFVs with a Gyrostabilizer firing in the AFPh after moving to a new hex, or firing during the DFPh while in motion status (Case C), may fire with a DRM of +3, not +5, and the CMG FP would not be halved.

11.21.5 The stabilizer proved a major advantage when the crews were properly trained in its use. Unfortunately, many crews were not overly familiar with the mechanism and found its use complicated and time consuming. At a result, most tank commanders disconnected their stabilizers and did not attempt to fire on the move, preferring to stop before using the main armament.

11.21.6 147.14 AFVs so equipped are indicated by the letter "G" on the reverse side of their counter. Before the start of any scenario in which a SSR doesn't specify crew usage of a gyrostabilizer, any AFV so equipped must roll a 1 with one die in order to have a crew efficient in the use of the stabilizer and thereby qualify for these benefits. There is a -1 drm to this stabilizer dr for every year after 1942 in which the scenario takes place, and a + 1 drm for non-American crews using Lend Lease AFVs so equipped.

11.22 Underbelly Vulnerability

11.22.1 144.6 **Whenever an AFV crosses a wall/hedgerow hex side, or enters an elevated road hex through a non-road hex side, or exits a gully, or stream, any defender on the same elevation as the hex being entered, may attempt an underbelly shot by tracing his LOS to the hex side juncture on the hex side being entered. His LOS may not, prior to reaching the junction, cross any other hex side of the hex being exited. The moving player specifies which of the two hex side junctures on that hex side he is crossing. Defending units in the hex being entered may DF as the AFV crosses the hex side before it enters the hex and executes any Overrun attack. If the defender has no LOS to that point he does not fire and may await another fire opportunity. If he does have a LOS to that point, any front vehicular facing hit which would normally be a turret hit is instead a hull bottom hit and is treated as an automatic CH. A hull hit is treated normally. If fired on from a higher elevation, no underbelly hit is possible and normal hull/turret hit location procedures would apply. Bore sighting DRM's are applicable to the TO HIT DR, but not to the location of the hit dr.**

11.22.2 Random and Deliberate Immobilization are possible whenever a hull bottom hit is possible even when the fire is traced through the front target facing (+3 TO HIT DRM; Case G applies for deliberate immobilization). Any vehicle so immobilized or destroyed is left in the hex it was attempting to exit, but is no longer considered "belly up".

11.22.3 Any Case R TO HIT DRM's are based on the terrain being entered. Walls/hedgerows being crossed do not add their TEM to the TO HIT DR.

11.22.4 The above would also apply in reverse to the rear vehicular target facing if the AFV were attempting to reverse over a wall or any other relevant terrain.

11.22.5 The above rules do not apply to forward movement over hedgerows if a SSR indicates that the AFV is equipped with a Cullin hedgerow device. Nor do those rules apply to hedges unless a SSR states that the hedges on the map board represent Normandy type hedgerows.

11.23 Flamethrowers and Flame guns

11.23.1 102.1 **AFVs equipped with flamethrowers are signified by a red firepower factor and range box where the gun size would normally be. All flamethrowers have a range of two hexes.**

11.23.2 102.11 **Flame throwing AFVs usually have a lower breakdown number than conventional armament. This number is always printed on the counter and only applies to the flamethrower. Other armament, including MGs breaks down only on a TO HIT (or effects for MGs) dice roll of 12.**

11.23.3 102.12 **Armour modifiers do not affect flame attacks of any kind.**

11.23.4 102.13 **The AFV TO KILL numbers (not IFT firepower factors) of a flamethrower attack (including infantry held flamethrowers) are doubled if the attacker is in an adjacent hex or the AFV is open-topped or in a CE posture.**

11.23.5 144.47 **Vehicular-mounted FT's, whether bow or turret mounted, do not need to secure a hit, but the TO HIT DRM's normally associated with a change of CA for that type of mounting (Cases A-C) are instead applied as IFT DRM's. These DRM's would also apply to fire and AFV TK#'s.**

11.23.6 147.6 **All non-variant Shermans (consider the Firefly a variant) after August, 1944 may possibly contain an M3-4-3 flame gun. Nearly 1800 of the latter were supplied to units as a kit for fitting in the field. This device was first used in July, 1944 on Guam.**

11.23.7 147.6 **A Sherman tank is considered equipped with this device only if so cited by SSR. The RF is increased by .2. The FT has 20 FP, range of one hex, and X# of 10 + and**

is fired from the BMG position. The BMG and FT can be interchanged and used during the owner's AFPh provided neither has been fired during the previous PFPh. A side record of the armament currently in place must be kept.

11.24 Lack of Wireless Equipment

11.24.1 129.5 This rule applies to AFVs of any nationality not equipped with radios. Check the appropriate armour listings before the start of any scenario for specific AFV characteristics. AFVs without wireless equipment will be noted by the presence of a dot on the wreck side of the counter.

11.24.2 129.51 AFVs without radios do not have complete freedom of movement. The owning player must roll one die during his Rally Phase for every multiple of six (or fraction thereof) mobile, radio less AFVs he possesses. The resulting number is the number of his radio less AFVs which he may move that turn. AFVs already on the board are not prevented from firing, pivoting, or changing their turret covered arc within the hex they already occupy.

11.24.3 129.52 Radio less AFVs are exempt from this restriction only if they are unbuttoned (commander in CE position) and in the LOS of a designated command AFV (also unbuttoned) at the start of the Movement Phase. AFVs entering from off board meet these requirements only if they enter unbuttoned and on the same hex using sequential movement. If the designated command AFV is eliminated or immobilized another AFV may be so designated at the start of the following Rally Phase.

11.24.4 129.53 Lack of wireless does not hinder unarmed vehicles in any manner.

11.25 Vehicle Stacking and Placement

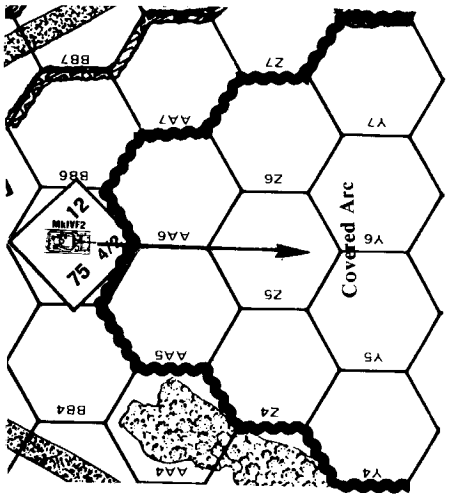
11.25.1 19.1 Whenever a unit moves into a hex it must pay the MF cost of moving into that hex. The moving player is not allowed to take the unit back to its starting point and begin again.

11.25.2 29.1 Only one vehicle of any type may be placed in the same hex. No two vehicles may end their turn in the same hex, but during the turn any number of vehicles may pass through the same hex. A vehicle moving through a hex containing another vehicle or wreck pays a 2 MP penalty per vehicle/wreck in the hex in addition to the normal cost of entering that hex. However, they must pay double the normal cost (4MP/AFV + COT) to move into a hex occupied by an enemy AFV.

11.25.3 29.2 Only three infantry units (only two of which can be squads) and up to 5 portage points of support weapons may stack beneath a vehicle. In addition, some vehicles may carry passengers on top of the vehicle.

11.25.4 29.3 Friendly infantry units in the same hex as a vehicle must be either riding on the vehicle as a passenger. (stacked on top of the vehicle counter) or advancing alongside it (stacked beneath the vehicle counter).

11.25.5 29.4 When placing a vehicle it is important to consider the direction it is facing as this defines its Covered Arc that is used in both movement and fire resolution. The Covered Arc is formed by placing the SP Gun or tank gun barrel in direct line with a protruding hex side spine of the firing hex. The Covered Arc then consists of the hex side to the immediate right and left of the gun barrel. These hex sides are extended to the limit of the LOS from the firing hex. All hexes between these two converging hex rows form the Covered Arc. If placement of the AFV is ambiguous the opponent may select which of the two equidistant spines shall be used to determine the Covered Arc. In the case of a vehicle whose gun barrel is not clearly discernible or is non-existent an arrow printed on the counter is utilized to determine the Covered Arc for Movement purposes.



11.26 Vehicle Movement

11.26.1 30.1 Vehicular counters may not enter stone building hexes under any circumstances.

11.26.2 30.2 Vehicles may expend up to their full allotment of Movement Points each turn in accordance with the cost of terrain moved into as described on the Vehicle Movement Costs Chart.

11.26.3 30.3 Vehicles may always move one hex per turn regardless of MP costs on the Vehicle Movement Costs Chart.

11.26.4 30.4 All vehicular movement takes place in the Movement Phase. No vehicles may move in the Advance Phase.

11.26.5 30.5 Vehicles may change their facing (and thus their Covered Arc) freely after moving into a hex, but must move in the direction of their Covered Arc with the front of the vehicle facing the hex moved into. [Editor's note - they can pay a MP penalty to move outside the VCA]

11.26.6 30.6 Vehicles may freely move through hexes containing friendly infantry units.

11.26.7 30.7 Unlike infantry units AFVs may move into an enemy occupied hex during their Movement Phase. However, they must pay double the normal cost (4MP/AFV + COT) to move into a hex occupied by an enemy AFV.

SQLA - [30C] Any vehicle or wreck in the road hex negates road movement for other vehicles entering the road hex.

11.26.8 30.8 A vehicle may not end its movement in the same hex with another vehicle unless it is destroyed or immobilized while moving through the hex. Wreck / Vehicle combinations have no more effect on LOS blockage than a single vehicle. A vehicle while in the same hex as a wreck or vehicle receives no LOS blockage from that wreck or vehicle.

11.26.9 135.9 Regardless of motion status, fully tracked vehicles may not use the road movement rate if buttoned up.

30.2 Do vehicles that move during the current movement phase count as obstructions to movement (2 MP per vehicle)?

A. Yes. {OAF}

30.4 What does it cost for an AFV to pivot in the hex that it starts movement from?

A. 2 MP plus the Cost of Terrain in any hex moved into. {SL4-23}

30.4 & 123.2 Is a motorcycle considered a "vehicle" in regards to the relative costs for moving through terrain containing a "vehicle"?

A. No. {COD-104}

30.5 Can vehicles move "sideways" so as to present their front armour facing to an enemy as opposed to flank or rear shots?

A. Of course not! All vehicles must move in the direction of their Covered Arc with the front of the vehicle facing the hex moved into. The extra cost for a vehicle moving outside of its Covered Arc merely allows the vehicle to change its Covered Arc within the hex it starts its move from before moving into another hex. {COI4-68}

30.7 Now that AFVs can move through the same hex occupied by an enemy AFV, what happens if the moving vehicle is immobilized in that hex, thus leaving two opposing AFVs in the same hex?

A They may fire at each other at 1 hex range. {16.1-34}{COI4-38}{COD-104}

SQLA - [5A, 30A] Entry from off the map along a road is assessed at the 1/2 MP road rate. (Modified by vehicle sequential entry in COI).

11.27 Reverse Movement

11.27.1 71.1 Occasionally a vehicle will find itself in a situation where it wishes to back out of its present position without changing its Covered Arc and in the process exposing itself a side or rear target. Such backwards movement costs four the normal MP cost for entrance into that terrain. EXCEPTION: Armoured cars, geared for full reverse capabilities, pay only double the normal MP cost for reverse movement.

11.27.2 71.2 The hex entered with reverse movement must be one of the two hexes that formed the near target facing of the vehicle prior to reverse movement.

11.27.3 71.3 The vehicle's Covered Arc may not change while moving in reverse. Once backed into its new hex it may change its Covered Arc at the usual cost of moving outside its Covered Arc. (2MP for AFVs plus the COT of any subsequent hex moved into.)

11.27.4 71.4 A vehicle combining both forward and reverse movement in the same Movement Phase must pay a 2 MP cost before switching from one mode to the other.

71.1 What is the cost of a Russian AFV moving backwards up an otherwise open ground hill hex?

A. 4 x [4 mp + COT (1)] = 20. An AFV may always move one hex, however, so it could move up the hill in reverse without sufficient MPs provided it only moves one hex. {COI4-70}

71.1 & 41.4 Can a vehicle use Reverse Movement in forest-road hexes?

A. Yes...Reverse Movement and reversing direction are two different actions...the latter referring to a change of Covered Arc. {COI4-70}

71.1 & 112.2 What is the cost of reverse movement while using bypass movement?

A. 8 x normal cost (4 x for armoured cars) per hex side reversed. Note that a vehicle could always reverse one hex side regardless of MP cost. {COD-105}

11.28 Speed Breakdowns

11.28.1 79.1 Any tracked vehicle, which utilizes the movement point allowance printed on its counter during a turn, incurs the risk of a breakdown.

11.28.2 79.11 If the owning player wishes to utilize his AFVs entire MP allowance during a turn, he must so specify that fact prior to moving his vehicle.

11.28.3 79.12 Having specified his desire to utilize his AFVs entire movement factor, the player moves the vehicle in the manner that he chooses, keeping careful track of the vehicle's route. At the end of the move, the owning player rolls two dice a "speed breakdown" dice roll of 12 results in the vehicle becoming immobilized. If a breakdown occurs the dice are rolled a second time and the vehicle remakes its move along the same exact route used previously up to the number of MPs equal to the second dice roll or the vehicle MP allowance (whichever is less). If the vehicle has been fired upon by defensive fire, all the fire which takes place up to and including the breakdown hex takes place

exactly as designated, and is not redone during the second movement of the vehicle. Any defensive fire that took place after the breakdown hex is considered not to have occurred and those units may still conduct defensive fire later in the Defensive Fire Phase.

11.28.4 79.13 An AFV does not have to utilize its entire Movement Point Allowance whether it breaks down or not, but it may never use its entire Movement Point Allowance unless so specified at the beginning of its move.

11.28.5 79.2 If an AFV has announced that it is utilizing its entire Movement Point Allowance, did not break down, and upon reaching the end of its move, decides it would like to exceed its printed Movement Point Allowance, it may opt to do so by moving one additional hex. In doing so, however, it must chance another Speed Breakdown dice roll. The Speed Breakdown Number of 12 is decreased by 1 for every MP (or fraction thereof) which the AFV exceeds its printed Movement Point Allowance. If it fails this breakdown dice roll, it does not get to move into the extra hex and is immobilized. The decision to exceed a printed Movement Point Allowance must be made prior to the movement of the next unit.

11.28.6 79.3 Any AFV whose MP allowance is printed in red has an abnormally high tendency to throw tracks at high speeds. Such vehicles must roll once for Speed Breakdown as soon as they exceed 2/3 of their printed Movement Allowance.

79.3 Must these vehicles roll once after using 2/3 of their MPs and once again after using their full MP allowance?

A. No. {KM}

79.1 Does a wheeled vehicle roll for excessive speed breakdown or can it use it to exceed its printed movement?

A. No. {COD-105}

If an AFV that has used its entire MP allowance and has not been immobilized elects to move one additional hex, could it make an overrun in that hex?

A. Yes. {KM}

11.29 Vehicular Bypass Movement

11.29.1 112.1 Bypass movement enables vehicles (including motorcycles, pulkkas, and horse-drawn transport) to move into or through a building or woods hex they may not otherwise be able to enter, without fear of breakdown and at a reduced movement cost.

11.29.2 The movement cost of vehicular bypass movement is double that of the terrain other than the obstacle in the hex per hex side traversed (usually 2 MPs for tracked vehicles in open ground). Vehicular bypass movement used while moving uphill or through smoke costs double the total normal movement cost of entrance to the hex-not just double the COT.

11.29.3 Hexes prohibited to infantry bypass movement are also prohibited to vehicle bypass movement. Remember, the unit is moving around the obstacle within the hex - not moving through it. The interior of each hex side traversed must be clear of any obstacle to the depth of an edge of a unit counter for vehicular bypass movement to be allowed along that hex side. (Hold a unit counter vertically so that only the hex side is visible along the edge. If the opposite edge touches any obstacle, vehicular bypass movement is not allowed along that hex side. This check cannot be made until the vehicle is adjacent to the hex side in question.) Should there be any question whether an obstacle symbol touches the counter edge, the hex side is considered blocked to bypass movement. Walls, cliffs, and hedges are considered extensions of hex sides for purposes of applying the mechanics of this rule. Vehicular bypass is not allowed in any rubble hex or across any hex side connected directly to a roadblock hex side.

11.29.4 Movement around an obstacle within an obstacle hex is indicated by placement of the vehicular counter itself in the hex such that the vehicular covered arc covers the hex sides being traversed. Bypass counters are not used for vehicles

since defensive fire vs. vehicles must be rendered simultaneously. It is only necessary that the moving player clearly demonstrates the hex sides being traversed as he moves. Unlike infantry units, vehicles may end their Movement Phase using bypass movement, and in doing so, their vehicular covered arc should point towards the hex side juncture of furthest advance within the obstacle hex. The point of intersection of the two hex sides composing a vehicular covered arc is called the Covered Arc Focal Point. The vehicle is considered at this point within the hex whenever it uses bypass movement to end its turn in an obstacle hex.

11.29.5 Vehicles unloading passengers while utilizing bypass movement in an obstacle hex may only unload their passengers in the obstacle hex or an adjacent hex in the vehicular covered arc.

11.29.6 Vehicles carrying passengers may end their move in an obstacle hex via bypass movement or move on, but if that hex is occupied by enemy units the passengers, while in the same hex, are susceptible to both point blank infantry fire from within the obstacle with no protective DRMs (even if not CE in a halftrack) and Close Combat in the proper phases of the turn. This is the only instance in which an AFV with accompanying infantry can be attacked during Close Combat without first eliminating the infantry. If the AFV is destroyed in Close Combat the passengers are eliminated also.

11.29.7 Fire against infantry debarking from a bypassing vehicle in an obstacle hex must be traced to the Covered Arc Focal Point of the vehicle-not the hex centre. If the passengers debark within the obstacle hex and the obstacle is occupied by enemy units, the debarking infantry must debark into an adjacent hex within the vehicle's Covered Arc instead.

11.29.8 Vehicles which start their Movement Phase in an obstacle hex as a result of bypass movement may not begin a Movement Phase by changing their covered arc except as a result of continued bypass movement within the hex. If they first leave the hex they must do so via one of the vehicular covered arc hex sides or reverse movement before changing their vehicular covered arc. If reverse movement is used, the vehicle will not exit the rear hex sides formed from the Covered Arc Focal Point as dictated by the normal reverse movement rules but rather will exit through the same hex side it originally entered.

11.29.9 This restriction makes it impossible for a vehicle to fire any bow mounted armament outside its covered arc in any manner since the vehicle is unable to change its vehicular covered arc to execute the shot while in the obstacle hex.

11.29.10 Vehicular units using bypass movement are subject to special target facing and LOS obstruction rules.

11.29.11 Should a moving vehicle using bypass movement traverse hex sides (including junctions) crossed by the LOS of a defensive firing unit it is treated as a "Vehicle in other" target type on the TO HIT Table, regardless of the obstacle in the hex. As was the case with infantry bypass movement, the defender has the option to trace his fire to the target hex centre or the focal point.

11.29.12 Should the LOS of a defensive firing unit cross the obstacle before it intersects the hex-side(s) traversed by the passing vehicle that LOS is blocked. This LOS blockage would negate a squad's Defensive Fire Phase Immobilization attempts if the infantry unit is in an adjacent hex with the obstacle between it and the hex sides traversed. A unit in the obstacle hex being bypassed would always have the necessary LOS to attempt immobilization in the Defensive Fire Phase and due to its close proximity may deduct 2 from its Defensive Fire or TO HIT (Target Modification Case L) dice roll. The same elevation LOS of any firing or target unit in bypass mode is not blocked by walls or hedges if such hex side obstacles are hex sides of the firer's and/or target's hex. LOS may be traced through the initial Crestline hex side of a Crestline hex to a bypassing unit therein and vice versa.

11.29.13 Units firing at a vehicle that has used bypass movement to end its turn in an obstacle hex no longer trace their fire to the centre of the target hex. Such fire is traced from the firing hex centre to the target's Covered Arc Focal Point.

11.29.14 Fire from vehicles in an obstacle hex that utilized bypass movement to enter the obstacle hex must be traced from the Covered Arc Focal Point and could be blocked by an obstacle in the firer's hex.

11.29.15 TARGET FACING-The target facing for Defensive Fire vs. a bypassing vehicle is determined by placing the vehicle on the hex side traversed and resolving as per the following diagram, Vehicles are never actually placed on hex sides except briefly to resolve defensive fire vs. moving bypass vehicles. Target facing for stationary bypass vehicles beginning a player turn in the target hex is determined normally using the Covered Arc Focal Point as the centre hex spine of the Front target facing.

11.29.16 AFVs occupying a woods or building hex as a result of moving through the hex, as opposed to around it via bypass movement, are not subject to bypass special restrictions for movement and LOS. Such units may leave the obstacle hex in any direction and receive and give fire in any direction as in the basic game.

11.29.17 AFVs in a wooden building hex are considered in the building and not in bypass status if placed beneath a rubble counter. A vehicle may not bypass a rubbled or burning building.

11.29.18 AFVs in a woods hex are considered in the woods and not in bypass status if placed beneath a trail break counter. A vehicle bypassing a woods hex that happens to contain a trail break counter is placed on top of the trail break counter.

11.29.19 Vehicular stacking limits remain unchanged. A hex can intentionally contain only one vehicle, even if additional vehicles would be placed on different sides of (or in) the obstacle in the hex. Over stacking may occur as a result of immobilization of vehicles as they pass through an already occupied hex. In such circumstances the extra vehicle(s) is no hindrance to LOS to and from the vehicles.

11.29.20 A wreck or an additional vehicle outside the obstacle in an obstacle hex eliminates the possibility of additional bypass movement through either hex side of the wreck/vehicle's covered arc.

11.29.21 AFVs utilizing bypass movement in a hex may not execute Overrun attacks vs. infantry targets in that hex. To Overrun an infantry unit in a building or woods hex, the AFV must actually enter the obstacle itself.

11.29.22 AFVs utilizing bypass movement to end their turns in an obstacle hex may not force opposing infantry units to leave that obstacle hex except for Inexperienced or pre-1942 Infantry. Such infantry could fire normally during their Prep or Advancing Fire Phases vs. other targets and attack the AFV in their Close Combat Phase after passing the usual Pre-AFV Attack MC.

11.29.23 AFVs utilizing bypass movement to occupy a hex containing opposing units may not attack those enemy units while in the same hex (Exceptions: AA MG armament and Close Defence Weapons).

11.29.24 Fire directed against passengers, or the crew of a halftrack or other open-topped AFV from an upper level building in the same or adjacent hex is not subject to the usual AFV cover modifiers including the + 2 DRM a halftrack usually gives its passengers.

11.29.25 Units concealed or hidden from view entirely in a woods or building hex do not lose that status due to a vehicle moving around (within the hex) the obstacle. The concealment status is lost if the vehicle remains in the same (not

adjacent) hex after the Defensive Fire Phase.

11.29.26 Vehicular bypass of a woods hex by a tracked vehicle does not remove any wire counter that may be in that hex.

106.1 & 112.71 What happens to an AFV that used bypass movement to end its turn in a building hex outside a building that is subsequently rubbled or set afire?

A. It must leave the hex during its next Movement Phase. {COD-105}

112. May a vehicle use bypass movement to avoid dangerous LOS - or alter target facing if there is no obstacle in the hex?

A. No. {COD-106}

112. May vehicles set up in bypass status?

A. Yes. {KM}

112. Can a vehicle use bypass movement if towing a gun?

A. No. {KM}

112.41 & 112.2 Is the debarking MP cost doubled while using bypass movement?

A. Yes. {17.2-29}

112.42 Do these passengers still receive protective DRMs from the AFV?

A. Only the +1 DRM for infantry on foot beneath an AFV. {17.2-29}

112.42 According to 112.42, if an AFV ends in bypass status and carries passengers and enemy units in the same hex fires at the passengers, the passengers wouldn't receive any protective DRMs, but according to Question 112.41 on Page 106 the passengers would still receive the +2 DRM from the vehicle, which is correct?

A. Rule 112.42. {KM}

112.42 Could the enemy units ignore the vehicle and attack the passengers first in the Close Combat Phase? If the enemy units fail to destroy the vehicle are they in melee with the passengers and would they be entitled to an attack against the passengers in the same turn they attacked the vehicle?

A. Yes. No. {KM}

112.42 & 112.812 According to 112.42 non-CE passengers in a halftrack would be affected by fire from the same level, if this is true, wouldn't the halftrack crew or other open-topped AFV crews also be affected by fire from the same level ?, or must the firing unit be in an upper level building hex as in 112.812 to affect crews of open-topped AFVs?

A. Yes. {KM}

112.5 In this example, could the STG III elect to use reverse bypass movement to back up one hex side, change its covered arc focal point to I7-I8-J7, and remain in the same hex?

A. Yes, at a cost of 8 MP. It could also back into J7 at a total cost of 12 MPs. {17.3-46}

112.5 Assume that an AFV has stopped in L7 during bypass movement as per the example. Would a squad in I7 firing into I8 receive a +2 DRM for firing across a stone wall (the AFV)?

A. Yes. {COD-106}

112.6 Does a wreck in bypass mode ever affect LOS?

A. Yes - it is treated as a stone wall along the hex side of the wreck's covered arc for LOS purposes. {17.3-46}

112.65 When firing at the Covered Arc Focal Point of a stationary vehicle bypass target, how do you determine target facing if the LOS crosses more than one target facing before reaching the focal point?

A. The facing is determined solely on the basis of where the LOS enters the target hex - regardless of how much further it must be traced within the hex to reach the focal point. Draws are resolved in favour of the (33.5) defender. {COD106}

112.73 Is a non-moving vehicle in Bypass mode ever a hindrance to LOS?

A. No. {COD106}

Would fire from above only affect crews in open-topped AFVs if it is directed from an adjacent hex and would the +2 DRM still apply?

A. Yes. {KM}

106.1 & 112.71 What happens to an AFV that used bypass movement to end its turn in a building hex outside a building that is subsequently rubbled or set afire?

A. It must leave the hex during its next Movement Phase. {COD-105}

106.62 Are mounted motorcyclists and bicyclists considered "vehicles" for the purpose of this rule? Cavalry?

A. Yes. No. {COD-106}

11.30 Trail Break Counters

11.30.1 113 **Trail Break counters have two functions:**

11.30.1.1 to differentiate between a bypassing vehicle in a woods hex and an AFV actually moving through the woods

11.30.1.2 to mark a trail for other tracked vehicles to follow.

11.30.2 Any time a tank or SP Gun successfully moves into forest (as opposed to around it via bypass movement) a Trail Break counter is placed on the hex with the "tank treads" illustration of the counter tracing a path across the woods hex from the hex side entered to the hex side exited.

11.30.3 Other tracked vehicles may use the Trail Break counter to traverse the same hex sides at the same movement cost but with no threat of breakdown.

11.30.4 A wreck or immobilized vehicle on a Trail Break counter in a woods hex negates the Trail Break counter, but does not prevent other vehicles from attempting to establish another Trail Break in the same hex, or push the offending vehicle Out of the way.

11.30.5 Trail Break counters have no effect whatsoever on LOS or terrain DRMs.

11.30.6 A Trail Break may also be used to show tracked AFV movement through a minefield. Infantry may then move through the minefield hex-sides in the direction of the tracks without coming under mine attack. Infantry opting for such minefield passage, however, are subject to a special -l DRM for all incoming fire while in that hex due to their restricted movement options.

11.30.7 AFVs may not create a Trail Break counter in a hex that they are attacking by Overrun, nor may they use the beneficial effects of an already placed Trail Break while executing an Overrun.

11.31 Moving Vehicles

11.31.1 135 **Tanks in motion seldom fired their main armament with any degree of accuracy. The move, stop, fire routine of armour in combat is nicely simulated by the multiple phase, player turn sequence of play, but what of fleeing vehicles which have no intention of putting up a fight? A phase system which requires them to stop and become unwitting stationary targets in the opponent's turn is obviously less than fair to the "discretion" advocate**

11.31.2 Any functioning motor vehicle (not boats, immersed amphibious vehicles, or bicycles) in the act of movement may elect to continue movement during the enemy player turn by placing a motion counter on the vehicle at the end of its Movement Phase provided it has moved at least one hex during that Movement Phase.

11.31.3 A vehicle that starts its turn with a motion counter in place must move at least one hex during that Movement Phase unless a stun immobilization, or shock result intervenes. Otherwise motion counters can be removed from vehicles only at the end of their own Movement Phase. If more vehicles are in motion mode than the number of vehicles allowed to move the excess must move one hex and remove their motion counters at the end of the Movement Phase.

11.31.4 Any vehicle, regardless of fire phase, containing a motion counter is treated as a moving target when fired upon. Target modification case J is always used against motion targets, but cases 0 and P are utilized only in the Defensive Fire Phase.

11.31.5 A vehicle containing a motion counter is treated as a Moving Firer should it or its passengers fire.

11.31.6 A vehicle containing a motion counter may not fire in the Prep Fire Phase and must utilize Firer Modification case C

when firing ordnance (Moving Fire for MGs) during the Defensive Fire Phase.

11.31.7 A SP Gun containing a motion counter may not fire its main armament during that player turn.

11.31.8 Although vehicles with motion counters are not considered stationary during the various fire phases, they receive extra MPs in the following friendly Movement Phase equal to only 10% (fractions rounded up) of their regular MP allowance. Any additional distance gained through constant motion is assumed negated by evasive action. The excessive speed breakdown rule is not used unless the vehicle uses all of its MPs plus all of the 10% bonus.

11.31.9 Motion counters may not be placed on infantry units except coincidentally while in a passenger capacity.

11.31.10 All close combat and overrun attacks against a vehicle in motion must add +2 to their combat resolution dice roll, including the TO HIT or placement attempts for khlorihartsi, MCs, and ATMs.

11.31.11 A vehicle with a motion counter does not block LOS nor grant a +1 terrain effects modifier for infantry on foot beneath it.

11.31.12 135.9 Regardless of motion status, fully tracked vehicles may not use the road movement rate if buttoned up.

135.42 Would the KVI, or other tanks with a One Man Turret that are treated like an SP Gun, lose the ability to fire their main armament while in motion?

A. Yes. {COD106}

11.32 Immobilization

11.32.1 66.4 The act of immobilization in itself (Exceptions: minefields) does not require a Morale Check by the AFV crew. Immobilized AFVs subsequently hit but not destroyed by an AT weapon must still undergo a Morale Check provided that the AT weapon involved has a mathematical possibility (barring critical hits) of penetrating the target armour. The same applies to subsequent successful DF AFV Immobilization attacks.

11.32.2 66.3 On rare occasions, an AFV crew may be able to effect battlefield repairs and restore mobility to its own AFV. A repair attempt is initiated by placing the vehicle's crew counter on top of the vehicle during the owner's Movement Phase of any turn after the immobilization occurs. It may remove the Immobilization counter with a dice roll of 2 or less during any following Rally Phase. Other movement and / or fire is not allowed during a Repair attempt. Any repair dice roll of 9 or higher results in the immobilization status becoming permanent for the duration of the scenario. AFV crews may re-enter the AFV only in their Advance Phase.

11.32.3 66.31 The crew counter is considered exposed to enemy fire from all directions and subject to the dice roll modification for hazardous moving in the open (if the breakdown occurred in an open hex) during all fire phases.

11.32.4 66.32 Should the crew break or be eliminated while attempting repairs. the AFV is abandoned and marked with an "abandoned" counter.

11.32.5 66.33 Armour leaders can modify the repair die roll.

39.1 & 66.3 & 79. Can immobilization caused by entering woods or a wooden building be repaired? Can an excessive speed breakdown be repaired?

A. No. Yes. {COI4-68}{COD104}

39.9 & 66.3 & 66.4 If a crew is forced to leave their immobilized AFV due to a hit from AT-fire can they enter the same vehicle in a later turn? Could they repair it ? Can they enter or repair another vehicle ? Can another crew enter or repair the immobilized vehicle?

A. Yes. Yes. Yes. Yes. {KM}

66.3 Could two or more crews attempt repair with increased odds or extra dice rolls; could one crew fire an AFVs armament while another attempts repair?

A. No; No. {COI4-70}

66.3 Do Americans alter the repair of immobilization rules any?

A. No. {COI4-70}

66.3 May a crew attempt to repair a gun (or gun and MG) and an Immobilization in the same Rally Phase?

A. Yes, but a separate die roll is used for each repair attempt. {COI4-70}

66.4 & 144.97 If an AFV is hit and killed by armour or ordnance, is the crew that has been attempting repair of immobilization eliminated, or is it still subject to the crew survival dice roll?

A. It is subject to the CS roll. {OAF}

11.33 Immobilization caused by Terrain

11.33.1 39.1 Vehicles are subject to breakdown after entering a woods, wood building or graveyard hex. Each tracked AFV entering such a hex must roll for possible breakdown with one die. A "Broken" tank is considered immobilized and an immobilized counter is placed on it.

11.33.2 There is a cumulative +1 DRM made to the Immobilization DR for each additional woods or building hex entered directly from another woods/building hex in a non-bypass mode in the same turn (except when on a Trail Break counter).

Vehicle Trail Break Breakdown Chart	
Nationality	**Breakdown Number**
United States	11+
Russia	10+
British, German	9+
All Others	8+

NOTE: Nationality refers to country of manufacture - not current crew. British or Russian manned Shermans, for instance, would use U.S. B#'s.

11.33.3 Immobilized AFVs may not pivot within a hex, but turreted AFVs may fire their main armament and co-axial MG outside their Covered Arc (case A).

42.7 Can AFVs start a game unconcealed in a woods or wooden building hex without rolling for immobilization if Hidden Initial Placement is not being used?

A. Yes. {COI4-68}

11.34 Vehicular Movement in Woods

11.34.1 Unless a SSR specifies particularly dense woods, any vehicle may enter a woods hex without using VBM by using all of its MP's. It need not check for mechanical reliability or ESB but must roll for bog. Such movement is possible even while moving in reverse, towing a gun, or moving uphill, although the latter two cases would have to add +1 to their bog dr. The presence of a Trail Break counter would have no beneficial effect, nor would a Trail Break counter be created by this move. However, to distinguish these vehicles from those using VBM, a partial Trail Break counter should be placed on top of the vehicle while it remains in that hex. Overrun attacks may not be made while entering woods in this way.

11.35 Abandoned Vehicles

11.35.1 90.2 All crew counters that inherently man a vehicle (any vehicle with permanent attached armament) may voluntarily abandon their vehicle during their Movement Phase. A crew counter that voluntarily abandons a vehicle may be placed either beneath the AFV or in any adjacent hex and is not considered "moving in the open" unless it chooses to be placed in an adjacent open ground hex.

11.35.2 90.21 A crew counter which voluntarily abandons its vehicle has the option of destroying - not burning the vehicle as it leaves.

11.35.3 90.22 An AFV abandoned and not destroyed is so signified by placement of

an "Abandoned" counter on top of the vehicle.

11.35.4 90.23 The crew of an AFV that has been eliminated, or immobilized and forced by subsequent hits to abandon the AFV may not voluntarily abandon their vehicle, but are forced to abandon the vehicle.

11.35.5 90.3 An immobilized AFV that is abandoned because its crew failed a Morale Check caused by a subsequent AT weapon hit cannot be eliminated by the abandoning crew during the act of abandonment.

11.35.6 90.4 Elimination of a friendly AFV can be accomplished only via anti-tank weapons or by an abandoning crew inside the AFV.

11.35.7 90.5 An abandoned AFV can only be reoccupied during a friendly Advance Phase from either the same or an adjacent hex.

11.35.8 90.6 An abandoned AFV or any gun (including mortars larger than 60mm) reoccupied by an opposing counter may be used by the captor as a captured support weapon, but may not be moved from its present hex during the scenario unless already in tow.

11.35.9 90.7 The last side to have an unbroken infantry unit in an abandoned AFVs hex is in control of (and thus has captured) the AFV.

11.35.10 90.8 A captured vehicle is worth twice as much as an eliminated vehicle in any scenario where victory conditions are based on number of units eliminated.

90. Can captured trucks be repaired?

A. No. {OAF}

90.13 Does an armour leader DRM apply in a captured tank?

A. Yes, but the +2 DRM for captured ordnance still applies also, in addition to the captor having to use the red TO HIT numbers if either he or the ordnance ordinarily has to do so. {COD-105}

90.2 May a vehicle move & still be abandoned or destroyed by its crew?

A. Yes, providing the vehicle has 2 MPs left prior to the departure of the crew. Note that the crew could only move to the same or a adjacent hex. {COD-105}

90.2 & 90.5 May an armour leader leave his tank, advance to an adjacent hex, and enter another AFV all in the same Advance Phase?

A. No - a crew may not abandon an AFV during the Advance Phase. {COI4-70}

90.5 May a crew that abandons its AFV re-enter it during the Advance Phase of the same player turn ?

A. No. {17.3-46}

11.36 Ground Pressure

11.36.1 Vehicles with HGP are particularly susceptible to bog. The revised bog numbers for all types of ground pressure vehicles and terrain conditions are listed below. In mud scenarios, the exact hex in which the bog occurs is measured from the point at which it left the road using the ESB method; otherwise bog always occurs in a bog hex. Any ground level or -1 level hex adjacent to a marsh hex is a bog hex.

GROUND PRESSURE BOG DR NUMBERS			
Vehicle GP Condition	Bog Hex	Bog Hex During Mud	Non-Road Movement During Mud
LGP	12	10+	12*
Normal GP	10+	8+	10+*
HGP	8+	Automatic	8+*

Requires ESB calculations to determine point of bog.

11.37 Mounted Assault and Passengers

11.37.1 144.9 Mounted Assault is a form of exposed infantry transport on the top of a tank, TD, SPA, or Assault Gun. Mounted Assault cannot be used with any other type of vehicle. Mounted Assault cannot be used prior to 1942, and even then only by the Russians. The Germans may use it starting

in 1943. Infantry of any nationality may use it in 1944/5.

11.37.2 The same rules apply to carrying passengers on other vehicles such as halftracks and trucks.

11.37.3 144.91 The maximum passenger capacity of a normal AFV is one squad (or squad equivalent in HS's/crews) and a SMC. Up to 10 SMC's may be substituted for a squad; up to 5 for a HS/crew. Other vehicles may have different capacities listed.

11.37.4 142.32 Two crews/HS's equal a squad for vehicular stacking purposes but not for hex capacity limits.

11.37.5 There is no reduction of MP's to the AFV for carrying infantry, but infantry may not use Mounted Assault while the AFV is moving through woods, wooden buildings, rubble, or (in the case of amphibious AFVs) water. Units being transported are placed on top of the AFV counter. Infantry units beneath an AFV counter are on foot.

11.37.6 144.92 LOADING - Vehicles may be able to move in the same MPh in which they take on passengers, but they may not move in that MPh until they have loaded any passengers. The vehicle uses ¼ (FRU) of its MP's during the MPh for each MF expended by infantry that board it. If more than one infantry unit boards the vehicle, only the unit expending the most MF's is counted. It costs 1 MF to board a vehicle provided the passenger does not carry more aboard than its IPC. If a passenger does carry aboard more than its IPC, it must expend an additional MF in the boarding hex beneath the AFV for each additional PP loaded beyond its inherent capacity. An AFV may carry up to 5 PP's in Mounted Assault. Loading (or unloading) may never occur during the APh. A vehicle may start or enter a scenario with passengers already mounted where applicable. A SW may not be loaded onto or remain aboard an AFV (EXC: any halftrack, or Bren carrier not already carrying ordnance or IFE weapons) without infantry accompaniment.

11.37.7 144.93 UNLOADING - Infantry may disembark with no penalties only during their own MPh. If infantry must debark during any other phase, they are considered to be "bailing out" and pay appropriate penalties.

11.37.8 144.931 Disembarking infantry and any PP's they loaded onto the AFV may move only to the same or an adjacent non-enemy occupied hex (EXC: crossing cliff or double-crest hex sides) during that MPh regardless of the MF expenditure such a move would cost a unit on foot. Infantry which disembark into the same hex as occupied by the vehicle are considered to be using Assault Movement and if fired on in that hex would be eligible for the +1 TEM for being beneath an AFV should the AFV remain in the hex. Infantry which disembark into an adjacent hex would be subject to the -1 DRM for DF movement in either hex (plus the prevailing TEM of either hex). Infantry may not disembark without taking all SW's with them. If eliminated while on the AFV, their SW's arc eliminated also.

11.37.9 144.932 Infantry may disembark only if the vehicle pays a 2 MP penalty unless the vehicle is bogged down or immobilized. That MP expenditure would be considered in determining TO HIT DRM's and ESB. If a vehicle (such as a heavy truck) carries more than one passenger counter then the 2 MP penalty is paid for each hex in which the unit must stop to disembark passengers.

11.37.10 144.94 BAILING OUT - If the AFV providing Mounted Assault fires any armament other than AAMG, smoke candles, dischargers, or smoke mortars, or is hit by any type of ordnance or FFE not resulting in elimination of the AFV, all passengers must "bail out". Passengers which bail out must take a NMC and are placed in the same hex beneath the AFV. If broken, they would be under the effects of DM attributable to their nationality. There is no 2 MP penalty to the AFV in that or subsequent phases. Units which have bailed out may move no further during that

phase and if fired on again in that DFPh would be considered to have used Assault Movement.

11.37.11 144.941 Any SW's carried by bailing out passengers are eliminated if the carrying unit breaks. Even if the carrying unit does not break as a result of bailing out, its SW's must be taken off the AFV and a die rolled for malfunction: dr 1-3 = good order, dr 4-6 = malfunction (elimination in the case of X# SW's).

11.37.12 144.942 If an AFV carrying mounted assault troops is hit by an HE round, the TO KILL DR used against the vehicle is also used as a CE (+2 DRM) attack vs. the passengers on the IFT. If the HE round destroys the AFV, the passengers are also subject to the Survival DR (144.97). If neither of the above requirements breaks the unit, it must still bail out and faces that attendant NMC.

11.37.13 144.95 Mounted Assault passengers may not fire while aboard an AFV. Passengers which have bailed out may not fire during that player turn and should be so indicated with Prep Fire counters where necessary. Passengers which have disembarked may fire at half FP during their AFPh. In each case, passengers may attack in CC.

11.37.14 144.96 Mounted Assault passengers do not receive DF movement DRM's, nor do they receive beneficial TEM's from the AFV itself. Broken units may not be transported by Mounted Assault. Broken units need not take a bail out NMC if broken while on board; they are simply placed beneath the AFV. There is no MP penalty to the AFV. All PP's carried by the broken units are eliminated.

11.37.15 144.97 When an AFV is destroyed by any means other than CC, any passengers it is carrying are subject to the same Survival DR as the inherent crew except that if the passengers survive they are immediately placed beneath the wreck and not subject to the -2 hazardous movement DRM.

SQLA - [31A] Passengers of a vehicle, which becomes immobilized or bogged in a MPh or due to DF, may unload if the vehicle would normally have 2 MP left the time of immobilization. Otherwise they must wait until the next Mph unless routing during the rout phase.

SQLA - [31B} If the AFV carrying passengers fires any armament other than AAMG, smoke candles, or is hit by any type of ordnance or FFE not resulting in elimination of the AFV, all passengers must "unload" as per 31.7. However such units may not Prep Fire, Defensive Fire or Advance Fire as appropriate that player turn. They may move normally in the Advance Phase.

SQLA - [31C] Ordinance cannot select exposed passengers/crew as an infantry TO HIT target type. Such units suffer damage only as a secondary result of a hit on their carrying vehicle. Therefore, TEMs to which the infantry are entitled (such as CE: +2) would be added to the subsequent TO KILL DR - not to the vehicular TO HIT DR. The vehicle destruction by HE and the infantry IFT attack are resolved using the same DR.

31.1 How can a support weapon carried on a vehicle with no passengers be unloaded?

A. Any infantry unit in or moving through the hex containing the vehicle (including an abandoning crew) may pick up the support weapon at the usual portage cost. {COI4-68}

31.1 May a vehicle exceed its maximum portage capacity at the expense of additional MP?

A. No. {15.2-34}{COI4-68}

31.1 May infantry ride amphibious tanks while in the water?

A. No. {COI4-38}{COD-104}

31.1 Could a SPW 251/10 with no passenger capacity or a SPW 251/1 already containing its full

passenger capacity carry additional passengers on the exterior like a tank?

A. No. {COI4-38}{COD-104}

31.1 & 58.4 May passengers ride an AFV which is reducing a wooden building to rubble?

A. No. {COI4-68}

31.3 Are units that debark in open ground subject to a -2 DRM?

A. Yes, but they also get +1 for the vehicle. (see 144.931). {OAF}

31.4 Do terrain effects modifiers apply to infantry fired upon while embarking on an AFV? or disembarking ?

A. Yes, to be specific, infantry would be subject to all terrain modifiers in the embarkation hex plus the -2 DRM for moving in the open (if an open hex) and the +1 for being beneath an AFV. {14.5-34}{COI4-68}

31.4 May infantry debarking from a vehicle into an adjacent hex do so regardless of terrain movement cost...such as debarking onto a higher elevation hex than the vehicle occupies?

A. Yes. {COI4-68}

31.4 & 31.6 & 31.7 Are passengers who dismounts into an adjacent hex ever considered to be in the same hex as the vehicle?, and if so could they be fired on in that hex ?, and with what DRMs?

A. Yes. Yes. +1 DRM if it unloaded from an AFV, plus -2 DRM if it unloaded in open ground. {KM}

31.7 If an AFV fires any armament or is hit by defensive fire while moving, must it pay the 2 MP cost for any infantry which are forced to dismount?

A. Yes. {SL4-23}

31.7 If a tank or SP Gun fires in the Advancing Fire Phase, does the dismount of any passengers cost the vehicle 2 MPs? Similarly for dismounts caused by a hit by non-infantry fire?

A. No; Yes, if it occurs during the Defensive Fire Phase and prior to the vehicle's total use of its MPs. {COI4-68}

31.7 If AFV passengers are forced to dismount during their Prep Fire Phase, can they still fire at full strength during that Prep Fire Phase?

A. No, they could only fire at half strength and only during the Advancing Fire Phase. Furthermore, they could not move any further during that Movement Phase. Similarly, passengers could not fire during the Defensive Fire Phase if forced to vacate their AFV during the opponent's preceding Fire Phase. {COI4-68}

31.7 If a tank or SP Gun fires in the Defensive Fire Phase, forcing its passengers to unload, is there a 2 MP loss from the next Movement Phase?

A. No. {COI4-68}

31.7 What happens to support weapons on an AFV when passengers are eliminated or broken?

A. If broken, the support weapon dismounts into the same hex as the broken passengers. A KIA result also dismounts the support weapon but as an inverted (malfunctioned) weapon and into a adjacent hex to the AFV of the firer's choice. {COI4-68} Weapons that do not have a malfunction status such as demo charges and panzer fausts are eliminated. {COI4-38}{COD-104}

31.7 & 79.1 Assume infantry on an AFV is forced to dismount by enemy defensive fire after the AFV has moved its full or near full movement allowance. Must Excessive Speed breakdown be utilized to account for the extra 2 MPs or fraction thereof?

A. No - movement simply ends in the target hex. {COI4-68}{COD-104}

31.7 If a unit is forced to dismount into an open ground hex, by defensive fire, is it considered to be moving in the open?

A. No. {OAF}

33.9 & 138.4 If a vehicle is destroyed, but the passengers/crew survive can they take any portaged or vehicle support weapons with them?

A. No. {COD104}

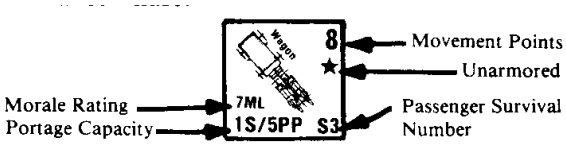
47.5 If a halftrack which bears any armament, be it a MG or larger calibre gun, fires in Prep Fire, can it discharge passengers in its immediately following Movement Phase, if the passengers have not prep fired?

A. Yes, but it can't move. {OAF}

144.94 Do bailed out passengers get the Assault Movement benefit if they stay in the same hex? Would they get the vehicle TEM if they stayed in the hex with them, even in the MPh?

A. Yes, Yes. {OAF}

11.38 Horse-drawn Transport



11.38.1 108.3 Virtually all armies except the United States and Britain made extensive use of horse-drawn transport.

11.38.2 A horse-drawn transport may carry one squad (or its equivalent in crews), one leader, and up to 5 portage points of support weapons. It may not tow guns. Otherwise, except as modified below, transporting infantry with horse-drawn transport is identical to the procedure used by tanks.

11.38.3 A horse-drawn transport may never knowingly enter an enemy occupied hex. If alone in a hex with an enemy unit the horse-drawn transport is destroyed. Non-Finnish horse-drawn transport may be captured in the same manner as trucks.

11.38.4 Units do not receive a terrain effects modifier for being beneath a horse-drawn transport counter. Horse-drawn transports do not block LOS in any manner and if destroyed are removed from the board. They do not leave wrecks.

11.38.5 Horse-drawn transports can be eliminated by either heavy weapons fire on the AFV KILL Table (no target size modifier applies to the TO HIT Table) versus an unarmoured target, or infantry fire on the IFT. Any infantry or MG fire resulting in a KIA destroys the horse-drawn transport. Fire against a horse-drawn transport on the IFT can result in the vehicle being temporarily immobilized or eliminated if it fails a MC called for by the IFT. All animal drawn transport has a normal "morale" rating of "7".

11.38.6 A MC result forces both the transport and the passengers to take separate morale checks. If the transport fails the MC it is temporarily immobilized for the balance of that game turn while the inherent driver cuts the dead animal from the traces and its MP allowance is lessened by two for each level that it failed its MC by for the balance of the scenario. (Target acquisition counters make handy reminders of MPs lost-otherwise the loss should be recorded on scrap paper.) A horse-drawn transport which has lost all of its MPs is eliminated, but such loss does not destroy any passengers it may have.

11.38.7 Horse-drawn transport may not "repair" its lost MPs in the normal manner, but may regain lost MPs by combining with another horse-drawn transport or horse counters in the same hex for one complete game turn. At the conclusion of that game turn, the extra counter is eliminated and the MP allotment of the "repaired" horse-drawn transport restored.

11.38.8 A horse-drawn transport is an unarmoured vehicle and thus passengers derive no protection from it. Neither the horse-drawn transport nor its passengers are subject to the DRM for firing on moving units in the open. However, the horse-drawn transport (but not its passengers) is always subject to a -1 DRM on the IFT.

11.38.9 Passengers on an eliminated horse-drawn transport must roll for survival. Support weapons on an eliminated horse-drawn transport are not eliminated but are "broken" and subject to repair. if the horse-drawn transport is eliminated due to failure of Morale Checks neither of the above conditions apply.

11.38.10 Defensive fire versus horse-drawn transports is conducted at once, rather than at the end of the Movement phase in exactly the same manner as defensive fire on cavalry or other vehicles.

11.38.11 Horse-drawn transports are inherently manned by a driver and need not be occupied to be moved. The driver is a part of the vehicle and shares its fate. Although he would be automatically eliminated in an uncontested Close Combat he does qualify as a legitimate overrun target which could possibly immobilize an AFV.

11.38.12 Passengers and LMGs may fire from a horse-drawn transport but other support weapons may not. (Exception: Molotov Cocktails)

11.38.13 A horse-drawn transport may not enter a building, bunker, or entrenchment although it may bypass them.

A horse-drawn transport may not enter a wire hex or cross a cliff hex side under any circumstances. Horse-drawn transport may not cross a wall or hedge hex side and expends all of its MP in entering a woods or gully hex.

11.38.14 Unlike other vehicles, no MPs are expended when a horse-drawn transport changes its Covered Arc before movement.

11.38.15 Horse-drawn transport expend MPs in the same manner infantry expends MFs on the Infantry Movement Costs Chart. There is no limit to the number of horse-drawn transport which may stack in a hex.

11.38.16 A horse-drawn transport may increase its MP allowance by half during any friendly Movement Phase it begins without a CE counter. In so doing, it acquires a CE counter at the end of that Movement Phase which remains on the horse-drawn transport until the end of any friendly Movement Phase in which it has not moved. A horse-drawn transport containing a CE counter pays double movement costs.

11.38.17 A horse-drawn transport may not move during the Advance Phase.

11.38.18 Horse-drawn transport may be utilized in all weather although the MP allowance is quartered in Deep Snow scenarios.

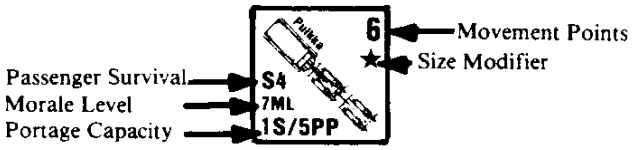
11.38.19 Horse-drawn transport may tow guns but must pay double its normal movement costs and if it tows a gun it may not carry infantry or portage additional support weapons.

11.38.20 Horse-drawn transport has no target size modifier.

108.292 Does a leader increase a horse-drawn transports MP?

A. No. {17.3-46}

11.39 Pulkkas



11.39.1 108.2 The Finns used primarily horse-drawn transport in the south and substituted reindeer-pulled sledges in the winter and throughout the year in the far north. A pulkka may be employed only in those scenarios specifying the presence of snow-although the same counter can be inverted for use as horse drawn transport by all nationalities.

11.39.2 A pulkka may carry one squad (or its equivalent in crews), one leader, and up to 5 portage points of support weapons. It may not tow guns. Otherwise, except as modified below, transporting infantry with pulkkas is identical to the procedure used by tanks.

11.39.3 A pulkka may never knowingly enter an enemy occupied hex. If alone in a hex with an enemy unit the pulkka is destroyed. It may not be captured as drivers were trained to kill or loose their animals when in danger of capture.

11.39.4 Units do not receive a terrain effects modifier for being beneath a pulkka counter. Pulkkas do not block LOS in any manner and if destroyed are removed from the board. They do not leave wrecks.

11.39.5 Pulkkas can be eliminated by either heavy weapons fire on the AFV KILL Table (a +1 target size modifier applies to the TO HIT Table) versus an unarmoured target, or infantry fire on the IFT. Any infantry or MG fire resulting in a KIA destroys the pulkka. Fire against a pulkka on the IFT can result in the vehicle being temporarily im-mobilized or eliminated if it fails a MC called for by the IFT. All animal drawn transport has a normal "morale" rating of "7".

11.39.6 A MC result forces both the transport and the passengers to take

separate morale checks. If the transport fails the MC it is temporarily immobilized for the balance of that game turn while the inherent driver cuts the dead animal from the traces and its MP allowance is lessened by two for each level that it failed its MC by for the balance of the scenario. (Target acquisition counters make handy reminders of MPs lost-otherwise the loss should be recorded on scrap paper.) A pulkka that has lost all of its MPs is eliminated, but such loss does not destroy any passengers it may have.

11.39.7 A pulkka may not "repair" its lost MPs in the normal manner, but may regain lost MPs by combining with another pulkka in the same hex for one complete game turn. At the conclusion of that game turn, the extra pulkka counter is eliminated and the MP allotment of the "repaired" pulkka restored.

11.39.8 A pulkka is an unarmoured vehicle and thus passengers derive no protection from it. Neither the pulkka nor its passengers are subject to the DRM for firing on moving units in the open. However, the pulkka (but not its passengers) is always subject to a -1 DRM on the IFT.

11.39.9 Passengers on an eliminated pulkka must roll for survival. Support weapons on an eliminated pulkka are not eliminated but are "broken" and subject to repair. if the pulkka is eliminated due to failure of Morale Checks neither of the above conditions apply.

11.39.10 Defensive fire versus pulkkas is conducted at once, rather than at the end of the Movement phase in exactly the same manner as defensive fire on cavalry or other vehicles.

11.39.11 Pulkkas are inherently manned by a driver and need not be occupied to be moved. The driver is a part of the vehicle and shares its fate. Although he would be automatically eliminated in an uncontested Close Combat he does qualify as a legitimate overrun target that could possibly immobilize an AFV.

11.39.12 Passengers and LMGs may fire from a pulkka but other support weapons may not. (Exception: Molotov Cocktails)

11.39.13 A pulkka may not enter a building, bunker, or entrenchment although it may bypass them. A pulkka may not enter a wire hex or cross a cliff hex side under any circumstances.

11.39.14 Unlike other vehicles, no MPs are expended when a pulkka changes its Covered Arc before movement.

11.39.15 Pulkkas expend MPs in the same manner infantry expends MFs on the Infantry Movement Costs Chart. There is no limit to the number of pulkkas that may stack in a hex.

11.39.16 A pulkka may increase its MP allowance by half during any friendly Movement Phase it begins without a CE counter. In so doing, it acquires a CE counter at the end of that Movement Phase which remains on the pulkka until the end of any friendly Movement Phase in which it has not moved. A pulkka containing a CE counter pays double movement costs.

11.39.17 A pulkka may not move during the Advance Phase.

108.292 Does Deep Snow cost pulkkas double movement? Are pulkkas ski-equipped (do they gain MP going downhill)? Does a leader increase a pulkkas MP?

A. No. No. No. {17.3-46}

11.40 Convoys

11.40.1 84.1 A convoy consists of six or more vehicle counters placed contiguously one per road hex such that a "string" of units is formed with no gaps between the lead and rear vehicles. The convoy is considered a unit and all component parts of the convoy move as a unit - regardless of

their normal individual movement capabilities, as long as they remain a part of the convoy. Convoys must remain on road hexes at all times to preserve their convoy status.

11.40.2 84.2 The convoy moves at a preset convoy speed of 2 MP per road hex, measured against the movement allowance of the slowest vehicle in the convoy. The convoy may move forward only and must remain in a "nose to tail" relationship with its component parts.

11.40.3 84.21 The convoy speed of 2 MP per road hex is in addition to normal MP penalties encountered for wrecks, other vehicles, higher terrain than previously occupied and smoke. It is not in addition to the normal cost (1/2 MP) of entering a road hex side.

11.40.4 84.22 Convoy formation is used exclusively for scenario set-up and victory determinations. Units receive no special benefit for being in convoy.

11.40.5 84.3 Should any unit in the convoy be eliminated during the Defensive Fire Phase, the resulting wreck costs the remainder of the convoy an additional 2 MP to move past the wreck. On the following turn, the lead elements of the convoy must move at a reduced speed that would enable (barring further wrecks caused by enemy defensive fire) the rearward elements of the convoy to close up at maximum speed so that it is once again an unbroken chain of vehicles.

11.40.6 84.4 No other vehicle may end its Movement Phase in the same hex with a convoy element, although it may move through a convoy unit.

11.40.7 84.41 Units moving through a convoy unit during a Movement Phase in which any part of the convoy is moving, do so at the open ground (not road) rate, and pay an additional 2 MP for each vehicle unit of the convoy they pass (EXCEPTION; Forest-Road hexes)

11.40.8 84.42 If the convoy does not move in any manner during the Movement Phase other than to clear wrecks, it is considered pulled up alongside the road and friendly vehicles may pass at the road movement rate, ignoring the normal 2 MP penalty for passing vehicles of the convoy.

11.40.9 84.43 The penalties for passing a wreck or another vehicle are subject to modification by the rules for forest-road hexes.

11.40.10 84.5 In order to reverse direction, the convoy can make no other move during the Movement Phase other than reversing direction in the hexes it presently occupies.

11.40.11 84.6 A convoy may clear the road of any wheeled (trucks, armoured cars, or wagon) wrecks between and including the lead and rear elements of the convoy by not making any movement during the current Movement Phase and removing any such wrecks at the end of the Movement Phase. During the following Advance Phase, rear elements of the convoy may advance one hex in an attempt to close any existing gaps in the convoy. Tracked wrecks can be removed by another tracked vehicle.

11.40.12 84.7 Unless otherwise stated by the scenario special rules, an element of the convoy may detach itself and manoeuvre independently without destroying the convoy. However, that unit can never be considered part of the convoy again for victory purposes.

11.40.13 84.8 Unless otherwise stated by the scenario special rules, all elements of the convoy are assumed to be fully loaded and incapable of transporting any additional units except leaders.

11.40.14 84.9 If an AFV is part of a convoy it may fire its weapons normally without affecting the integrity of the convoy.

11.41 DD Tanks & Amphibious Vehicles

11.41.1 168 Although other tanks pioneered the DD (Duplex Drive) principle, it was the

Sherman that used it in action. The vehicle was waterproofed and fitted with a collapsible canvas screen around the hull top thus displacing enough water to keep it afloat, although the vehicle itself was suspended beneath the water line. Both propellers and tracks were driven simultaneously, enabling the vehicle to engage the land transport mode instantly upon contact with the shore.

11.41.2 A DD tank is amphibious only while screens are erect. It requires seven game turns to erect them if not in place at the start of a scenario. During those seven turns the crew is exposed to fire and incapable of any other activity.

11.41.3 The screens may be dropped automatically from inside the vehicle during any friendly APh in which the vehicle is on a land hex.

11.41.4 DD tanks must be CE and may not use VBM, fire, or occupy any building, woods, brush, or orchard hex while screens are erect. The COT of any type of land hex is increased by 1 MP while screens are erect.

11.41.5 Amphibians engage their land movement rate when moving from a water to a land hex and vice versa. Amphibians may use a combination of their amphibious and land MP's in the same MPh; for every amphibious MP used, the vehicle loses half of its land MP allotment (the land MP loss would be 1/3 for those amphibious units with a water mode MP rate of 3), and vice versa. (In the later case, use of even ½ land MP would cause the loss of 1 amphibious MP.)

11.41.6 Cost of movement into water hexes (excluding marsh) for amphibious vehicles is 1 amphibious mode MP.

11.41.7 Amphibious vehicles do not move in the APh except for drift.

11.41.8 During river crossing operations, vehicles may bog down in waterline hexes when moving from water to ground hexes. Vehicles do not bog down during beach landings.

11.41.9 All amphibious vehicles in water and marsh hexes present the smallest target size (+ 2 DRM).

11.41.10 DD tanks receiving fire in a water hex are governed by the same fire rules as boats. If forced to take a MC as a boat in the water, the DD tank has a morale level of 6. Armoured amphibious vehicles not dependent on flotation devices such as the LVT series would be immune to inherent infantry fire (although any CE passengers would not be), would be considered HD and would have to be destroyed on the AFV KILL Table or with indirect fire (as an unarmoured target) in order to be sunk.

11.41.11 The crew and passengers of an amphibious vehicle sunk (eliminated) in an all water hex are automatically lost.

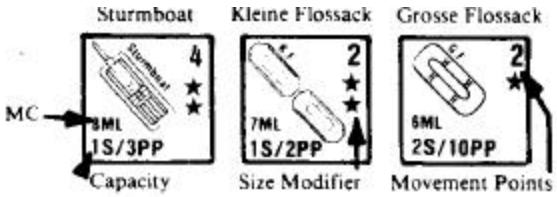
11.41.12 Amphibious vehicles present no LOS obstacles while in water hexes, nor do they become wrecks when eliminated in a water hex.

11.41.13 Amphibious vehicles may not carry passengers or PP's while in water unless given a specific capacity (C) in the vehicle listings.

128.72 If an amphibious vehicle is hit, may the crew/passengers survive if in shallow water?

A. Yes, but they would be eliminated if previously broken. Note that amphibious vehicles would leave a wreck in shallow water but this wreck would be no hindrance to movement although it might affect LOS (32.3). {COD106}

11.42 Boats



11.42.1 128 **Three boat types are provided based on the most prominent models employed by German assault engineers. Similar types were used by other nationalities and therefore these boats may be used by all forces with proper scenario Special Rule modifications**

11.42.2 STURMBOAT '39 **- This light, wooden, keel-less boat was propelled by a long shaft, shallow draught propeller that allowed it to be driven right up to the water's edge. It may carry a squad (or its two crew equivalent), leader, and up to three portage points. It has an inherent driver but no "crew".**

11.42.3 KLEINE FLOSSACK **- This small pneumatic rubber boat was propelled by paddles and carried a maximum of four men. The counters in the game represent 2-3 such craft and therefore may carry a squad (or its equivalent), leader, and up to two portage points. It may be operated by a crew or two or more leaders with no loss of efficiency. If operated by a single leader, the boat's MP allotment is halved.**

11.42.4 GROSSE FLOSSACK **- This large pneumatic rubber boat also used paddle propulsion and may carry two squads (or their equivalent), a leader, and up to 10 portage points including any one piece of ordnance up to 60mm.**

11.42.5 This boat may not be operated by less than a squad or it's equivalent. Two such boats may be combined to carry ordnance or vehicles under 5 tons, or horses not to exceed one squad of cavalry, with one crew and leader plus the boats' mandatory two squad crew. Such vehicles/ordnance provide no cover benefit while in a boat/ferry. If either boat is sunk, so is the other. The boats and their attendant crew (two squads) must remain stationary in a riverbank hex for one complete player turn without engaging in any other activity before the vehicle or ordnance may be pushed or driven onto it, and must remain so during the player turn it is placed on the river with its passengers and crew.

11.43 Boat Movement

11.43.1 Once in the water, crewed boats may move only during the Movement Phase (Exception: drift) a number of river hexes up to their MP allotment. The presence of a leader does not increase a boat's movement rate.

11.43.2 Boats moving against the current must pay an extra MP/hex for a moderate current and 2 MP/hex for a heavy current. Paddleboats may not move upstream against a heavy current.

11.43.3 Launched boats are considered unarmoured vehicles and as such defensive fire vs. moving boats must be conducted at once, rather than at the end of the Movement Phase.

11.43.4 Up to three boats and their contents may stack in a water hex. Any number of boats may stack in a ground hex so long as normal infantry stacking limits are not exceeded. Boats may move through a river hex containing another boat with no penalty, but if more than three end a phase in the same water hex (due to drift) the opponent may select the excess boat(s) and move it to any adjacent hex of his choice.

11.43.5 Boats, being treated as vehicles, must be fired on independently if more than one exists in the same hex. Even infantry firing on a hex containing two or more boats must designate which boat counter they are firing at. Indirect fire, however, would have a separate effects dice roll on the IFT for each boat in the target hex.

11.43.6 Any paddleboat manned by inexperienced infantry must roll a number less than "5" with one die in order to move during the Movement Phase. There is no leadership DRM to this die roll.

11.43.7 LAUNCHING **- All of the above boat types can be carried overland by infantry equal to its maximum passenger capacity at a portage point cost equal to the boat's printed portage capacity. Three squads may carry a ferry or double Grosse Flossack**

overland one hex per Movement Phase regardless of terrain.

11.43.8 Boats may not be carried into buildings but may be carried around them via infantry bypass movement. If the infantry carrying boats is broken while bypassing a building the boats are considered eliminated. Boats may be carried into or around woods obstacles. Regardless of MF cost, a boat may always be dragged one hex during the Movement Phase.

11.43.9 Boats may not be carried overland during the Advance Phase. Boats can only be launched (placed in an adjacent water hex from a bank hex with passengers in place) during an APh.

11.43.10 LANDING **- Boats may land only by moving from a river hex to an adjacent ground hex during the Advance Phase. The boat may be placed ashore only if the passengers do not enter into Close Combat as a result of the advance. Boats not pulled ashore are subject to drift and may be pulled ashore for subsequent launching in a later turn by any infantry in an adjacent hex that does not enter or leave that hex during the Advance Phase.**

51.22 & 90. & 128. Can captured boats be used without any MP penalty?

A. Yes. {COD105}

128. May boats be kindled, towed by sturmboats or amphibious vehicles, or overloaded with support weapons and pushed by fording infantry?

A. No. {COD106}

128.32 Are the requirements for loading a ferry or double grosse flossack ruined by being fired on?

A. No, unless one or more of the units making up the required crew are broken by that fire. {COD106}

128.42 Can boats be launched by their passengers? Can boats already in the water take on passengers?

A. Yes, No. {COD106}

128.53 Can opposing boats occupy the same water hex?

A. Not voluntarily. An opposing boat cannot move into or through a river hex containing occupied enemy boats. If a boat drifts into a river hex with enemy boats, Close Combat ensues, but any resulting melee can be broken up by later drifting. Note also that fording infantry can always advance (during the Advance Phase only) into a Close Combat situation with either opposing boats or fording infantry but boats cannot move into a hex occupied by fording enemy infantry except by drifting. {COD106}

128.6 May infantry debark from a boat on a river onto an adjacent land hex during the Advance Phase? May a boat be loaded while in a hex adjacent to a riverbank?

A. Yes, No. {COD106}

126.32 What happens if a boat drifts off the board?

A. If occupied by an unbroken unit, it is assumed to land on the bank of its choice with a delayed entry onto the board as per 99.5. {COD106}

126.32 & 128.6 Are boats subject to drift before landing in the Advance Phase in which they are intended to land?

A. No. Per sequence of play 7.4 and 7.5, landing occurs before drift. {OAF}

11.43.11 Fire Effects

11.43.11.1 Only the inherent firepower of infantry is allowed from a boat and such fire is halved regardless of fire phase. No support weapons or ordnance may fire from a boat including radios, Molotov cocktails, demo charges, bazookas. Units in different boat counters may not combine firepower to form a single fire group.

11.43.11.2 All of the boats depicted above rode low in the water and presented a small target silhouette. Therefore all ordnance direct fire against boats (whether launched or on land) is resolved as for hull down vehicles. In addition, if the boat is in the water, appropriate DRMs for target size as depicted on the counter apply with a +2 TO HIT DRM (Case J) for moving target (unless anchored) regardless of fire phase. TO HIT modifiers 0 and P never apply. If hit by ordnance fire of any type resulting in a kill on the "Unarmoured" column of the AFV KILL TABLE the boat sinks with automatic elimination of all aboard.

11.43.11.3 Indirect Fire vs. launched boats is effective only if it results in a KIA after application of the -3 DRM for artillery

vs. non-armoured vehicles. Morale check results have no effect vs. the boat or the passengers. A KIA result sinks the boat with automatic elimination of all aboard. Burning amphibians that cannot sink out of sight because they are in a shallow river hex are automatically extinguished at the start of the next Rally Phase.

11.43.11.4 All direct small arms fire (including MGs) at infantry in a boat target is eligible for a -1 Terrain Effects DRM. Units in boats are not subject to the Defensive Fire DRM for movement in the open.

11.43.11.5 Boats are unaffected by small arms fire (including MGs) unless it results in a KIA or broken passenger caused by a MC on the IFT. If an IFT-generated MC result occurs, (MCs caused by the breaking of a leader do not cause a boat MC) all passengers must take the morale check dictated by the IFT. In addition, however, if a passenger breaks, the boat itself must take the same MC using a separate dice roll. Sturmboats have a normal 'morale' level rating of '8', pneumatic boats have a normal morale level rating of '6' or '7' depending on their size. If a boat fails its MC it sinks immediately with the loss of all aboard. (Exception: a boat sinking in a marsh or fordable river hex would not eliminate its passengers although it would cause the loss of all support weapons or portaged items.)

11.43.11.6 A boat containing only broken units will move directly towards the friendly shore at the rate of one hex per Movement Phase.

11.43.11.7 Broken units in a boat are not subject to rout rules unless adjacent to a ground hex. If adjacent to a shore hex they must move ashore during the Route Phase or be eliminated.

11.43.11.8 A boat containing broken units may continue to move forward at the normal rate as long as there is at least one good order infantry unit aboard, even if that unit is only a leader.

11.43.11.9 Boats on land hexes are subject to all MC results regardless of the passing or failure of the MC by any accompanying infantry that may be in the same hex. If a boat fails a MC it is eliminated.

11.43.11.10 Once launched, boats may be freely secured in a particular riverbank hex by recording their location during any friendly Advance Phase in which an unbroken unit (including the inherent driver of a sturmboat) remains aboard throughout the Advance Phase. Such "anchoring" secures the boat free of drift until cast off during an Advance Phase by any infantry unit (or inherent driver in the case of a sturmboat).

11.43.11.11 A truck or halftrack may tow overland up to four sturmboats as if they were a single AT gun. Up to ten pneumatic boat counters may be transported by any truck or halftrack with passenger capacity of a squad or more. Such transport would require that they be inflated before use and therefore would not be available for use within the timeframe of most scenarios. For those designing their own campaigns, however, each pneumatic boat requires four complete game turns per squad capacity to inflate. During those turns the inflating crew may not take part in any other activity. A squad inflating boats could work on two boats at the same time but could not lessen the time required to inflate one (nor could a leader).

12. AIR OPERATIONS

12.1 Air Support

12.1.1 101 Within the time scale of SQUAD LEADER air support is a pretty random event and not to be counted on to any great degree. Air support is only allowed in those scenarios whose special rules call for the possibility of their appearance. Air support is not possible during night or poor visibility scenarios.

12.1.2 101.1& 139.1 In any scenario in which a player is given the possibility of air support by a scenario Special Rule, he rolls one die during the initial Rally Phase of each game turn. If he rolls a '1' he receives air support of some type which must enter the board during his next Movement Phase. Once he has received air support he may not continue to roll in later Rally Phases for additional air support. He must roll even if he does not want air support that turn.

12.1.3 101.2 &139.11 Once air support has been rolled, the recipient rolls one die again to determine the number of aircraft available as per the following table:

Aircraft Available Chart	
Die Roll	**Aircraft Available**
1	3
2-4	2
5-6	1

12.1.4 .A.1 Sturmoviks invariably operated in pairs. Therefore, whenever Russian air support has been rolled, the Russian player does not roll for numbers but may attack with two aircraft.

12.1.5 139.12 Once the number of aircraft has been determined the recipient randomly draws one of the chits numbered from '1' to '4'. The number drawn is the number of game turns that his aircraft may remain on board regardless of the number of attacks made. Once an aircraft leaves the board it may not return. Upon leaving the board, the player must reveal the chit drawn to verify that it did not spend excessive turns on the board.

12.1.6 139.13 The recipient must roll yet another die to determine whether his air support is in the form of fighters or dive bombers.

Aircraft Type Chart	
Die Roll	**Aircraft**
1-3	Dive bomber
4-6	Fighter

12.1.7 The following drms are not cumulative:

Aircraft Type drm Chart	
drm	**Condition**
+1	German Post 1941 scenario on West Front
+2	German Post 1942 scenario on West Front
+3	Allied Pre-1942 scenario
+3	German Post 1943 scenario on West Front
+3	Russian Pre-1941 scenario
+2	Russian Pre-1942 scenario
+1	Russian Pre-1943 scenario

12.1.8 139.14 Dive bombers may remain on the board for longer than one game turn but must exit after bombing. They may not remain to attack solely with MG or equivalent armament nor may they attack

with such armament while refusing to utilize their bombing capability as part of the same dive/attack. Special tank-busting aircraft such as the Stukas armed with 37mm cannon may attack in as many player turns as the chit selected.

139.2 If a player has the possibility of air support which cannot be used because of limited visibility weather, must he still roll for its appearance and chance losing it before the weather clears?

A. Most scenarios calling for possible air support assume good visibility. If, however, you use the foul weather rules or design such scenarios of your own the answer would be yes. Arriving aircraft may circle overhead waiting for the weather to clear until their "time on board" expires. {16.5-46}

12.2 Air to Air Combat

12.2.1 139.15 No strafing or dive-bombing attacks may be made during a game turn in which an opposing aircraft is on the board unless there are no enemy fighters with functioning armament on board.

12.2.2 139.151 During each Rally Phase in which opposing aircraft are on the board simultaneously, those aircraft must engage in air-to-air combat. Air-to-air combat is resolved by each player making a single die roll with the player making the lowest die roll eliminating one opposing aircraft of the owners choice (assuming the winning player has at least one aircraft with functioning armament). If the comparative air-to-air combat die rolls result in a tie no aircraft are lost during that game turn. The air-to-air combat die rolls are modified by the following cumulative DRMs.

Air-to-Air Combat drm Chart	
drm	**Condition**
-1	for each friendly fighter with functioning armament
-1	Combat occurring during Friendly Player Turn

12.2.3 139.152 A player may opt to withdraw his aircraft from air-to-air combat only during his own player turn and only if he does so prior to engaging in air-to-air combat during that player turn.

12.2.4 139.153 Planes lost in air-to-air combat still count as two units eliminated for applicable scenario victory conditions.

12.2.5 139.154 As anti-aircraft fire may occur only during air attacks, ground units can not affect air-to-air combat in any way.

12.2.6 139.54 Aircraft may not ram other aircraft or crash into units on the board. If shot down, they are simply removed from play.

139.152 When a player withdraws aircraft must he withdraw them all simultaneously?

A. No. {16.5-46}

12.3 Mistaken Air Attacks

12.3.1 101.8 Inability to discern friend from foe during close support air operations was a common problem. Leaders had to be very careful in describing the target area and keeping their own troops out of potential unidentified zones where they might be mistaken for the enemy. Such errors of judgment are simulated by the following rules.

12.3.2 101.81 When an aircraft is placed in its initial attack hex the owner must roll two dice. A roll of "6" on either die indicates that the pilot has either selected the wrong target or is uncertain that he should make the attack. The number on the other die becomes the maximum distance from the initial target hex (exclusive) at which the attack may now take place.

12.3.3 101.82 The nearest unit (in hexes) to the initial target hex in any direction (if it is a permissible target) whether enemy or friendly, must now be attacked.

12.3.4 101.821 A mistaken attack on a hex containing AFVs of the same nationality as

the aircraft cannot be made due to the AFVs superior air identification markings, unless in or adjacent to a smoke hex.

12.3.5 101.822 If two or more new target hexes are equally "nearest" the initial target hex, then the one worth the higher (BPV if vehicular) point value is attacked. If these point values are equal, the aircraft may choose its target from among them.

12.3.6 101.83 If a mistaken attack is called for but there are no other targets within the mistaken attack radius, the aircraft makes no attack but is free to attack again in its next Fire Phase, even if the next Fire Phase comes in a following game turn. This is the only instance in which aircraft may stay on the board past the game turn in which they entered.

12.3.7 101.84 Any subsequent attacks by the aircraft in the same Fire Phase are made normally, within the framework of the dive bomber rules.

12.3.8 139.7 Mistaken air attacks by fighters are handled in the same manner as dive bombers except that once the new initial target hex is selected the fighter must strafe the maximum possible target hexes. The strafing run must be made along a hex grid determined by a random die roll using a glider counter as a reference point. It does not have the option to suspend its attack if other targets are available. Fighters which must break off their attack may not stay on board longer than allowed by the provisions of the air support rules.

12.4 Anti-Aircraft Fire

12.4.1 101.85 & 139.5 Anti-aircraft fire is limited exclusively to AA guns and may be conducted only during an aircraft attack between the first and second phases of a dive bomber attack or during a fighter's strafing run. AA guns which have already fired during that player turn could not be used against attacking aircraft. Neither could AA guns be used against ground targets in the same player turn that they fire on aircraft. All infantry-manned medium and heavy MGs as well as all AFV MGs in an AA or roof pintle mounting may fire at aircraft at half firepower, provided they are within normal range and are not in a blind hex and have not fired previously during that player turn

12.4.2 101.851 AA fire vs. aircraft is conducted on the IFT using the proper infantry firepower equivalents. A KIA result destroys the aircraft and counts as 2 units eliminated for applicable scenario victory conditions. A Morale Check result forces the aircraft to take an appropriate MC. All aircraft have a normal morale rating of 8. If the MC is failed, the aircraft is considered damaged and must leave the game permanently (after the completion of it's bombing run or strafing run). The aircraft may carry out the second phase of its attack but must add +1 to its TO HIT die roll for bombs, TO KILL dice roll for cannon or IFT resolution dice roll for fighter strafing runs for every point it failed its MC by. Damaged aircraft do not count as units lost in applicable victory criteria.

12.4.3 139.5 Fighters may be attacked by ground forces only during their strafing runs.

12.4.4 101.852 AA guns are limited to one "shot" versus aircraft per player turn, regardless of rate of fire.

12.4.5 139.51 Light AA guns (45mm or less) do not need to roll on the ordnance TO HIT TABLE when firing on fighters. AA fire versus low flying aircraft is conducted on the IFT with the proper infantry firepower equivalents. AA guns forfeit their normal rate of fire when used against aircraft and may attack only once per player turn. AA guns under 45mm with a printed infantry firepower equivalent may fire a maximum of 24 hexes against strafing fighters.

12.4.6 139.52 AA guns without a printed infantry firepower equivalent (over 45mm) and all MGs have their firepower halved versus strafing fighters. Large AA guns (over 45mm) have an effective range of 48 hexes, however, they must roll on the 'Vehicle in other' category of the TO HIT

TABLE first, with a +2 DRM for case J. Cases 0 and P do not apply.

12.4.7 139.54 Aircraft may not ram other aircraft or crash into units on the board. If shot down, they are simply removed from play.

12.4.8 Anti-aircraft fire versus observation planes is conducted in any fire phase. Because observation planes are considered in perpetual motion over the entire board, normal blind hex rules do not apply. AA weapons could fire "through" an intervening obstacle at the aircraft target hex.

12.4.9 A KIA result on the IFT destroys the aircraft. A MC result forces the aircraft to take an appropriate MC. Unlike all other aircraft, which have a morale rating of 8, observation planes check morale with a morale rating of 7. If the MC is failed, the aircraft is considered damaged and is removed from the board at the end of that fire phase.

63.46 & 139.5 May small AA guns fire vs. planes while in buildings?

A. No, but any AA guns may fire from a rubble hex. {COD-105}

101.31 Would an 88LL fire with a range modifier of "L" or none at all?

A. None at all (The answer was actually only a minus sign, which I interpreted as meaning, none at all.) {KM}

139. Would TO HIT Case A apply to large AA guns firing on aircraft? and would the firepower be halved for smaller AA guns?

A. Yes to both. {KM}

139. & 101.3 May units in woods fire at fighters and dive bombers?, or just at fighters since dive bombers may not attack units in woods?

A. Yes. {KM}

12.5 Dive Bombers (Stukas)

12.5.1 101.3 Stukas have an unlimited movement capability and a clear LOS to any hex on the board (Exception: the lower level of multi-level buildings). Stukas, however, may not attack units in woods, forest-road, or orchards, nor may ground units in those hexes fire at Stukas. Stukas may move into attack position during any friendly Prep or Defensive Fire Phase at no penalty to their attack capability.

12.5.2 101.4 Stukas may attack once per scenario during their own Prep or Defensive Fire Phase. Not all aircraft need attack in the same fire phase of the game turn. A Stuka attack is composed of two phases:

12.5.3 101.41 The first phase of a Stuka attack is to select a target hex, place the Stuka counter on the target hex and attack it with 20 mm automatic cannon fire.

12.5.4 101.411 If the target is infantry, assume an automatic hit and resolve the attack using the Infantry Fire Table equivalent of 16 factors.

12.5.5 101.412 If the target is armour, assume an automatic hit and roll twice on the AFV KILL Table using the AFV Rear target facing and applying the DRM for height advantage vs. armour. There is no DRM to the TO KILL attempt for range.

12.5.6 101.413 If the target hex contains both infantry and armour, resolve the attack in the same manner with three separate dice rolls; one for the infantry attack and two for the armour.

12.5.7 101.414 All Terrain Effects Modifiers apply, including the DRM against moving infantry in the open during the Defensive Fire Phase.

12.5.8 101.415 Any Stukas appearing in scenarios set prior to March, 1943, do not have 20mm cannon, but rather, attack with a MG firepower equivalence of 12. This MG factor can be applied vs. the rear target facing of AFVs on the MMG column of the AFV KILL Table using any armour height advantage DRMs.

12.5.9 101.416 Aircraft attacking a bunker always use the Non-Covered Arc Defence Modification.

12.5.10 101.417 Aircraft attacks on both crews and guns are not modified by gun shields.

12.5.11 101.42 The second phase of a Stuka attack is to select a target hex for his bombing attack. The bomb target hex may be the same hex just attacked by cannon or MG fire or any other hex up to four hexes away from the original cannon or MG target hex.

12.5.12 101.421 The TO HIT procedure for a bombing attack is based on the proximity of the bomb target hex to the original cannon target hex. To determine if the target was hit, roll one die on the Bombing Table.

Aircraft Bombing Chart	
Proximity to original target hex	**TO HIT #**
same hex	5 or less
1 hex away	4 or less
2 hexes away	3 or less
3 hexes away	2 or less
4 hexes away	1 or less

An abbreviated version of this table is printed on the back of each Stuka counter.

12.5.13 101.422 If a hit is scored, resolve the attack with a dice roll on the 36+ column of the IFT if the target is infantry, or the 150+ column of the HE AFV KILL Table vs. the Rear target facing if the target is armour. Roll once for each target type if both armour and infantry occupy the target hex.

12.5.14 101.5 If the scenario takes place in 1943 or later, the German player may choose to have one of his Stuka counters armed with 37L AT guns rather than a bomb load. He must make this choice prior to starting play. He may not change his mind later, and must use the 37L Stuka even if that is the only one he receives.

12.5.15 101.51 The 37L weapon is effective only vs. vehicular targets.

12.5.16 101.52 The 37L Stuka still attacks with its 20mm cannon as described previously.

12.5.17 101.53 Like the 20mm cannon attack, the 37L automatically hits its target.

12.5.18 101.531 Due to its 2 rate of fire, however. The 37L weapon may be utilized against two target hexes. It is possible that a Stuka with a 37L gun may destroy its first target with 20mm cannon fire, then attack another hex with its first round of 37L fire. destroy that target and wish to move onto yet another target hex to apply its last round of 37 L fire. Should this situation occur, the second target hex attacked by 37L fire must be along the 5 hexes inclusive LOS created by the first two target hexes and must be further away from the 20mm target hex than the first 37L target hex was.

12.5.19 101.532 Hits are resolved on the 37L column of the AFV KILL Table against rear target facing .

12.5.20 101.6 The 20mm and 37mm weapons jam on an attack dice roll of 12 just like any other support weapon, thus forfeiting the second attack dice roll of that particular weapon.

12.5.21 101.7 Bombs can create rubble and fire in the same manner as any HE explosion.

12.5.22 101.9 In the early years of the war, the Stuka demonstrated the terrible effectiveness of ground support aircraft with frightening reality. The horrible "screams" of the dive-bomber had a paralysing effect on its victims that exaggerated the lethal abilities of the aircraft. Therefore, in any scenario set prior to 1942, the Stuka causes all infantry in or

adjacent to the initial target hex to take a normal Morale Check prior to the resolution of the Stuka attack. Infantry in bunkers, trenches, or entrenchments may deduct one from their Stuka MC dice roll.

101.3 May aircraft attack units in a smoke-filled hex?

A. Yes, with the same additions to the attack dice roll normally attributed to smoke. {COI4-72}

101.3 & 112. & 139.3 May aircraft attack units in bypass mode alongside woods?

A. Dive bombers may. Fighters can only if the target hex is not a blind hex and the fire is not traced through the woods of that target hex before crossing the bypass hex side. {COD-105}

101.42 & 101.84 If no other units are in range for a bomb attack, must it attack the same hex again with the bomb?

A. Yes. {KM}

101.421 Are there any DRMs for the bombing TO HIT procedure? A. Yes, all movement DRMs for the TO HIT procedure (cases J, O & P) apply. {COD-105}

101.8 Must this die roll be made if the only target in the hex is an enemy vehicle?, enemy vehicle and infantry?

A. Yes. {KM}

101.9 Would Stukas cause friendly troops to take a MC?

A. Yes. {COI4-72}

12.6 Sturmovik

12.6.1 A The rules pertaining to the Sturmovik are identical to those of the Stuka except as modified below.

12.6.2 A.1 Sturmoviks (IL-2) are not available prior to spring, 1941. The armament of Sturmoviks in 1941 scenarios consists of two MGs and 20mm cannon with an Infantry Fire Table equivalent of 20 factors and a 120 HE/24 bomb load.

12.6.3 A.2 With the introduction of the improved IL-2M Sturmovik in spring 1942, the cannon armament was improved to 20L status. The bomb load was replaced by eight 82mm rockets.

12.6.4 A.3 The IL-2M Sturmovik entered service in August 1942 with increased machine gun armament such that this version has an Infantry Fire Table equivalent of 24 factors.

12.6.5 A.4 The IL-2M3 Modified Sturmovik entered service in July, 1943, and replaced the 82mm rockets with 37L cannon mounted beneath the wings.

12.6.6 A.5 The 82mm rockets must be fired as one combined volley at a particular target hex as per . The TO HIT Bombing Table is further amended by incorporation of the following die roll modifier dependent on the year in which the scenario takes place:

Rocket drm Table	
Year	drm
1941	+2
1942	+1
1943	0

12.6.7 A.5.1 If a hit is scored on the Bombing Table vs. an armoured target, roll one die. The resulting number minus 3 is the number of times (Exception: The Russian may always roll at least once) the attacker may roll both dice on the 80+ HE column of the AFV KILL Table vs. Rear Armour.

12.6.8 A.5.2 If the target is infantry, treat the hit as an 82mm mortar barrage FFE blast area cantered on the target hex.

12.6.9 A.5.3 If the target hex contains both armour and infantry, resolve the attack with separate dice rolls, one for the infantry mortar barrage and as many others as necessary for the armour TO KILL rolls.

12.6.10 A.7 The particular type of Sturmovik available for air support should be based on

the date in which the scenario takes place modified by a die roll on the following table:

Sturmovik Availability Chart	
Die Roll	Version Available
1-2	latest version
3-5	mid-version
6	earliest version

12.6.11 A.8 The IL-2M3 modified version may he substituted for the IL-2M3 at the start of the scenario only if the scenario takes place after June, 1943, and the Russian rolls 'latest version" on the Version Available Table.

12.6.12 A.9 The IL-2M3 may substitute a 150 HE / 36+ bomb load for the rocket armament at the Russian player's option at the start of the scenario.

12.7 Fighters

12.7.1 139.2 Strafing aircraft are always considered to be at level 6 elevation and susceptible to ground fire while in their strafing runs. When not in a strafing run, fighters are assumed to have climbed out of AA range and cannot be fired on. Strafing fighters may attack any non-blind hex along their strafing run. Note that the river hex behind a bridge is a blind hex.

12.7.2 139.3 Unlike dive-bombers, fighters may attack units in woods, forest-road, and/or orchard hexes provided they are not in a blind hex. A strafing attack versus a multi-level building affects all levels simultaneously, but with a separate effects dice roll for each level.

12.7.3 139.4 Fighters may strafe once per game turn during their own Prep or Defensive Fire Phase. Not all aircraft need attack in the same fire phase or even in the same turn. Aircraft that are fired on must be fired on as they move. The strafing player cannot commit an additional fighter until he has seen the results of the prior strafing run. An additional board may be added at any edge of the board configuration by the strafing player for the sole purpose of allowing a fighter to be set up in its initial firing hex outside the confines of the scenario board configuration.

12.7.4 139.41 To make a strafing attack, the fighter counter must be moved to a hex four hexes distant from the initial target hex directly along the hex grain. (The hex grain is defined as follows: a LOS drawn directly from the plane hex to the target hex would intersect every hex centre dot and cross every hex side at a right angle in all intervening hexes. Examples of hex grains are C1-C2-C3-C4-C5 and C1 -Dl -E2-F2-G3.) All strafing attacks must be executed along hex grains. The only exception is that strafing attacks may be made along a hex side. The fire must be declared to be either right or left of the hex side before the attack is made.

12.7.5 139.42 After all defensive fire vs. the fighter has been executed it may fire on its target four hexes distant along the hex grain by rolling two dice on the appropriate firepower column of the IFT. The fighter then moves to the next hex along the hex grain, and, after receiving any defensive fire may (if he chooses) make another attack on a new target hex four hexes distant. The fighter may repeat this procedure in every hex traversed until it occupies its original target hex. At this point it may not attack again during that game turn, but is still committed to continue along the hex grain and receive any possible defensive fire until it occupies its last target hex. After receiving any possible defensive fire in its last target hex it is immune to ground fire until it starts another strafing run during another game turn.

12.7.6 139.43 Unlike dive-bomber attacks, strafing attacks through the covered arc of guns are subject to modification by gun shields.

12.7.7 139.44 Strafing attacks versus armour targets are resolved on the MMG

column of the AFV KILL Table against the worst possible rear armour with AFV TO KILL modifiers A, B, & C applicable. Non-Russian fighters use the 15mm column of the AFV KILL TABLE in scenarios taking place during 1942/43, and the 20mm column for scenarios taking place after 1943.

12.7.8 139.45 A strafing dice roll of 12 prior to modification results in an armament malfunction of the fighter. The plane may make neither further attacks nor attempt to repair its armament.

12.7.9 139.6 FIGHTER ARMAMENT - The IFT firepower equivalent of fighters will vary depending on the time frame as shown on the back of each fighter counter - reflecting the increased armament of fighters as the war progressed. Note that Russian fighters as a rule remained relatively lightly armed throughout the war.

Fighter Armament Chart	
Year	IFT Firepower
1939-41	4
1942-43	6
1944-45	8
Russian	4

101.3 & 112. & 139.3 May aircraft attack units in bypass mode alongside woods?

A. Dive bombers may. Fighters can only if the target hex is not a blind hex and the fire is not traced through the woods of that target hex before crossing the bypass hex side. {COD-105}

12.8 Allied Fighter Bombers

12.8.1 171 The importance of ground Support to the blitzkrieg was not lost on the Western Allies. Not long after the Stuka had been driven from the western front, the battlefield was ruled by a new aerial scourge - rocket-firing Typhoons that virtually paralysed German daylight troop movements. No attempt will be made to reflect the wide assortment of available aircraft and armaments beyond this representative sample.

12.8.2 171.1 Typhoons appear as dive-bombers starting in 1943. Normal air support rules govern the appearance and duration of stay of Typhoons over the map board.

12.8.3 171.2 Typhoons attack using the same mechanics as fighters with the following exceptions.

12.8.4 171.21 Typhoons may attack with their 20mm cannons once in each hex of their four hex strafing run as if they were MG's worth 12 FP factors. A Typhoon may attack once per scenario with rockets. Rockets can be fired as part of a normal MG strafing run at a target hex four hexes distant but the total strafing / rocket approach may be no longer than four hexes. Once fired, however, the Typhoon cannot continue its strafing run and must end its attack immediately with no cannon fire vs. the hex attacked by the rockets, although for AA purposes it must move along its route of attack until it reaches the rocket target hex.

12.8.5 171.22 A Typhoon that has fired its rockets may remain on board to conduct additional strafing attacks for the full duration of its time over the board.

12.8.6 171.23 A Typhoon's strafing attacks vs. armour targets are resolved on the 20LL column of the AFV KILL Table with one attack per target per hex against the worst possible rear armour. Only AFV TO KILL modifier Cases A, B, C, and D are applicable.

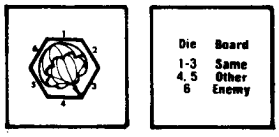
12.8.7 171.24 When attacking with its rockets the Typhoon must roll on the 0-6 column of the TO HIT Table. The only applicable DRM's are Cases 31, 32, K, Q, R, and S plus any DRM's caused by damage to the Typhoon. If a hit is scored vs. an armoured target, it is resolved on the 150 + HE column of the AFV KILL Table vs. rear

armour. Even if the AFV is not eliminated, any exterior passengers or CE crew are attacked on the 30 FP column of the IFT with no DRM's using the same AFV TO KILL DR. Any non-passenger infantry in the same hex is attacked on the IFT with the same DR using AREA fire (12 FP column) and full TEM. If a hit is not scored, there is no effect to any unit.

12.8.8 171.25 If a hit is scored vs. an infantry target all infantry units (EXC: non CE passengers in halftracks) in the hex are attacked on the IFT using the 30 FP column and full TEM. Armour units in the same hex would not be affected.

12.8.9 171.26 If a hit is scored vs. a building target, the building is attacked on the IFT using the 30FP column and full TEM for the determination of building rubble or fire. Any infantry within the building would be attacked using Area Fire but no TEM. Armour units in the same hex would not be affected unless buried by rubble.

12.9 Paratroopers



12.9.1 99.1 Paratroops entering the game by air drop forfeit their Prep Fire, Movement, Advancing Fire, Rout and Advance Phase capabilities during the player turn in which they drop.

12.9.2 99.2 The Airdrop procedure is as follows:

12.9.3 99.21 All paratroop squads' leaders. and support weapons, which are going to drop, are divided into plane capacity groups of seven counters. No more than five counters in any one plane capacity group may be squads.

12.9.4 99.22 Each plane capacity group selects a drop point somewhere on the board and rolls a die. If the die roll is a 1,2 or 3, then the drop hex chosen becomes the drop point. If the die roll is a 4 or 5, the drop point becomes the same numbered hex as originally chosen but on a different board of the paratroop player's choice. If the die roll is a 6, the drop point becomes the same numbered hex as originally chosen, but on a different board of the opponent's choice. An abbreviated version of this table is printed on the back of every parachute counter. All drop points must be designated prior to any dice rolls.

12.9.5 99.23 The drop point thus determined, the plane capacity group places one unit on top of a parachute counter on the drop point and continues placing one unit and a parachute counter on every adjacent hex in a straight line along the hex grain until the plane capacity is exhausted. At this point, there should be a straight, uninterrupted line of parachutes 5 hexes long for every plane capacity.

12.9.6 99.24 Each plane capacity must select its unique drop hex and must string its parachutes out along the same hex grain and same direction i.e., one plane may not travel northeast while dropping its load if another plane is traveling in any direction other than northeast. The initial drop hex of each plane capacity must be at least 5 hexes away from all other initial drop hexes of other planes.

12.9.7 99.25 Leaders and support weapons each require a parachute counter because they drift and land separately, but may start in the same initial drop hex as a paratroop squad. No more than 2 counters (only one of which can be a squad) from the same plane capacity may start in the same initial drop hex.

12.9.8 99.26 Using the Direction of Error diagram printed on each parachute counter, roll one die to determine direction of drift for each parachute counter and its occupants. Then roll one die again to determine the extent of the drift. The result is the number of hexes away from the initial drop hex in the errant direction that the parachute will land. Move each parachute counter and its occupant to the new landing

hex. All groups must be placed before any drift is resolved.

12.9.9 OPTIONAL - Drift can be more realistically represented by utilizing Wind Direction rules to modify the drift die roll as per the Spreading Fire dice roll diagram. Paratroops may not drop in heavy winds. If there is no wind, all drift die rolls are modified by -1.

12.9.10 99.27 Once drift has been resolved. the opponent may defensive fire against any dropping paratroop units.

12.9.11 99.28 Upon the conclusion of all defensive fire, unbroken paratroops (not support weapons) may move their parachute counters (and themselves) one hex in any, direction.

12.9.12 99.29 All dropping units now land in the hex they currently occupy. The parachute counters are removed following the conclusion of the paratroopers CCPh.

12.9.13 99.3 Defensive Fire may be directed against paratroopers regardless of LOS obstructions so long as they are on a parachute counter. EXCEPTION: units inside a building that must fire through another hex of the same building. Units in bunkers may not fire on descending paratroopers but may fire on landed paratroops subject to normal LOS restriction.

12.9.14 99.31 All defensive fire against dropping paratroopers receives the DF DRM for moving in the open.

12.9.15 99.32 No ordnance weapons except flak guns may fire on descending paratroopers.

12.9.16 99.321 Ordnance weapons may defensive fire on paratroopers once they've landed but would be subject to normal LOS and DRMs.

12.9.17 99.322 Ordnance weapons would receive a -2 DRM to their IFT dice roll for defensive firing on landed paratroops still on their parachute counter. There would be no modification to the TO HITDR for a moving target.

12.9.18 99.323 AFV MGs may not fire on descending paratroops unless they are considered in an AA mounting.

12.9.19 99.33 Defensive fire vs. descending paratroops in the same or adjacent hex as the firer is considered Point Blank Fire.

12.9.20 99.34 MGs have no penetration factor while firing at descending paratroops.

12.9.21 99.35 The range of all weapons firing at descending paratroops is halved during that DFPh.

12.9.22 99.4 All paratroops landing in woods, forest-road, or building hexes must take a normal Morale Check upon landing, even if already broken.

12.9.23 157.47 There is no penalty to paratroops landing in a dry or shallow stream hex. Those that land in a deep stream must take a NMC. SW's and small arms canisters must re-roll and are eliminated on a dr of 5 or 6. Any unit parachuting into a flooded stream hex is lost.

12.9.24 126.8 PARATROOPS - Paratroops or gliders dropping into a non-frozen, deep river or pond hex are eliminated. All infantry units landing in a shallow river hex must take a normal MC. Infantry units that are broken before they land in a shallow river hex are eliminated. All equipment landing in a river hex of any depth is eliminated.

12.9.25 99.41 Paratroops landing in a hex occupied by enemy infantry must engage them in Close Combat but must add 2 to their Close Combat dice roll. In addition, the units engaging the paratroopers may subtract 2 from their Close Combat dice roll. Removal of the parachute counter at the end of the first Close Combat Phase frees surviving paratroops from this DRM in future Close Combats.

12.9.26 99.42 Paratroops landing in a hex occupied by enemy vehicles may not engage in Close Combat with, or capture, the vehicle so long as the parachute counter remains in play. If the vehicle does not move away during the following Movement Phase, it would be subject to Close Combat or capture in the next Close Combat Phase.

12.9.27 99.5 Paratroops that land off the board are considered temporarily lost. Roll two dice for each infantry unit that lands off the board. The result is the number of turns before that unit is allowed to enter the game anywhere along the board edge it drifted off of. Place the unit on the proper turn square of the Turn record Chart with a written side note as to the board edge it may re-enter.

12.9.28 99.6 Should a paratroop unit break while descending, it lands in a broken state but does not have to rout while encumbered by the parachute counter. In the opposing player's Rout Phase, all routing requirements of a broken unit must be met.

12.9.29 99.7 The Germans dropped even small arms in separate arms canisters. This meant that all German paratroops dropped into action virtually unarmed until they found and unloaded an arms cannister. To reflect this, represent all German paratroop squads with a "?" counter until they occupy the same hex with an arms cannister (use a panzer Faust counter to represent an arms cannister) without a parachute counter. At this point the "?" counter is replaced with a functioning paratroop counter. Prior to this rendezvous, the "?" counter is given all the capabilities of a squad except the ability to fire. Such units may attack and defend in Close Combat with a nominal strength of 1. The Germans drops one arms cannister for every paratroop squad at no additional cost to plane capacity. Arms canisters are treated the same as support weapons. A broken paratroop squad cannot combine with an arms cannister to become an armed broken squad. An already armed squad could carry extra arms canisters at a cost of three portage points each. Canisters can be destroyed by a KIA result on the IFT before or after landing or in the same manner as a support weapon.

99. When using paratroopers, do you write the drop hexes before or after the opposition sets up?

A. Before. {OAF}

99.21 What is the minimum number of squads that may drop in any one plane capacity group?

A. 0, but all planes must carry 7 counters if possible. {COD-105}{OAF}

99.22 What happens if your opponent chooses another landing board, making your initial drop hex and direction of drop result in pre-drift hexes off of the playing board?

A. Drift is still plotted as if hexes were extended off the board. If the unit does not drift back onto the board, the 99.5 procedure is followed. {COI4-72}{OAF}

99.25 Can two crews be dropped by parachute in place of one squad?

A. Yes, but use two parachute counters, even though they start in the same hex. {COD-105}{OAF}

99.31 Does the +1 DRM for Infantry Height Advantage (91.1) also apply to descending paratroops?

A. No. {COI4-72}{OAF}

99.35 Can a unit fire beyond its halved range as Long Range Fire?

A. Yes...out to the limit of what used to be its normal range. {COI4-72}{OAF}

99.4 Does a paratroop squad undergo two Morale Checks if it lands in the same hex with an officer who breaks upon landing? Would a paratroop squad undergo a second Morale Check if enemy fire causes a leader in the same hex to break while both are descending?

A. Yes; No. Note that the leadership modifier of a leader who lands in the same hex as a squad and passes its own MC may be applied to the MC of other units landing in the same hex. {COI4-72}

99.4 Should paratroops landing on wire or mine hexes take a normal Morale Check?

A. No. {COI4-72}{OAF}

99.41 Do leadership modifiers apply if a paratroop lands in the same hex as a leader?

A. Yes, for Close Combat, the DRM's are cumulative. In addition, a paratroop would undergo

two morale check if it lands in the same hex as a leader who breaks. However, the leader's modifier can aid the others squads if he passes. {OAF}

99.41 Assume a paratrooper lands on a two-story building. Does he get to specify which floor he lands on?

A. No, in such a case, they are always considered on the ground floor, unless the hex is composed completely of building symbols such as 1X4 in which case the unit must move to an adjacent hex of the opponent's choice and take an additional MC. {COI4-72}{OAF}

99.5 What happens to support weapons that land off the board?

A. They are eliminated. {COI4-72}{OAF}

99.6 What happens to a broken paratrooper that lands in a hex occupied by an enemy squad or AFV?

A. An enemy infantry unit could choose whether to eliminate it or take it prisoner. An enemy AFV would have to eliminate it. {COI4-72}{OAF}

99.7 Is a broken unit eliminated if it must move through open ground in the LOS of an unarmed paratrooper? Could an unarmed paratrooper squad "switch" weapons with a friendly squad or with an enemy unit it has bested in Close Combat? Could an unarmed paratrooper fire a support weapon before finding an arms canister?

A. No. No. Yes. {COI4-72}{OAF}

99.7 Can more than one paratroop squad be armed by a single arms cannister ?

A. No - as each squad is armed it destroys the arms cannister it used. {17.3-46}

99.7 Is there any way an unarmed German paratroop counter can be armed, if there are no more canisters left?

A. No (but of course, it can pick up an abandoned support weapon). {KM}

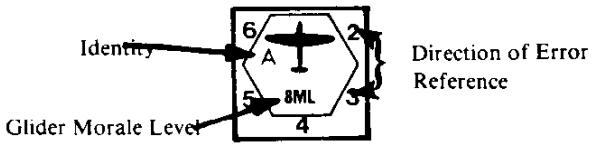
99.7 & 36.12 May German paratroops, who haven't reached their arms canisters yet, try to immobilize adjacent AFVs?

A. No. {COD-105}{OAF}

139.52 & 99. What TO HIT category is used if large AA-guns (over 45mm) fire on descending paratroopers?

A. Infantry in other. {KM}

12.10 Gliders



12.10.1 140 Airborne operations were not attempted in bad weather. Therefore, the only weather which affects glider operations is Gusty Winds. A scenario calling for gliders may not take place in any other poor weather conditions.

12.10.2 Unless specified otherwise by the scenario in play a glider may carry one squad or its equivalent (two crews or HS), a leader, and up to five portage points of support weapons. The passengers of a glider may remain off the board with their presence inside a particular glider noted on scrap paper until the glider has landed.

12.10.3 The act of landing in a glider constitutes the Movement Phase of its passengers. Therefore, glider passengers may not Prep Fire during their landing game turn or move from their glider during the Movement Phase in which they land. If they fire during the Advancing Fire Phase they do so at half firepower

12.10.4 To resolve glider landings place all gliders in their intended landing hex simultaneously. There is no limit to the number of gliders which may eventually land in a hex but only one glider may choose a particular hex as its initial intended landing hex. The glider must be placed so as to face a particular hex side of the intended landing hex so as to define the hex grain approach used to the intended landing hex. All gliders must use the same directional hex grain approach; i.e., if one glider approaches its intended landing hex from the northeast, all gliders must do likewise. This hex grain approach need not be the same as that of any paratroops landing on the same turn, but it must be

such that a ten hex avenue of approach can be traced to the initial intended landing hex over the existing scenario map board configuration.

12.10.5 Defensive fire versus gliders is executed in the same manner as fire versus paratroopers except that there is no -2 DRM for movement in the open and the glider is considered a 'vehicle in other' for large AA ordnance TO HIT purposes. Any defensive fire versus a glider resulting in a MC has a dual effect:

12.10.5.1 all passengers must take their morale checks while still airborne

12.10.5.2 the glider itself must change its intended landing hex regardless of the result of the glider MC.

12.10.6 If a glider must check morale while airborne the coloured die of the glider MC dice roll determines the direction of error and the glider must move one hex in that direction from its initial intended landing hex without changing the direction of its initial hex grain approach.

12.10.7 If a glider fails its MC the glider is moved a further number of hexes equal to the number by which the MC was failed in the direction just rolled being careful not to change the hex grain direction of approach. The hex now occupied becomes the final intended landing hex. (Exception: Should the glider land during a turn in which gusty winds are in effect it must change its landing hex but not direction of approach a number of hexes equal to the roll of one die in the direction of the wind.)

12.10.8 Following the conclusion of all defensive fire versus airborne gliders, all gliders attempt to land in the hex currently occupied.

12.10.9 In order to land in their present intended landing hex, each glider must roll a '1' or less on the coloured die. If a modified '1' (or lower) on the coloured die is not rolled, the glider will overshoot its intended landing hex if the white die is 4, 5, or 6, or fall short of it if the white die is 1, 2, or 3. The coloured die roll is subject to modification as follows:

Landing drm Chart	
DRM	**Cause**
-1	For each consecutive hex clear of an obstruction one level higher than the final intended landing hex along the hex grain avenue of approach in the immediately preceding five hexes. There can be no such obstruction between the final intended landing hex and any of the non-obstruction hexes for which a DRM is claimed.
+1	For each obstruction two or more levels higher than the final intended landing hex within the preceding ten hexes of the hex grain avenue of approach,

Crashing drm Chart	
DRM	**Cause**
+1	Landing off board or in a smoke hex
+1	Per hex away from the final intended target hex
+1	For a night landing
+1	Landing in orchard, forest road, shell hole, hedge, marsh, shallow river, or level one hill hex
+1	Per broken unit aboard
+2	Landing in woods, wooden building, stone wall or level two hill hex
+3	Landing in stone building, bridge, crag, cliff, or level 3 or 4 hill hex
+3	Landing in a blind hex as determined by the hex grain avenue of approach

12.10.10 **The glider misses its intended landing hex long or short by one hex for every number greater than 1 on its final modified landing coloured die roll.**

12.10.11 **Upon landing, a glider must roll a 6 or less with one die to avoid crashing on impact. The crashing die roll is modified as follows:**

12.10.12 **All occupants of a crashed glider are assumed broken by the crash. They must pass a normal MC to remain on the board in a broken state. Those broken before landing are assumed eliminated by the crash. All support weapons carried by a crashed glider are assumed to be in a malfunction mode and subject to repair rules or eliminated if without a malfunction mode.**

12.10.13 **126.8** PARATROOPS **- Paratroops or gliders dropping into a non-frozen, deep river or pond hex are eliminated. All infantry units landing in a shallow river hex must take a normal MC. Infantry units which are broken before they land in a shallow river hex are eliminated. All equipment landing in a river hex of any depth is eliminated.**

12.10.14 **After landing the glider counter is removed (gliders have no effect on LOS or terrain) and the passengers are placed on the board. Any defenders which have not fired at the gliders while airborne, may now fire at their grounded passengers normally assuming they have a clear LOS.**

12.10.15 **Unlike paratroops, glider forces may advance during their initial Advance Phase on the board, are not subject to the -2 DRM for movement in the open during their initial game turn, and may enter into Close Combat during their initial player turn free of penalty-even if they landed in an enemy occupied hex. Gliders which land off the board are treated in the same manner as paratroops in the same circumstances but must still resolve their landing die roll.**

140.4 & 139.51 Do AA guns get multiple shots versus gliders or only one?

A. Only one. However, if the AA does not fire at an aerial target during that fire phase it would have its normal rate of fire versus ground targets in its LOS. Once landed, however, the glider is removed (140.8) and therefore is not considered a vehicular target, so any TO HIT rolls must be attempted on the basis of its contents. {16.5-46}{OAF}

140.41 If a glider must check morale twice, is it eliminated if it breaks twice?

A. No, but the amount by which the MCs are failed is cumulative for crash determination (140.6) purposes. {16.5-46}

140.2 May a glider move more than the "number of hexes" error to increase its chances of a good landing?

A. No. {16.5-46}{OAF}

140.6 Does the facing of the glider in respect to the wall or hedge make any difference?

A. No, any hex containing a wall or hedge hex side qualifies. {16.5-46}{OAF}

140.6 Is there any crash DRM for flying through a smoke hex?

A. No. {16.5-46}{OAF}

140.9 Can infantry broken as a result of an off-board crash ever re-enter play?

A. Only if they crashed with a leader who can attempt self-rally and then try to rally the rest normally. Once all concerned are rallied, the dice roll for re-entrance (99.5) can be attempted. {16.5-46}{OAF}

12.11 Observation Aircraft

12.11.1 **150** **Both sides used light aircraft to spot for artillery. The Germans enjoyed some success in the early years of the war while the Allies did even better once they had regained air supremacy. The cost of aerial observation for the various nationalities in DYO scenarios with vary with the front and time frame of the scenario. The cost of an observation mission includes payment for an artillery module and the inherent observer and radio in the observation plane. All normal off-board artillery rules apply to artillery**

missions called in by observation planes except where noted otherwise.

12.11.2 150.1 Observation aircraft have an unlimited movement capability and are considered perpetually moving, although the counter need not be moved every turn. The owning player merely places the plane on the board at a point of his choice during his MPh. Unlike vehicles, plane counters must be placed in a hex so as to face one particular hex side. Use any glider counter to represent an observation aircraft.

12.11.3 150.2 Observation aircraft may operate only in daylight scenarios. They have a clear LOS to any hex on the board (and vice versa) within 30 hexes, barring limits on visibility. They may not, however, call down fire on an undetected unit. The ability to see a woods hex, for example, does not mean that the plane has detected a target in that woods hex.

12.11.4 150.3 An observation plane does not need to undergo detection efforts to spot units currently in the open within the visibility limits, and may call down fire on such targets normally provided it first foregoes any attempt to detect other non-visible units during that player turn. Units in brush (infantry only), woods, buildings, bunkers, forest-roads, orchards, smoke of any kind, and under bridges are considered undetected by normal aerial observation. An observation plane may attempt to discover these units at the end of its own MPh. If it attempts to detect any units, the plane must search all hexes that lie ahead of the plane completely within the area formed by two extended lines drawn from the hex spines of its current hex to a maximum range equal to a Detection Range DR. The Detection Range is determined at the end of each friendly MPh with a new DR. The searching player then rolls a die for each hex containing an undetected unit (whether friendly or enemy) within this search area. If he rolls <=2, he has detected any units therein. Hidden units cannot be detected from the air. The Detection die roll is modified as follows.

Aerial Observation Detection drm Chart	
drm	**Condition**
+1	Hex is surrounded by other woods or building hexes
+1	Concealed* or in smoke
+1	Bunker or friendly unit
+1	Largest unit therein is SMC or crew / HS
-1	Vehicular sized unit
-1	Hex contains three squads or equivalent
-2	Unit fired **
-3	Unit moved through terrain not requiring detection during last friendly MPh

* Units designated by SSR as camouflaged (an example would be wearing Snow smocks in a snow scenario) would be considered concealed for purposes of Aerial Detection.

** Fire during any phase after the last CCPh will activate the DRM.

12.11.5 150.4 If a detection attempt reveals a target, the plane must call in a FFE as soon as possible. Friendly units which become detected must be treated as enemy targets - and possibly fired upon. If friendly units are the only such units revealed in the current phase, the observation plane has no choice but to call down a normal HE Fire Mission on their hex as soon as the rules allow. If more than one hex containing units is detected, the aircraft may choose the one on which it will direct fire. Whenever a friendly unit has been detected as the only target, the opposing player takes control of the aircraft until a FFE has been resolved.

12.11.6 150.5 An AR may be called down intentionally only on a target hex containing a currently detected unit (inaccurately corrected rounds may fall elsewhere). The AR counter must be placed immediately (i.e.

in that very same MPh) after a successful "detection" result is obtained. Radio contact is automatically assumed. Observation planes receive a -1 DRM for battery access. Once the AR counter is placed, it is checked for error and generates a SR per the usual artillery rules. However, the AR counter is not removed. A FFE must be substituted for the SR and directed at the hex containing the AR counter and resolved (regardless of actual location) in the next available fire phase unless the plane has since spotted the same unit in another hex. Should the FFE miss the originally detected hex it must be continually directed at the original detected hex and resolved until battery access is lost, or the plane spots the originally detected unit in another hex. Once the FFE has been resolved on the originally detected hex, the plane must detect a target again before continuing that FFE.

12.11.7 150.6 **An observation plane purchased in a DYO scenario must chance random entry as per the air support rules. Should it become involved in air-to-air combat the enemy fighters are not subject to loss. Observation planes may be used in weather conditions which prohibit the use of other aircraft. An eliminated observation plane counts as two squads lost for applicable scenario victory conditions.**

12.11.8 150.8 **The observation plane may stay on board until damaged or shot down or it has used all possible battery access. If the plane is eliminated or damaged, any possible remaining FFEs which are not eligible to be resolved during that same fire phase are lost. The plane may leave the board voluntarily during any MPh, but may not return.**

12.11.9 150.9 AERIAL VISIBILITY LIMITS **- In some scenarios weather conditions may interfere with aerial observation attempts. The effects of weather on aerial visibility limits and Detection Range DRM's are as follows:**

AERIAL VISIBILITY Detection Chart		
Condition	**Visibility Limit**	**Detection Range DRM**
Heavy overcast	20 hexes	-1
Falling snow, Rain	10 hexes	-2
Mist, Fog	Detection Only *	-3

12.11.10 All units are considered unseen regardless of terrain until revealed by a detection DR. If the Detection Range DR is a 12, the plane is eliminated. The crash of the plane has no effect on other units or terrain.

13. DIRECT FIRE COMBAT

[Editor's note - GI heavily revised the To-Hit table and gun traverse rules and DRMs]

13.1 Unlike infantry guns and MGs, the main armament of AFV's and towed guns utilize a different, two-step process to resolve the results of direct fire attacks. All of these types of guns are referred to as 'ordnance' in this section, regardless of whether they are mounted on a turreted AFV, a SP Gun or a towed Anti-Tank or other gun.

13.2 Ordnance may fire only in a direction known as their Covered Arc. Ordnance may fire a number of times dependent on their Rate Of Fire (ROF) in each player turn and if they fire any weapon in the Prep Fire Phase may not move in the Movement Phase. Some fire may be performed in the same player turn after movement at a penalty to fire accuracy

13.3 Direct fire combat resolution is a two step process. First the TO HIT TABLE must be consulted to determine if the gun hit its target. The "Target Type" and "range to target" are cross indexed to determine the Hit Number which must be rolled equal to or less than to hit the target.

13.4 104.8 & 147.5 Russian, French tank and minor country except Finnish firing units use the red Hit Numbers, as do US units until July 1943; all other units (including French non-AFV ordnance and Finnish units) use the black Hit Numbers.

13.5 If the Hit Number is not achieved the target is missed and there is no second step of combat resolution.

13.6 The Hit Determination dice roll can be modified by various weapon types and / or situations. These modifiers apply to whatever relevant phase the AFV fires in. Note that SP Guns can only fire within their Covered Arc in any Fire Phase, but may pivot within the hex during their Movement Phase so as to fire in the Advancing Fire phase (Case G). and may likewise change facing during the Defensive Fire Phase (Case I). A SP Gun cannot fire its main armament in the same player turn it moves to a new hex. All AFV's may fire their MG armament at half strength after moving to a new hex.

13.7 All Hit Determination Dice Roll Modifiers are cumulative except cases B and C taken together; and those penalties for pivoting and movement to a new hex since movement into a new hex allows free changing of the Covered Arc. A TO HIT dice roll of '2' prior to modification results in a possible hit even if the needed final TO HIT number is less than 2. Roll a third die, and add +1 for every number less than 2 originally needed for a hit. Any result less than a 6 is a hit.

13.8 Infantry leaders stacked with tanks, SP Guns or ordnance do not modify the fire of the tank, SP Gun or ordnance in any manner.

33.31 & 33.5 & 34.5 If a tank only pivots during its Movement Phase and fires in the Advancing Fire Phase (case B) does it do so at half firepower? Similarly, for a tank firing outside its Covered Arc?

A. No. No. The only penalty is to add the appropriate Hit Determination Dice Roll Modifier. {COI4-68}

33.32 Pivoting in a hex causes enough time expended to allow a shot in a vehicle's initial hex during Movement / Defensive Fire, but does it also cause enough movement for a +2 [to hit DRM] for moving target?

A. Yes. {OAF}

34.2 & 34.3 Can AFV MGs fire before the main armament?

A. Yes, but once any armament fires the covered arc utilized is frozen for all other weapons in that weapon housing (bow or turret) for the duration of the fire phase. {COI4-68}{COD104}

May a gun or SP Gun pivot but not fire during a fire phase just to change its covered arc?

A. No. {BT}

But this is contradicted by Which makes more sense to the editor.

SQLA - [33D] An AFV/gun may pivot in a legal fire phase without having to fire the gun.

SQLA - [33E] SP guns/guns may not fire in a Prep Fire phase outside their covered arc, they may only pivot in preparation for Advancing Fire.

SQLA - [64A] A turreted AFV may pivot its turret at any point in its movement phase (COI+)

SQLA - [64B] Although a turret may pivot freely in the movement phase w/o additional fire modifier in the Advancing Fire Phase, if the owner pivots in the Advancing fire phase as a distinct action, the modifier applies in addition to the +5 for moving into a new hex.

63. & 5.74 Can a squad/crew move in the Movement Phase to a gun (that didn't move in the Movement Phase) and fire that gun in the Advancing Fire Phase ?, and if so are there any TO HIT DRMs ?

A. Yes. +2. {KM}

13.9 Changing Covered Arc - Gun Traverse

[Editor's notes - the penalties and mechanisms for changing the covered arc of a gun or vehicle as part of firing changed during rule sets - they have been collected here.]

13.9.1 144.41 The TO HIT DRM penalty for firing outside the current CA is based on a combination of the type of ordnance and the number of hex-spines adjustment being made in the CA of the ordnance. Turreted weapons and 360 ordnance (T) incur a +1 DRM penalty for each hex spine adjustment of their TCA during that fire phase. Slow traverse turreted weapons (ST) incur a +2 DRM penalty for the first hex spine adjustment in their TCA and a + 1 DRM for every additional hex spine adjustment in that fire phase. The bow-mounted gun of a SPG and all non-360^0 ordnance (NT) incur a +3 DRM penalty for the first hex spine adjustment in their CA, a +1 DRM for the second, and a +1 DRM for the third. Remember that light mortars are SW's and thus are not penalized for a change of CA; all other mortars are NT weapons. All tanks with a One Man Turret are penalized as for NT weapons but do not have to change their VCA.

13.9.2 48.5 A crew counter could "pivot" a gun up to 3 hex sides within the same hex during the Movement Phase but if it fired during that player turn (Advancing Fire Phase) it would be treated as a pivoting SP Gun and suffer the appropriate modification to its dice roll on the TO HIT Table. The crew could also pivot the gun within the same hex during the Defensive Fire Phase but any fire during that phase would suffer the appropriate modification to its dice roll on the TO HIT TABLE(Case I).

13.9.3 70.7 AT Guns pivoting within their hex the Defensive Fire Phase are limited to a change of 3 hex sides per fire phase - not per shot. Artillery and infantry howitzers are similarly restricted to 3 hex sides change per Fire phase but may not change target hexes between their first and subsequent shots in any given Fire Phase.

13.9.4 144.411 All ordnance may pivot with appropriate penalties to fire outside their current CA during any fire phase. Turreted vehicles change only their TCA so that their target lies within that TCA. Should they elect to pivot instead, so as to change their VCA, the NT TO HIT DRM's apply.

13.9.5 144.411 Non-turreted and non-360 ordnance must pivot within the firing hex so that the target lies within their vehicular/gun CA. Such a pivot would not qualify the vehicle/gun as a moving target. All ordnance may change their VCA/TCA without firing in any fire phase in which they would be eligible to fire (EXC: rockets), but such a change in the PFPh would cancel any movement or fire possibilities for the remainder of that player turn. Ordnance which changes its VCA during the MPh, and fires in the AFPh, is subject to appropriate DRM's. Infantry moving into a hex containing ordnance may not rotate the CA of that weapon in the same phase.

13.9.6 144.412 In the case of multiple ROF or Intensive Firing guns, the DRM penalty for the first CA hex spine change applies even if that penalty has already been applied to a fire in the same phase. The penalties are cumulative and are applied each time the CA is changed after a shot is fired.

13.9.7 144.414 Turreted ordnance firing during the AFPh after changing only its TCA during the MPh incurs a +1 TO HIT DRM penalty only if rated ST, regardless of the extent of the TCA change (Case B). However, if it changes its VCA (regardless of whether it changed its TCA or not) it is treated as a NT weapon and a +3 TO HIT DRM penalty applies.

13.9.8 144.43 Non-turreted ordnance (or One Man Turrets) may not fire during a turn in which it has moved into a new hex (EXC: Overruns). Turreted ordnance which does move into a new hex and fires during the AFPh does so with a +5 TO HIT DRM (Case C); +3 TO HIT DRM if equipped with a gyrostabilizer.

13.9.9 64.123 All turret weapons' TO HIT DRMs based on Covered Arc are based on the turret Covered Arc. However, a change in the vehicular Covered Arc activates the Case A DRM whether the turret Covered Arc is changed or not.

Would a tank which ends its Movement Phase in a different hex with its turret covered arc changed have to use both case A and C?

A. No - only Case C. A tank can freely change its turret covered arc as it moves without further penalizing its Advance Fire. However, if the tank actually fires outside its Turret Covered Arc during the Advancing Fire Phase, then both Case A + C would apply. {17.3-46}

64.121 If a tank is allowed to change its vehicular covered arc as well as its turret covered arc during the Defensive Fire Phase, can it also change its vehicular covered arc during the Prep Fire Phase?

A. Yes, but the Case E DRM would again apply. Once the tank prep fires, it may not change its vehicular or turret Covered Arc during the following Movement Phase. {COI4-69}

64.123 If the vehicular covered arc is changed, doesn't the Turret Covered Arc automatically change also?

A. Yes - the DRMs described in 63.121 & 63.123 would then apply. {COD-105}

13.10 Target Acquisition

13.10.1 69.1 All direct fire weapons (which must use the TO HIT Table against a target before being effective) which used direct fire at the same target in the immediately preceding eligible Fire Phase, without moving from the hex in the interim, qualify for a TO HIT Determination DRM of -1 per consecutive Fire Phase, up to a maximum target acquisition DRM of -2. Light mortars can acquire targets.

13.10.2 69.2 The "immediately preceding Fire Phase" referred to above must be either the firer's Defensive Fire Phase or Prep Fire Phase. Fire during the preceding Advancing Fire Phase does not qualify for target acquisition. EXCEPTION: American Shermans (M4 tanks) may fire in the preceding Advancing Fire Phase and still qualify for Target Acquisition.

13.10.2.1 69.3 The target is not considered acquired if it has moved out of the LOS of the firer at any time since the

firer's last shot, or if the firing weapon breaks down (even if immediately repaired).

13.10.2.2 69.4 Weapons with a high rate of fire or Intensive Firing do not receive the DRM per consecutive shot, but rather per consecutive fire phase. Any DRM already earned per consecutive fire phase, however, applies to all shots taken vs. the acquired target during a given fire phase.

13.10.2.3 69.5 If an intensive firing weapon or one with a high rate of fire does engage another target in addition to the acquired target, it loses any acquired target DRMs earned up to that point on subsequent shots.

13.10.2.4 69.6 Players are urged to use the Acquired Target counters to aid in keeping track of which targets have been acquired by which firers. Each counter contains the identifying letter for an ordnance weapon from A to F. Whenever an ordnance weapon fires on a target without destroying it, a matching -1 counter is placed on that target. The Acquired Target counter remains on the target until the target moves out of the LOS of the firer, the firer moves out of its original firing hex, the firer fires at a different target, or the firer fails to engage his target in the next eligible fire phase.

13.10.2.5 69.6 In the succeeding consecutive fire phase that the target is fired on but not destroyed by the original firer, the Acquired Target counter is flipped over and replaced with the next higher DRM which will be in effect in the following fire phase.

13.10.2.6 69.7 A target cannot be acquired (or acquisition maintained) by firing smoke or by firing through already placed smoke. Concealed targets are not acquired unless the acquiring shot eliminates the concealment status.

13.10.2.7 145.42 Target acquisition DRM's gained against one target type cannot be applied to a different target type even if they occupy the same hex (such as the case of a gun switching targets from a building hex to the infantry within that building hex). Ordnance may acquire a building target but not a specific level of that building while firing at a building target type.

69.1 May target acquisition be used to direct fire at an empty hex?

A. No, but it could be used to fire at a potential target within the hex, such as a bridge, and in that way, increase hit probability against units which might enter that target. {COI4-70}

69.6 Assume a tank has fired on and acquired a stack of infantry units. What happens when that stack splits up and moves into different hexes?

A. The tank may retain its "acquired" status on one or more component parts of the stack which remains in its LOS and in the same hex - it may not retain acquired status against more than one hex at a time. {COI4-70}

69.7 In my defensive fire, I hit on the To Hit table but had no effect on an enemy squad in a building. The enemy squad did not fire, move, etc., so picked up a concealment counter. Is the enemy squad acquired for my prep fire shot at him?

A. No. {OAF}

69.8 Do DRMs for cases O and P apply to moving firer as well, or are they already factored into the DRM for case C?

A. The latter. {COI4-70}

13.11 Intensive Fire

13.11.1 70 The rate of fire for all ordnance in the game is based on normal usage for maximum accuracy. In desperate situations,

however. the rate of fire could and would be increased.

13.11.2 70.1 Intensive Fire adds one "shot" to the rate of fire of every gun using it.

13.11.3 70.2 All guns using Intensive Fire must add +2 to all TO HIT dice rolls to reflect loss of accuracy.

13.11.4 70.3 Intensive Fire cannot be used in the Advancing Fire Phase.

13.11.5 70.4 The player wishing to use Intensive Fire must state so before any firing takes place by the gun using Intensive Fire.

13.11.6 70.5 The Breakdown Number of all guns using Intensive Fire decreases by "2", while using Intensive Fire.

13.11.7 70.6 Malfunctions occurring prior to an intensive firing gun using its full expended rate of fire cause the loss of any remaining shot opportunities until the malfunction is repaired.

13.11.8 70.9 Due to an exceedingly slow rate of fire the following AFVs may not utilize Intensive Fire:

13.11.8.1 Russian - JSU152, KVII, SU122, SU152, JSII, JSIII

13.11.8.2 German - JgPzVI, Hummel

13.12 Bore Sighting

13.12.1 78 Units in a defensive posture with plenty of time to set up a defensive perimeter would often analyze the avenues of approach to their lines and zero their heavy weapons in on a particular piece of ground. By sighting through a gun's open bore or firing sample rounds, they could eyeball the weapon into a position wherein it could bit the target area automatically, merely by adjusting the gun according to pre-set coordinates.

13.12.2 78.1 MMG, HMG and guns of all types (including main armament of AFVs but not small arms such as bazookas or panzer fausts) may be bore sighted.

13.12.3 78.2 To be bore-sighted, a weapon may not move from the hex in which it begins the scenario. although it may change its Covered Arc within the hex and even fire at a non-bore sighted hex. If the weapon leaves its initial placement hex or if the crew is broken, stunned. or eliminated that weapon loses its bore sighting advantage thereafter.

13.12.4 78.3 A bore sighted weapon may choose any one non-water hex within its LOS and normal range (24 hexes for unlimited range weapons) as a pre-targeted hex. This hex location and the location and identity of the bore sighted weapon is recorded on a separate sheet of paper.

13.12.5 78.4 A bore sighted weapon firing on a pre-targeted hex may deduct 2 from its Infantry Fire dice roll if it is a MG, or deduct 2 from its TO HIT dice roll if it is an ordnance weapon.

13.12.6 78.6 A bore sighted weapon forfeits its bore sighting DRM for the balance of that player turn if used in the same fire group with other, non-bore sighted attackers.

13.12.7 78.7 Unless specifically stated by a scenario's special rules, bore sighting may be used only in those scenarios in which the defender sets up on board and the enemy enters from off-board.

78. When using Bore Sighting, does an AA Gun sight in on one hex or three adjacent hexes for Spraying Fire?

A. One, but the -2 DRM applying to all hexes hit by the Spraying Fire. {COI4-70}

78.3 If you bore sight a building hex do you get the bore sight advantage for all levels of that building hex?

A. No - only one. {COD-105}

13.13 Multiple Hits

13.13.1 130.5 Anti-tank rifle, AA, tank, or anti-tank gun fire of 40mm or less vs. an AFV resulting in a hit with a dice roll after all modifications equal to or less than ½ the final TO HIT number results in two hits instead of one, The firer is then entitled to two attempts on the AFV KILL Table. Multiple hits cannot occur vs. a non-AFV target.

13.13.2 Passengers of a vehicle hit by a multiple hit are affected by each hit in turn as if the vehicle were hit twice by separate firers using the same type of ammunition.

13.13.3 A multiple hit must be applied to the same target. You may not apply one hit vs. one target, and the second hit vs. a different target.

13.13.4 The first TO KILL dice roll of a multiple hit also serves as a hit location dice roll for the second TO KILL dice roll of the multiple hit.

13.13.5 An unmodified TO HIT dice roll of '2' signifies a possibility of one critical hit plus a normal hit.

13.14 Armor Height Advantages - Crest Counters

13.14.1 77.1 All anti-vehicle direct fire traced through a crest line and originating from a firing hex at least two elevations lower is considered to be firing at a hull down target type. Such fire against an AT Gun or other ordnance is still conducted on the Infantry target type of the TO HIT Table since their low silhouette is already built into this target classification.

13.14.2 77.2 Only open-topped SP Guns and tanks not belonging to Russia or minor countries may be considered hull down in a crest hex from which they have fired at a target at lower elevation. Other AFVs, including virtually all Russian and minor-countries' tanks, lacked sufficient gun depression. Therefore, once an enclosed SP Gun or Russian tank direct fires from a crest hex to a lower elevation target, it loses the right to claim "hull down" target status for any return fire through its Covered Arc until it moves from that hex. AFVs in such an exposed status are signified by placement of a Crest counter on top of the AFV. British (134.6) and French (129.7) AFVs do not need crest counters to fire from a crest hex to a lower elevation.

13.14.3 77.21 If upon moving to a crest hex a close topped SP Gun or Russian tank wishes to direct fire from a crest hex to a lower elevation in a following fire phase it must be so indicated in the player's Movement Phase by placing a Crest counter on the AFV. Without such a Crest counter a close topped SPG may not fire directly at a lower elevation hex, and a Russian tank may do so only if it adds +5 to its TO HIT dice roll (Case C).

13.14.4 77.22 A Crest counter results in the vehicle losing its hull down status only if the incoming fire is traced through the turret Covered Arc.

77.1 Can an AFV be considered hull down behind a cliff hex side?

A. Yes. {COI4-70}

77.2 Is the +5 DRM for a Russian tank firing without a crest counter in addition to a +5 DRM for moving in the Movement Phase if the tank moved during the preceding Movement Phase?

A. Yes. {COI4-70}

77.2 & 77.22 In 77.2 it is stated that return fire through the covered arc is not against a "hull down" target, is this covered arc the Turret Covered Arc as in 77.22?

A. Yes. {KM}

77.21 Can a crest counter be placed on an AFV at the edge of a cliff hex side?

A. Yes. {COD-105}

13.15 Defensive Fire Against Vehicles

13.15.1 16.7 Defensive Fire against vehicles of any kind [including bicycles, motorcycles

and cavalry] is conducted at once, rather than at the end of the Movement Phase. Fire against moving vehicles must be resolved before the vehicle leaves the intended target hex. The moving player must give the defender ample opportunity to declare his fire before moving on, announcing his Movement Points expended in each hex as he moves. The defender may never move a vehicle back to a target hex. Of course, a vehicle which ends its move in the LOS of an enemy unit can always be fired on later during the Defensive Fire Phase.

SQLA - [33C] Vehicles can be fired at both before and after changing facing, except in their starting hex in which case they can only be fired at after changing facing or a MP expenditure (i.e. changing covered arc at the cost of 2 MP).

69.8 & 82.3 A tracked vehicle crossing a wall or hedge hex side from a hex out of LOS into an open ground hex in LOS expends how many MPs in the firer's LOS?

A. 2. {COI4-70}

69.8 If an infantry unit is unloaded from a hex out of the LOS of an enemy unit into a hex in the unit's LOS, how many MFs is the unit considered to spend in the LOS of the enemy?

A. 1 - Case O would apply. {COD-105}

69.83 & 16.7 Suppose an AT Gun stops an enemy vehicle in a hex for purposes of Defensive Fire...must the moving player state whether he will continue his move out of that hex before the AT Gun decides to fire?

A. Yes. {COI4-70}

69.85 Suppose a vehicle expends more than 1/4 of its MPs in one hex. May a gun with multiple ROF fire twice at it in that hex?

A. Yes, however, if the vehicle spends less than 1/2 its MPs in that hex the first shot may be subject to HIT modifiers O and/or P because the firer must calculate the number of MPs expended at the point of the first shot - leaving sufficient MP expenditure in that hex equaling 1/4 of its MP allotment to allow a second shot in the same hex. Example: A tank with 10 MP expends 5 moving up a hill. A fourth of its MP allowance would be 2.5 - thus the first TO HIT attempt versus it would take place at the 2.5 MP mark and be modified by Cases J and P. The second shot would be affected only by case J. {COD-105}

13.16 Moving Targets

13.16.1 69.8 The HIT DETERMINATION DRM for Defensive Firing on a moving target (case J, ...+2) is understated for the true armor realist. The +2 DRM for a moving target takes only motion into effect; it does not consider the length of time that the target has moved within the LOS of the firer. Naturally, the less time the target has spent in the LOS of the firer, the less time the firer has to react, aim and "acquire" his target. This is reflected by the addition of Target Modification cases 0 and P:

- **0. Moving target expending 1 or less MPs or MFs in firer's continuous LOS +l**
- **P. Moving target expending 3 or less MPs in firer's continuous LOS +1**

13.16.2 69.81 Both cases 0 and P refer to the total expenditure of MPs within the firer's LOS since the last hex occupied out of the firer's LOS. A target which began the Movement Phase in the firer's LOS is unaffected by these DRM's until such time as it moves out of the firer's LOS.

13.16.3 69.82 Both cases 0 and Pare cumulative and in addition to case J as are all TO HIT DRMs. Note that only case 0 refers to the expenditure of MFs as well as MPs.

13.16.4 69.83 A moving unit which ends its turn in a hex is considered to have expended all remaining unused MPs (or MFs) in that hex for the purposes of this rule.

13.16.5 69.84 A unit may elect to expend any number of additional MPs (or MFs) in a hex before moving on to another hex.

13.16.6 69.85 Once a multiple shot weapon (such as an AT Gun or one which has acquired a second shot with Intensive Fire) fires at a moving target during the Defensive Fire Phase, it may not fire at that target again until the target has expended

additional MPs (or MFs) equal to or greater than ¼ of its movement allowance. EXCEPTION: any gun with a normal ROF of 3 or more.

13.16.7 69.86 A squad with several special weapons of the same type - four panzer fausts, for example, may fire any number of them at a moving vehicle before it moves on to another hex.

SQLA - [33A] A vehicle pivoting its turret during Prep fire (in Squad leader; when case D is used; firing outside of covered arc) is not considered a moving target. A vehicle pivoting its hull during Prep fire to fire in the ensuing Advancing Fire Phase (in Squad Leader; case E or I) is considered a moving target.

13.17 Guns as Targets

13.17.1 145.3 The Gun target type is not included in the TO HIT Table because a gun was rarely the actual target of ordnance fire. Rather, an enemy concentrated his fire on the crew serving the gun; the fact that the crew was clustered around the gun made the gun a convenient aiming point. Nevertheless the purpose was to silence the gun, and elimination or intimidation of the crew was the real objective. If, in the process, the gun itself happened to be damaged, so much the better; but that particular outcome was not to be expected. Thus, the proper tactic vs. any gun was to use HE so that a "kill" could be achieved with a near miss. Therefore, a "hit" vs. a gun also represents any near miss sufficiently close to affect the crew.

13.17.2 All ordnance fire on a gun which is not currently in transit or has not been moved since the start of the scenario is resolved on the Infantry target type classification (vehicular target type for vehicular-sized guns) with applicable TEM's plus a +2 TO HIT DRM for being "properly emplaced". Note that the "emplacement" DRM applies only to the TO HIT DR - not the IFT DR. Note that the emplacement DRM cannot be used in addition to a trench/entrenchment DRM or a hex side - generated terrain DRM such as those for walls or hedges. The gun owner may choose either the emplacement or hex side DRM but not both. Note that a gun in a bunker is considered automatically emplaced.

13.17.3 145.31 If a gun starts a scenario in transit or moves since the start of a scenario, it forfeits its "emplaced" Infantry target type classification on the TO HIT Table and assumes a "Vehicle" target status with a +1 target size DRM for normal sized guns; +2 target size DRM for guns < 40mm and a 0 DRM for vehicular-sized guns. DF vs. a crew moving to a gun is not entitled to any protective TEM from its gun shields.

13.17.4 145.32 Once a hit is secured, the firer rolls again on the IFT to determine the effects on the crew and gun. If the unmodified DR results in a KIA, the gun is considered to have taken a direct hit and is destroyed along with any attending crew. (If the round was AP, the crew is not automatically eliminated; the attack is repeated as Area Fire with the same DR (but no gun shield DRM) to determine any effect on the crew.) If the DR does not result in an automatic KIA vs. the gun, then the +2 DRM for the gun shield is applied if applicable to determine the level of MC if any. The crew undergoes any MC dictated normally, but the gun itself also checks for damage with the same DR used by the crew. If the colored die is <= the MC level sustained, the gun is eliminated. Even unattended guns must check for elimination by near misses in this manner. Indirect fire vs. a gun eliminates the gun only if it scores a KIA result after any modification. Gun shield modifiers do not apply to either the gun or crew vs. indirect fire.

13.17.5 145.33 Gun shields do not have to be penetrated for HE fire to affect the gun or crew. Gun shields protect a gun and its crew from ordnance "hits" only insomuch as the application of the gun shield modifier

to the IFT DR of all non-direct hits may lessen any MC level sustained, EXC: An HE CH automatically destroys both the gun and crew regardless of gun shield DRM.

13.17.6 145.331 A FT, MMG, HMG, or SCW destroys guns using the same mechanics as an HE hit, except that gun shields never modify a FT attack. ATR hits on guns are resolved on the IFT with a FP of 2, but gun shield DRM's do not apply. Guns can also be destroyed by infantry inherent FP. A gun attacked by a MG as part of a FG checks destruction only by the Random SW destruction method..

13.17.7 145.332 AP. After an AP "hit" is obtained on the Infantry Target Type category, the firer rolls once on the IFT using Area Fire vs. the crew and full strength vs. the gun itself (RE: 134.11). The gun can be destroyed only by a CH or a direct hit (a KIA result with no DRM for gun shield). Use normal procedures to resolve the possibility of a CH even though using AP ammunition; the crew of any gun struck by a CH is eliminated.

13.17.8 145.34 If a gun is emplaced (but not hidden or concealed), it and its attendant crew is a separate target from any other counter (including another gun) in the same hex even if classified as an infantry target. Exception: All infantry inherent FP attacks affect both guns and infantry in the same hex. However, if any unit in the hex loses concealment, they all do. All direct HE fire vs. the gun has no effect on other infantry targets in the same hex and vice versa. A gun which is not emplaced is not treated as a separate target and is subject to any attack made on the hex just like any other infantry unit.

145.34 How are emplaced guns affected by building - hits (145.4)?

A. As any other target under 145.4 - Area Fire with no DRM. {OAF}

13.18 Building Target Types

13.18.1 145.4 Ordnance has the option of firing HE on structures as a target type rather than at the occupants of a structure (if any). To do so, merely specify the building hex being fired at and consult the Building target type classification of the TO HIT Table. There are special target modifications for small building target types based on the height of the structure within the firer's LOS. Smaller structures such as bunkers and foot bridges are classified as Infantry targets. Ordnance with its own inherent TO HIT Table (SCW's) never use either the Advanced TO HIT Table or structure size DRM's.

STRUCTURE SIZE TO HIT DRM CHART	
Structure	**DRM**
One Lane Bridge	+2
Two Lane Bridge	+1
One Level, two story house	0
Two Level Building Hex	-1
Three Level Building Hex	-2

13.18.2 145.41 Ordnance fire on the Building target type is not specifically aimed at a section of the structure known to contain enemy units so it is less effective against any units which may be contained therein. The effect of such hits is resolved normally with full TEM's to determine rubble possibilities. However, to determine the effects on any occupants the fire is halved as AREA fire unless a CH is secured, but the only TEM's applied to the IFT DR are: +1 if a stone building and +1 for each level of the building above ground level. All the occupants of the vertical building hex are affected unless they occupy a level of the building hex which is out of the LOS of the firer (EXC: rubble). Ordnance fire on the building target type can qualify for the

possibility of a HE CH only if the TO HIT DR is a 2 prior to modification.

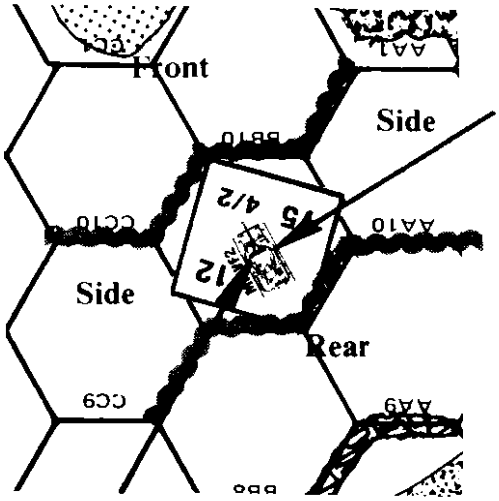
13.19 Effects of Direct Fire Hits

13.19.1 Assuming that an infantry target has been hit, another DR is made on the IFT using the caliber of the firing ordnance to generate the number of fire factors. TEM's do not apply to the effects of fire (Exception: HE Critical Hits vs. Infantry).

13.19.2 Assuming an AFV target has been hit, the AFV KILL table must be consulted to determine whether the shell penetrated the target armor. Cross index the firing weapon type and ammunition with the Target Facing to determine the AFV Kill Number. The Kill Number is the number you must roll equal to or less than to eliminate the vehicle.

13.19.3 Some AFVs have better armor protection than others. Therefore, it is necessary to apply modifiers to the attacker's dice roll on the AFV Kill Table. There is no dice roll modifier to the "To Kill" roll for trucks and jeeps.

13.19.4 Target Facing is determined depending on which target hex side is crossed by the firing unit's LOS. If the LOS of the firing unit runs exactly along a hex spine of the target hex which determines facing, the target facing will be that least favorable to the attacker.



13.19.5 65.2 As the range at which an AP shell is fired increases. the penetration capability of that shell decreases. Therefore, the AFV KILL dice roll is modified according to the AFV KILL Range Modification chart if the firer is using AP, APCR or APDS ammunition.

13.19.6 65.3 MGs and ATRs utilize this rule. Special weapons such as bazookas, flamethrowers, demo charges etc. do not.

13.19.7 AFV counters whose Main Gun Type is over scored may fire only HE ammunition. All British ordnance identified by an underscore may fire AP only, and is incapable of normal fire vs. infantry on the IFT. All other ordnance may fire either HE or AP. Ordnance with an asterisk (*) is less effective in hitting targets at long range due to low muzzle velocity, or a crude gun laying system.

13.19.8 A tank or SP Gun cannot use its MG factors in an attempt to destroy another tank or SP Gun. A halftrack could use its MG armament on the "MMG/HMG" column of the AFV Kill Table against any AFV. The M16 with its quad .50 armament could roll 4 times on the .50 cal column when firing at an AFV but all 4 dice rolls must be made against the same target and any dice roll of 12 would malfunction all four machine-guns. A MG firing at a vehicle does not penetrate past the vehicle.

13.19.9 Ordnance may not combine fire with any other fire.

13.19.10 145.1 The type of terrain (including smoke) in the target hex does not determine the target type, it merely modifies the TO HIT DR of shots at targets in that hex as a Case R target modification DRM. Once a hit is obtained, however, TEM's do not apply to the IFT DR of that ordnance except to determine the effects on the terrain itself (rubbled buildings or attempts at bridge destruction for instance). Negative DRM's

for infantry target movement in the DFPh and air bursts apply to the TO HIT DR, but do not apply at all to the resulting IFT DR if a hit is obtained. TEM's would apply to HE attacks on the IFT only for purposes of HE CH's versus infantry. Note that TO HIT Case J is broken into separate cases for vehicles and infantry. The TO HIT DRM's for moving vehicles would not apply to TO HIT attempts versus infantry and vice versa.

13.19.11 145.11 Ordnance cannot select exposed passengers/crew as an infantry TO HIT target type. Such units suffer damage only as a secondary result of a hit on their carrying vehicle. Therefore, TEM's to which the infantry are entitled (such as CE: +2) would be added to the subsequent IFT DR - not the vehicular TO HIT DR. The general rule to remember is that if a TEM is used to modify a TO HIT DR it cannot be used to modify the resulting IFT DR. Similarly, because indirect fire FFE placement is not affected by terrain, indirect fire is resolved on the IFT with full TEM.

34. Assume an AFV direct fires HE at a hex in which infantry just unloaded from a halftrack...who is affected - the halftrack, infantry, or both?

A. Once the infantry unloads, the hex contains two different targets and the firer must specify which he is firing at. If he chooses the halftrack and eliminates it, the infantry must take a normal MC (32.5). Otherwise, he can affect only one target, not both. {COI4-68}

[Editor's note - the previous appears to me to conflict with the following]

34.2 Does a direct fire hit by any piece of ordnance against multiple infantry units in the same hex affect all those units equally?

A. Not necessarily. Beside the obvious case of different terrain modifiers which could apply to the IFT for such things as infantry in and outside of entrenchments, there are circumstances under which some units in the same hex would not even be hit and therefore not have to roll on the IFT at all.

For example, a TO HIT might suffice to hit an acquired target but, due to different TO HIT modifiers might miss a moving or concealed target. In such a case only the unit which is hit must undergo an effects roll on the IFT. {17.2-46}

34.5 Do both the TO HIT DRM case K (Target Concealed) and the provisions of Area Fire (1/2 x) both apply to a concealed infantry target?

A. Yes, but Area Fire would not apply in the case of an armored target. {COI4-68}

13.20 Location of Vehicular Hits

13.20.1 130 Whenever a vehicle presents different turret/vehicular target facings or possesses a different hull down armor modifier signifying different turret or upper body armor strength, it becomes necessary to know the precise location of the hit in order to determine the correct armor DRM. Use the following rules to determine hit locations when necessary.

13.20.2 Any non-deliberate immobilization TO HIT dice roll resulting in a hit vs. an armored target is considered to be a turret or upper body hit only if the colored die is greater than the white die. Otherwise, the hit is determined to have struck the hull. Such determination is made prior to application of any modifiers.

13.20.3 If a turreted vehicle is hit in the turret the target facing for resolution on the AFV KILL TABLE is determined on the basis of the turret covered arc, not the vehicular covered arc.

13.20.4 If an AFV receives a turret or upper body hit it is not subject to Random Immobilization.

13.20.5 An AFV is considered "hull down" if it is directly behind a wall (not hedge), or wreck, even if fired on from above.

13.20.6 145.2 There is no Hull Down category on the Advanced TO HIT Table. Vehicles which qualify as HD targets are considered hit only if that hit results in a turret or upper body hit, i.e. only in the case of a CH or if the colored TO HIT die is >= the white die. When firing on a HD target. Turret hits occur if the colored die is >= the white

die. If not HD, turret hits occur only if the colored die is > the white die. This is true even for mortars and similar weapons whose fire is indirect even while firing at a unit in their LOS. A HD target behind a wall cannot claim that TEM in the TO HIT calculation. Note that a vehicle is not HD due to being behind a normal hedge, although that would qualify it for a +1 (Case R) TO HIT DRM (Exception: A hedge does provide HD status against shaped charge weapons).

13.21 Armor Height Advantage - To Kill

13.21.1 77.3 A height advantage increased the probability of a hull/turret top hit where the protective armor in all AFVs was thinner. All main armament firing at a target vehicle at least two elevations lower than the firing hex and within 24 hexes may deduct 1 from their TO KILL dice roll when firing at a Close Topped AFV. When firing at an Open Topped AFV a -3 dice roll modification applies to the TO KILL dice roll.

13.21.2 77.4 Units on the second level of a building hex (bazookas, demo charges, panzer fausts etc.) would qualify for these TO KILL DRMs if firing at a ground level AFV.

13.21.3 77.5 The height advantage applies to attacks by AT Guns, bazookas, panzer fausts, medium and heavy MGs within normal range, ATRs, and all other types of armor piercing weapons.

77.3 & 48.1 Does firing with a two level height advantage against an AT Gun incur any additional advantage ?

A. No. {COI4-70}

13.22 Partial Armor Penetration – Shock

13.22.1 131 The concept of an AFV crew being momentarily stunned by the loss of a crew member was touched upon in regards to CE status, but a similar result can also occur when an AFV is fully "buttoned up". A hit which fails to penetrate armor can still have devastating effects on the crew inside. In the early days of riveted (as opposed to cast) construction even MG bullets making a direct hit on a rivet could send it hurtling through the interior to ricochet with nearly the force of the bullet itself. Later, as tanks took on ever thicker armor in their unending race to stay ahead of constantly enlarging anti-tank armament. they became more able to withstand armor penetration than the crews inside them were able to withstand the pure shock effect of close proximity to high caliber hits against their armor. Often a hit would result in only partial armor penetration but would still cause "flakes" in the interior with often fatal effects. Regardless of the cause, a "shock" hit often gave an under gunned attacker the chance to finish off a superior foe before it could effectively return fire.

13.22.2 A Partial Armor Penetration Shock (hereafter referred to as "Shock") possibility occurs anytime a hit is achieved on an AFV and the resulting AFV KILL resolution dice roll is just one greater than the final necessary to KILL number, In such a situation, the AFV crew must take a normal MC. Failure of the M Morale Check results in Shock.

13.22.3 Unlike a CE-induced "Stun", the effects of a Shock are strictly temporary. A Shock means that a vehicle may neither move (Except as covered below), traverse, pivot, fire, nor attempt repairs for the balance of that player turn.

13.22.4 If the Shock is the result of a hull hit against the front target facing of a moving vehicle (or one in motion) in which the colored die is greater than the white die, the driver has been affected. Re-roll one die. The AFV (regardless of facing, MPs, or obstacles) immediately pivots so that the Vehicular Covered Arc is centered on the hex spine of the die roll, The vehicle then moves one hex to the clockwise side of the Covered Arc and ends its movement with

the same Vehicular Covered Arc indicated by the die roll and Shock counter.

13.22.5 If the random movement results in entry into a prohibited hex (such as across a cliff or into a water hex or stone building) the AFV is removed with no crew survival possible.

13.22.6 If the random movement results in entry into an obstacle hex which normally requires an immobilization die roll (woods, wooden buildings), that die roll must be made (vehicle bypass movement cannot be claimed).

13.22.7 The random movement does nor evoke any additional excessive speed breakdown possibility.

13.22.8 If the random movement results in entry into an occupied hex, all unarmored occupants (even friendly) of the hex must undergo a basic overrun attack of 4 factors on the IFT (even if the AFV entered the hex by falling off a cliff or has already executed an overrun attack). Units inside a building would receive no protective terrain DRM for the building. All other terrain modifiers apply. Unlike a normal overrun attack in which the AFV ends its move in the target hex, enemy units need not leave the hex and any ordnance weapons are unharmed barring a KIA result.

13.22.9 In the Rally Phase following placement of the Shock counter, it is inverted to reveal the "+1 To Hit" side, This DRM is added to the AFV's ordnance and MG fire during that player turn only. It is removed during the following Rally Phase.

13.22.10 If the vehicle receives another hit from ordnance capable of destroying it in its present target facing without benefit of a Critical Hit while either side of the Shock counter is still in effect, the crew must take a MC which would not be a normal M check, but a "2" MC if the Shock counter is face up, or a "1" MC if the '+1 To Hit' side is face up.

13.22.11 A crew which fails its "2" MC while the Shock counter is in place face up must "bail out" immediately. The crew does not break, but does abandon the vehicle. The crew counter is placed on top of the AFV where it is treated as "moving infantry in the open" and subject to the -2 DRM for the balance of the fire phase regardless of fire phase. If it survives the remainder of the fire phase it may be moved beneath the AFV or to any adjacent hex not occupied by enemy units,

13.22.12 An AFV which fails its "1" MC while the Shock counter is in place face down must re-invert the Shock counter to the "No Fire, No Move" side.

13.22.13 The Crew Survival Number of any AFV is reduced by one while under the effects of either a Stun or Shock counter.

131.1 Can indirect fire (63.39), MG TO KILL attempts, mines and ATMs result in shock effect?

A. Yes, but not molotov cocktails, flamethrowers, or Close Combat. {COD106}

131.2 May a CE AFV be shocked and if so, what happens to its CE status?

A. Yes, and the CE status must remain in effect while the "No Move" side of the shock counter is in play. Afterwards it may remain or be removed as per the normal CE movement rules (64.44). {COD106}

13.23 Immobilization by Fire

13.23.1 Random Immobilization

13.23.1.1 66.1 A dice roll on the AFV KILL Table against side or rear armor (after all modifiers) exactly equal to the number needed to destroy the target vehicle, might result only in its immobilization instead. The firer rolls one additional die with a die roll of 4, 5, or 6 resulting in immobilization. Any other result is still considered a kill. If a dice roll lower than the kill number is rolled, the target is eliminated. Immobilization does not occur if the target was in a Hull Down position - the target is eliminated instead. An already immobilized AFV hit by a second

random immobilization on the AFV KILL Table is eliminated instead.

13.23.1.2 A critical hit cannot result in random immobilization.

13.23.1.3 66.1 The effects of random immobilization would also apply to Close Combat attacks by infantry.

13.23.1.4 66.24 MGs, flamethrowers, molotov cocktails and aircraft may not attempt Deliberate Immobilization. Attacks with these weapons would not result in Random Immobilization. ATRs, ATMs and bazooka type weapons may attempt Deliberate Immobilization.

13.23.2 Deliberate Immobilization

13.23.2.1 66.2 Sometimes an AFV is so formidable that the opposition is completely outmatched. In such a case the firer may announce that he is trying to deliberately immobilize the enemy vehicle if he has a flank or rear shot. A gun attempting to deliberately immobilize an AFV from the side target facing must add +3 to his TO HIT dice roll and forfeits any chance of outright elimination of the target. If he hits his target, however, it is automatically immobilized.

13.23.2.2 66.21 Attacks to deliberately immobilize an AFV which are traced through the rear target facing must add +5 to its TO HIT dice roll, rather than the +3 DRM for a side shot.

13.23.2.3 66.22 Attempts to deliberately immobilize an AFV are not allowed beyond a range of 6 hexes.

13.23.2.4 66.23 Attempts to deliberately immobilize an AFV are not allowed if the target is hull down or if the firer has a height advantage of two levels or more.

13.23.2.5 66.24 MGs, flamethrowers, molotov cocktails and aircraft may not attempt Deliberate Immobilization. Attacks with these weapons would not result in Random Immobilization. ATRs, ATMs and bazooka type weapons may attempt Deliberate Immobilization.

13.23.2.6 66.25 Deliberate Immobilization may not be attempted against unarmored vehicles.

66.1 & 66.2 If an AFV succeeds in deliberately immobilizing an AFV and later scores another immobilizing hit is the AFV destroyed?

A. Only if the second immobilizing hit is scored via Random Immobilization - not Deliberate Immobilization. Of course, any immobilized vehicle hit by AT weaponry must take a Morale Check. {COD-105}

13.24 Crew Survival and Burning AFVs

13.24.1 Whenever an AFV is destroyed by hostile action (Exception: Close Combat) there is a chance that the crew will escape alive and functioning. Therefore. whenever a tank or SP Gun is eliminated invert it and roll two dice. A dice roll equal to or less than the Survival Number printed on the wreck counter results in the crew surviving. A crew counter is then placed immediately on top of the wreck counter. It is treated as "moving infantry in the open" and subject to that DRM regardless of fire phase for the balance of that fire phase. If it survives the remainder of the fire phase it is immediately moved beneath the wreck or to any adjacent hex not occupied by enemy units.

47.2 If an armed halftrack is eliminated, is the survival of passengers rolled for in the same manner as is done for the crew?

A. Yes, each unit including the crew rolls for survival separately. Any support weapons are eliminated. Passengers aboard an unarmed halftrack have the same chance for survival even though there is no inherent crew survival number printed on the counter. {SL4-40}

13.24.2 Burning AFVs

13.24.2.1 67.1 Any time an AFV is eliminated by a final (after all modifiers) "TO KILL" dice roll which is less than or equal to half of the AFV KILL Number, the AFV is considered ablaze. Place a smoke counter on the wreck to so indicate.

13.24.2.2 67.11 To determine when the fire is extinguished, the owner of the wreck rolls one die at the stars of his rally phase. A die roll of l results in the removal of the smoke counter.

13.24.2.3 67.12 The fire from a burning AFV may spread to the hex it occupies if it is in a grain field, woods or building obstacle (as opposed to occupying the hex but not the obstacle using Vehicular Bypass Movement) as in the normal spreading fire rules.

13.24.2.4 67.2 The crew and passengers of a burning AFV are automatically eliminated.

13.24.2.5 67.3 Infantry units beneath a burning AFV counter do not receive a +1 DRM against all attacks made against them as they would while beneath a normal wreck.

13.24.2.6 67.4 Infantry units which start their turn beneath a burning AFV must pass a normal Morale Check to remain in that hex during that turn. Failure to pass the MC does not break the unit, but forces it to leave the hex during its Movement Phase.

13.24.2.7 67.4 Infantry units about to move through or into a hex containing a burning AFV must pass a normal Morale Check to enter that hex. Failure to pass the MC does not break the unit but forces it to take an alternate route.

13.24.2.8 67.41 The Morale number of all infantry units taking the Morale Check described above is modified by any terrain effect modifier which exists in (not hex sides) the hex, other than the burning AFV itself.

13.24.2.9 67.42 Units which are forced to leave a burning AFV hex but are unable to do so due to the presence of adjacent enemy units, board edge, or impassable terrain, must do so in the Advance Phase. Failure to do so results in the unit breaking immediately after the Advance Phase.

13.24.2.10 67.5 During night scenarios, a burning AFV creates a zone of illumination over every hex within 2 hexes of the burning AFV, LOS permitting, as if it were a daylight scenario.

67. Could a vehicle enter a hex which contains a burning wreck?

A. Yes. {KM}

67.1 If an AFV is destroyed in Close Combat by a final dice roll less than or equal to half the units' firepower, is the AFV considered ablaze?

A. Yes - the infantry firepower plus any Close Combat DRMs yields the AFV Kill Number. {COD-105}

SQLA - [36A] Units, which fail Pre-AFV MC in the advance phase, or MC for entering a burning wreck, may make an alternate advance/movement.

13.25 Critical Hits vs. AFVs

13.25.1 68.1 Occasionally an AFV target will be hit exactly in a vulnerable location such as a vision slit or turret ring which allows an otherwise harmless hit to penetrate with great effectiveness. This possibility exists every time a "2" is rolled prior to modification on the TO HIT DR. The firer then rolls a third die. If that die is "1" or less than one half of the originally needed final TO HIT number, the hit is considered to be a critical hit.

13.25.2 68.2 Once the Critical Hit has been obtained, the subsequent AFV KILL dice roll is made on the "Rear" target facing

(regardless of the target's Covered Arc) with a -1 DRM.

13.25.3 68.3 Armor modifiers of the target AFV are applied to the AFV KILL roll only if negative. If both front and side/rear are negative then the side/rear DRM is applied.

13.26 Critical Hits vs. Infantry

13.26.1 109 Occasionally a HE shell will land directly in a vulnerable location of an otherwise formidable target such as the aperture of a bunker, the window of a stone building or a direct hit on an entrenchment. In these rare instances the confines of the protecting structure actually compress the resulting explosion turning the once protective obstacle into a death trap for its inhabitants This can be simulated in the following manner.

13.26.2 109 HE Critical Hits vs. infantry can only occur in hexes in which the defender would normally accrue an advantageous terrain DRM such as woods, walls, bridge rail girders, buildings, bunkers, inside or beneath armored vehicles, entrenchments, and shell holes. Infantry height advantage does not apply.

13.26.3 Units in an obstacle hex but not in the obstacle which do not derive any protection from that obstacle (Example: infantry outside an entrenchment or bunker, or moving through an obstacle hex via bypass movement) are not affected in any manner by a HE Critical Hit. Such units would be treated as if they were missed entirely.

13.26.4 145.61 Whenever the firing ordnance needs a final TH# >= 8 to hit it's target, a TO HIT DR of 2 either prior to or after modification is an automatic CH. If the firing ordnance has a final TH# <= 7, or the target is a building target type, a TO HOT DR of 2 prior to modification yields only a possibility of a CH. To resolve the possibility of a CH, the firer rolls a third die. If that dr is a 1 or <= half of the original needed TH#, it is considered a CH. A CH cannot occur if the final TH# < 2. For purposes of CH determination only, the TEM (Case R) is omitted from the TO HIT DR until it has been established whether or not a CH has occurred.

13.26.5 145.62 There is no TEM to a CH for purposes of rubble determination in a building, but the TEM would be reversed and applicable to the IFT attack resolution vs. any infantry in the same hex using the same IFT DR.

13.26.6 When a HE Critical Hit vs. Infantry occurs, the normal Terrain Effects DRM is reversed; i.e., a +3 DRM for being inside a stone building becomes a -3, +1 for a woods hex becomes a -1, units inside a halftrack receive a -2 DRM, etc. The terrain DRM is not reversed for purposes of fire or rubble determination.

13.26.7 To reflect the possibility of an indirect fire HE Critical Hit vs. Infantry, the firer utilizes the IFT effects resolution dice roll instead of the non-existent TO HIT dice roll. If the result is a critical hit (apply the CH procedure with an adjusted final TO HIT number of 7) the "2" effects resolution dice roll is still used but with negative instead of positive terrain DRMs. If the first IFT effects resolution "2" dice roll is not a critical hit, the "2" dice roll is still used to resolve the attack but with the addition of positive terrain DRMs.

109.1 What is the DRM for a HE critical hit against an infantry unit in a wooden building behind a stone wall?

A. -2. The wall has no additional effect. {17.3-46}

109.2 If a leader breaks in an obstacle due to an HE Critical Hit, does a unit outside the obstacle in the same hex have to take a normal MC?

A. Yes. {COD-106}

109.2 & 14.6 Is a unit which is missed by an HE Critical Hit in the same hex considered fired upon for purposes of Desperation Morale?

A. Yes. {COD-106}

109.4 Is a gun shield considered "advantageous terrain" such that an HE Critical Hit would reverse its gun shield modifier on the IFT?

A. No. {COD-106}

109.4 Would fog or partisans being in woods increase the lethality of an HE Hit DRM?

A. No. {COD-106}

13.27 Special Ammunition

13.27.1 Availability and Depletion

13.27.1.1 The types of available ammunition differed with each piece of ordnance, but as the war progressed the combatants often tried to overcome the shortcomings of their weapons with innovations and refinements to the projectiles themselves. The availability of special types was always limited, however, whether it be due to shortage of raw materials, mass production facilities for its manufacture, or merely the lack of room (especially in AFV's) to store and transport many rounds beyond the needs of the more conventional HE and AP types. The use of special ammunition depletion rules requires that players maintain a written side record of the current capabilities of each piece of ordnance in play. and for that reason is not recommended for casual players of the game. Players should specifically agree on use of the various rule sections herein prior to play.

13.27.1.2 Players should always check the characteristics chart for vehicles and/or ordnance they possess before starting a scenario.

AMMUNITION SUPPLY CHART					
Nationality, Date & Gun Size	**41**	**42**	**43**	**44**	**45**
German: 50L	A5	A6	A5	A4	
37L, 47L, 50	A4	A5	A4	A3	
75 (vehicular only) 75L, 76L, 88L		A5	A4	A3	
American 76L				Aug A4	A5
90L					A5
Russian 45L, 45LL, 76L		A4	A5	A6	A7
57LL			A4	A5	A6
85L				A5	A6
British 57L				Jun D6	D7
76LL				Sep D5	D6
77L					D6

13.27.1.3 Increase Depletion Number by 1 for SS, Guards, Elite units and TD's of all nationalities. Note that U.S. built TD's have their higher depletion number already printed on their counter. The special ammunition listed here is available only to the respective listed nationalities. Any troops using lent or captured equipment may not use special ammunition as it was generally hoarded for the nation's own troops.

13.27.2 AP vs. Infantry

13.27.2.1 AP ammunition may be used against any infantry target inside a building as if it were HE except that it is treated as Area Fire and the most effective result which can be gained is a normal (M) Morale Check. If a KIA, critical hit, or higher grade MC is rolled on the IFT, it is treated as a normal MC.

13.27.2.2 Any infantry unit undergoing a normal M MC due to AP ammunition hits in one of the above situations may subtract one from it MC dice roll. In essence, an AP-caused MC is always "M+ 1".

13.27.3 APCR(A)

13.27.3.1 148.1 As the tank evolved into a more heavily armored fighting vehicle. attempts to combat it with steel shot proved increasingly futile (typical AP rounds then in existence tended to shatter

at the higher velocities necessary). Tungsten shot, although it would not shatter, was so dense that it required more propellant than the gun breeches could safely tolerate. The Germans were the first to solve this problem by using a tungsten core surrounded by a light alloy body. This made a projectile of the necessary size. but whose weight was actually less than standard steel shot-thus giving both a higher velocity and a shatter-proof projectile. The only drawback to such ammunition was a lack of carrying power over long range due to the poor ratio of weight to diameter. This ammunition was called AP40 or Arrowhead by the Germans and HVAP (High velocity Armor Piercing) by the U.S. but for our purposes it will be referred to as APCR (Armor Piercing Composite Rigid). The German supplies of tungsten were limited and for them such ammunition became increasingly rare.

13.27.3.2 148.11 Ordnance capable of firing APCR must announce its intention to do so prior to rolling each TO HIT attempt. The ammunition depletion rules then govern the effects of the TO HIT DR. Ordnance with a multiple rate of fire or using Intensive Fire may choose a different type of ammunition for each shot.

13.27.3.3 148.12 APCR ammunition is less accurate at long ranges. Therefore, a TO HIT DR in which APCR ammo is being used is modified by +1 for every 12 hexes or fraction thereof beyond the 7-12 hex range. This DRM is in addition to any other possible TO HIT modifications.

13.27.3.4 148.13 Any APCR shot which hits an armored target modifies the resulting TO KILL DR by the amount shown on the Table (case F) for APCR Range Effects on Penetration, This amount is derived by cross-indexing the range to target with the gun size. This DRM replaces the normal AP range effects DRM (case E). APCR is treated as AP in all other respects.

13.27.3.5 148.14 Unlike certain other special munitions, the availability of APCR and APDS varies with the time frame of the scenario (see Ammunition Supply Chart).

13.27.4 APDS(D)

13.27.4.1 148.2 The British developed a unique composite projectile referred to as APDS (Armor Piercing Discarding Sabot) composed of a tungsten core enclosed in a light alloy sheath. Unlike APCR, this sheath would separate from the core at the muzzle allowing the core to gain both high velocity and carrying power due to its better weight/diameter ratio.

13.27.4.2 148.21 APDS was less accurate than regular AP at longer ranges due to the separation of the sabot from the core. Therefore, the APCR TO HIT DRM's also apply to APDS.

13.27.4.3 148.22 APDS maintains its velocity over longer ranges. Therefore, all British ordnance APDS hits subtract 2 from their TO KILL DR in addition to the DRM's for AP Range Effects on Penetration.

13.27.4.4 148.23 U.S. ordnance includes that in British service, while British ordnance includes that in Canadian service, ANZAC forces rarely used APDS, APCR, or HEAT.

13.27.5 HEAT(H)

13.27.5.1 148.3 HEAT (High Explosive Anti-Tank) rounds were designed to detonate at a predetermined distance from the target's surface and to channel the resulting explosion in a narrow concentration which could instantly burn through armor like a super blow torch while simultaneously spraying the AFV interior with molten metal.

13.27.5.2 148.31 Unlike more conventional AP rounds (including APCR & APDS), HEAT penetration is not affected by range (case E or F). The TK# for HEAT rounds is found under the corresponding column for the size of the firing gun and the "H" symbol.

13.27.5.3 148.32 **HEAT is available to the Germans starting in 1942, to the U.S. and Russia starting in 1943, and to the British in 1944.**

63.16 What column is used for resolution of 76.2, 105 and 130mm HEAT attacks?

A. 75H for the former, 100H for the latter two. {COI4-69}

13.27.6 Canister (C)

13.27.6.1 148.41 **Canister is ineffective against armored targets. A TO HIT DR is not required, but if the AFV is moving the FP of the canister is halved as Moving Fire. Canister is resolved on the IFT using the 12 FP column and adding any applicable DRM's for terrain and/or hex side changes in the CA. The IFT DR also serves as the ammo depletion and armament breakdown checks usually resolved on the TO HIT Table. If the canister depletion number has been exceeded, the attack must be repeated with HE (or IFE), but using the same DR as the HE TO HIT DR. Canister is always fired at a target two hexes distant. However, it will also affect the occupants of certain other hexes beyond the target hex at full strength, dependent on the LOS. Penetrating canister fire is not effective if an intervening obstacle blocks the LOS, but neither is it subject to Area Fire for fire through brush or wheat fields unless the firer is firing at a suspected, rather than a visible, target.**

13.27.6.2 148.411 **If the LOS to the target hex passes directly through a hex spine or from (or to) a CAFP, Canister will attack the two hexes directly behind the target hex as a three hex cluster (i.e. all three hexes intersect at a common point). Unlike the effects of Spraying Fire on such a cluster, Canister fire is not halved as Area Fire.**

13.27.6.3 148.412 **If the LOS to the target hex parallels the hex row grid. the canister will affect the two hexes along the hex row grid directly behind the target hex as penetrating fire. Unlike penetrating fire, however, there is no loss of FP for each subsequent target hex.**

13.27.6.4 148.42 **The target hex does not have to be occupied by enemy units, but the firer must be able to see or suspect opposing units in the affected area in front of or beyond the target hex.**

13.27.6.5 148.43 **Canister has no effect on units in the firer's hex, but attacks units in the hex adjacent to the firer along the LOS as Area Fire. If the LOS in the adjacent hex is traced exactly along a hex side, the fire affects both adjacent hexes but is quartered instead of halved.**

13.27.6.6 148.44 **Canister cannot be used to rubble a building, set fires, or clear wire. A KIA canister result would have the same chance of destroying SW's in a hex as a HE KIA result would.**

13.27.6.7 148.45 **CLEARING FIELDS OF FIRE: Any unoccupied brush or Wheatfield hex which has been the target hex (not secondary target hexes) of a Cannister fire DR<= the depletion number in the PFPh is considered to be open ground for all subsequent LOS and fire purposes.**

13.28 Vehicle Mounted Flamethrowers

SQLA - [102A] Vehicular-mounted FT's, whether bow or turret mounted, do not need to secure a hit, but the TO HIT DRMs normally associated with a change of CA for that type of mounting (Cases A-C are instead applied as IFT DRMs. These DRMs would also apply to fire and AFV TK#s. Bow mounted FT use these DRMs as though they were turreted.
Flamethrowers (FT) AFVs may fire the FT in the ensuing Advancing Fire Phase following movement into a new hex regardless whether bow mounted or turret mounted

14. TERRAIN

14.1 The costs of movement and terrain effects modifiers are listed on the quick reference sheets.

14.2 Terrain effects and movement costs of hexes containing more than one terrain feature are cumulative. Therefore it costs infantry 4 MF to enter hex 2I9 and fire into that target hex will be modified by +3 to the dice roll.

14.3 Buildings

14.3.1 Buildings may be of stone (grey) or wood (brown).

14.3.2 All buildings on board 5 and board 6 are considered to be of wooden construction unless otherwise specified by the special rules of the scenario in play.

14.3.3 They have specific costs to enter and provide cover in the form of a TEM. Their height as it affects LOS and the possible locations that units can occupy depend on the size and type of building. Multi-story buildings may have staircases (shown by white squares in the centre of the hex). Where a building has multiple levels, each level may contain units up to the normal stacking limits. Units in a multi-story building hex are on the ground level unless they are placed on top of a 1st, 2nd or 3rd Level counter. Movement between levels is only possible by means of staircases.

14.3.4 155.1 HEIGHT DETERMINATION**: The obstacle height of a building and the number of levels it contains are not necessarily equal, and is determined by a combination of the number of hexes it covers and the presence or absence of any staircase symbol. The material a building is constructed of (stone [grey] or wood [brown]) does not determine its size. The following building type definitions assume location on a ground level hex. Obviously, a building located on a hill would be a correspondingly greater obstacle to LOS and a higher firing/target hex than one at ground level. In addition, all buildings higher than a single-story house are considered a half level higher obstacle for purposes of blocking LOS.**

14.3.5 155.11 SINGLE-STORY HOUSE**: All single hex buildings which do not contain a staircase symbol are considered level one obstacles to LOS and cast a one hex blind zone for LOS to or from a higher level. All units in such buildings are considered at ground level.**

14.3.6 155.12 TWO-STORY HOUSE**: All multi-hex buildings which do not contain a staircase symbol are considered level 1½ obstacles to LOS and cast a one hex blind zone for LOS to or from a higher level despite also having another vertical level in each hex besides the ground level in the form of a 1st Level capacity. All buildings of this type have an inherent staircase present in each hex. Units on a 1st Level counter are considered to be at level one, even though the building itself may be only a level 1½ LOS obstacle.**

14.3.7 155.13 MULTI-STORY BUILDING**: All buildings containing a staircase symbol are considered level 2½ obstacles to LOS and cast a two hex blind zone for LOS to or from a higher level. Such buildings contain both a 1st Level and 2nd Level capacity in each hex in addition to the ground level. Such buildings have no inherent staircase other than those represented by the white staircase symbol.**

14.3.8 155.14 3RD LEVEL STRUCTURES**: Level 3½ obstacles to LOS and 3rd level capacity are created only by SSR and are identified thereafter by placement of a 3rd Level counter on the appropriate hex(es).**

14.3.9 125.6 **Being on a 3rd level counter is equivalent to being on a level three hill hex.**

14.3.10 125.7 **A level 3 building hex in the LOS of an observer on a level 4 hill causes a "blind zone" of three hexes directly behind it along the observer's LOS.**

14.3.11 125.82 **No AFV armament except AA MGs may fire at an adjacent building's 3rd level.**

14.3.12 155.3 ROWHOUSE**: All multi-hex buildings with a staircase symbol in every hex are considered multi-story building row house structures. Each building hex is a separate entity and movement/fire between adjacent upper level hexes is impossible unless one or more of them has been rubbled. Exception: Fire is allowed between 10DD4-10DD5 and similar terrain configurations. A unit in one row house may not form a FG with a unit in another row house unless they are both adjacent to the same unit in a non-row house hex that is part of the same FG.**

14.3.13 155.4 SPLIT LEVEL BUILDINGS**: Multi-hex buildings located on two elevation levels and containing only one staircase symbol in the lower elevation hex are actually a combination of 1st and 2nd Level building hexes. While the building represents the same level obstacle in both hexes, that building hex located on higher terrain is actually one level shorter than the portion located on lower terrain. The first level of the higher hex would connect directly to the second level of the lower hex. Movement within the building to the ground level of the higher hex would have to be made from the 1st Level of the lower hex, etc.**

14.3.14 155.41 **Multi-hex buildings located on two elevation levels and containing a staircase symbol or inherent staircase capability in the higher elevation hex has the same number of building levels in each hex, but that building hex located on higher terrain presents a higher obstacle to LOS than the building hex on lower terrain. Movement within the building from the higher hex to the lower hex must be made from a building level that is one lower than the building level moved into and vice versa.**

14.3.15 155.5 MARKETPLACE**: Building hex 12R7 is unique in that it has no ground level as signified by the placement of the hex centre dot completely outside the physical confines of the building symbol. Ground level LOS (including MG fire) may be maintained through this hex in any direction; units of all types may move through it and/or be fired on in it at ground level as if it were open ground.**

14.3.16 155.51 **The marketplace hex does contain an overhead stone building 1st Level hex that can be reached directly from ground level only by the inherent (exterior) staircase in the hex. Units moving from ground level to the 1st level in the MPh via this inherent staircase are considered to be moving in the open at ground level.**

14.3.17 155.52 **The 1st Level of the marketplace is considered to overhang the ground level structure to the extent that fire to and from the first level can be accurately traced to the hex centre dot (which would serve as a Level One obstacle to all non-ground-to-ground LOS through it or between it and the building symbol in that hex).**

14.3.18 155.53 **Although the hex centre dot may slightly miss direct contact with building symbols (as in the case of 6C4 or-more commonly-in multi-building hexes such as 12M2), the intent should be obvious. Units in such hexes are in the building if they pay movement costs to enter the building, and can otherwise move through the hex only via bypass. There is only one marketplace hex in the game system.**

14.3.19 155.54 **Due to the lack of a ground level building in the Marketplace, many exceptions to normal building rules would apply. Trenches, wire, entrenchments, mines, and roadblocks could be placed in this hex and broken units may possibly be deprived of the ability to rout through it.**

14.3.20 Movement and Fire Between Levels

14.3.20.1 155.2 **Movement up or down levels by means of a staircase costs 1 MF per level moved.**

14.3.20.2 Movement between levels of the same non-staircase building hex is possible in the following manner:

14.3.20.2.1 Changing levels without a staircase is permitted only during the MPh by infantry units carrying no more than 2 PP each of support weapons.

14.3.20.2.2 Units changing levels in this manner may not make any other movement or fire including CC during the balance of their player turn.

14.3.20.2.3 Units changing level in this manner lose all protective terrain dice roll modifiers they would normally be entitled to during the DFPh and are also subject to the dice roll modification for moving in the open.

57.9 Can this special movement be applied in hex 1X4 where there is no outer wall?

A. No. {15.2-34}{COI4-69}

14.3.20.3 Units in non-staircase hexes may not fire or enter into Close Combat with enemy units above or below them on a different level. Units may not fire up or down a staircase hex more than one level. Units which start their Advance Phase already in or adjacent to a staircase hex may advance during the Advance Phase up or down stairs and enter into Close Combat with opposing units.

14.3.20.4 Broken units on levels above ground level do not have to rout unless adjacent to enemy units on the same level or if in a staircase hex with enemy units in an adjacent level.

14.3.20.5 Neither vehicles nor AT Guns may occupy the higher levels of a building.

14.3.20.6 Placement of units in higher building levels complicates LOS. Players must visualize that units on 1st, 2nd or 3 rd Level counters may now see and fire over ground level obstacles (keeping in mind the one hex blind zone) and conversely receive such fire in return, but units on ground level of the same building could not. Being on a 1st, 2nd or 3rd Level counter is equivalent to being on a hill hex for LOS purposes. Therefore, there would be no fire combat dice roll modifier for firing across a wall or hedge hex side into an adjacent higher level hex.

14.3.20.7 Attacks against multi-story building hexes must be specified as to the target level within the hex.

14.3.20.8 Flamethrower attacks affect adjacent levels in the target hex as Area Fire. If a flamethrower fires from within a building up or down a flight of stairs, the effects of the fire do not apply to the firing hex. Ground level flamethrowers may not affect a third level target directly.

14.3.20.9 Demolition attacks, which do not result in rubble, affect only the target level.

14.3.20.10 Indirect fire affects only the two top levels with a separate effects dice roll for each level. It has no effect on levels below the top two unless a KIA result rubbles the entire building hex.

57.1 Since a multi-story building is "2 hexes in 1" must mines be specified as being on the first or second level?

A. Yes, by the way mines in buildings are considered booby traps. {14.6-34}{COI4-69}

57.2 How is rule 8.6 (forming fire groups from adjacent hexes) affected by the Upper Level differentiation?

A. Units on different levels are considered adjacent for purposes of forming Fire Groups only if the chain of adjacent hexes is connected by a stairway hex occupied on both levels. {SL4-40}

57.4 Rule 57.4 states that a unit can advance from an adjacent square up a staircase (i.e. from 1F3 ground level to 1G3 1st level). Can a unit in a staircase hex advance up or down and into an adjacent hex?

A. Yes. {BT}

57.81 Can a flamethrower fire through a Wheatfield hex to an upper story building, thus affecting units beneath the target hex to which the flamethrower does not have a LOS?

A. Yes, but the effect on the lower floor target is treated as Area Fire and a fire in the upper story hex would not necessarily result in a fire in the lower

hex, although it would be subject to spreading fire. {COI4-69}

57.91 Can 57.91 be used for routs?

A. No. {OAF}

14.4 Rubble

14.4.1 170 A heavy bombardment in an urban area often did more harm than good in terms of speeding up an advance as the Allies discovered to their dismay in Caen and Cassino. The process of levelling the town created a maze of rubble even more advantageous to a tenacious defender, and often obstructed the very roads it was means to secure as buildings toppled into adjacent streets.

14.4.2 170.1 CREATION**: Any HE attack (including bombs, booby traps, rockets, and DC's) against a ground level building hex resulting in a KIA (after modification) results in structural damage which will cause the building in that hex to collapse and be replaced by a rubble counter. If the KIA occurs in a higher building level only that particular level and any level(s) above it in that hex are automatically turned into rubble. This is indicated by placement of a rubble counter on top of the proper level counter to show that the lower level(s) still exist. All occupants (including SW's) of a rubbled building level are eliminated. If the KIA occurs in a higher building level there is also a possibility that the entire building hex will collapse. Roll one die. On a dr >6 the entire building hex is reduced to rubble. There is a +1 drm for every building level above the one in which the KIA occurred.**

14.4.3 170.2 LOS**: Rubble at ground level is a Level One LOS obstruction equivalent to that of woods at ground level. Rubble at higher building levels is a LOS obstruction equivalent to that of the highest non-rubbled level beneath it, and only within the building outline in the hex.**

14.4.4 170.3 MOVEMENT**: Infantry movement into a rubble counter costs 3 MF's. Staircase movement to or from a rubble level would cost 3 MF's, not the normal 1 MF cost for changing levels via staircase. Vehicles may not enter a wooden (brown) rubble counter unless they are fully tracked and must expend 4 MP's plus check for immobilization in the rubble hex. Vehicles may never enter stone (grey) rubble.**

14.4.5 170.4 TEM**: The TEM of rubble is the same as the building type from which it was made.**

14.4.6 170.5 FALLING RUBBLE**: Whenever a 2nd or 3rd level building hex is reduced to rubble, there is a chance that the rubble will spread out into adjacent hexes. Roll two dice; a coloured dr >6 indicates that the rubble will spread; the white die indicates the direction it will spread into. The coloured die is modified by +1 for each floor level of the building hex above ground level that was rubbled by that shot. A white dr of 1 indicates that the rubble will fall across the hex side containing the hex grid coordinate, a dr of 2 indicates the next hex side in a clockwise direction, etc.**

14.4.7 170.51 Falling rubble transforms any terrain it falls on into a rubble counter (except for water hexes) and eliminates any non-armour units and fortifications (CE or OT AFVs would be eliminated) in that hex. The movement costs and TEM's of rubble replace whatever terrain was previously present (EXC: stone bridges remain intact but with a rubble counter). Surviving armour units must leave the rubble hex in their next available MPh after checking for immobilization or be abandoned by their crew. Repair attempts are possible. If falling rubble strikes another building hex (even a higher one) it will rubble that hex and thereby possibly start a chain reaction of such collapses.

14.4.8 170.52 Possession of fallen rubble that has spread into an adjacent hex is not necessary to satisfy victory conditions based on occupation of building hexes, but possession of the actual rubbled building hex is necessary.

14.4.9 170.53 A burning building that is rubbled and falls into other flammable terrain immediately places a fully developed fire in that terrain. Similarly, any rubble that falls into a burning terrain hex is automatically set ablaze. Note that a burning vehicle is not a "burning terrain hex".

14.4.10 170.6 CLEARANCE**: Fallen rubble may be removed from any non-building or non-woods hex by infantry (minimum of a squad or its equivalent) in the same hex at the end of any game turn, on a clearance DR of 2 provided they have remained TI throughout the entire game turn. There is a -1 DRM for each additional squad (or its equivalent) engaged in rubble clearance in that hex. The leadership modifier of any one leader engaged solely in rubble clearance may be deducted from the clearance DR. Any SSR-designated special engineer vehicle, such as a bulldozer, spending all of its MP's in a rubble clearance hex may enter even a stone rubble hex and qualifies for a -3 DRM and need not check for immobilization during entrance of that hex.**

14.4.11 170.61 A cleared fallen rubble hex is treated as open ground if that hex was previously a grain, brush, or orchard hex. Otherwise, it returns to its pre rubble status.

14.4.12 170.7 CELLARS**: A fully-tracked AFV which is neither CE, OT, nor carrying passengers may move into a single story wooden building at a cost of 4 MP's plus an immobilization check, and in so doing creates a wooden rubble counter in that hex. If the AFV rolls a 6 on the coloured die of the immobilization check, the AFV has fallen through the floor to the cellar and is replaced by a wreck. The AFV crew would roll normally for survival. Cellars have no other use in the game.**

39.1 May an AFV enter a two-level wooden building if Special Rules or later gamettes create such a structure?

A. No. {COI4-68}{COD104}

14.4.13 170.71 An AFV may not move through a rubble hex containing an immobilized or wrecked vehicle of any type. An immobilized AFV in a rubble hex may not change its VCA or TCA.

14.4.14 170.72 Any non-berserk infantry unit in a wooden building hex rubbled by the entry of an AFV is automatically broken after resolution of any overrun attack, and must rout from that rubble hex in the next RtPh or be eliminated. Heroes and berserk units must also leave the rubble hex in the RtPh, but are limited to a one hex move. They are not broken / wounded. An already broken unit would be treated as normal.

58. & 59. Can fire start in a rubble hex?

A. Yes. {KM}

58.1 & 59.3 If an off board FFE or a HE attack results in a KIA against a target in a building hex, is that hex always turned into a rubble or set on fire?

A. It always becomes rubble, and might also catch fire. {KM}

58.2 According to Rule 58.2 a vehicle may not enter a rubble hex, but according to Question 58.4 on Page 69 this is possible, which is correct?

A. Rule 58.2 should state that non-tracked vehicles may not enter rubble. {KM}

58.4 Can halftracks move through wood rubble?

A. Yes, but armoured cars cannot. Once rubble is created, any tracked vehicle may enter it, even if it was a stone building at one time. {COI4-69}

58.4 If an AFV is immobilized attempting to move into a wooden building, is the house reduced to rubble? May a second AFV attempt to enter? Can an immobilized AFV in a rubble hex change its Turret Covered Arc?

A. Yes. No. No. {COI4-69}{COD105}

14.5 Walls and Hedges

14.5.1 11.51 A LOS may be traced through a wall or hedge hex side only if the LOS ends or originates in the hex formed by that wall or hedge hex side, or if either the firing or target hex has a height advantage (7.4).

SQLA - [11.5] LOS is allowed along the length of a wall/hedge when it is adjacent to either the target or firing hex per Q/A {COI4-67} per reference below. When such exist adjacent to the target hex, the corresponding wall/hedge TEM applies in addition to any other applicable TEM. Note that since the LOS is defined by the hex side and not the wall/hedge artwork, LOS along the length of the hex side occurs in relative few hexes.

SQLA - [5C] Walls and hedges are defined by the hex side not by the artwork. Walls and hedges exist along the entire length of the hex side regardless of the artwork presentation.

14.5.2 11.52 Units moving across a hedge or wall hex side pay additional movement penalties as listed on the appropriate Movement Chart.

14.5.3 11.53 The dice roll of fire traced across a wall or hedge hex side into the hex formed by that hex side is modified as listed on the Terrain Effects Modifiers Chart unless the target unit occupies higher terrain than the wall or hedge hex side. The modifier of a hedge or wall hex side is in addition to any modifiers for terrain inside the target hex.

14.5.4 142.4 Any unit that moves adjacent to an enemy unit loses, for that DFPh only, any wall/hedge TEM that might have accrued to the moving unit if fired upon by the unmoving unit (or any FG including that unit). Exception: If the enemy unit being moved next to is occupying a trench, entrenchment, building, bunker, or rubble any intervening hex side obstacle would always have full TEM's. Units in a building, bunker, rubble, or trench/entrenchment being fired at from an adjacent hex across a wall/hedge hex side cannot claim the wall/hedge TEM in addition to the other TEM. The only time a unit can claim TEM's from both a structure and the wall/hedge around it is when fired on by a non-adjacent, same level firer.

11.53 Does fire which crosses a hex side junction containing a wall / hedge and another not containing a wall / hedge (e.g., fire from (4BB2 into 4Z2), get the wall / hedge bonus?

A. Yes. {MMP}

[Editor's note – implies that fire and LOS through a vertex of a wall / hedge hex side is affected by the wall / hedge.]

11. Are Terrain Effects Modifier cumulative? Example: Would AFV passengers get the +1 TEM for being in a woods hex in addition to any protective benefits of the armour?

A Yes. Note, however, that the +2 DRM for being behind a stone wall would not apply to infantry in a halftrack since they already have this DRM as provided by the halftrack. The halftrack itself, however, could use the stone wall +2 DRM against any MG fire directed at the halftrack itself - not the passengers. {SL4-23}

14.6 Hedgerows

14.6.1 173 The hedgerows of Normandy proved to be a major and unique terrain obstacle to all combatants, but it wasn't long before both sides formulated deadly tactics for dealing with these earthen mounds.

14.6.2 173.1 Hedgerows are used only when specified by a SSR and are represented on the board by normal wall and/or hedge hex sides as specified by that SSR.

14.6.3 173.2 Unlike conventional walls or hedges, hedgerows are considered a level one obstacle to LOS and create a one hex blind zone to higher observers. However, same level fire may be traced through (but not along, unlike walls and hedges) a hedgerow hex side provided it originates and/or ends in a hex formed by that hex side. Any unit receiving fire through an adjacent hedgerow hex side is subject to a +2 TEM on the IFT (unlike the rules for units

adjacent to a hedge). Armoured targets are considered HD.

14.6.4 173.21 No unit may fire through an adjacent hedgerow hex side during the AFPh unless it is firing at an adjacent hex.

14.6.5 173.22 Ordnance and vehicular weapons may fire through an adjacent hedgerow hex side only if they do not change their CA during that fire phase.

14.6.6 173.23 The TEM for hedgerows is not cumulative with any other type of TEM. If eligible for both the hedgerow and other TEM's, the defender must choose the applicable TEM each time he is fired on, unless all fire is traced across a hedgerow hex side from non-adjacent firers. In the latter case, the defender must use the hedgerow TEM.

14.6.7 173.3 CONCEALMENT: If the presence of a hedgerow blocks all possible enemy LOS, units and stacks of "?" counters may use concealed movement. Unconcealed units behind a hedgerow hex side may gain concealment status by moving (or advancing) behind another adjacent hedgerow hex side provided they do not move adjacent to an enemy unit during that phase and the only enemy units which can trace a LOS to them during that phase must trace that LOS across a hedgerow hex side. Furthermore, concealed units which fire through an adjacent hedgerow hex side may retain their concealment status if their IFT DR (or TO HIT DR for ordnance) is < 7 prior to any modification, and they are not adjacent to an unbroken enemy unit at the end of that fire, or in the LOS of another unbroken, non-stunned/shocked enemy unit which does not trace its LOS through the hedgerow.

14.6.8 173.4 To cross a hedgerow hex side during the MPh, infantry units must expend 2 MF + COT. Mounted cavalry, animals, units on skis or cycles, pushed or towed ordnance, and non-tracked vehicles may not cross a hedgerow.

14.6.9 173.5 Fully tracked AFVs may cross a hedgerow hex side at a cost of 6 MP's + COT. Reverse movement cannot be used to cross a hedgerow nor may external passengers ride an AFV crossing a hedgerow. AFVs crossing a hedgerow are subject to underbelly hits.

14.6.10 173.6 Dozer tanks and AFVs designated by a SSR as being equipped with the Cullin hedgerow device or similar equipment (after 7/25/44) may eliminate the hedgerow in the hex they traverse by expending all of their MP's in crossing that hex side and passing an ESB DR. Such vehicles engaged in clearing a hedgerow are not subject to underbelly hits. Mark the affected hex side with a Trail Break counter.

14.6.11 173.7 BOCAGE: If a SSR specifies 'bocage' as opposed to just "hedgerow", a much more dominant terrain feature is in play with the following additional characteristics.

14.6.12 173.71 Only the inherent FP of infantry may be used as same level fire through bocage, and then only if the firer and target are in adjacent hexes. Such fire is not doubled for PBF.

14.6.13 173.72 Infantry may gain crest status on a hedgerow hex side in the same manner as level -1 terrain, except that they are then considered level one targets. Infantry in crest status on a bocage hex side could then fire through that hex side with the normal restrictions of crest infantry. Crest infantry on a hedgerow hex side receives only the applicable TEM for the hedgerow hex side; they do not receive "entrenchment" TEM's as well.

14.7 Hills

14.7.1 43.11 A Level One hill hex is light brown and equivalent to the height of a small building or woods on ground level. An example of a Level One hill hex is 2G3.

14.7.2 43.12 A Level Two hill hex is medium brown and equivalent to the height of a large building or woods or a small building on a Level One hill hex, an example of a Level Two hill hex is 2I4.

14.7.3 43.13 A Level Three hill hex is dark brown and equivalent to the height of woods on a Level Two hill hex. An example of a Level Three hill hex is 2J4.

14.7.4 162.1 Those hexes whose hex centre dot is surrounded by a dark brown area a full shade darker than the third level hill hexes of that hill mass are considered fourth level hill hexes. Units on a fourth level hill hex are considered a full level higher than any third level building on ground level. Examples of 4th level hill hexes are 15Y6, 15N4, 15N5, 905, and 15F3.

14.7.5 43.14 When a hex contains more than one elevation level, units therein are considered on the elevation level containing the hex centre dot.

14.7.6 43.15 Unless it contains other terrain features a hill hex is considered open ground in regard to effects on movement and combat.

14.7.7 43.2 A crest line is formed in every hex where two different elevation levels meet. The crest line serves two functions:

14.7.8 43.21 Units moving across a crest line into higher terrain than previously occupied must pay an increased movement cost for moving into that hex.

14.7.9 43.22 A crest line pinpoints the slope of a hill so as to clarify when a unit is eligible for an elevation LOS advantage.

14.7.10 149.21 The movement costs of hills and roads in the same hex are cumulative. Infantry moving up a hill road would still expend one MF per hex if the elevation does not increase and two MFs per hex if it does. Infantry would still receive one extra MF if it spent its entire MPh on the road. Vehicles would only pay 2 MPs + COT for moving onto higher terrain while moving along a road.

14.8 Cliffs

14.8.1 44.1 Hill hex sides tinged in black are cliffs. Fire procedure across a cliff hex side is identical to that across any crest line unless the firing and target units are in adjacent hexes in which case the Point Blank Fire of the higher unit is tripled. The fire of the lower unit(s) would remain doubled as normal Point Blank Fire.

14.8.2 82.11 Only the AA MG armament of an AFV may fire into an adjacent lower or higher elevation hex through a cliff hex side. Special weapons such as bazookas and panzer fausts may only fire down through a cliff hex side to an adjacent hex. All AA weapons may fire up through a cliff hex side to an adjacent target.

14.8.3 82.12 A cliff hex side resulting in a drop of two or more elevation levels to the adjacent hex would create a blind hex in the lower elevation hex along any LOS traced across the cliff hex side from a hex of the same hill unless the fire originates from the cliff hex itself.

14.8.4 82.13 The black hex side of a cliff is not an obstruction to LOS traced along that hex side.

14.8.5 82.14 Immobilization attacks may not be made across cliff hex sides.

14.8.6 162.4 CLIMBING: Cliff hex sides are not impassable to infantry, although they are a difficult and dangerous terrain feature to traverse. Any unit traversing a cliff hex side may not Prep Fire, use normal movement, use or repair SW's.

14.8.7 162.41 Infantry that succeeds in traversing a cliff hex side are placed on an appropriate climbing level counter on the lower side of the cliff hex side at the end of their MPh. The level of the climbing counter approximates the unit's height on that cliff hex side. If the unit is descending, it is placed on a climbing counter one level lower than the hill hex it is descending from. If the unit is starting its ascent, it is placed on a Level 1 climbing counter representing its position one level above the hex it previously occupied. Normal stacking limits apply to each level of the cliff surface.

14.8.8 162.411 FALLING DR: **An infantry unit must roll two dice without rolling a 6 on either die in order to climb or descend a cliff hex side during that phase. If a 6 is rolled on either die, the unit may not move from its present position during that phase even though it is considered to be in the act of climbing / descending. If a 12 is rolled on the Falling DR, the unit is eliminated with all SW's in its possession. There is a cumulative +1 drm to each die of the Falling DR if rain, snow of any kind, or heavy winds are currently in effect. Leadership DRM's do not apply.**

14.8.9 162.412 **Broken or wounded units may not climb.**

14.8.10 162.413 **Climbing infantry may portage only their IPC.**

14.8.11 162.42 **Climbing units are considered to be moving their full MF in the open for DF purposes and any such fire is directed to the centre of the hex containing the climbing counter. Climbing units never receive favourable TEM's (other than smoke or weather) for incoming fire (including Infantry Height Advantage) unless the unit is on a Level 1 climbing counter and the incoming fire crosses a woods symbol in the target hex, thus qualifying for the woods TEM. Any unit broken while climbing is eliminated; but climbing units need not take any type of MC that is not directly dictated by the IFT (including the loss of a leader in the same hex).**

14.8.12 162.43 **Climbing units may fire only during their AFPh and only at adjacent targets. They must use Area Fire (although combining it with PBF will return their attacks to normal strength).**

14.8.13 162.44 **Units may climb / descend one level during the APh provided they pass another Falling DR. In fact, units climbing / descending into a level containing enemy units can do so only during the APh.**

14.8.14 162.441 **Those units specified by SSR or DYO purchases as specially equipped for climbing (usually partisans, rangers, or commandos) may ignore the coloured die when taking their Falling DR unless a 12 or more is rolled.**

14.8.15 162.45 **Immediately upon reaching a climbing level equal in height to the destination, the climbing counter is removed and the unit is placed on the higher level of the cliff hex side (if ascending; if descending the climbing counter would be removed).**

14.8.16 162.451 **Climbing units are always considered CX (no CX counter need be placed) until the start of the next friendly MPh after they leave the climbing counter.**

14.9 Double Crests

14.9.1 162.2 **Any hill hex that is more than one level higher than an adjacent hill hex and which is not separated from that particular hill hex by a cliff hex side is a double-crest hex. Double-crest hexes are very steep hills with special movement costs. Examples of double-crest hexes are I5ES, 15R4, and 15Q4. Vehicles may not enter / exit a double-crest hex except via a road hex side. Double-crests create a blind hex in the adjacent lower hex from a higher elevation (other than the double crest hex itself) if the LOS crosses the Double Crest.**

14.9.2 162.21 **The movement cost for entering a hill hex across a double-crest hex side from a hex of lower elevation is double the cost normally incurred by that unit in moving to a hex of higher elevation.**

14.9.3 162.211 **The movement cost for crossing a double-crest hex side to a hex of lower elevation is double the cost normally incurred by that unit in moving to a hex of lower elevation (Exception: ski units and bicycles have their MF bonus doubled).**

14.9.4 162.22 **For fire resolution purposes, a double-crest hex side is treated as a cliff hex side.**

14.9.5 162.221 **Fire across a double-crest could qualify a target for HD status, and vice versa.**

14.9.6 162.222 Smoke grenades, Molotov cocktails, and DC's may not be placed in an adjacent hex if that hex is two or more levels higher than the placement hex.

14.9.7 162.223 Cavalry may not make a charge attack across a double-crest hex-side or if any of the last four hexes traversed prior to the charge attack were via a double-crest hex side.

14.9.8 162.23 Infantry and cavalry may advance across an adjacent double crest hex side during the APh only if they roll <6 with one die. If they roll a 6, they must remain in their present hex and are unable to advance elsewhere during that phase.

14.10 Crags

14.10.1 162.3 Any hex containing four grey, irregular shapes is a crag hex. A crag hex is especially rough terrain strewn with boulders, crevices, and the debris of numerous rockslides. Examples of crag hexes are 15Z5, l5AA4, 15R6, 9H8, and 15X9.

14.10.2 162.31 The movement cost for infantry entering a crag hex is 2 MF's (in addition to any penalties incurred for moving into a higher or lower elevation). No vehicles, or 5/8" counter ordnance may enter or begin a scenario in a crag hex, nor may motorcycles be portaged through it (Exception: mortars). Animals may enter a crag hex only while dismounted at a cost of 2 MF's per hex.

14.10.3 162.32 The TEM of a crag hex is +1. Paratroops landing in a crag hex must take a normal MC.

14.10.4 162.33 Crags do not block LOS nor LOF, but do block all MG penetration past a crag target hex.

14.10.5 162.34 Broken units may rout through a crag hex regardless of the presence of enemy units within LOS and normal range. A crag hex is not suitable cover for a broken unit to end its rout in, although it could remain in such terrain until a possible route to a woods, forest-road, or building hex exists.

14.10.6 162.35 Units may not entrench in a crag hex, nor may mines, trenches, or entrenchments be placed in a crag hex without benefit of a SSR.

14.11 Wheat fields

14.11.1 44.2 The yellowish or buff coloured hexes are wheat fields. Movement through a Wheatfield is identical to movement in open terrain.

14.11.2 44.21 Wheat fields are an obstacle to sight but not to fire. Units can see into a Wheatfield hex but not through it unless they have a height advantage in which case wheat fields do not obstruct LOS in any manner. Therefore, units on the same level as the Wheatfield could fire into a Wheatfield hex normally but penetrating fire through more than one Wheatfield hex side is calculated at half strength as Area Fire.

14.11.3 44.22 Barring other LOS obstacles vehicles in or behind a Wheatfield are always visible regardless of viewer's elevation.

14.11.4 44.23 Units moving through a Wheatfield are not subject to the defensive fire DRM for movement in the open regardless of the firer's elevation.

14.11.5 44.24 Wheat fields are subject to seasonal variation and exist only in those scenarios taking place during June through October. Wheatfield hexes "out of season" are treated as open ground.

44.2 Does 43.8[High-to-Low LOS procedures] apply to 44.22 such that a tank surrounded by Wheatfield hex sides could see & fire at non-adjacent infantry in the same Wheatfield or on the other side of it?

A. No. {COI4-69} {COI4-69}{COD104}

44.22 If an infantry unit in a Wheatfield can always spot a vehicle in or behind a Wheatfield, is the reverse true?

A. No. {COI4-69}

14.12 Brush

14.12.1 154.1 Any hex containing dark green grass symbols overprinted by the hex centre dot is considered a brush hex. The term "brush" is used to represent a thinly wooded area with dense undergrowth. I2AAI(), 13F5, 14W9, and 15CC9 are examples of brush hexes.

14.12.2 154.2 The movement cost for entering a brush hex is two MF's for infantry and cavalry, four MP's for motorcycles and armoured cars, two MP's for tracked vehicles, and six MP's for trucks / jeeps. Entry into a brush hex by a vehicle does not require a dr for potential immobilization, nor can a brush hex be bypassed. All ordnance and fortification types may be placed in a brush hex.

14.12.3 154.3 A brush hex has no IFT TEM of any kind-other than the fact that it isn't considered open ground for DF purposes.

14.12.4 154.31 An AFV executing an Overrun attack in a brush hex attacks with half effectiveness. Such vehicles are more susceptible to grenade bundle attacks and are immobilized if an 11 or 12 is rolled prior to modifier adjustments.

14.12.5 154.5 A brush hex is treated as a grain hex for purposes of kindling and spreading fire.

14.12.6 154.6 Broken units may rout through brush hexes regardless of the presence of enemy units within LOS and normal range. A brush hex is not suitable cover for a broken unit to end its rout in, although it could remain in such terrain until a possible route to a woods, forest-road, or building hex exists.

14.12.7 154.7 Infantry and non-vehicular sized ordnance units may "grow" concealment counters (or start a scenario hidden) in a brush hex.

14.12.8 154.8 Brush hexes are treated as clear terrain during Deep Snow scenarios.

14.12.9 Brush blocks all same level LOS but does not create blind hexes nor block LOF. Vehicles (Exception: +2 size vehicles), mounted cavalry, and vehicular equivalent-sized guns in or behind a brush (or Wheatfield) which are not emplaced / entrenched are always visible barring other LOS obstacles regardless of viewer's elevation. However, the reverse is not true. A vehicle (or its height equivalent) cannot see through brush / Wheatfield hexes to detect non-vehicular-sized units on the same level.

14.13 Suspect Target

14.13.1 154.4 Any non-ordnance (Exception: Canister) weapon may fire through a brush or Wheatfield hex as Area Fire provided it has reason to "suspect" the presence of a target on the opposite side. In order to "suspect" the presence of a target the firing unit must either be adjacent to an unbroken friendly unit with a LOS to the target which is also firing at it, or be part of a FG containing at least one firer which does have a LOS to the target (in which case only that portion of the FG which does not have a LOS to the target would be halved for Area Fire). Ordnance weapons may fire through a brush / Wheatfield hex at full strength at a same level target only if it can see the target and it must add +2 to its TO HIT DR for Case K.

14.14 Shell holes

14.14.1 44.3 The brown splotch marks with a dark brown core are easily identifiable as shell holes. Shell holes have no special effect on infantry movement or LOS but do affect combat and vehicle movement. Additional shell holes cannot be created during the course of a game. Those depicted on the map are the result of prolonged shelling.

14.14.2 44.31 If an infantry target unit is in a shell hole add +1 to the attacker's dice roll.

14.14.3 44.32 If the infantry target is fired on while moving (Defensive Fire Phase) through a shell-hole hex the normal DRM would apply but is adjusted due to the cover afforded by the shell hole.

5.54 Is a road/road hex considered open ground for purposes of infantry movement such that infantry entering such a hex along a road pays 1 MF rather than 1 1/2?

A. Yes, but the terrain effects remain cumulative for vehicles. In addition units leaving the hex along the road hex side could do so at the road movement rate. {14.5-34}

14.15 Woods

14.15.1 Woods provide a Level 1 LOS obstacle if on ground level. If on hills they are a LOS obstacle one level higher than the other terrain in the hex they occupy. The COT for infantry units is 2 MF. Vehicles entering woods are subject to an immobilization dr.

14.15.2 Air Bursts

14.15.2.1 109.6 All indirect HE fire (including mortar direct fire) vs. infantry in woods or forest-road hexes (not woods-building in combination) receives a -1 DRM instead of the normal +1 terrain effects modifier. The air burst DRM does not apply when a HE Critical Hit occurs in a woods or forest road hex.

109.6 Are partisans who normally get +2 terrain effects DRM in woods still subject to the -1 air burst DRM?

A. No - in their case the DRM for an air burst in woods is 0. {17.3-46}

109.6 Why is the Terrain Effect Modifier for indirect fire against a target in a wood hex all of a sudden changed to -1 instead of +1 (according to this rule infantry would be better off out on an open field)?

A. The shells explode in the treetops, causing more lethal spread of shrapnel. {KM}

14.16 Orchards

14.16.1 118.1 Any hex or half hex containing multiple dark green clusters is considered an orchard hex. The term "orchard" is used to represent any wooded area without dense undergrowth.

14.16.2 118.2 The movement cost for entering an orchard hex is identical to that of Open Ground for all types of units.

14.16.3 118.3 Orchards have no terrain effect modifier of any kind. Therefore, target units moving through an orchard are not subject to the defensive fire DRM for moving in the open. The TO HIT category for ordnance weapons firing at an orchard hex is "other".

14.16.4 118.4 Orchard hexes do not block LOS or penetration except as listed below. They are not considered "woods" for any purpose.

14.16.5 118.41 Units on the same level as the orchard may not trace a LOS through more than two orchard hexes inclusive of the target hex. MG penetration may extend through more than 2 orchard hexes but in so doing is resolved as Area Fire. Remember, however, that MGs must have a LOS to a target (or suspected target) in order to fire. Keep in mind that the green clusters do not obstruct LOS, they merely identify the hex as an orchard hex.

14.16.6 118.42 The hex directly behind an orchard hex in direct LOS from a firing hex of higher elevation is considered a blind hex and cannot be fired upon during any scenario taking place during April through November.

14.16.7 118.5 The "kindling" number of an orchard hex is 11 +. The "Spread" number is 9+.

14.16.8 118.6 Orchards do not cause breakdowns or present any movement hindrance to vehicles.

14.16.9 118.7 **Broken units may rout through orchard hexes without being eliminated due to the presence of enemy units in LOS and normal range. An orchard hex is not suitable cover for a broken unit to end its rout in, although they could remain in such terrain until a possible route to a woods or building hex exists.**

14.16.10 118.8 **The allowable LOS through orchard hexes is increased from 2 hexes to 3 hexes during any scenario taking place during the December-March period.**

118. Do orchards have any effect on parachutes?

A. No. {OAF}

118. & 99.4 Do paratroops take a MC for dropping into an orchard hex?

A. No. {COD106}

118.3 Can a unit firing through an orchard hex at a unit moving in open ground receive the -2 DRM?

A. No. {COD106}

118.4 May a unit blindly Area Fire into an orchard hex?

A. Only if an adjacent unit has a clear LOS into that target hex and can inform the firer of the target in that vicinity. {COD106}

14.17 Forest-Road Hexes

14.17.1 81.1 **Board 5 has a type of terrain that is a combination forest and road hex. An example of a forest-road hex is 5R6. A hex such as 2I10 is not a forest-road hex.**

14.17.2 81.2 **A forest road hex is considered a woods hex in every respect except as amended below:**

14.17.3 81.21 **Movement into a forest-road hex is done at the woods movement rate except when the movement is made via a road hex side.**

14.17.4 81.22 **Fire may be traced through a forest-road hex only if unobstructed by green woods symbols or if the firer is higher than the woods and not firing into a blind hex (and vice versa) or if the target is adjacent to the firer.**

14.17.5 81.23 **Units in forest-road hexes are immune to air attack.**

14.17.6 81.3 **The penalty for moving through a forest-road hex containing a wreck or vehicle remains 2 MP/Vehicle plus the cost of Other Terrain in the hex. In a forest-road hex, however, the "Other Terrain" is woods. This means that non-fully tracked vehicles may not pass at all. Even fully tracked vehicles would require a die roll to check for immobilization.**

14.17.7 81.31 **Once a fully tracked vehicle successfully passes the wrecked vehicle a Trail Break counter may be placed in the forest-road hex to help other fully tracked vehicles pass at the same movement cost, but with no threat of breakdown.**

14.17.8 81.32 **Once a combination of three vehicles, wrecks, and/or immobilized vehicles occupy a forest-road hex, no further efforts can be made to pass.**

14.17.9 81.33 **If a functioning vehicle (not immobilized) does not move in any manner during the Movement Phase, it may, at the owner's option, be considered pulled up**

alongside the forest road and friendly vehicles may pass at the road movement rate plus 2 MP.

14.17.10 81.4 In order to reverse direction in a forest-road hex, a vehicle may make no other move during the Movement Phase other than reversing direction in the hex it presently occupies.

14.17.11 81.5 A non-burning wheeled vehicle wreck may be removed from any terrain hex (off the board) by any unbroken squad or crew counter which spends its entire player turn in the hex without engaging in any other activity. Tracked vehicle wrecks and immobilized tracked vehicles may be removed only by other tracked vehicles.

81. & 102. Does a burning forest-road hex prevent units from moving into the hex along the road in that hex?

A. Yes, fire in an obstacle would also prevent bypass movement in that hex. {17.2-46}

81.2 If passengers on AFVs in a forest-road hex are fired upon, do they receive the +1 DRM for the woods in addition to the cover afforded by the AFV?

A. Yes, even if the LOS does not cross a green woods symbol. {COI4-70}

81.2 Would the strength of an Overrunning AFV in a forest-road hex be halved, and would it be more susceptible to immobilization?

A. Yes, except against soft vehicles; yes. {COI4-70}

81.22 Would a unit moving in a forest-road hex be subject to the -2 DRM for moving in the open?

A. Only if the LOS is free of green woods symbols and the target has moved into the hex utilizing the road movement rate. {COI4-70}

14.18 Marsh

14.18.1 127.1 A marsh hex is any hex whose centre dot is inside a dark green area with intermittent grass symbols. 7H3 and 7G2 are examples of marsh hexes.

[See Section 11.22.2 for changes of depth and nature of marsh and mud flats.]

14.18.2 75.1 No vehicle or heavy ordnance may enter a marsh hex. Light mortars (60mm & less) may be carried into marsh hexes but may not fire from them.

14.18.3 127.2 Marsh hexes as portrayed on the map may be entered by infantry during the Movement Phase provided the entry is made across an open ground hex side:

(Example: 7J3-7K4 and 7H1-7G2)

14.18.4 Entry cost is that of the open ground hex side. Entrance across an all marsh hex side:

(Example: 7M6-7N5)

14.18.5 Or all water or water-marsh hex sides must be made during the Advance Phase.

(Example: 7U5-7U6)

14.18.6 127.3 Once in a marsh hex, infantry units may leave that marsh hex only during the Advance Phase regardless of the dominant terrain of the marsh hex sides. Therefore, units may rout into a marsh hex but not out of one. If forced to rout out of a marsh hex they are eliminated. Bypass movement is not allowed in a marsh hex.

14.18.7 75.3 A marsh has the same LOS and line of fire characteristics as a Wheatfield. A marsh hex is treated as open ground whenever snow rules are in effect.

14.18.8 127.5 Marsh hexes are treated as Level -l terrain. Therefore units on ground level may fire over a marsh hex to the river. Marsh hexes retain type-type LOS characteristics even if wheat fields are out of season unless snow or deep snow rules are in effect.

14.18.9 127.6 Due to a gentler roll of the land any fire into a water hex traced through a marsh hex side is not subject to reverse slope limitations.

14.18.10 75.9 No mines, entrenchments, wire, bunkers or other

fortification type counter may be placed in a marsh hex.

14.18.11 75.4 All infantry firepower originating from a marsh hex is halved.

14.18.12 75.5 The infantry firepower factor equivalent of all HE fire attacking a marsh hex is halved.

14.18.13 75.6 The morale level of all non-Russian units in a marsh hex is reduced by one as long as it remains in that marsh hex.

14.18.14 127.4 Boats and amphibious vehicles may cross any hex side containing marsh or water symbols into a marsh hex during the Movement Phase as if it were entering a river hex but must pay double (2 MP) the normal MP cost for river movement to do so. A marsh hex can be considered either a water or land hex at the option of the mover for purposes of boat movement and launching.

14.18.15 127.41 Units in boats in a marsh hex do not have their firepower halved for being in a marsh hex; the Moving Firer provision for being in a boat is sufficient penalty.

14.18.16 127.42 Units in boats in a marsh hex do not have their morale reduced one level.

14.19 MUD FLATS-

14.19.1 127.7 Scenario definition may change marsh hexes to mud flats. All rules pertaining to marshes apply to mud flats except as modified below.

14.19.2 127.71 Mud Flats are not obstacles to LOS. Wheatfield-type LOS restrictions do not apply.

14.19.3 127.72 Units in a mud flat hex may leave that mud flat hex during the Movement Phase but only by expending all of their MFs to leave the hex. Units moving in a mud flat during the Movement Phase are subject to the Defensive Fire DRM for movement in the open.

14.19.4 127.73 Boats and amphibious vehicles may not cross a mud flat in the water movement mode, but must land instead. The Bog potential of vehicles landing in a mud flat is increased by a +1 DRM to the bog dice roll.

127.2 Would units fired on while entering a marsh hex during the Movement Phase be exempted from the -2 DRM for moving in the open?

A. Yes. {COD106}

14.20 Bog

14.20.1 75.8 Any hex adjacent to a marsh hex has the potential of bogging down a passing vehicle. Any time a vehicle enters such a hex, it must roll one die. A die result of '6' immobilizes the vehicle. The vehicle may roll to free itself in each Rally Phase with a die roll of 1 (after armour leader modification) removing the immobilization. An immobilization due to bog is never made permanent regardless of the die roll. Immobilized vehicles may still fire their armament normally.

14.20.2 75.81 A bog hex has no effect on infantry or cavalry.

14.20.3 75.82 A bog hex has no effect on vehicles provided those vehicles enter and exit the hex via road hex sides.

14.20.4 75.83 Many AFVs due to wide tracks and consequent low ground pressure, are much less subject to bogging down and would have to roll a "12" with two dice to be considered immobilized in this manner. See Armour Listings for specific cases.

14.21 Gullies

14.21.1 80.1 The term "gully" shall be used to refer to a streambed depression ranging from 5 to 10 meters in depth.

14.21.2 80.2 The movement costs of a gully hex are twofold and based on both a cost to enter the hex and a cost to leave it. It costs infantry 1 MF to enter a gully, plus the cost of the other terrain in the gully hex. The

cost of leaving a gully hex is 2 MF plus the cost of the terrain of the hex moved into.

14.21.3 80.21 **The cost of entering a gully hex remains the same even if the gully hex is entered from an adjacent, connecting gully hex. The cost of leaving a gully hex does not apply if the unit leaves a gully hex by entering an adjacent gully hex (including fords) through a common hex side containing the gully symbol.**

14.21.4 80.22 **Vehicle MF costs are specified on the Vehicle Movement Costs Chart.**

14.21.5 80.3 **Units in gullies may fire only at (and be fired at only by) units in adjacent hexes or those that have at least a three leve1 height advantage.**

14.21.6 80.31 **For purposes of elevation determination as applied to the above, a unit in a gully is said to be at an elevation one level lower than that of the surrounding terrain. However, a wooded gully hex would still be considered a level one obstacle. Units moving from a gully hex to a non-gully hex, however, would not have to pay the cost for moving into terrain "higher than previously occupied" in addition to gully exit costs.**

14.21.7 80.32 **A target unit in a gully hex does not receive any additional terrain effects modifiers for being in a gully, nor is it considered hull down.**

14.21.8 80.33 **A gully hex is considered open ground (unless wooded) for purposes of applying the Defensive Fire modifier for moving in the Open.**

14.21.9 80.34 **A unit could rout through an open ground gully hex unless the gully hex entered is adjacent to an enemy unit or in the normal range and LOS of an enemy unit with at least a three level height advantage.**

14.21.10 80.4 **A gully symbol in a hex automatically makes that hex a gully hex regardless of the other terrain in or around the hex, even if the gully symbol passes through only one side of the hexagon. (Exceptions: Bridges and fords)**

80.2 & 69.83 A tank leaves a gully hex and moves into an open ground hex where it is seen for the first time and fired on...did it expend 1 MP or 5 MP in the open ground hex?

A. 5. {COI4-70}

80.3 Can a LOS be traced from one gully hex to another non-adjacent gully hex under any circumstances?

A. No. {COI4-70}

80.31 If an AFV in a gully hex fires at another vehicle in an adjacent non-gully hex, is the higher vehicle considered hull-down?

A. No. (77.1), the higher vehicle must have a two level height advantage to be considered hull down. {COI4-70}

14.22 Streams

14.22.1 157.1 **Any hex with a winding blue line encased in a combination of white, brown, and dark green extending through two hex sides of that hex is a stream hex. 13CC5 and 1305 are examples of stream hexes. 1364 and 13DD4 are not stream hexes. Entrenchments, trenches, and bunkers, may not be placed in a stream hex.**

14.22.2 157.2 DEPTH**: The depth of water in a stream hex is the only thing that distinguishes a stream hex from a gully hex. There is no other terrain in a stream hex so the depth of the stream solely determines the COT penalty in entering a stream hex. Streams are always assumed to be shallow unless specified otherwise by SSR. A stream may be defined as one of four various types: dry, shallow, deep, or flooded. In hypothetical scenarios where this information is unknown, it can be resolved with a single dr as per the following chart. There is a -1 drm for scenarios occurring during July, August, or September and a +1 drm for scenarios occurring during November, March or April.**

Stream Depth DRM Table	
Die Roll	**Depth**
1 or less	Dry
2 or 3	Shallow
4 or 5	Deep
6	Flooded

14.22.3 157.21 **If a stream is dry; the stream is considered a gully and all marsh hexes are considered mud flats.**

14.22.4 157.22 **If a stream is flooded, treat it and all marsh hexes as pond hexes. Aside from bridge, aerial, amphibious, and boat movement no entrance is allowed into a pond hex, except by swimming.**

14.22.5 157.3 **Stream hexes are level -1 terrain, equal in depression to river, pond, gully, and marsh hexes. Streams, ponds, and marsh do not have a reverse slope effect.**

14.22.6 157.4 **Infantry (including cavalry) units may enter a non-flooded stream hex on foot from a non-stream hex at a cost dependent on the depth of the stream. The cost to exit a stream hex is always 2 MF's + COT of the hex moved into, but is not subject to doubling due to a move to higher elevation. Moving directly from a stream hex to a marsh hex during the MPh is possible at a cost of 3 MF's only if the hex side crossed contains Open Ground. If the hex side clearly shows marsh on both sides along its entire length, movement into that hex would be possible only during the APh. R3-R4, X6-W7, and X7-W7 are the only such restrictive hex sides on board 13. The cost of leaving a stream hex does not apply if the unit leaves the stream hex by entering an adjacent stream hex through a connecting stream hex side.**

14.22.7 157.41 DRY**: Infantry may enter a dry stream hex at a total cost of 2 MF's.**

14.22.8 157.42 SHALLOW**: Infantry may enter a shallow stream hex at a total cost of 3 MF's.**

14.22.9 157.43 DEEP**: CX infantry may not enter a deep stream hex on foot unless berserk. An infantry unit may enter a deep stream hex at a total cost of 4 MF's but must chance a Stream Entry dr. If it rolls a 6 (no drm's apply) it becomes CX, uses any remaining MF's in that hex, and all SW's it may be carrying are eliminated.**

14.22.10 157.44 **A unit on foot may enter or exit a non-flooded stream hex during the APh, but is still subject to the Stream Entry dr if it advances into a deep stream. CX infantry, unless berserk, may not advance into a deep stream hex.**

14.22.11 157.45 **No ordnance or SW's may be fired from a shallow or deep stream (EXC: AFVs and passengers on halftracks).**

14.22.12 157.46 **Infantry may not push guns into a shallow or deep stream hex.**

14.22.13 157.47 **There is no penalty to paratroops landing in a dry or shallow stream hex. Those that land in a deep stream must take a NMC. SW's and small arms canisters must re-roll and are eliminated on a dr of 5 or 6. Any unit parachuting into a flooded stream hex is lost.**

14.22.14 157.5 **Vehicles enter and leave a stream hex as if it were a gully regardless of water depth except that they may not enter a flooded stream hex unless in an amphibious mode. All vehicles (even amphibious ones) leaving a stream hex to directly enter a non-stream, non-water hex are subject to bog in that stream hex.**

14.22.15 157.1 **There is a cumulative DRM to the bog DR for each of the following circumstances:**

Stream Exit Bog DRM Table	
drm	**Condition**
+1	if the vehicle leaves the stream by entering a bog hex, mudflat or elevated road*
+1	if the vehicle leaves the stream by entering a level one hex
+1	if towing ordnance
+1	if SSR specifies soft ground or a frozen stream
+1	if it is a non-tracked vehicle
+1	if the stream is deep and the vehicle is not amphibious
-1	if the vehicle exits via a ford

*Thus negating the separate bog DR normally required for entering this terrain

14.22.16 157.52 **If the modified bog DR of a non-amphibious vehicle is >=13 in a deep stream, the vehicle floods and is removed from play. Any crew and/or passengers survive, but all ordnance and SW's are lost.**

14.22.17 157.8 WEATHER**: If a stream is designated as frozen it is treated as a dry stream regardless of depth. If a non-dry stream is not frozen but snow is present, the stream is a freezing water obstacle and infantry may enter a shallow or deep stream only if they take a NMC during every subsequent CCPh in which they are not in a building.**

14.22.18 157.7 COMBAT EFFECTS**: Units in stream hexes have a LOS only to units in adjacent hexes or those hexes with at least a three level height advantage (Exception: Crest status) unless the LOS enters the stream hex across a marsh or water hex side. A unit in a stream hex may see other nonadjacent stream hexes only if the LOS does not cross a green hex side.**

14.22.19 157.71 **Units on a bridge or other adjacent ground level or higher hexes would qualify for the Infantry Height Advantage against units in level -1 terrain.**

14.22.20 157.72 **A target unit in a stream hex does not receive any TEM for being in a stream hex, although units beneath a bridge counter could claim the bridge's TEM against incoming indirect fire (including high arc direct LOS mortar fire).**

14.22.21 157.73 **A stream hex is considered open ground for purposes of applying the DF DRM for movement in the open.**

14.22.22 157.74 **A unit could rout through a stream hex or remain in it pending availability of a route to a woods or building hex provided the stream hex is not in the LOS and normal range of an enemy unit.**

157.43 & 157.74 Should routing units roll stream entry for any reason? Will they suffer any casualties for failing this DR?

A. Yes, if they were to continue moving along the stream. No. {OAF}

14.23 FORDS

14.23.1 80.42 & 157.62 **A ford represents an area within a gully or stream hex where the depression's sides are neither steep nor high and the streambed itself is level and lies near the surface, but fords are still -1 level hexes and treated as stream / gully hexes except as amended below.**

14.23.2 80.43 **Fords are not printed on the map board but are represented by ford**

counters that can be placed on a stream hex by SSR.

14.23.3 157.621 Movement into a ford gully or stream hex from any direction is treated as if the water depth were one classification shallower (dry rather than shallow; deep rather than flooded).

14.23.4 157.622 Movement from a ford gully or stream hex in any direction is done without paying a penalty to exit the stream hex; even costs for movement into higher terrain than previously occupied would not apply.

80.41 Does a unit on a bridge firing beneath the bridge or into an adjacent gully hex have any height advantages?

A. No. {COI4-70}

80.411 Would HE fire effect against a bridge from an adjacent hex be doubled as Point Blank Fire? Can both the bridge and units on it be fired on simultaneously?

A. Yes; the bridge and any units on it are separate targets for the purposes of direct fire, but all indirect fire affects both the bridge and its occupants. The bridge would receive a terrain effects modifier based on its construction (wooden: +2, Stone: +3) but units on it would not. If the bridge is destroyed, any units underneath it are also eliminated. {COI4-70}

80.411 If a bridge is destroyed are all units on the bridge and under it destroyed?, Even armour ?, and if so could they roll for Crew Survival?

A. Yes. Yes. No. {KM}

80.42 Is a ford considered ground level or level -1 for LOS purposes?

A. The only difference between a ford and a gully hex are the exit costs - therefore, the ford is at -1 elevation level. {COI4-70}

14.24 Sunken Roads

14.24.1 151.1 Any hex containing a road symbol bordered on two sides by two-tone brown contour lines (with the darker contour lines on the outside) is a sunken road hex. 14B134 and 14T3 are examples of sunken road hexes. Sunken roads are carved out of natural depressions in the ground but have steeper sides than a gully and act as a form of natural anti-tank ditch for vehicle movement purposes. Sunken roads are considered one level lower than adjacent non-sunken road hexes. Trenches / entrenchments / bunkers may not be placed in a sunken road hex.

14.24.2 151.2 The movement costs in a sunken road hex are dependent on whether the moving unit crossed a road hex side to enter/exit the sunken road hex. Bypass movement is not allowed.

14.24.3 151.21 Movement along a sunken road through road hex sides is treated as normal movement through a road hex side for all units. Units moving to a road hex from a sunken road hex via a road hex side would still have to pay the additional movement cost of moving to higher terrain.

14.24.4 151.22 It costs infantry and cavalry 3 MF's to enter a sunken road hex across a non-road hex side; and 3 MF's plus the COT of the hex moved into to exit a sunken road hex across a non-road hex side. Vehicles and animal-drawn transport may never enter or leave a sunken road hex via a non-road hex side. Infantry and cavalry may advance into, or out of, a sunken road hex normally during the APh.

14.24.5 151.23 Units moving from a sunken road hex to a non-sunken road hex through a non-road hex side would not have to pay the cost for moving into higher terrain; that cost being already factored into the existing movement costs for exit of a sunken road hex.

14.24.6 151.24 Motorcycles may be portaged into and out of sunken road hexes at the normal cost.

14.24.7 151.3 Sunken roads are not considered wide enough to allow a vehicle to pass other vehicle / wrecks in the normal way (at a cost of 2 MP's per vehicle / wreck + COT). Only motorcycles and vehicles with a +2 size modifier may pass vehicles / wrecks (& vice versa) or change their VCA prior to movement out of a sunken road

hex. While in a sunken road hex, a VCA (Exception: motorcycles and +2 size modifier vehicles) must always contain an adjacent road hex. Note that this allows changing the VCA centre hex spine only from one side of the road to the other (i.e. between the focal points of the same road hex side).

14.24.8 151.4 Units in sunken road hexes have a LOS only to units in adjacent hexes, to other sunken road hexes free of LOS obstacles including the contour part of a sunken road hex, and to those hexes that have at least a four level height advantage. Exception: units with a two level height advantage could trace a LOS into a sunken road hex provided the LOS does not cross the brown contour part of the sunken road hex. Vehicles in a sunken road hex may fire at an adjacent hex of higher elevation through a sunken road contour (and vice versa) only with those guns and MG's that have AA capability.

14.24.9 151.41 Infantry units in adjacent non-sunken road hexes would qualify for the +1 height advantage DRM for fire coming from non-crest units in the sunken road hex.

14.24.10 151.42 A target unit in a sunken road hex is considered in open ground for purposes of applying DF versus a moving unit and rout rules.

14.24.11 151.43 A unit in a sunken road hex may not fire through a sunken road contour line against an adjacent entrenched unit (and vice versa) unless it has achieved crest status.

14.25 Crest Counters

14.25.1 151.5 Any unbroken infantry unit already on foot in a sunken road hex (gully and stream hexes apply equally to crest status rules) may claim crest status in that same hex during their APh by remaining in that same hex. and moving on top of a crest counter. Units may begin a scenario already set up in crest status unless stated otherwise. Infantry units above a crest counter are considered entrenched at ground level against all direct fire attacks traced across the front three hex sides of that sunken road hex as identified by placement of the crest counter. Exception: Entrenchment benefits do not apply if the firer has a four level height advantage, which gives him a LOS to the sunken road, or if the firer is in the sunken road and his LOS doesn't cross the brown contour. Crest counters must be placed so that the middle of the three hex sides it protects does not cover a hex side intersected by the road. Once placed, a crest counter cannot be altered until it is removed. Crest status provides no additional TEM to indirect fire.

14.25.2 151.51 Infantry may not move directly from one crest status to another (even in the APh). Crest infantry are always considered on one specific side of the sunken road terrain feature as indicated by the placement of the crest counter beneath them with the top of the crest counter on the occupied side of the sunken road on their crest front. Crest infantry may exit the sunken road hex to a non-sunken road hex along the same side of the sunken road, which they occupy as if they were leaving an entrenchment (I MF & COT). Crest infantry moving to any other hex must first move (or advance) out of crest status within the same hex they presently occupy as if they were entering it from an adjacent non-sunken road hex.

14.25.3 151.52 Crest infantry firing at any target not within their crest front must fire as Area Fire (ordnance must add +2 to the TO HIT DR). Crest infantry in CC would be subject to a -2 DRM for all attacks against them and a +2 DRM for any attacks they make (unless the attackers had just entered the hex through a crest hex side), but if they survive their initial round of CC, they may drop their crest status while held in melee.

14.25.4 151.53 The only weapons that crest infantry may fire other than their inherent FP are: LMG's, ATR's, DC's, Molotov cocktails, PIAT's, bazookas, PF's, and PSK's. Infantry may not repair SW's while in a crest position.

14.25.5 151.54 If broken, crest infantry lose their crest status in the following RtPh.

14.25.6 151.55 **Units in level -1 terrain must be in crest status to attempt DF Immobilization.**

151.5 May infantry in a depression but not in a crest status attempt to immobilize an AFV in an adjacent non-depression hex?

A. No. {OAF}

151.51 Is simple assumption or relinquishment of crest status considered sufficient movement to deny concealment?

A. Yes. {OAF}

14.26 Elevated Roads

14.26.1 156.1 **Any hex containing a road symbol bordered on two sides by two-tone brown contour lines (with the darker contour lines on the inside) is an elevated road hex. 13Y8 and 13J6 are examples of elevated road hexes. Elevated roads are located on man-made earthen mounds, usually constructed for purposes of flood control, and are considered above the level of the surrounding area, and relevant rules for higher terrain would apply. Therefore, elevated roads are considered one level higher than adjacent non-elevated road hexes. Trenches, bunkers, and entrenchments may not be placed in an elevated road hex. An elevated road hex is considered open ground for rout purposes.**

14.26.2 156.11 **The contour lines forming the edge of the elevated road symbol are the equal of hill crest lines. Even so, vehicles cannot claim HD status on an elevated road hex from a firer two levels lower. A unit at a lower level may maintain a LOS through an elevated road hex to another unit on the same level as the viewing unit provided the LOS does not cross any part of the brown contour lines of that elevated road hex (inclusive of the road itself).**

14.26.3 156.12 **Due to the crest effects of an elevated road hex a unit on an elevated road could not see a unit at a lower level if it must trace its LOS through the brown contour lines of another elevated road hex.**

14.26.4 156.2 **The movement costs in an elevated road hex are dependent on whether the moving unit crossed a road hex side to enter/exit the elevated road hex. Movement along an elevated road through road hex sides is treated as normal movement through a road hex side for all units. NOTE: Vehicles moving to an elevated road hex from a normal road hex via a road hex side would pay 2 MP + COT.**

14.26.5 156.22 **It costs infantry and cavalry 3 MF's to enter an elevated road hex across a non-road hex side; and one MF plus the COT of the hex entered to exit an elevated road hex across a non-road hex side. Animal-drawn transport may never enter or leave an elevated road hex via a non-road hex-side. Infantry and cavalry may advance into or out of an elevated road hex normally during tile APh, unless it is advancing from a level -1 hex. Such an advance is possible only with a dr < 6. If it rolls a 6, it must remain in its present hex and is unable to advance elsewhere that APh.**

14.26.6 156.23 **Only tracked vehicles may enter an elevated road hex through a non-road hex side, but are susceptible to underbelly hits, and do so at a cost of 6 MP's. They must first pass a potential bog DR before entry of that elevated road hex. Tracked vehicles may exit an elevated road hex through a non-road hex side at a cost of 1 MP + COT, but must roll for bog in the hex entered.**

14.26.7 156.24 **Units moving to an elevated road hex through a non-road hex side would not have to pay the cost for moving into higher terrain; that cost being already factored into the existing movement costs for entrance of an elevated road hex.**

14.26.8 156.25 **Motorcycles may be portaged into and out of elevated road hexes at the normal cost.**

14.26.9 156.3 Elevated roads are considered wide enough to allow a vehicle to pass other vehicles/wrecks in the same hex at the normal cost of 2 MP's per vehicle/wreck + COT. In this case, unlike forest-road hexes, the COT is considered the ½ MP of the road. However, each passing vehicle must chance a bog DR even if on a bridge hex. Wheeled vehicles would suffer a +1 drm to their bog DR. Mud or snow conditions would also cause a +1 DRM to the bog DR. There is a +1 DRM to the bog DR for each bogged/immobilized vehicle/wreck in the hex.

14.26.10 156.31 In order to move outside of its VCA within an elevated road hex a vehicle (Exception: +2 size modifier vehicles & all motorcycles) must pay double (four MP's) the normal MP cost, and chance a bog DR.

14.26.11 156.4 Units on bridge hexes containing the elevated road symbol are considered to be at level one. Units beneath those bridges (symbolized by placement beneath a bridge counter) are considered to be at level -1. Elevated road bridges are no obstruction to LOS at -1 or ground level (provided the LOS is traced through the grey bridge symbol exclusive of brown contour lines), but do block LOS at level one. Units on an elevated road bridge may not move directly from the bridge to beneath the bridge (and vice versa); they must first exit the bridge by movement to another elevated road hex. Units on any bridge (other than pontoon types) are entitled to a +1 TEM if the LOS crosses any hex side of the bridge hex not crossed by the road. Elevated road bridges are assumed to be two lane stone bridges unless otherwise specified.

14.27 Graveyards

14.27.1 160 Unlike the simple peasant graves of Russia, west European cemeteries presented an eerie and unusual, but formidable, terrain obstacle to an attacker. Densely concentrated stone grave markers and mausoleums became miniature dragon's teeth and made difficult passage for even the sturdiest of tanks. while providing ample cover from small arms fire for the living.

14.27.2 160.1 Any dark green hex containing grey/white rectangular shapes is considered a graveyard hex. 12W4 is an example of a graveyard hex. Only those graveyards with a dense concentration of stone obstacles are represented on the map.

14.27.3 160.2 The movement cost for entering a graveyard hex is 1 MF for infantry, 2 MF's for mounted cavalry, 4 MP's for motorcycles, and 6 MP's for fully-tracked vehicles. No other vehicles may enter a graveyard hex except via a graveyard road hex side.

14.27.4 160.21 Movement along a graveyard road (the thin, black rendering which enters every graveyard hex on board 12 except 12W4) is equal to movement along a forest-road hex.

14.27.5 160.22 Fully tracked vehicles may enter a graveyard hex without benefit of a graveyard road hex side, but in so doing must roll for immobilization.

14.27.6 160.23 An AFV in a graveyard road hex changing its VCA by pivoting must roll for immobilization, and if immobilized may not fire during that player turn.

14.27.7 160.24 No ordnance on 5/8" counters (Exception: mortars) may be moved into a graveyard hex except via a graveyard road hex side.

14.27.8 160.3 Units in a graveyard hex receive a +1 TEM to all attacks resolved against them on the IFT. DF on infantry moving several hexes in a graveyard hex would receive only the -1 DRM for movement and the +1 DRM for the graveyard for a net DRM of 0.

14.27.9 160.31 LOS may be traced through a graveyard hex but there is a cumulative +1 DRM to all ordnance TO HIT attempts and non-ordnance IFT DR's for each such hex entered by a same level LOS. MG penetration is not allowed past a graveyard target hex.

14.27.10 160.32 Cavalry may not make a charge attack in a graveyard hex, nor enter a graveyard hex in the last four hexes entered prior to a charge attack.

14.27.11 160.33 An AFV executing an overrun in a graveyard hex attacks with half effectiveness. Such units are immobilized if an 11 or 12 prior to modifier adjustment is rolled.

14.27.12 160.4 A graveyard hex does not create a blind hex for a higher level observer.

14.27.13 160.5 Broken units may rout through graveyard hexes without being eliminated due to the presence of enemy units in LOS and normal range. A graveyard hex is not suitable cover for a broken unit to end its rout in, although it could remain in such terrain until a possible route to a woods, forest-road, or building hex exists.

14.28 Rivers

14.28.1 126.1 Any hex whose centre dot is surrounded by blue is either a river or pond hex whether any land exists in the hex or not. Ground units may not be placed in such hexes unless they are amphibious, in the act of fording, on a bridge or other water conveyance, or if the water hex is frozen.

An example of a river hex is 7E2; an example of a pond hex is 7CC9.

14.28.2 Water hexes are not a hindrance to LOS. Bypass Movement and mines are not allowed in a river or pond hex.

14.28.3 126.2 Berserk units are not required to enter a water hex to charge the nearest enemy unit. The berserk unit would have to charge the next nearest enemy unit in its LOS, which it can reach without crossing a water obstacle. Units, which become berserk while in boats or fording must land as soon as possible under normal water movement rules and upon landing are governed by normal Berserk rules.

14.28.4 126.7 ICE-Rivers and ponds freeze in all Deep Snow and Extreme Winter scenarios. When frozen, water hexes are treated as open ground for all infantry purposes except entrenchment. River ice hexes are still treated as level -l ground. The degree of ice thickness sufficient to support various weights of vehicles is best left to a scenario's Special Rules. Would-be designers of such situations should take into consideration the effects of strong currents on thinning ice as well as the temperature and number of preceding days of sub-zero weather. Ice is removed from any hex in which an HE round or Demo Charge scores a KIA (without DRMs) on the IFT. Mark such hexes as clear water by the placement of a parachute counter or other suitable counters not currently in play.

14.28.5 126.8 PARATROOPS - Paratroops or gliders dropping into a non-frozen, deep river or pond hex are eliminated. All infantry units landing in a shallow river hex must take a normal MC. Infantry units that are broken before they land in a shallow river hex are eliminated. All equipment landing in a river hex of any depth is eliminated.

14.28.6 Current

14.28.6.1 126.3 At the outset of any river scenario, the current direction and force should be defined. In non-historical design-your-own scenarios where these factors are not known they can be resolved with a simple die roll.

Current Direction Table	
Die Roll	**Direction**
Even	From Axis player's left to right
Odd	From Allied player's left to right

Current Force Table	
Die Roll	Force
1-2	Slow
3-5	Moderate
6	Heavy

14.28.6.2 Once the current direction and force has been determined place the current counter in a river hex proper side up as a constant reminder of prevailing current conditions.

14.28.6.3 126.31 Current does not affect secured bridges nor any river hex bordered on opposite sides by non-island ground hexes (Example: 7CC4,7K2,7H1). Current affects fording infantry only insomuch as it defines downstream.

14.28.6.4 126.32 Current does affect boats and amphibious units except during the player turn in which they are launched.

14.28.6.5 126.321 Boats and amphibious units in a river hex with moderate current must drift one hex downstream during their Advance Phase.

14.28.6.6 126.322 Boats and amphibious units in a river hex with heavy current must drift one hex downstream during every Advance Phase.

14.28.6.7 126.323 If there is more than one adjacent downstream hex to drift to, crewed power boats and amphibious vehicles may choose the drift hex. The drift hex of paddled or abandoned boats would be determined by a die roll: 1-3 boat owner's choice, 4-6 opponent's choice.

14.28.7 Depth

14.28.7.1 126.4 At the outset of any river scenario the depth should be defined as shallow or deep. If shallow, infantry units may attempt to cross (ford) without use of boats. Wrecks appear in water hexes only in shallow depth rivers. In hypothetical design-your-own scenarios where this information is unknown it can be resolved with a single roll of the die: 1 = shallow, 2-6 = deep.

14.28.7.2 126.41 In addition, a scenario may define a river as running high or low dependent on the season. In hypothetical scenarios of your own design resolve the matter with a die roll (1 = low; 2-5 = normal; 6 = high). Rivers tend to run high in the spring and low in the summer. There is a -l DRM for summer months and a + 1 DRM for spring months.

14.28.7.3 126.411 When a river is running high treat all marsh hexes as river hexes.

14.28.7.4 126.412 When a river is running low treat all marsh hexes as mud flats.

14.28.7.5 126.42 Whether a river runs high or low, the depth classification (shallow or deep) does not change.

14.28.8 Fording

14.28.8.1 126.5 Fording may be attempted only in rivers or portions thereof defined as shallow. Ponds (7BB9-7CC9-7DD9) may not be forded. Rules for vehicular fording are left to specific scenario special rules for specially prepared vehicles.

14.28.8.2 126.51 Fording units may not enter or leave a river hex unless in so doing they cross a blue or green hex side. Entrance/exit through a cliff hex side such as 8P8-809 is not allowed.

14.28.8.3 126.52 An infantry unit (cavalry is considered infantry for fording purposes) entering a river hex from a non-river hex, or one entering a non-river hex from a river hex must expend all of its MFs (not just any remaining MFs) to do so. Exception: leaving or entering through a

marsh hex side which requires movement during the Advance Phase). During that Movement Phase it is subject to the Defensive Fire DRM for movement in the open.

14.28.8.4 126.53 An infantry unit in a river hex moving to another river hex may only do so during the Advance Phase and only if it rolls a result other than '6' with one die prior to the advance. A unit that fails its River Advance die roll cannot move at all during that Advance Phase.

14.28.8.5 126.55 Fording infantry may not move upstream in a river hex directly against a heavy current even at the request of the opposing player.

14.28.8.6 126.56 No ordnance on a 5/8" counter may be portaged by fording infantry.

14.28.8.7 126.57 Fording infantry may fire their inherent firepower at half strength. They may not fire support weapons of any kind.

14.28.8.8 126.58 The infantry firepower equivalent of all HE fire attacking fording infantry in a river hex is halved.

14.28.8.9 126.59 Fording units that break in a river hex are eliminated if the coloured die of the MC dice roll is greater than the white die. If the white die is equal to or greater than the coloured die they remain in good order (not broken) but are immediately moved one hex in any direction by the opposing player, minus all support weapons previously carried which are now eliminated. The hex chosen must be one the unit could have legally moved to during his next player turn. Broken units are not allowed in water hexes without conveyance. Note that grounding does not apply to units in river hexes.

126.57 May fording units be in the same hex with boats? If so, may fording infantry benefit or be hurt by leaders in the boats? May fording infantry and boat passengers form fire groups? May fording and boat units in the same hex exchange support weapons?

A. Yes, however note that a boat may not form a fire group with another boat even if in the same hex. {COD106}

14.28.9 River Banks

14.28.9.1 126.6 All river (not pond) hexes are equal to level -l terrain. Therefore, any vehicle leaving a river hex must pay 4 MP + COT for moving to higher terrain than previously occupied per level gained. Thus a move from 8BB6 to 8AA7 would cost 10 MPs [2 x (4 + COT)]. A river bank is any ground hex adjacent to a river hex.

14.28.9.2 126.61 BOG - All vehicles including amphibious AFVs leaving a river hex by any means other than a bridge are subject to bog in that river hex. This bog potential may be decreased through the use of fascines (see Note AA of the British Vehicle Chart).

14.28.9.3 126.611 There is a +1 DRM to the bog die roll if the vehicle leaves the river by entering a level one hex (8EE8 to 8EE9). There is a +1 DRM to the bog die roll if the scenario specifies soft ground.

14.28.9.4 126.62 REVERSE SLOPE- River banks act as a modified form of crest line for purposes of determining LOS. Therefore any unit on ground level that must trace a LOS through another ground hex does not have a clear LOS to the river's edge. The river bank casts a blind zone over river hexes equal to double the number of ground hexes between the viewer and the river. There is no effect on the LOS of units higher than ground level. Due to the difference in elevation, MGs firing from ground level or higher have no penetration factor when firing at a target in a river hex.

126.62 Assume a unit in 7R10 wants to fire at units in 7V8. Does the green hex side of 7U9 block fire to 7V8?

A. Yes, even though 7U9 is a marsh hex and technically not a ground hex, the green hex side of 7U9 would make it the equivalent of a ground hex

for purposes of this rule. Furthermore, the 3 hex interval between R10 and the river dictates a 6 hex blind zone along this hex row such that the first river hex along this LOS that could be fired on from R10 is BB5. {COD106}

14.29 Bridges

14.29.1 133 River bridges are multi-hex structures represented by placing bridge section counters across the river hexes to be spanned. The rules for these structures vary considerably from those gully bridges.

14.29.2 133.1 Vehicular bridges are those that may support vehicular counters and are represented by the large 5/8" bridge section counters. Vehicular bridges are considered roads for movement purposes. A vehicular bridge automatically connects directly to any road in an adjacent river bank hex.

14.29.3 133.2 Vehicular bridges are considered to be at ground level and thus are a full level above the river hex they occupy. They may be entered only from the adjacent ground level hex containing the road that crosses the bridge. Bridge counters are destroyed only by a KIA result on the IFT. They cannot be burned.

14.29.4 Bridge Types

14.29.4.1 133.3 Vehicular bridges can be of two types of construction and size:

14.29.4.1.1 133.31 WOODEN BRIDGES-HE attacks against a wooden bridge receive a +2 Terrain Effects Modifier. Vehicles weighing up to 10 tons may cross a wooden bridge safely. Vehicles over 10 tons must pass a bridge collapse dice roll to cross safely. A 'bridge collapse' dice roll of '12' results in the destruction of both the entire bridge and the vehicle.

14.29.4.1.2 133.311 A vehicle takes only one bridge collapse dice roll regardless of the bridge length but no other vehicle may occupy a bridge during a bridge collapse dice roll. The bridge-road movement rate (½ MP) is doubled during any player turn in which a vehicle in excess of 10 tons enters that wooden bridge.

14.29.4.1.3 133.312 Any time a vehicle in excess of 10 tons safely crosses a wooden bridge that bridge is considered safe for any vehicle of equal or less weight, and no bridge collapse dice roll need be made provided no other vehicle occupies the bridge and all vehicles using the bridge that player turn use the 1 MP/hex movement rate. Once a bridge collapse dice roll is made the bridge should be marked for future reference with a spare counter or side record as to the maximum weight that can safely cross.

14.29.4.1.4 133.313 The bridge collapse dice roll is modified by +1 for every five ton increment, or fraction thereof, in excess of 15 tons that the vehicle weighs.

14.29.4.2 133.32 STONE BRIDGES-Any vehicle may cross a stone bridge. HE attacks against a stone bridge receive a + 3 Terrain Effects modifier.

14.29.4.2.1 133.33 ONE LANE-All vehicle traffic across a one lane bridge must be in the same direction during any player turn. If a vehicle crosses a one lane bridge in one direction, vehicles may not cross in the opposite direction until a subsequent player turn, Vehicles may not turn around on a one lane bridge. They would have to use reverse movement. Infantry may cross in either direction simultaneously regardless of vehicular traffic. "Vehicles" in the above use includes sidecars, wagons, and pulkkas, but not cycles or cavalry.

14.29.4.2.2 133.34 **TWO LANE**-There is no directional restriction to traffic across a two lane bridge. Any bridge not identified by a "one lane traffic" arrow is assumed to have two lanes.

14.29.4.2.3 133.4 A one lane bridge hex can be blocked to vehicular traffic by a wreck. A two lane bridge hex can be transformed to a one lane bridge hex by the presence of a wreck, or blocked entirely to vehicular traffic by the presence of two wrecks in the same hex. Infantry traffic is not obstructed by wrecks.

14.29.4.2.4 133.41 Wrecks may be removed as for Forest-Road hexes. Note, however, that infantry may never push a burning vehicle.

14.29.4.2.5 133.42 In some scenarios, an especially large bridge may be allowed to accumulate additional wrecks before blocking a lane or bridge hex as per scenario definition.

14.29.4.2.6 81.5 A non-burning wheeled vehicle wreck may be removed from any terrain hex (off the board) by any unbroken squad or crew counter which spends its entire player turn in the hex without engaging in any other activity. Tracked vehicle wrecks and immobilized tracked vehicles may be removed only by other tracked vehicles.

14.29.5 Gully and Stream Bridges

14.29.5.1 80.41 & 157.6 BRIDGE**: A gully or stream hex containing a bridge is considered a road hex-not a gully or stream hex-as long as the bridge is operable. Units beneath a bridge counter are considered in the gully or stream hex, and not at the elevation of the connecting road hex sides. If a scenario does not define the type of bridges over a stream the bridges are considered to be two-lane stone bridges. Regardless of the bridge size, non-vehicular ordnance on a bridge hex does not impede or block movement across that bridge. By default, bridges over gullies are one-lane wooden bridges.**

14.29.5.2 157.61 The bridge can be destroyed by any KIA result on the IFT caused by a DC or HE direct / indirect fire. The bridge acts as a TEM for all DC and HE fire against the bridge itself. If the bridge is destroyed, any units on or beneath it are eliminated. HE attacks versus a bridge affect all units on the bridge with the same IFT DR.

14.29.5.3 157.611 Leadership modifiers apply to the DC DR if the leader has not moved to or from the placement hex during that player turn.

14.29.5.4 157.612 A destroyed bridge counter placed on the bridge hex returns the bridge hex to gully or stream status.

14.29.5.5 80.416 AFVs with a TO HIT modifier of -1 or -2 may not use wooden bridges. Wooden bridges are recognizable by their Terrain Effects Modifier (+2) printed on the Counter.

14.29.5.6 157.613 A wreck, or a stopped or immobilized vehicle on a one lane bridge counter negates the bridge for vehicular movement until the obstruction is removed. It takes two vehicles/wrecks on a two lane bridge counter to negate vehicular movements.

14.29.5.7 157.614 To be considered beneath a bridge in a gully or stream hex, a unit must be placed beneath a bridge counter. Units on top of the bridge counter are considered on the bridge and in a separate, vertically adjacent hex. Units on a ground level bridge may move beneath the bridge in the same hex without leaving the hex by paying normal stream entry costs and vice versa (in direct contrast to units on a level 1 bridge). Non-vehicular units in a gully or stream bridge hex may change levels during their APh. Units beneath the bridge may be fired on only by units in adjacent gully or stream hexes or on the bridge itself.

14.29.6 Fire Effects

14.29.6.1 133.5 Units on a bridge counter receive no beneficial terrain effects DRM for being on the bridge unless the fire crosses the outer framework of a bridge counter. Infantry fire that crosses the blue portion of a bridge counter receives a +1 DRM on the IFT due to the defensive effect of rails and girders. Ordnance fire receives a +1 DRM to the TO HIT roll only. Fire across the blue portion at a moving target receives both the defensive fire DRM for movement in the open and the +1 for

girders. Broken units may rout across a bridge hex in LOS of an unbroken enemy unit only if that LOS crosses the blue portion of the counter.

14.29.6.2 133.51 Fire at a target directly along the length of a bridge is treated the same as an open ground road hex and is eligible for the defensive fire DRM for movement in the open.

14.29.7 133.52 Bridges do not block LOS in any manner other than forming an impenetrable screen between units on the bridge and those under it.

14.29.8 133.53 Ordnance firing at a target on a bridge uses the appropriate "other" category. Ordnance firing at the bridge itself uses the "Vehicle in other" category.

14.29.9 133.6 Units under a bridge counter are considered in the water beneath the bridge at the -1 level and thus not in the same hex for Close Combat purposes. Units beneath a bridge can be fired on normally by all but indirect fire weapons, dive bombers, and units on the same bridge. Boats and fording infantry may move beneath a non-pontoon bridge with no extra movement costs.

14.29.10 Demolition

14.29.10.1 133.7 Unlike other uses of demo charges, bridge demolition attempts may not be made in the Advancing Fire Phase immediately following placement. Instead, the placing unit must move to another hex within four hexes of, but at least two hexes away from, the placed demo charge. The hex in which the demolition charge is placed must be a hex occupied throughout the Movement Phase by the unbroken squad, crew, or leader, placing the charge, not an adjacent hex as was the case previously. He may designate a hex on a piece of scrap paper as the new placement hex. From that placement hex, the placing side may detonate in any friendly fire phase of a following player turn any and all demo charges it placed within a four hex radius. The unit placing the charge must be on foot during the Movement Phase in which it is placed. The actual demo counter is carried away from the target hex to represent the 'plunger' (detonation system).

14.29.10.2 133.71 The placed demolition charge may be hidden from view and its hex location recorded in secret, but in so doing the placing unit is subject to the DRM for movement in the open with no positive DRM for bridge girders applicable. However, because it is better placed it will be resolved on the '36+' column of the IFT instead of the normal '30' column.

14.29.10.3 133.72 Wooden and stone terrain modifiers do not apply to a hidden demolition charge (such DRMs would apply to a thrown demo charge or conventional HE attack against the bridge itself including a non-demolition attempt demo charge resolution).

14.29.10.4 133.73 Demolition resolution attacks must be made by a leader. Leadership modifiers do apply to demolition attacks if the leader actually placed the demo charge himself and has not moved from or to the new placement hex or engaged in any other activity during the detonation player turn. The leader must pass a normal MC before attempting detonation. The only penalty for failure of this MC is his inability to attempt to detonate the charge during that player turn.

14.29.10.5 133.74 Demolition charges may be detonated in any friendly fire phase with a dice roll lower than '12'. If a demo charge fails to detonate it may not attempt detonation later unless the placing leader moves to the actual demo charge hex, remains there in good order for a complete player turn without engaging in any other activity, and then returns to its original placement hex.

14.29.10.6 133.75 The demolition charge detonation dice roll is modified by +2 for each enemy squad or crew counter on foot in the demo charge hex which has neither fired or moved during that player turn. This DRM is increased by +1 for each

negative leadership modifier present in the hex that did not direct some other activity during that player turn. These particular DRMs are cumulative from one turn to the next and are the only detonation DRMs. NOTE: These DRMs do not affect the resolution of the demolition charge if it explodes-they can only attempt to prevent detonation. Once detonation occurs, another dice roll is made to determine the effects.

14.29.10.7 133.76 A KIA result on the IFT destroys the bridge counter in the hex actually occupied by the demo charge. All units on or beneath a KIAed bridge span are eliminated.

14.29.10.8 133.77 An additional bridge counter is eliminated for every possible KIA result below the final demolition resolution dice roll. The spans to be eliminated must be as close to the original demo charge as possible with ties resolved in favour of the defender.

14.29.10.9 133.78 A demolition charge that explodes without destroying a bridge hex has no effect on units on or beneath the bridge.

133.7 What if the placing unit is broken while moving to the "new placement hex"?

A. The "plunger" is dropped in the hex where the unit is broken and treated like any abandoned support weapon. {COD106}

133.7 May fording infantry or infantry in boats/amphibious vehicles beneath a bridge place a demolition charge to the bridge?

Yes, providing all the provisions of 133.7 are met. {COD106}

133.75 If enemy units leave a bridge detonation hex are the detonation DRM accumulated to that point lost or are they permanent?

A. Permanent. {17.6-46}

126.4 & 133.76 If a bridge is destroyed over shallow water, does rubble occur at water level?

A. Yes. Boats, amphibious vehicles, and fording infantry may not move into a water rubble hex at any time. {COD106}

14.29.11 Pontoon Bridges

14.29.11.1 133.8 Foot bridges are considered hastily prepared pontoon bridges and are represented by ½" counters. They differ from vehicular bridges in the following respects.

14.29.11.2 133.81 Pontoon bridges are considered to be at water level (-1) and can be entered by units fording or leaving boats in the same hex during any friendly Advance Phase that they start beneath that bridge counter. Only half inch weapon counters may be portaged across a foot bridge. Infantry units may enter a river hex from a pontoon bridge by moving beneath the pontoon bridge counter during either the Movement (one MF) or Advance Phases if the river is shallow. Infantry units may move into boats beneath the pontoon bridge from the same pontoon bridge hex during a friendly Advance Phase only if the boat was already under the pontoon bridge at the start of the Advance Phase.

14.29.11.3 133.82 Foot bridges can handle only infantry traffic (including bicycles and motorcycles in a portage mode but not sidecars or cavalry) and are restricted to one lane traffic.

14.29.11.4 133.83 Units on pontoon bridges receive no beneficial terrain effects regardless of the angle of incoming fire and are subject to the defensive fire DRM for movement in the open.

14.29.11.5 133.84 Pontoon bridges receive only a +1 terrain DRM to HE attacks against the bridge itself. NOTE: HE fire against units on a bridge and the bridge itself would be resolved with the same dice roll-only the DRMs would change in accordance with the specific target.

14.29.11.6 133.85 Boats cannot move through pontoon bridges while in a water transport mode.

14.29.11.7 133.9 Vehicular pontoon bridge counters with a one lane, unlimited

weight restriction capacity are provided on the back of the normal bridge counters for use as per scenario definition. Occasionally such bridges may be specified as being laid below the water surface to help in evading air attack or observed artillery fire. Such underwater bridges receive a +2 DRM to all HE attacks against the bridge itself. All movement across underwater bridges is done at double the normal movement cost.

14.30 Canals

14.30.1 172 Since canals are usually deeper in proportion to their width than are rivers, even a narrow canal can be as great an obstacle as an un-fordable major river. Being man-made features, canals can be realistically portrayed by a hard edge, as opposed to the haphazard meanderings of a stream.

14.30.2 172.1 Canals are depicted by leaving a one hex gap between adjoining boards. Place board 7 beneath the boards in use so that only hex row 7 (A7, C7, E7, etc. is visible between the two boards. The visible hexes of board 7 represent the water of the canal. The spacing between the boards can be maintained by placing any designated bridge or ford counters in the specified hexes.

14.30.3 172.2 Material excavated in the construction of a canal is usually piled along the sides of the canal, forming a low levee or embankment. This levee is represented by all full and half-hexes along the canal board edge having a reverse slope crest effect similar to that of river banks such that ground level units not actually adjacent to the canal cannot see non-adjacent occupants of the canal. The levee has no other effects on LOS and is considered ground level terrain. Occupants of the canal are considered at level -1 unless on a bridge counter that is considered at ground level.

14.30.4 172.3 Units in non-board 7 canal board-edge half-hexes are considered on the bank, Board 7 half-hexes are considered one combined irregularly shaped hex for all purposes with LOS traced to the middle of the common hex side.

14.30.5 172.4 Ground movement across a canal is limited to units on bridges and/or boats/amphibious vehicles, or swimmers. If a SSR specifies the presence of a ford across a canal, the ford is treated as a deep stream for movement purposes.

14.30.6 172.5 Routing units may ignore woods/building hexes that are situated behind water obstacles (river, canal, pond, flooded stream) in determining the closest suitable cover to rout to even if those obstacles are fordable. The same principle holds true for berserk units seeking the closest enemy unit to charge.

14.31 Runways

14.31.1 152 Although airfield runways were hardly commonplace battlefields, they proved to be among the most lethal terrain the "poor bloody infantry" would be asked to cross in the face of enemy fire. Going to ground on the macadam / concrete runways of established airfields provided no relief from incoming fire whose shrapnel and explosive force had so chance to be muffled in the earth-and indeed increased the ricochet danger from spent rounds and short-falling fire. The following rules apply only to hard surface runways or SSR-designated wide city boulevards: the grass and dirt fields of smaller strips having no undue effect on infantry.

14.31.2 152.1 Any hex containing a grey road surface crossed by two parallel white lines is a runway hex. 14M6 is an example of a runway hex.

14.31.3 152.2 The movement cost for entering a runway hex is identical to that of a paved road hex on open ground; the road rate applies if the unit crosses a runway hex side - the open ground rate applies otherwise. Mud would not affect movement on a runway.

14.31.4 152.3 Any infantry or non-armoured vehicles in a runway hex receive a -1 TEM to all IFT fire resolved against them even if stationary or using Assault Movement. A

runway hex is considered open ground for all purposes pertaining to rout, LOS, and fire.

14.31.5 152.4 Entrenchments, trenches, bunkers, and mines may not be placed in a runway hex.

14.32 Treetop and Roof Perches

14.32.1 174.2 Rooftops share the fate of the top level of the building hex for rubble and fire purposes.

14.32.2 A favourite tactic of snipers was to improve their vantage point by gaining height. Tying themselves onto a rigged platform and wearing appropriate camouflage, a skilled sniper would wait motionless for hours among the foliage for a target to appear. These tactics are reflected by the following rules, but may only be used when so directed by a SSR.

14.32.3 174.21 An unbroken infantry unit may gain concealment at roof level at the end of its player turn if it began that player turn on the highest level of that building hex and neither moved, fired, was fired upon, nor in the LOS of an enemy unit at the same or higher elevation during that player turn. Such placement at roof level is recorded by placing a rooftop concealment counter on the unit-"?" side up while concealed, flip side up once revealed. A unit which starts a scenario already hidden at roof level must have this fact recorded along with its hidden location prior to play. Snipers may begin scenarios hidden in woods hexes at treetop level, but may not gain treetop level once a scenario begins.

14.32.4 174.22 A sniper at treetop level that wishes to leave its perch must do so in the MPh and expend all of its MF's to reach the ground level of that woods (or forest-road) hex.

14.32.5 A unit at rooftop level that wishes to descend does so in the MPh and must expend all of its MF's to reach the next lower level of that building. If on top of a multi-hex building, it may move along the rooftop from hex to hex at the normal rate for movement in buildings, but may not move to an adjacent hex unless it is part of the presently occupied building.

14.32.6 In both of the above cases, units must leave their treetop / rooftop status in the very next MPh if a fire of any type is in an adjacent hex.

14.32.7 174.221 In some cases a SSR may indicate that some multi-hex buildings have varying levels of height in each hex. In such cases where a unit wishes to move from a level two rooftop hex to a level one rooftop hex or in the case of a unit on a level one building roof that wishes to move to an adjacent ground level hex, the moving unit must expend all of its MF's and roll a die. If the dr is a 6, the unit breaks as it enters its new hex.

14.32.8 174.222 Units at treetop or rooftop level may never move in the APh, nor may they move to an adjacent rooftop level of higher elevation.

14.32.9 174.23 Only snipers are allowed at treetop level, and count against the ground level stacking capacity of that woods (or forest-road) hex. However, sniper checks and all fire aimed at them other than indirect or mortar fire must be directed at treetop level - thus missing any other units in the woods hex at ground level. An HE CH would miss a treetop sniper altogether, but an airburst will affect both units at treetop and ground level.

14.32.10 Any infantry unit may gain access to a rooftop, but the stacking capacity of a rooftop hex is limited to a squad and SMC (or their equivalent) plus 3 PP's per side.

14.32.11 174.24 Units at treetop or rooftop level gain one level of height for LOS purposes. Thus, a sniper at treetop level in a ground level woods hex is actually at level 1. A sniper at rooftop level on a level two building is at level 2½. Units at treetop level are not eligible for Infantry Height Advantage, but units on a rooftop are. Treetop snipers are revealed by search, scout, and sniper checks the same as if they were at ground level.

14.32.12 **174.25** **Units at treetop or rooftop level forfeit the protective TEM's normally associated with occupation of a woods or building hex. Furthermore, moving units on rooftops that are fired upon from the same or a higher level are considered to be performing hazardous movement for DF purposes.**

14.32.13 **174.26** **Units on rooftops are not concealed/hidden nor may they "grow" concealment status if in the LOS of an enemy unit on the same or a higher level.**

14.32.14 **174.27** **Any unit that breaks at treetop or roof level is eliminated.**

14.32.15 **174.28** **If an opposing non-AFV unit enters a hidden/concealed treetop sniper's hex during the MPh without using bypass movement, the normal hidden placement rule applies and the unit must stop moving and end its MPh in the last hex occupied before entering the hidden/concealed unit's hex. Such units entering the hex via bypass movement would be governed by those rules.**

14.32.16 **174.281** **An opposing AFV could move into (or even stop in) a hidden/ concealed treetop sniper's hex as if the sniper were not there. Such movement is considered the equivalent of bypassing the obstacle.**

14.32.17 **174.282** **Opposing infantry may enter a hex containing a revealed sniper at treetop level only during the APh, just as if it were at ground level.**

14.32.18 **174.283** **A treetop sniper may never fire (other than in CC) when an opposing unit occupies the same hex. EXC: Should an opposing crew or passengers unload in the same hex with a hidden/concealed sniper 112.42 would apply. The Sniper DRM would be doubled for Point Blank DF and then be lost with its concealment for any resulting CC.**

174.2 Under 42.5 and 106.6, must a player possessing a treetop sniper halt the entrance of any non-AFV units if the sniper is the only friendly unit in the hex?

A. Yes. {OAF}

174.2 Will searches or scouting attempts reveal treetop snipers if there is no specific search of treetops?

A. Yes. {OAF}

174.2 Is treetop a separate level for sniper check purposes?

A. No. Treetop snipers are revealed by search, scout and sniper checks the same as if they were at ground level. {OAF}

15. FORTIFICATIONS AND MINES

15.1 Wire

15.1.1 53.1 **Barbed wire is not a Support Weapon but belongs to the category referred to as fortification counters. Fortification counters are placed prior to the start of a scenario in the numbers specified by the scenario, cannot be moved, and do not count against stacking limits.**

15.1.2 53.2 Wire may be placed on any non-building hex.

15.1.3 53.3 Wire cannot be moved onto by infantry units in the Normal Movement Phase. Infantry can advance onto a wire hex only during the Advance Phase (Exception: moving from one wire hex onto another wire hex).

15.1.4 53.4 Infantry units may only move off a wire hex during the Movement Phase. Each unit leaving the wire must roll one die and the resulting number is the amount of MF they lose getting out of the wire. The leaving unit must also pay the normal cost of the terrain moved into. However, leaving units may always move one hex, even if directly onto another wire hex. However, all units must have sufficient MF to carry any support weapons in excess of their normal portage capability or they must leave those weapons behind. Any unit whose MF loss die roll equals or exceeds its movement capability can not carry any Support Weapons off the wire hex.

15.1.5 53.5 Each Squad in a wire hex may elect to attempt to clear the wire away by rolling equal to or less than its firepower factor with two dice during the Prep Fire Phase. Each squad must roll separately, but if successful the wire in that hex is immediately removed.

15.1.6 53.51 A leader in the wire hex may add his leadership modifier to one squad's clearance die roll

15.1.7 53.52 All units engaging in wire clearing attempts may neither move or fire during that player turn regardless of the success or failure of the wire clearing attempt.

15.1.8 53.53 A Demolition Charge can double as a bangalore torpedo and thus be used to clear a wire hex. All procedures of Demolition Charge placement apply and a KIA result successfully removes the wire during the Advancing Fire Phase.

15.1.9 53.54 Artillery bombardment is generally ineffective against wire entanglements but occasionally a heavy shelling cleared such obstacles. Wire counters can be removed from the target hex with a KIA result during artillery bombardments of 80mm or more.

15.1.10 53.6 Barbed wire neither blocks LOS or modifies fire directed at or through it.

15.1.11 53.7 Trucks and jeeps may not enter wire hexes.

15.1.12 53.8 Tanks and SP Guns may move on or through wire hexes with no detriment and by so doing immediately remove the wire counters.

15.1.13 53.9 A halftrack may move onto a wire hex but must stop in the hex and may not continue until its next Movement Phase. The wire counter is still removed immediately

53.2 & Appendix 4.7 Would wire in a bunker hex prevent a unit from advancing into the bunker from an adjacent hex?

A. Yes. {COI4-69}{COD105}

53.3 Can an infantry unit disembark a vehicle onto a wire hex under any circumstances?

A. Only if it must disembark and there is no other legal hex in which to disembark. {COI4-69}{COD105}

53.4 & 13.4 May a unit rout through a wire hex?

A. No. If in a wire hex when the unit is broken, it may rout out of the wire hex during the Rout Phase as if it were a regular Movement Phase. {COI3-69}

53.4 & 73.4 Can a unit use double time movement to leave wire?

A. It not only can, it must do so if it wishes to leave a wire hex and doesn't have enough MFs remaining to do so. {17.2-46}

53.52 May TI (temporarily immobilized) units move one hex during the Advance Phase?

A. No. {COI4-69}{COD105}

53.8 Rule 53.8 explains that Tanks and SP guns can move over wire at no detriment and remove the wire counter immediately. Can infantry advancing with the AFV that drives over the wire continue to move with the AFV as though the wire was, indeed, not there any longer? Or does the wire removing AFV lose the right to have infantry advance with it over the wire hex?

A. Yes, No. {OAF}

53.8 Do AFVs have to destroy friendly wire hex they pass through? Do they have the option of leaving enemy wiring unharmed also?

A. Yes, No. {OAF}

53.89 & 53.9 Does a halftrack have to be an armoured vehicle to remove a Wire counter?

A. No - furthermore, a tank or SP Gun may not remove more than 1 wire counter each (the first one encountered) per turn regardless of the number of wire hexes entered. {COI4-69}{17.2-29}

15.2 Roadblocks

15.2.1 62.1 Roadblocks belong to the fortification category and can be placed only at the start of a scenario in the numbers called for by the scenario unless otherwise stated.

15.2.2 62.2 A roadblock counter is treated as a stone wall across the hex side to which it points. However no vehicle may cross such a hex side.

15.2.3 62.3 Roadblocks may be eliminated by a tank, SP Gun or squad (on foot) that spends an entire player turn adjacent to the roadblock hex side without moving or firing. Remove the roadblock during the following Rally Phase.

15.2.4 62.4 Roadblocks may be removed by a KIA result Demo Charge attack.62.4 Must the demo charge attack be in the hex containing the roadblock counter?

A. Yes. {14.6-34}{COI4-69}

62.5 Can roadblocks be hidden from view using the Hidden Initial Placement rule?

A. Only so long as no enemy unit has a LOS to the hex containing the roadblock. {COI4-69}

SQLA - [62A] Roadblocks are removed in rally phase only if removing unit did no actions during own player turn. They are not removed in rally phase following and idle defensive fire phase.

15.3 Entrenchments

15.3.1 54.1 Entrenchments (foxholes) belong to the fortification category. Entrenchments specified by the scenario are placed in any non-building/bunker hex prior to the start of play. Once placed, entrenchments may never be moved

15.3.2 54.2 Entrenchments in excess of those specified by a scenario may be placed during play in the following manner. Each unbroken squad that begins its player turn in a non-building, non-bunker hex may roll two dice during the Prep Fire Phase. If the resulting dice roll is equal to or less than "5" an entrenchment counter is placed over all units in the squad hex at the end of the Prep Fire Phase. Entrenchment dice rolls must be made separately. As Russian troops excelled in "digging in", Russian squads (not cavalry or partisans) succeed in placing entrenchments on a roll of "6" or less.

15.3.3 142.34 Half squads or crews need a roll of "4" or less to place an entrenchment

but, once placed, the entrenchment is the same size and capacity as one dug by a full squad.

15.3.4 54.21 A leader in the same hex may add his leadership modifier to one squad's entrenchment dice roll but in so doing forfeits its right to move or direct other activities, during that player turn.

15.3.5 54.22 Infantry units attempting to entrench may neither move or fire during that player turn regardless of the success or failure of the entrenchment attempt.

15.3.6 54.3 Entrenchment hexes have the same stacking capacity as a regular hex. Units in entrenchments are placed underneath the entrenchment counter while units in the hex but not in the entrenchment are placed on top of the entrenchment counter. Vehicles and Anti-Tank guns/howitzers may never be placed under an entrenchment counter.

15.3.7 54.4 It costs no extra MF to move into a previously constructed entrenchment hex but it does cost 1 MF extra to enter (beneath) the entrenchment and 1 MF to move from underneath an entrenchment counter to placement on top of the same entrenchment Counter.

15.3.8 54.5 Entrenchments are no movement hindrance to AFVs but trucks and jeeps must spend 4 MF plus the cost of the other terrain in the hex as they move into an entrenchment hex.

15.3.9 54.6 Infantry units may fire any Support Weapons except flamethrowers and Anti-Tank Guns/howitzers from inside an entrenchment. The fire of these weapons is not affected in any way.

15.3.10 54.7 Entrenchments offer varying degrees of protection from fire for units inside (beneath) them, depending on the type of weapons being used against them This protection takes the form of modifications to the attacker's dice roll as follows:

Trench Protection DRM Table

Weapon	DRM
Flamethrower	0
Infantry fire, HE fire, Demo Charge	+2
Overruns, Off-board Artillery, Indirect fire	+4

An abbreviated form of this table is found on the back of the Entrenchment counter.

15.3.11 54.8 Any intervening walls or hedges forming a side of an entrenchment hex blocks the LOS of units inside the entrenchment to all non-adjacent hexes on the same or lower level.

15.3.12 54.9 Broken units may rout into an entrenchment hex in the LOS of an enemy unit without being eliminated. Broken units may even remain in an entrenchment hex until a route to a woods or building hex exists.

32.5 Units in an entrenchment receive no additional protective DRMs for an AFV being in the same hex because they are not moving together, but do those same units have to take a normal MC if the AFV is destroyed in their hex?

A. Yes, the AFV represents more than physical cover and its loss at such close quarters would have a serious effect on morale. {COI4-68}{COD-104}

54. If a unit is broken while attempting to leave an Entrenchment, is it considered in or out of the Entrenchment for the remainder of the phase? (Same would apply to other similar structures).

A. Out. It costs 1 MF to leave and enter. {OAF}

54. & 13. If an entrenchment is in an open ground hex, could a broken unit rout out of it while in the LOS and normal range of enemy units without being eliminated?, through it ?

A. Yes to both. Treat as non-open ground. {KM}

54.1 Can entrenchments be placed in shell hole hexes?

A. Yes, but the terrain effects of the entrenchment and the shell hole are not cumulative. A unit outside the entrenchment would receive the benefit of the

shell hole but units inside the entrenchment would receive only the benefit of the entrenchment. {COI4-69}

54.4 When using simultaneous movement and defensive fire, can a unit moving under a entrenchment counter be fired on in the entrenchment hex before it "goes under" the entrenchment?

A. No - the moving player is automatically given the benefit of the entrenchment as soon as he enters the hex and signifies his use of the entrenchment by stating the number of MF's he is utilizing in the hex. {SL4-40}

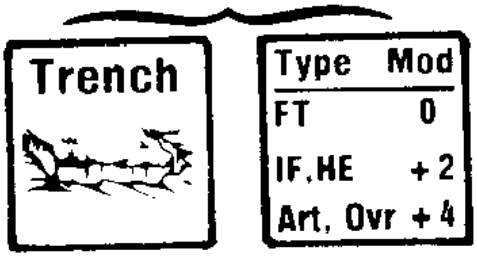
54.4 What occurs if an enemy squad enters an entrenchment hex during the Advance Phase that contains opposing units both on and under the entrenchments?

A. Close combat occurs normally against all opposing units. Note, however, that the advancing unit could elect to advance underneath the entrenchment counter . Any normal fire into the hex, although it affects all units, would be modified for those units in the entrenchment by their entrenched status. {14.6-34}{COI4-69}

54.4 May a unit in an entrenchment in open ground that leaves the entrenchment be fired upon with the DRM for moving in the open in that same hex?

A. Yes, once it expends MFs in leaving the entrenchment, it can be fired upon as a moving unit in the open. A unit that expends MFs to enter a entrenchment cannot be fired upon in that hex with the -2 DRM for moving in the open until it leaves the hex. Units moving in a shell hole hex would receive both the Defensive Fire DRM and the +1 for the shell hole. {COI4-69}{COD-74}

15.4 Trenches



15.4.1 137 Trench warfare did not predominate in the mechanized warfare of WWII as it had on the stagnant fronts of The Great War. Nevertheless, when fronts stabilized prepared positions on a local level would often become quite elaborate and in some instances rivalled their WWI predecessors in detail

15.4.2 137.1 All rules governing entrenchments apply to trenches except as modified below. Trench counters must be placed in a hex so that the word "trench" clearly lies along one hex side.

15.4.3 137.2 Trench counters may not be placed during a scenario with an entrenchment attempt. They must be in place prior to the start of play.

15.4.4 137.3 All types of ordnance (including AFVs) may be placed beneath a trench counter with normal hull down fire capabilities (i.e., bow MGs may not fire) prior to the start of a scenario. Once placed, they may be moved only by reverse movement through the hex side along which the word "trench" is placed. AFVs and vehicular-sized guns are considered hull down, but may not be moved beneath a trench once play begins. Non-vehicular - sized guns may be moved into trenches during play. The crew of non-vehicular-sized guns always receives the protective terrain benefits of the trench, in addition to any protective DRMs they may be eligible for from protective gun shields.

15.4.5 137.4 A trench counter is considered automatically connected to any adjacent trench counter (Exception. cliff hex sides). Infantry already beneath a trench counter may move to an adjacent trench hex without paying the extra one MF to enter or leave the trench that would apply under any other circumstances. Consequently, infantry is never subject to the Defensive Fire DRM for moving in the open while moving from beneath one trench counter directly to beneath another. The cost to enter a trench from any adjacent trench is 1 MF regardless of other terrain in the hex (Exception: moving uphill in a trench costs two MFs).

15.4.6 137.5 The terrain protective DRMs of a trench apply even if enemy units are in an adjacent trench hex.

15.4.7 137.6 **Wheeled vehicles may not enter a trench hex. Tracked vehicles are not restricted by normal sized trenches in any manner.**

137.4 May a trench be placed next to a river hex such that it too becomes a water obstacle ? May it be connect to a gully?

A. No; Yes, it may even be placed in a gully but it still maintains the elevation of the hex it is in - not the hex it connects to. {COD106}

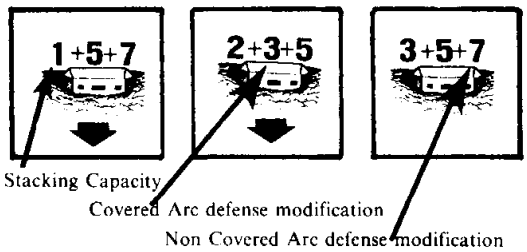
15.4.8 Anti-Tank Obstacles

15.4.8.1 137.7 **In rare circumstances, a scenario may require placement of very formidable obstacles such as anti-tank trenches or obstacles in recreating extensively prepared defences such as the Atlantic Wall. Trench counters may be used for this purpose with specific mention in the scenario's Special Rules section.**

15.4.8.2 137.71 **No vehicle may enter an anti-tank ditch or obstacle hex. Infantry must pay two additional MF to enter such a hex. Infantry in such a hex receive normal trench terrain protective DRMs.**

15.4.8.3 137.72 **A trench or obstacle counter may be removed by placement (not thrown) of a demo charge resulting in a KIA result on the IFT. There is no terrain DRM to such a demolition attempt. Such obstacles may also be removed by special engineer vehicles.**

15.5 Bunkers



15.5.1 56.1 **Bunkers belong to the fortification category and can be placed only at the outset of a scenario as directed in that scenario in any non-building, non-woods hex. Only one bunker may be placed per hex. The bunker factors (read from right to left) are as follows:**

15.5.1.1 Stacking Capacity-The number of squads, leaders and support weapons which may be placed inside a bunker. Ignore normal stacking limits.

15.5.1.2 Covered Arc Defence Modification- The number added to the dice rolls of the attacks against the bunker that are traced through the Covered Arc of the bunker.

15.5.1.3 Non-Covered Arc Defence Modification-The number added to the dice rolls of attacks against the bunker that are not traced through the Covered Arc of the bunker.

15.5.2 56.2 **Units in the bunker are placed underneath the bunker counter. Units on top of the bunker are considered outside it and receive no protective benefit from the bunker. The bunker itself presents no obstacle to LOS.**

15.5.3 56.21 **Units outside a bunker must obey normal stacking restrictions but the bunker and its occupants do not count against these limits.**

15.5.4 56.22 **It costs 1 MF to enter (or leave) a bunker during the Movement Phase once in the hex. If the bunker is not entered, the cost of entering the bunker hex is that of the other terrain in the hex. Either side may enter or leave a bunker during their Advance Phase.**

15.5.5 56.3 **Fire from a bunker may be traced only through the Covered Arc. A bunker can never he moved or pivoted in any way so as to change the Covered Arc.**

15.5.6 56.4 No vehicles, mortars, or howitzers may he in a bunker. One gun can be placed in a bunker but cannot be moved.

15.5.7 56.6 Broken units may rout to and rally in a bunker as if it were a building. Broken units inside a bunker need not rout even though enemy units are adjacent or on top of the bunker.

15.5.8 56.7 Attacks against a bunker hex affect both the units inside and on top of the bunker but only those under the bunker receive any dice roll modifications due to the bunker.

15.5.9 56.8 Opposing units may both occupy a bunker hex without combat so long as one side is in (under) the bunker and the other side is outside (on top of) the bunker. Similarly, units may move on top of an enemy bunker during the Movement Phase provided no enemy unit is also on top of the bunker

15.5.10 56.81 Units on top of the bunker counter have the option to engage in Close Combat with units inside the bunker by moving inside during the Advance Phase. Units inside the bunker may never force Close Combat on units on top of the bunker. Once initiated however, Close Combat must be fought to a conclusion.

15.5.11 56.82 Units inside a bunker cannot leave the bunker while an opposing unbroken unit is on top of the bunker; even to reinforce an already existing Close Combat on top of the bunker.

15.5.12 56.83 Units inside a bunker may not fire on units on top of the bunker although they may continue to fire through the Covered Arc.

15.5.13 56.9 Concealment counters inside a bunker do not halve attacks on the occupants, their sole function is to conceal the total number of real counters in the stack. The occupants of a bunker can not be examined by an opponent except to verify the source of fire coming from inside the bunker.

56.1 Which defence modification do you use if a multi-hex fire group is directed at a bunker in such a way that one hex's fire is traced through the Covered Arc and the other hex's fire is traced through the Non-Covered Arc?

A. Contrary to 11.6, in such a situation, the Fire Group must be split into separate fires. If they persist in firing a one Combined Fire Group, the defence modification used is that of the Non-Covered Arc. {SL4-40}

56.3 Is the Covered Arc for bunkers the same as that of AFVs?

A. Yes - this means that bunker counters can never be placed evenly in a hex the way vehicles are. {SL4-40}

56.81 Units are allowed to advance into a bunker in an adjacent hex during the Advance Phase. Does this hold true if enemy units are on top of the bunker?

A. No - they would have to engage the enemy units outside the bunker in Close Combat. {COI4-69}{COD105}

56.83 Can units on top of a bunker fire at units inside?

A. No. {14.6-34}{COI4-69}

15.5.14 Special Attacks against Bunkers

15.5.14.1 56.5 FFE of off-board artillery and indirect fire of on-board guns are modified by the Non-Covered Arc Defence Modification.

15.5.14.2 56.51 AP ammunition has no effect on bunkers. HE ammunition must first dice on the TO HIT Table under the "Infantry in Buildings" classification. If a hit is scored, re-dice on the Infantry Fire Table and apply the appropriate defence modification as determined by whether or not the shot crossed the bunker's Covered Arc. Only the contents of a bunker can be destroyed-never the bunker itself.

15.5.14.3 56.52 Flamethrowers must add the Non-Covered Arc Defence Modifier to their attacks if their LOS does not cross the bunker's Covered Arc. If the LOS does

cross the Covered Arc there is no modification to the flamethrower dice roll.

15.5.14.4 56.53 The Defence Modifier of Demo Charge attacks is determined by the hex occupied by the engineer when placing the charge. If the engineer occupies one of the two adjacent hexes in the bunker's Covered Arc the attack is modified by the Covered Arc Defence Modification. If placed from any of the other remaining adjacent hexes it is modified by the Non-Covered Arc Defence Modification.

15.5.14.5 56.54 AFV Overrun attacks against bunkers are modified by the Non-Covered Arc Defence Modification.

15.6 Fortifications

15.6.1 161 Given sufficient time, materials, and inclination, buildings can be converted into miniature fortresses. The actual effects might vary as widely as the materials available (ranging from concrete emplacements to improvised sand bags and barricades) but the results were much the same.

15.6.2 161.1 Fortified buildings belong to the fortification category. No counters are used to indicate fortifications of this type. Only buildings can be fortified and only by SSR.

15.6.3 161.11 The number of fortified building levels is specified by SSR. If the specific location of such buildings is not specified, they must be selected and secretly recorded prior to the start of play. Buildings cannot be fortified during play. A fortification is not revealed until an enemy unit attempts to enter it, or it is fired on with a result that would be different due to the increased TEM.

15.6.4 161.12 In DYO scenarios all levels in a given hex of a multi-level building may be fortified, but only if all lower levels of that building are fortified. Improvements must be made, in any one hex, from the ground up. Thus, a fortified first level is possible only if the ground level directly below is also fortified. Improvements, or the lack thereof, in adjacent hexes of the same building do not affect this.

Except as specifically modified below, fortifications are treated identically to other buildings.

15.6.5 161.2 Movement into a fortification is a function of whether or not the moving unit is friendly. Since the fortification is neutral, "friendly" is determined by which side's forces occupy, or were the last to solely occupy, the building level in question.

15.6.6 161.21 Enemy infantry units may not enter a fortification hex during any phase so long as an unbroken, unpinned enemy squad (not just its equivalent in unbroken HS's) is inside. Units which unknowingly attempt to advance into a fortification hex occupied by an unbroken, unpinned enemy squad lose their APh capability for that turn and must remain in their present hex.

15.6.7 161.3 A unit in a fortification enjoys defensive advantages with respect to both incoming fire and CC.

15.6.8 161.31 The TEM for a fortification is + 4 for a fortified stone building and + 3 for a fortified wooden building. Should a CH occur, the modifier becomes -4 or - 3 respectively. HE fire versus a fortification on the Building target type is eligible for an additional +1 TEM.

15.6.9 161.32 The initial turn's CC in a fortification is not resolved simultaneously. The defender executes his attack(s) first, and only the surviving attacker(s) may attack in return. Should a melee develop, the defender loses this advantage during subsequent CC rounds even if the attacker is reinforced by new entrants into the hex.

15.6.10 161.4 A fortification differs from a normal building in that AT/INF Guns < 76mm may occupy the fortified upper levels of a multi-level stone building. Such a weapon must begin the scenario in place and cannot be moved from either that hex or that level during play. The minimum distance such a gun can fire at a lower

target is equal to the difference in levels between the target and the firer. Other guns may occupy the ground level of a fortified building but may not fire at aerial targets or use indirect fire.

15.6.11 161.5 FIRE: All attempts to start a fire in a fortification or to have a fire spread to an adjacent fortification are penalized by a -1 DRM.

15.6.12 Tunnels

15.6.12.1 161.6 A tunnel is available only if specifically cited by SSR or if a player forfeits a specified hex fortification capability in order to add a tunnel to another existing fortification. Tunnels may never be built during the course of a scenario.

15.6.12.2 161.61 A tunnel must originate in a ground level fortification and can be no longer than four hexes including the entrance and exit hexes. Tunnels are not visible and exist only in the form of a written side record known only to the owning player. Tunnels must end in a building, bunker, woods, gully, or forest-road hex. A tunnel may not pass beneath any water, marsh, or mudflat hex or through a cliff or double crest hex side.

15.6.12.3 161.62 Only unbroken infantry on foot may use tunnel movement and only if they start their MPh in a tunnel entrance hex. Units using tunnel movement may move only three hexes and must end their MPh beneath another tunnel entrance hex. Units may never move into a tunnel during the APh; they can only move out of the tunnel into the exit hex.

15.6.12.4 161.63 Moving units in a tunnel are not subject to DF and may move through hexes containing enemy units above them at ground level. By being in a tunnel they are considered on a separate level from any units in the same hex above them.

15.6.12.5 161.64 There is no terrain cost for tunnel movement. A unit moving through a tunnel uses all of its movement capacity to move from one entrance to the next. A unit moving through a tunnel may portage only those SW's that do not exceed its IPC.

15.6.12.6 161.65 Units in a tunnel must move to ground level of the tunnel exit hex during their APh.

15.6.12.7 161.651 If there is no enemy unit in or adjacent to the tunnel exit hex, the advancing unit is covered by a concealment counter.

15.6.12.8 161.652 If there is an enemy unit in or adjacent to the tunnel exit hex, the advancing unit(s) must roll a die to determine the conditions under which it will advance into the hex. An enemy unit on level 1 of a building exit hex is considered adjacent to a unit exiting the tunnel; a unit on level 2 of the building exit hex is not even considered.

Tunnel Advance Die Roll Table	
Die Roll	Action
1,2	Maintains concealment until after it attacks in CCPh / DFPh; or concealment is lost via enemy attempted movement into the hex, scouting activity an IFT DR resulting in a MC or its own actions.
3,4	Advances into hex without concealment.
5+	Advances into hex without concealment and is pinned for the remainder of the player turn.

15.6.13 161.653 The Tunnel Advance dr is modified by +1 per unbroken enemy infantry MMC in the same hex.

15.6.14 161.66 Tunnels may not be used by enemy units. An armed, unbroken infantry unit may destroy a known tunnel entrance/exit in the same hex during any CCPh in which it does not engage in CC, provided the location has been acquired (164.2) and the tunnel has been used by a

unit entering or exiting in LOS of an unbroken enemy unit.

15.7 Minefields

15.7.1 Mines belong to the fortification category. There are no mine counters. Rather the location and strength of available mines are recorded on a piece of scrap paper at the outset of the scenario. The scenario provides a player with a certain number of minefield factors. The player secretly records the hexes and number of minefield factors allotted to each hex. Mines may be placed in any non-water hex regardless of terrain. He may place as many factors in each hex as he desires providing the total minefield factors allotted to all hexes does not exceed the amount granted by the scenario. The actual disposition of minefields is not revealed until a unit moves into a minefield hex.

15.7.2 Whenever an infantry unit (enemy or friendly) enters a minefield hex the owning player must announce how many minefield factors occupy the hex and immediately attack the moving unit with that many factors on the Infantry Fire table. There are no modifications of any type to the minefield attack dice roll.

15.7.3 If the first "minefield assault" does not break or eliminate the unit, it has the option to stay in the target hex or attempt to continue its normal movement.

15.7.4 Units are also attacked by the minefield whenever they leave a minefield hex. Thus, a unit can be attacked both as it enters and leaves a minefield. Units broken by minefield attacks as they attempt to leave a minefield hex are considered still in the minefield hex after the attack.

15.7.5 A unit that fails a Morale Check due to minefield assault is considered to be in the minefield target hex that made that attack.

15.7.6 Morale Checks due to minefield assaults are subject to leadership modifiers if a leader is present in the target hex at the moment of attack, similarly, if a leader breaks due to a minefield assault, all units in the same target hex at that instant must take a normal Morale Check (even if they are not subject to minefield assault because they have not moved).

15.7.7 Minefield assaults affect only moving units.

15.7.8 Broken units in a minefield must rout to cover only if the minefield is in open terrain or adjacent to an enemy unit. Units routing from a minefield hex would be subject again to minefield assault.

15.7.9 Broken units outside a minefield do not have to rout into or through a minefield hex on their way to "closest cover" if the presence of the minefield is known to the owner of the routed unit.

15.7.10 Non-broken units in a minefield can fire and engage in Close Combat normally.

19.4 & 55.24 May squads advance 1 hex as an entire stack with a leader to gain his benefit against mine attack?

A. No. Movement in the Advance Phase is one unit at a time, but the same beneficial effects can be had by sending the leader in first - without having to worry about the squad taking an extra MC if the leader fails his. {16.1-34}{COI4-38}{COD-104}

55. & 121.1 Can mines cause grounding?

A. No. {OAF}

55. & 136. Do routing units trigger mines and booby traps during the rout phase?

A. Yes. Routing units automatically trigger booby traps. {OAF}

55.2 Do infantry debarking from an AFV into the same minefield hex occupied by the AFV, re-trigger the mines already fired by the carrying vehicle?

A. No, but if the infantry unload into an adjacent hex, they would undergo minefield attack for leaving the hex. {14.6-34}{COI4-70}

55.4 During rout a unit enters minefield in non-open, non woods/building hex. Can it stop there or must it continue routing, taking the exit minefield attack?

A. The latter. {OAF}

SQLA [42D] Normally infantry can be returned to a point in its movement path for defensive fire. However, if one of the units is allowed to progress to hexes to discover mines or HIP units, the defender must conduct Defensive fire prior to resolving the minefield attack. This does not prohibit additional defensive prior in the minefield or latter hexes moved into.

15.7.11 Vehicles and Mines

15.7.11.1 Vehicles entering or leaving a normal minefield hex undergo attacks on the Infantry Fire Table in the same manner except that only a KIA result affects the vehicle. The minefield assault dice roll is modified by the Minefield vs. Vehicles Modifiers

Minefield Assault DRM Table	
Vehicle	**Modifier**
Truck / Jeep	-3
Halftrack / Armoured Car	-1
Other	0

15.7.11.2 Trucks and jeeps that receive a KIA result are eliminated.

15.7.11.3 AFVs that receive a KIA result are immobilized.

15.7.11.4 Passengers are immune to minefield attacks unless the carrying vehicle is eliminated. Passengers that disembark into a minefield hex must undergo minefield assault as if they were entering the minefield hex.

15.7.11.5 117.5 Concealment or hidden status does not halve mine or booby trap attacks.

15.7.12 Anti-Tank Mines

15.7.12.1 136.7 At the start of a scenario, the defender may opt to exchange all or part of his minefield factor capability for anti-tank mines. An anti-tank mine can be selected by the defender for every 5 factors of normal minefield capability he sacrifices in exchange.

15.7.12.2 Anti-tank mines may compose a minefield hex of their own or be included in a normal anti-personnel minefield.

15.7.12.3 Anti-tank mines are neither discovered nor detonated by traversing infantry. Only a motorized vehicle weighing ½ ton or more may trigger an anti-tank mine explosion.

15.7.12.4 Unlike conventional minefields, an anti-tank mine attacks only as a vehicle enters the mine hex, not as it leaves. The owner of the mine must keep a careful watch on the mine hex and vehicles passing through it as the anti-tank mine will explode only if the entering vehicle's last whole MP expended in the mine hex is evenly divisible by the Mine Density Factor. Fractions of the MPs are rounded down to the nearest whole number (strictly for the purpose of determining mine detonation) unless the vehicle is using the road movement rate or bypass movement in which case fractions may be rounded either up or down at the defender's option. A vehicle traversing a road hex may decline the road movement bonus rate if it does so immediately upon entering the road hex.

15.7.12.5 The Mine Density Factor of a hex is determined by the number of anti-

tank mines hidden in that hex as per the following ratio:

Mine Density Ratio Table	
Number of anti-tank mines in hex	Mine Density Factor
1	6
2	5
3	4
4	3
5	2
6	1

15.7.12.6 The mine density factor of a hex increases each time an anti-tank mine is detonated or disarmed as the number of active mines in the hex is diminished. The defender must note this change on his side record but need not inform the opponent of the exact mine density of the hex nor does he have to limit his increase of the Mine Density Factor to one for every mine used or disarmed.

15.7.12.7 Each anti-tank mine attacks on the 36 + column of the IFT with the usual Minefield versus Vehicle DRMs. No terrain or armour DRMs are applicable. A single KIA result dice roll eliminates the vehicle-not immobilizes it as is the case with a normal minefield. Random Immobilization would still apply regardless of target facing even though mine attacks are resolved on the IFT instead of the AFV KILL TABLE. An anti-tank mine detonation has no effect on non-passenger infantry other than causing a normal MC.

136.73 & 131.3 How does one calculate the MPs expended by an AFV that enters an antitank mine hex due solely to shock?

A. Simply by the normal MP expenditure to enter such a hex - even if the AFV is in "motion" and hit during the Prep or Advancing Fire Phase. {COD106}

136.93 Should the crew survive, are they subject to minefield attack from any remaining anti-personnel mines?

A. Only if they attempt to leave the hex by any other than the hex side the flail tank entered. {COD106}

15.7.13 Mine Clearing

15.7.13.1 Any squad in or adjacent to a minefield hex may attempt to clear the minefield by rolling less than or equal to its firepower factor with two dice during the Prep Fire Phase. Mine clearance dice rolls must be made separately. Two or more squads may not combine their firepower factors for one mine clearance attempt.

15.7.13.2 A leader in or adjacent to the minefield hex may add his leadership modifier to one squad's mine clearance attempt but in so doing forfeits its right to move or direct other activities during that player turn.

15.7.13.3 Units attempting to clear mines may neither move or fire during that player turn regardless of the success or failure of the mine clearance attempt.

15.7.13.4 Minefields may be cleared by detonation by any artillery FFE barrage which results in a KIA result in that hex.

55.5 May units adjacent to a hex attempt to clear it of mines without knowing if mines are in the hex?

A. Yes, and if successful, the owner must inform his opponent how many mine factors he has removed. The clearance attempt can only be made vs. one specified hex, however, regardless of the number of minefield hexes adjacent to the clearing unit. {14.6-34}{COI4-69}

15.7.14 Sappers

15.7.14.1 136.8 Squads designated by a scenario as engineers or sappers may attempt to clear mines in the conventional manner but may deduct 1 from their clearance dice roll for every whole multiple

of 5 mine factors under 20 that a mine hex contains or in the case of antitank mines for every mine density factor greater than 2 (whichever is greater). In addition, scenario-designated sappers may add +2 to the IFT effects dice roll of all minefield attacks made against them. Sapper/engineer squads have an inherent -1 "leadership" DRM solely for purposes of booby trap disarmament.

15.7.15 Mine Clearing Vehicles

15.7.15.1 136.9 Mine clearing armoured vehicles engaged in mine clearance are immune to normal mine attack except as outlined below. A mine clearing flail tank clears all mines in its hex during its own Advance Phase on any mine clearance dice roll other than '12', providing the hex cleared was the only hex moved into by that vehicle during the preceding Movement Phase, and provided it does not fire during that player turn. No infantry may accompany a flail tank while clearing a minefield hex.

15.7.15.2 If the minefield hex contains anti-tank mines the flail tank is destroyed on an Advance Phase mine clearance roll of '12'. Roll normally for crew survival. Roll one die to determine the maximum number of AT mines cleared from the partially flailed hex.

15.7.15.3 If the minefield hex contains only anti-personnel mines the flail tank is immobilized on an Advance Phase mine clearance roll of '12'. Re-roll the dice and eliminate the resulting number of minefield factors from the partially flailed minefield hex.

15.7.15.4 If the minefield hex contains anti-tank mines and anti-personnel mines in combination the flail tank is destroyed by an Advance Phase mine clearance roll of 12. Re-roll the dice. The maximum number of anti-tank mines cleared from the partially flailed hex is equal to the coloured die; and the number of minefield factors removed equals the sum of both dice.

15.8 Booby Traps

15.8.1 136 Booby traps belong to the fortification category and may be employed only when specifically cited by the scenario in play. A booby trap has a strength expressed in 'x' number of mine factors. A player with the capability to set booby traps may make each booby trap as strong or weak as he likes within the limits imposed on him by the number of minefield factors available in the scenario. A booby trap factor can be selected by the defender for every two factors of normal minefield capability he sacrifices in exchange. If using the Random Selection Chart booby traps may be utilized at half the availability rate (double the point cost) of mine factors. If using the rules for booby traps, minefields may no longer be placed in building hexes unless using infantry bypass movement in which case the minefield affects only units entering the hex via bypass movement.

15.8.2 This means that infantry NOT bypassing the building, but instead entering it after crossing a non-building hex side, is unaffected by the minefield.

15.8.3 There are no booby trap counters. A booby trap exists only in the owner's notes in the form of a hidden location, strength and type at the start of a scenario. As such, it remains unknown to the opposing player until discovered or detonated, and once placed may not be moved.

15.8.4 The main advantage of booby traps over minefields is that friendly units are assumed to be forewarned of their exact location and may occupy the same building hex without undergoing booby trap attack (Exception - Blunder Factor, see below). Unlike minefields, booby traps may attack only once. They are eliminated in the act of their initial resolution.

15.8.5 Any mine attack which fails to result in a KIA or MC is considered to have affected only one man in the target unit or, through chance, not to have been resolved at all. The booby trap, however, is still removed from play.

15.8.6 Any unbroken leader may disarm a friendly booby trap during his own Rally Phase with any dice roll other than '12'. A dice roll of '12' causes the booby trap to explode with full effect.

15.8.7 A leader attempting to disarm a friendly booby trap may not engage in any other activities during that Rally Phase.

15.8.8 117.5 Concealment or hidden status does not halve mine or booby trap attacks.

55. & 136. Do routing units trigger mines and booby traps during the rout phase?

A. Yes. Routing units automatically trigger booby traps. {OAF}

136.2 Is there any limit on the number of individual booby traps that may be placed in a single hex?

A. Yes, one doorway mine per building hex or one doorway mine and one stairway mine per staircase hex. {COD106}

136.2 & 58.1 Are booby traps in a building that is rubbled or set afire eliminated?

A. Yes, but only after any units inside using a staircase to exit (59.6) the fire hex undergo any existing stairway mine attacks. Note that booby traps may be set in a rubble hex (136.85) but do not survive the rubbling of a normal building hex. {COD106}

136.42 Can a unit which didn't spend any extra MFs in entering a hex with a booby-trap ever disarm the booby-trap?

A. No. {KM}

136.421 If an 8-0 leader begins his Movement Phase by entering a building by expending 2 MF, can he disarm any doorway booby trap therein with a die roll of four or less?

A. Yes - assuming he was the first enemy unit to enter the hex and that he announced he was expending all of his MFs in entering the hex. Note that a leader with a -1 leadership DRM in the same situation could disarm it with a die roll of five or less. {COD106}

136.43 Does the explosion of a booby trap affect any units bypassing the building during that Movement Phase?

A. No. {COD106}

15.8.9 Doorway Mines

15.8.9.1 136.4 Doorway mines represent trip-wire booby trap devices easily set behind a closed door. A doorway mine explodes during the phase a booby trapped building in that hex is entered by an enemy unit, unless it is discovered and disarmed by the enemy unit prior to detonation. A unit may elect to improve its chances of detection and resulting disarmament of a booby trap by using more than the usual two MF cost to enter a building hex by simply announcing the number of MFs used as it enters the building.

15.8.9.2 Enemy infantry units entering a booby trapped obstacle are immediately informed of the existence of a booby trap in that hex (but not its strength). At that point, the enemy unit has three choices:

15.8.9.2.1 continue to move, in which case the booby trap explodes, affecting the unit before it can leave the hex;

15.8.9.2.2 end movement and attempt to disarm the booby trap before it detonates;

15.8.9.2.3 end movement but bring other units into the same building within that hex before attempting to disarm the booby trap.

15.8.9.3 Any additional units brought into the booby trap building within that hex in that Movement Phase must end their Movement Phase there regardless of when the booby trap attack is resolved.

15.8.9.4 Roll one die to attempt to disarm a booby trap. A booby trap is disarmed if the number rolled is equal to or less than the number of MFs in excess of the normal cost which the first unit to enter the booby trap building announced it was using to enter the building in that hex. Leadership modifiers of any one unbroken

leader in the same building within that hex apply to the disarmament attempt die roll.

15.8.9.5 Extra MF beyond the normal MF allowance of 4 gained from Double Time or leader increased movement may not be utilized during a turn in which a unit enters a building hex at a MF cost in excess of two.

15.8.9.6 To disarm a booby trap encountered during the Advance Phase the disarmament die roll must be '2' or less (after any leadership modification).

15.8.9.7 If disarmed, the booby trap is eliminated without exploding. If the disarmament attempt fails or no attempt is made, it explodes with full effect against all units in that target hex. Terrain modifiers for the building hex not only do not apply, but are reversed and applied to the effects resolution dice roll as negative modifiers. The booby trap resolution dice roll on the IFT is used to resolve both the attack against the infantry (with negative DRMs) and the attack vs. the building itself (with positive DRMs).

15.8.9.8 Units that disarm or attempt to disarm a booby trap may not use or direct Advancing Fire during that player turn if they have not already done so.

15.8.10 Stairway Mine

15.8.10.1 136.5 Stairway mines are pressure-sensitive high explosive devices with the same rules and effects as a doorway mine except that they can only be placed in a staircase hex on a specific floor level of that hex. The booby trap is triggered only by opposing units using the stairway in that hex to go up or down. Any disarmament attempt and/or detonation and resulting broken units occur on the floor being moved from.

15.8.10.2 A Morale Check result of any kind due to a stairway mine attack eliminates the staircase in that hex. A KIA result on any mine attack reduces the building hex to rubble. Note again that terrain modifiers are reversed to determine the effect on infantry targets, but remain positive DRMs in determining the status of buildings or staircases.

15.8.10.3 Stairway mines may be disarmed in the same manner as doorway mines, but once the presence of a stairway mine is announced other units may not leave the stairway in question until it is disarmed or detonated.

15.8.11 Blunder Factor

15.8.11.1 136.6 Even though all friendly units are assumed to be informed of the presence of booby traps and how to avoid triggering them, there is always the chance that some individual will momentarily panic while under fire and detonate his own trap. This possibility is recreated randomly by instantly detonating any doorway or stairway mine if any already broken unit in that building hex becomes adjacent to an enemy unit or comes under fire of any kind. Units may not intentionally detonate a friendly booby trap unless they first pass a Desperation Morale Check. Japanese and SS (vs. Russians only) need pass only a normal MC. There is no penalty for failure to pass this morale check other than that unit's inability to trigger a friendly booby trap.

15.8.12 Laying Mines and Booby Traps

15.8.12.1 In rare situations, a scenario may allocate a number of mine factors that have not been placed. These mines to be effective must be placed during actual play of a scenario. Unplaced mines are available in Design Your Own scenarios at a reduced point cost but may be placed (and carried) only by a designated sapper squad or vehicle.

15.8.12.2 Normal minefield factors count as ¼PP each, booby traps as ½ PP each, and antitank mines as 1 PP each. There is no limit to the number of mine factors a sapper squad may carry, subject to the normal portage rules for a squad.

15.8.12.3 Units attempting to lay or place mines do so at the expense of all other activities during that player turn. Mines may be placed only during a friendly Prep Fire Phase of a non-deep snow scenario (booby traps may be placed regardless of weather) and only in the hex occupied by the sapper squad.

15.8.12.4 The number of minefield factors or anti-tank mines placed in a hex during any one friendly Prep Fire Phase is equal to a mine placement die roll (assuming the sapper squad is carrying and wishes to place that many). This number can be increased by reversing a participating leader's leadership modifier and adding it as a positive DRM. The strength of a minefield hex may be added to in later turns by continuing the mine laying process.

15.8.12.5 Booby traps (regardless of size) are successfully set only on a mine placement die roll of '1' or '2'. A participating leader's leadership modifier may enhance placement chances in the conventional manner by acting as a negative DRM. Regardless of success or failure of the placement attempt, the unit(s) involved are temporarily immobilized.

15.8.12.6 Sappers are not affected by minefields they have laid as they leave the minefield hex. Other infantry units moving with sappers as a combined stack receive the same minefield attack protective benefits.

15.8.12.7 Barring use of an honour system, drawn chits, or a neutral games master to verify secret or bluff dice rolls, all mines and booby trap placement attempt dice rolls must be made with the full knowledge of the opponent.

136.81 & 90.12 May unplaced mines be captured and used by enemy sappers ? Do any penalties apply?

A. Yes; No, they may be used by sappers/engineers as if they were their own. Non-sapper/engineers may never place mines. {COD106}

136.83 Must a sapper squad dismount from any transport before placing mines or booby traps? Must a sapper be inside a building to set a booby trap?

A. Yes, Yes. {COD106}

136.83 & 25.4 May concealed/hidden sappers place mines without losing their concealed/hidden status?

A. No. {COD106}

136.83 & 121. Are sappers laying mines subject to Men Under Fire rules (121) even though they are not technically moving or firing?
A. No

16. WEATHER AND FIRE

16.1 Fire

16.1.1 169 **Combat troops were seldom well equipped to extinguish fires and were even lets likely to engage in such activities during a firefight. However, if the need was great enough and the fire was caught in its beginning stages, a few spades of dirt or deftly unfurled blankets could smother a fire before it burnt out of control and flushed men from cover.**

16.2 Starting Fires

16.2.1 102.2 & 169.1 **Any unbroken crew, HS or squad counter may attempt to start a fire in any building, woods, forest-road, orchard, brush, or grain hex. Rubble is treated as the building type (stone or wood) from which it is made. No other terrain type can be set afire in any way. To fire a building the setting unit must be inside it at the time (as opposed to passing by in same hex using Bypass Movement).**

16.2.2 102.21 **A unit attempting to start the fire during its own Advancing Fire Phase may do so only if it neither fired nor moved during the current player turn. It also forfeits any Advancing Fire opportunities regardless of the outcome of its kindling attempt.**

16.2.3 102.22 **The fire is considered started if the unit is able to roll its kindling number or more with two dice. The kindling number is based on the terrain in the intended fire hex.**

Fire Starting Chart	
Terrain	**Kindling Number**
Wooden building	7+
Stone building	8+
Woods, forest-road or orchard	9+
Wheatfield or brush	10+

16.2.4 102.23 **The kindling number is modified only by environmental conditions DRMs. Leaders have no effect on kindling attempts.**

16.2.5 102.24 **If successful in starting the fire, the unit must move out of the hex in its Advance Phase.**

16.2.6 169.11 **A fire in a building hex is assumed to automatically spread to the next higher level of that building hex during the AFPh of the following player turn. Fire spreads to the next lower half of that building only on a successful Spreading Fire DR.**

16.2.7 169.12 **A FT starts a fire in its target hex if it scores a KIA on the IFT in a terrain hex capable of sustaining a fire, and if after subtracting the kindling DRM for environmental conditions it still results in a KIA.**

16.2.8 169.13 **HE attacks may cause a fire in an eligible terrain target hex if it causes a KIA result on the IFT (prior to modification). To determine if a fire does indeed occur, repeat the attack (for fire determination purposes only). If a KIA is again rolled (with only kindling DRM's for environmental conditions), a fire starts.**

16.2.9 169.14 **A fire may also occur any time a vehicle is eliminated by a final (after all DRM's) TO KILL DR <= half of the TK#. Such a fire may spread to eligible terrain in the target hex per the normal Spreading Fire rules.**

102.2 Is the defender allowed to set fire to buildings whose occupancy is required by victory conditions and thereby deny the attacker the opportunity to fulfill those victory conditions?

A. No. The rule is that possession is given to the player that did not set the fires. {OAF}

16.2.10 Spreading Fire

16.2.10.1 169.2 **A fully developed fire may spread to any adjacent eligible terrain hex in the AFPh of each succeeding player turn after it appears. Roll two dice at the end**

of each AFPh for each eligible terrain hex adjacent to a terrain fire counter or containing a burning vehicle and refer to the Spreading Fire Table:

Fire Spreading Chart	
Eligible Terrain Feature	**Dice Roll to Spread**
Wooden building or forest road	8-12
Stone building, orchard, rubble	9-12
Woods	7-12
Grain or brush	6-12

16.2.10.2 169.21 The Spreading Fire DR is modified by Kindling, Wind Direction, and Wind Force DRM's, and a -2 DRM if the terrain on fire is not directly attached to the adjacent terrain, or the burning vehicle was bypassing the terrain obstacle as opposed to occupying it. The Spreading Fire DR for woods/forest-road and grain/brush is modified by +1 if the spread is uphill, and by -1 if downhill. If the Spreading Fire DR is successful, an undeveloped fire counter is placed in the new hex.

SQLA - [59A] Players may agree prior to the start of a match that or Tournament rules may be stated that Fires do not spread with exception to other levels of the same hex per normal procedures (see note 59A) as a timesaving measure.

16.2.11 Effects of Fire

16.2.11.1 169.3 Infantry units in a fully developed terrain fire hex must leave in the immediately following RtPh or be eliminated. Unbroken units would have the option of "breaking" voluntarily so as to rout out of the fire hex, or moving one hex during the RtPh (subject to usual RtPh restrictions). In either case, units moving during the RtPh must leave all portage-able items behind. Units in melee may not leave during the RtPh and are eliminated. Units on a wire counter would have to break and rout away. Vehicular units in a fully developed terrain fire hex must leave in the first available friendly MPh or be eliminated. No ground unit may enter a fully developed terrain fire hex.

16.2.11.2 169.7 Any vehicle or fully developed terrain fire is accompanied by the full effects of smoke in that hex for as long as the fire remains. Undeveloped fires do not generate smoke. Vehicular fires have a pillar effect so the smoke TEM is always adjusted by -1. Both types are level 4 hindrances to vision.

16.2.11.3 169.8 Possession of any hex for Victory Condition purposes that is on fire at scenario end is given to the opponent of any player who deliberately set the fire-even if that fire spread from another hex.

16.2.11.4 169.81 Players are not held responsible for fires started randomly by HE attack, FT, or burning vehicles. Possession of hexes burnt in this manner is given to the player who last solely occupied the most non-burning hexes adjacent to the victory determinant hex in question.

16.2.12 Undeveloped Fires

16.2.12.1 169.4 An undeveloped fire is represented by an upside down fire counter with the K# side face up. All fires except vehicular fires first start as undeveloped fires. During each succeeding AFPH after the player turn in which it first appears in the hex, an undeveloped fire counter will turn into a fully developed fire unless hampered by extinguishing attempts. Units may move into and remain in hexes containing undeveloped fires normally.

16.2.13 Extinguishing Attempts

16.2.13.1 169.5 Any unbroken, non-passenger infantry unit may attempt to extinguish an undeveloped terrain fire in the same hex during its own MPh or DFPh provided the unit has not already fired or moved during that player turn and is not engaging in any other activity during that

phase. Regardless of the outcome, a TI counter is placed on top of the unit to indicate that it may not move or fire for the balance of that player turn except to rout or attack in CC.

16.2.13.2 169.51 Infantry attempting to extinguish an undeveloped fire must roll <= their Fire Extinguishing Value (FEV) with two dice. The FEV is 2 for any SMC; 3 for a crew/HS, and 4 for a squad. The FEV is modified by both environmental conditions and leadership. If the extinguishing attempt DR = the FEV, the undeveloped fire is not extinguished, but neither will it become a full-fledged terrain fire during that player turn.

16.2.13.3 169.52 A leader can direct firefighting efforts against only one hex per player turn. If a leader uses his leadership DRM, he is not entitled to his own separate fire extinguishing DR attempt. Furthermore, if a leader is to direct more than one firefighting unit during that phase, he must pre-designate those units which are committed to firefighting attempts before any of them roll to extinguish the fire; although his leadership would affect all MMC's (and only MMC's) he directs (each with its own separate extinguishing attempt DR).

16.2.13.4 169.53 Any infantry unit attempting to extinguish a fire during its own MPh is considered a moving unit which has expended all of its MF's in that hex for DF purposes.

16.2.13.5 169.54 The presence of a functioning bulldozer in the same hex with an infantry unit attempting to extinguish a non-building undeveloped fire during its own MPh adds 3 to the FEV of each infantry unit in the hex, provided the vehicle expends all of its MP's in that hex.

16.2.13.6 169.6 Extinguished terrain fires leave the hex with the same pre-fire terrain characteristics if they are extinguished in the immediately following player-turn. Otherwise an extinguished building fire turns that hex into rubble and an extinguished grain field fire turns that hex into open ground and all other terrain types are unaffected.

59.1 According to rule 59.1 fire affects all levels in a building, how does this concur with Question 57.81 on Page 69 that states that fire in the upper level not necessarily results in a fire in the lower level?

A. The question deals with a specific case that is handled in a different way. {KM}

59.2 & 59.4 If an AFV is destroyed by a flamethrower, is a fire created and subject to spreading?

A. No - only 67.1 can cause a burning AFV. {OAF}

59.4 Does a hex adjacent to two or more fire hexes have to roll for spreading fire more than once per Advancing Fire Phase ?

A. No. {COI4-69}

59.4 & 67.12 Can the fire spread if the burning vehicle is in a forest-road hex, an orchard hex, or moving around an obstacle in the same hex via By-Pass Movement (112)?

A. Yes, forest-road and orchard are treated as woods hexes with a special -2 TO SPREAD DRM. {COI4-69}

59.5 What happens to Victory Conditions that cite occupation of a building when that building catches fire?

A. The building is considered "occupied" for victory purposes by the side that did not cause the fire. {COI4-69}

59.6 What happens to an AFV caught in a fire hex by Spreading Fire?

A. It must leave the hex during its next Movement Phase or be eliminated. {COI4-69}

59.6 Can tanks enter a fire hex?

A. No - they may leave a fire hex but they may not enter one even if surrounded by fire hexes. {COD-105}

16.3 Environmental Conditions

16.3.1 102.3 Before the start of every scenario, roll one die on the Environmental Conditions Chart to determine the weather. N.B. If using the optional Weather table roll first on that.

Weather Modification drm for Fire		
Die Roll	**Weather**	**Kindling DRM**
1	Mud, Snow	-3
2	Wet	-2
3	Moist	-1
4	Moderate	0
5	Dry	+1
6	Very Dry	+2

16.3.2 102.31 Modify the weather die roll by the following DRMs based on the month the scenario takes place:

Time of Year Modification drm for Fire	
Month	drm
December, January, February	-3
November, March, April	-2
October, May	-1
June, September	+1
July, August	+2

16.3.3 102.32 The kindling number DRM does not apply to building hexes.

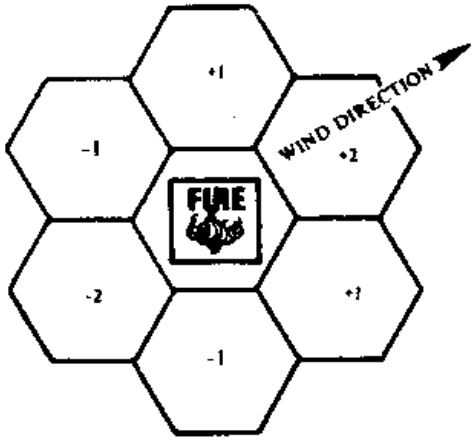
102.32 & 102.4 Does kindling weather modifier apply to spreading fire to buildings ?

A. Yes, but only in the case of adjacent building hexes that are not physically attached to each other via a building hex side. {COD-105}

16.4 Wind Direction and Force

16.4.1 Wind Direction

16.4.1.1 102.5 Before the start of each scenario, place a parachute counter on the board to act as a wind direction gauge, and roll one die. The resulting number is the direction the wind is blowing. Mark the direction by pointing a wind direction counter along the proper hex row. The spreading fire dice roll is modified by the wind direction as per the following diagram.



Weather Chart				
Dice Roll	**Mar, Apr, May**	**Jun, Jul, Aug**	**Sep, Oct, Nov**	**Dec, Jan, Feb**
2	mud & rain/h.o.	rain/h.o.	fog	mud & gusty
3	mud & gusty	rain/h.o.	rain/h.o.	mud & rain/h.o.
4	rain/h.o.	fog	rain/h.o.	rain/h.o.
5	rain/h.o.	gusty	heavy winds	gusty
6	heavy winds	clear	clear	deep snow
7	clear	clear	clear	clear
8	clear	clear	clear	clear
9	fog	clear	gusty	heavy winds
10	mud	heavy winds	gusty	falling snow
11	mud & rain/h.o.	mud	rain/h.o.	deep snow
12	deep snow	mud & rain/h.o.	mud & rain/h.o.	deep & falling snow

16.4.2 Wind Force

16.4.2.1 102.6 After determining wind direction, roll a second die to determine wind force as per the following table.

Wind Force Table	
Die Roll	**Wind Force**
1-3	No Wind
4, 5	Mild Breeze
6	Heavy Winds

16.4.2.2 102.61 If the result is 'No Wind', the spreading fire DRMs for Wind Direction do not apply.

16.4.2.3 102.62 If the result is 'Heavy Winds', the spreading fire DRMs for Wind Direction are doubled. Smoke of any kind has no effect whatsoever in scenarios while 'Heavy Winds' are in effect.

16.4.2.4 102.63 If the result is Mild Breeze all smoke effects DRMs are halved (fractions rounded up), and the smoke counter moves one hex in the direction of the wind at the start of the Advance Phase of the next player turn.

16.4.3 Wind Changes

16.4.3.1 102.7 At the start of each Rally Phase roll two dice. A dice roll of '2' will result in a wind change as per the following table:

Wind Change Determination Table	
Die Roll	**Wind Change**
1	Direction - 1 hex clockwise
2	Direction - 2 hexes clockwise
3	Direction - 1 hex counter clockwise
4	Direction -2 hexes counter clockwise
5	Force increases 1 level
6	Force decreases 1 level

A change of wind force beneath "No wind" or above "Heavy wind" status has no effect.

16.5 Weather

16.5.1 111 A sample weather chart has been provided for use in scenarios taking place in temperate climates. Players designing their scenarios around a particular campaign may wish to adjust this chart to more accurately reflect prevailing weather conditions in their area of operations.

16.5.2 In some cases, the weather given will detemine Environmental Conditions automatically in regards to the kindling and spread of fires. Otherwise, normal procedures must be followed to ascertain these effects.

16.5.3 The Weather Chart is consulted only once prior to set-up of any Design Your Own Scenario.

16.5.4 Clear

16.5.4.1 111.1 No additional effect. Roll normally for Environmental Conditions.

16.5.5 Fog / Mist

16.5.5.1 111.2 All night rules effects occur except those pertaining to star shells and gun flashes. The Fog Visibility Range is derived in the same manner as Night Visibility Range except that only one die is thrown and the result is halved (fractions rounded down). Units may always fire into an adjacent hex even if the Fog Visibility Range is 0 but, in so doing, they combine AREA FIRE and POINT BLANK FIRE. Spotters for indirect fire may not "spot" units in excess of the Fog Visibility Range. Ordnance firing into or out of a fog hex

must apply Case K (concealed target) to their TO HIT dice roll.

16.5.5.2 The hexes affected by fog cover are dependent on the fog density and height of the terrain. At the start of the scenario following set-up a die roll should be made on the FOG LEVEL CHART to determine the hexes actually affected by fog.

Fog Level Chart	
Die Roll	**Terrain Affected**
1	Rivers, Gullies only (level -1 terrain)
2	Ground level and lower
3	Level One and lower
4	Level Two and lower
5	Level Three and lower
6	Level Four and lower

16.5.5.3 Fire into, through, or out of a fog hex may not exceed the Fog Visibility Range in effect during that game turn if either the target, firer or LOS is in a fog hex. Fog between the target-firer hex LOS is considered only if it exists at the height of either the firer or target.

16.5.5.4 All infantry fire from, through, or into a fog hex suffers a +1 DRM due to the cloaking effect of mists against small targets (Exception: fire totally within the same building.)

16.5.5.5 At the start of each Rally Phase, roll two dice for Fog Displacement. A dice roll of '10' or more results in the fog starting to lift and the current elevation level of the fog immediately increases by one level. The fog will continue to lift one level in each subsequent Rally Phase until the fog no longer exists. A dice roll of 3 or less results in the fog starting to burn off and the current fog level is reduced by one level. The fog will continue to burn off one level in each subsequent Rally Phase until the fog no longer exists.

16.5.5.6 Once fog starts to lift or burn off the process cannot be reversed, it can only continue to dissipate.

16.5.5.7 Environmental Conditions are resolved normally but a roll of 5 or 6 is considered "Moderate".

16.5.5.8 Air support is not possible so long as fog exists in a target hex on any level of that hex up to and including level 4.

16.5.5.9 Fog penalizes movement rates in the same manner as a smoke counter (Exception: movement within a building is not affected) and also affects Overruns and order of Close Combat attacks in the same manner.

111.22 Assume the Fog Visibility range is 2. Could a unit fire 3 or more hexes if only 1 or 2 of those hexes is covered by fog?

A. No. {COD-106}

111.24 Can fog both lift and burn off simultaneously?

A. No. {COD-106}

16.5.6 Heavy Winds

16.5.6.1 111.3 No smoke of any kind is allowed and range of all flamethrowers is reduced to one hex. Wind Force is automatically heavy. Wind Changes and all

other Environmental Conditions occur normally.

16.5.6.2 Units that advanced into a Close Combat during that player turn may deduct 1 from their Close Combat attack dice roll. This advantage accrues in any scenario with heavy winds regardless of weather.

16.5.6.3 The Spreading Fire DRMs for Wind Direction are doubled.

16.5.7 Rain / Heavy Overcast

16.5.7.1 111.4 Heavy Overcast indicates the presence of an impending heavy rainstorm. Until such a storm occurs, however, the only effect is on Visibility Limits that are restricted by the Heavy Overcast. Air support is not possible during Heavy Overcast or the resulting rainstorm.

16.5.7.2 Players automatically check for rain at the start of each Rally Phase as part of the Wind Change dice roll. If the Wind Change dice roll is a '10' or higher the rainstorm starts and stays in effect until a '12' is rolled on a subsequent Wind Change dice roll. Once stopped, weather reverts to Heavy Overcast and a rainstorm could start again with another '10' or higher Wind Change dice roll. If a '2' is rolled on the Wind Change dice roll while it is not raining, the visibility clears and the weather reverts to "Clear".

16.5.7.3 Environmental Conditions are resolved normally but once the rainstorm occurs, Environmental Conditions automatically become 'Wet'.

16.5.7.4 During a rainstorm all existing fires must be checked to see if they are extinguished by the rain. This check is made during every Advancing Fire Phase in which the rain continues as part of the Spreading Fire dice roll. Fires are extinguished on a dice roll of '3' or less. Fires may not spread during a rainstorm. Remember that the Spreading Fire dice roll would be modified by the "Wet" Kindling DRM of -2. An extinguished building fire turns that building hex in-to rubble. An extinguished grain field fire turns that hex into open ground. All other terrain fires that are extinguished leave the terrain with the same pre-fire characteristics.

16.5.7.5 The range of all infantry type weapons is halved (fractions rounded up). Direct ordnance fire versus infantry at greater than 6 hexes must add +2 (case K) to the TO HIT dice roll. This application of case K is in addition to any need for its use against a real concealed target.

16.5.7.6 Units that advanced into a Close Combat during that player turn with a rainstorm in progress may deduct 1 from their Close Combat roll.

16.5.7.7 No smoke of any kind other than that inherently attending fires may be placed during a rainstorm. Existing non-fire smoke is immediately removed during a rainstorm.

111.43 Can fires be set during a rainstorm? Aren't fires extinguished every time a '5' is rolled on Spreading Fire dice roll since the Kindling DRM is -2?

A. Yes. {KM}

111.44 and GI scenario #38 SSR 38.1 - Is long-range fire by infantry type weapons permitted? If yes, does the rain cause limited visibility and thus reduce that long-range fire again by making it Area Fire?

A. Yes. Yes. {OAF}

16.5.8 Gusty Winds

16.5.8.1 111.6 Environmental Conditions are resolved normally except that Wind Force is always either 'No Wind' or 'Heavy Winds'. Normal Wind Force changes have no effect. The Wind Change dice roll is still made at the start of every Rally Phase but no wind is present during that player turn unless the Wind Change dice roll is '10' or higher in which case Heavy Winds are in effect for that player turn only with all the attendant effects of Heavy Winds.

16.5.9 Mud

16.5.9.1 102.8 Whenever Environmental Conditions result in "Mud Snow" in a scenario set in any month other than Dec-Feb, the following mud rules are in effect.

16.5.9.2 102.81 All dirt roads are considered non-existent and are considered open ground. Paved roads (grey) such as exist on board 1 are not affected by mud.

16.5.9.3 102.82 All shell holes are negated.

16.5.9.4 102.83 All marsh hexes are impassable to all but amphibious vehicles.

16.5.9.5 102.84 The breakdown number of Big hexes increases from 6 to 4 through 6. The breakdown number of Bog hexes for vehicles with low ground pressure increases from 12 to 10 through 12.

16.5.9.6 102.85 The movement cost for open ground hexes is doubled. Exception: Low ground pressure vehicles may continue to move through open ground hexes at a cost of 1 MP per hex.

16.5.9.7 111.7 The Kindling DRM is always -3. Other Environmental Conditions are resolved normally.

16.5.9.8 111.71 Units that advanced into a Close Combat during that player turn through any hex-side other than a paved road or building must add 1 to their Close Combat attack dice roll.

16.5.9.9 111.72 Note that certain heavy vehicles such as the PzKwVIB have special breakdown problems.

16.5.9.10 111.73 The infantry movement of all guns along other than paved roads is contingent on the infantry passing a normal MC. The infantry involved may not do anything else during that Movement Phase or the preceding Fire Phase regardless of the success or failure of their MC.

111.87 & 73.1 Does infantry still get the one MF bonus for staying on a road throughout a Movement Phase in Deep Snow or Mud scenarios?

A. Yes. {COD-106}

16.6 Snow

16.6.1 102.9 Snow rules are in effect whenever the Environmental Conditions result in "Mud Snow" in a scenario set in Dec-Feb.

16.6.2 Snow doubles Movement Phase terrain costs for infantry, trucks and jeeps. AFV movement is not affected by snow.

16.6.3 Movement through road hex sides is not affected by snow.

16.6.4 All entrenchment attempt dice rolls are modified by +2.

16.6.5 All minefield assault dice rolls are modified by +1.

16.6.6 Falling Snow

16.6.6.1 111.5 This condition does not enact snow rules.

16.6.6.2 Environmental Conditions are diced for normally but a roll of '5' or '6' is considered 'Moderate'.

16.6.6.3 Falling Snow is in effect at the start of the scenario but will stop on a Wind Change dice roll of '12'. Once stopped, falling snow can occur again on a Wind Change dice roll of '10' or higher. Should the snowfall cease, Visibility Limits are still restricted by Heavy Overcast and air support is still unavailable. Should a '2' Wind Change dice roll occur while there is no snow falling, the weather reverts to "clear".

16.6.6.4 The range of all infantry type weapons is halved (fractions rounded up). Direct ordnance fire versus infantry at greater than 6 hexes must add +2 (case K) to the TO HIT dice roll. In addition, infantry fire aimed directly against the Wind Direction during Heavy Wind Force is halved as Area Fire. Direct ordnance fire versus any target against the Wind Direction during Heavy Winds at any range must add +2 (case K) to the TO HIT dice roll.

16.6.6.5 No smoke of any kind other than that inherently attending fire may be present on the board.

16.6.6.6 Snow camouflage rules are in effect.

16.6.7 Deep Snow

16.6.7.1 111.8 The Kindling DRM is always -3. Other environmental conditions are resolved normally. Note that not all snow effects are in play unless the scenario is specified as taking place in Deep Snow. Even though snow is present on the ground, many snow rules will not be enforced if Deep Snow is not specified.

16.6.7.2 Any troops or vehicles specified as wearing snow smocks or special winter camouflage during any snow scenario receive a +1 DRM when fired on by infantry or direct ordnance Fire (TO HIT roll) unless they are occupying a building or bunker.

16.6.7.3 All indirect fire, mortar fire, or artillery FFE must add +1 to the resolution dice roll due to the cushioning effects of deep snow.

16.6.7.4 Fires will not spread to adjacent hexes unless the connecting hex side crosses a building or woods symbol.

16.6.7.5 All marsh, mud flats, ponds, lakes, and rivers are frozen and treated as Open Ground for infantry during any Deep Snow scenario. See the River rules for more specific information.

16.6.7.6 The Movement Phase Terrain Costs of all cavalry and horse-drawn transport is quadrupled in deep snow scenarios.

16.6.7.7 Snow doubles Movement Phase terrain costs for all non-tracked vehicular units (Exception: pulkkas). Only deep snow doubles Movement Phase terrain costs for infantry and tracked vehicles and quadruples MP costs for non-

tracked vehicles. Infantry movement costs are not doubled while crossing building hex sides (movement inside a building from another hex of that building) or entering into a building nor is the 1 MF penalty for moving over walls or hedges, or into smoke hexes, bunkers, or entrenchments subject to doubling beyond the basic doubled cost of the hex itself. Infantry may also avoid the doubled Movement Phase cost of deep snow by being beneath a tracked vehicle (on foot in same hex) throughout the Movement Phase.

16.6.7.8 All road vehicular movement rates are doubled to one MP per hex in any scenario in which snow is present (even falling snow). Road hex sides do not negate the effects of Deep Snow except by scenario definition of cleared roads. A wheeled vehicle moves along a road at 1 MP per hex during Falling Snow, in light snow at 2 MPs per hex, and 4 MPs per hex during deep snow. The combination of falling and/or light/deep snow does not further hinder movement. Gun movement by infantry during deep snow is limited as for Mud conditions except along cleared roads.

16.6.7.9 All entrenchment attempt dice rolls are modified by +2 during any snow scenario.

16.6.7.10 Minefield assault and clearance dice rolls are modified by +1 during deep snow scenarios.

111.87 & 73.1 Does infantry still get the one MF bonus for staying on a road throughout a Movement Phase in Deep Snow or Mud scenarios?

A. Yes. {COD-106}

16.6.8 Extreme Winter

16.6.8.1 111.9 These rules are applicable only to scenarios taking place north of the Baltic or in other extremely frigid climes. Deep Snow rules are always in effect.

16.6.8.2 Breakdown numbers of all ordnance and support weapons decrease by the following amounts.

Winter Breakdown Numbers	
Nationality	**Number**
Finnish	0
Pre-1941 Russians	-1
Pre-1943 Axis	-2
'43-'45 Axis	-1

16.6.8.3 Off-road vehicular movement (not pulkkas) of any kind is subject to BOG in every non-road hex.

16.6.8.4 Any non-Finnish broken unit not in a building or bunker which rolls a Rally attempt dice roll of '11' or more is eliminated.

16.6.8.5 Entrenchments may not be attempted.

16.6.8.6 All Axis vehicular breakdown numbers (Exception: Finns) are decreased by two during any deep snow scenario set in Russia during 1941 or 1942. During the same time frame and environment Axis vehicles already on the board must roll a '4' or less with one die at the Outset of the scenario in order to move other than their turret covered arc during that scenario. If a '6' is rolled they may not even change their turret covered arc and must add +2 to all TO HIT attempts with their field of fire limited only to those hexes whose centre dot is intersected by a straight line drawn through the centre hex spine of the turret covered arc.

16.6.9 Summary of Movement in Snow

1 Clear hex, no change in elevation				
Type	**Falling Snow**	**Normal Snow**	**Deep Snow**	**Extreme Winter**
Tracked veh.	1 MP	1 MP	2 MP	2 MP
Trucks	4 MP	8 MP	16 MP	16 MP
Infantry	1 MF	1 MF	2 MF	2 MF
Cavalry	1 MF	1 MF	2 MF	2 MF

1 Road hex, no change in elevation				
Type	**Falling Snow**	**Normal Snow**	**Deep Snow**	**Extreme Winter**
Tracked veh.	1 MP	1 MP	2 MP	2 MP
Trucks	1 MP	2 MP	4 MP	4 MP
Infantry	1 MF	1 MF	2 MF	2 MF
Cavalry	1 MF	1 MF	2 MF	2 MF

17. Points Values

17.1 Although the scenarios included in Squad Leader are excellent, they have limitations. Specifically, they are often designed to try out newly introduced rules. This can lead to their being slightly atypical of more 'realistic' actions. While this does not make them less interesting, there is some value in designing your own scenarios. To this end the points values are included here.

17.2 The points values have to include a health warning. The rules and effects of some troop types and weapons changed through the gamettes and so the points values should have also varied. In fact, GI did not include any points values because it was felt that they were no longer comparable. This section includes all the point values from the rulebooks and a set of US points values from 'On All Fronts'. The OAF points values are believed to be useful for half-bid scenarios but not for comparisons with Germans (for example, a Sherman costs the same as a Panther).

German Infantry	
4-6-7	21
8-3-8	54
2-4-7	17
4-6-8	24
5-4-8	30
6-5-8	45
2-4-8	23
4-3-6	7
1-8-8 (-1)	18
1-8-8 (-2)	28
1-8-8 (-3)	38
1-8-8 (-4)	48
6 +1	10
7-0	20
8-0	30
8-1	50
9-1	65
9-2	80
10-2	100
10-3	120

SS Snipers	+5
SS Leaders	+10
Armour Leaders	-5

German Support Weapons	
6-16 HMG	30
4-12 MMG	20
2-8 LMG	15
Demo Charge	50
Flamethrower	100
PF '42b	5
PF '43a	10
PF '43b	15
PF 44a	20
Panzerschrek	35
Radio	200
ATM	10
ATR	15

Rumanians Infantry	
3-4-7	9
6 +1	5
7-0	15
8-0	25
8-1	45
1-8-8 (-1)	13
1-8-8 (-2)	23
4-10 MMG	20
2-7 LMG	15

German Air Support Possibility	
Stuka '41	200
Stuka '42	300
Stuka '43+	400

Russian Infantry	
4-4-7	14
6-2-8	27
2-3-7	11
3-3-6	12
4-3-6	6
5-3-7	24
1-8-8 (-1)	20
1-8-8 (-2)	32
1-8-8 (-3)	44
1-8-8 (-4)	56

6 +1	20
7-0 (Partisan: 45)	40
8-0 (Partisan: 65)	60
8-1 (Partisan: 85)	80
9-1 (Partisan: 105)	100
9-2	120
10-2	145
10-3	165
Armour Leaders	+5

Russian Support Weapons	
6-12 HMG	40
8-20 HMG	50
4-10 MMG	25
2-6 LMG	15
Radio '41	300
Radio '42	250
Radio '43	200
Demo Charge	75
Flamethrower	125
ATM	8
ATR	13

Russian Air Support	
Sturmovik '41	450
Sturmovik '42	400
Sturmovik '43	350

American Infantry	
7-4-7	34
6-6-7	36
3-4-7	20
6-6-6	27
3-3-6	15
5-5-6	24
5-3-6	22
2-3-6	13
2-3-7	20
2-3-6 crew	17
1-8-8 (-1)	18
1-8-8 (-2)	28
1-8-8 (-3)	38
1-8-8 (-4)	48
7-0	30
8-0	45
8-1	65
9-1	80
9-2	95
10-2	115
10-3	130
Armour Leaders	+0

American Support Weapons	
HMG	30
MMG	15
Demo Charge	40
Flamethrower	90
Bazooka	30 (all versions)
Radio	180

British Infantry	
4-5-8	25
4-5-7	22
6-3-8	28
2-3-7	13
2-3-8	19
4-3-6	11
4-4-7	24
1-8-8 (-1)	19
1-8-8 (-2)	29
1-8-8 (-3)	39
1-8-8 (-4)	49
6 +1	12
7-0	25
8-0	40
8-1	60
9-1	75
9-2	90
10-2	110
10-3	130
Armour Leaders	+0

British Support Weapons	
6-14 HMG	28
4-11 MMG	19
2-7 LMG	12
ATR	12
PIAT	35 (30 in OAF)
Demo Charge	50
Flamethrower	110
Radio	200

French Infantry	
4-5-7	17
4-5-8	20
3-5-7	13
2-3-7	10
1-8-8 (-1)	19
1-8-8 (-2)	29
1-8-8 (-3)	39
1-8-8 (-4)	49
6 +1	17
7-0	35
8-0	50
8-1	70
9-1	85
9-2	100
10-2	120
10-3	140
Armour Leaders	+5

French Support Weapons	
6-14 HMG	28
4-11 MMG	19
2-7 LMG	12
Demo Charge	50
Radio	200

Finnish Infantry	
8-3-8	47
6-4-8	34
5-4-8	30
2-4-8	22
8-0	55
9-0	70
9-1	85
10-0	105
10-1	125
Snipers	(German values)

Finnish Support Weapons	
Pulkka	23
ATR 20mm	20
Klorihatsi	3

Allied Minors Infantry	
4-5-8	18
4-4-7	12
3-4-7	9
2-2-7	7
1-8-8 (-1)	20
1-8-8 (-2)	30
1-8-8 (-3)	40
1-8-8 (-4)	50
6 +1	15
7-0	35
8-0	55
8-1	75
9-1	90
9-2	105
10-2	125
10-3	145
Armour Leaders	+10

Allied Minors Support Weapons	
6-12 HMG	31
4-11 MMG	22
2-6 LMG	22
ATR (Polish)	20
Demo Charge	60
Field Phone	200

SQLA [45A] OPTIONAL (but required by SSR in many half bid scenario designs) Following definition of the opposing units, the player owning OBA secretly chooses if his OBA module is 4 missions of 80mm, 3 missions of 100mm, 2 missions of 120mm, or 1 mission of 150mm. Radio contact can be attempted in the initial rally phase of the game if immediately available unless restricted by SSR. (5) SQLA [45B] Artillery owner need not state calibre and number of missions until used.

Fortifications Point Values	
Wire	10
Entrenchments	15
Trench	25
AT Trench / Obstacle	45
Roadblock	25
1+3+5 bunker	30

2+3+5 bunker	40
3+3+5 bunker	50
1+5+7 bunker	50
2+5+7 bunker	70
3+5+7 bunker	90
Mines per factor	5
Unplaced mines per factor	3
AT Mines per factor	25 (unplaced 15)
Booby Traps per factor	10 (unplaced 6)

Miscellaneous	
Molotov Cocktail	5
Horses	5
Sappers (squads only)	+10
Paratroops (per unit)	+5
Ski capable *	+5
'?'	4
Smoke Grenades **	25
Field Phones ***	-50
Radio (onboard artillery only)*****	1/6 x
Motorcycles (singles) ****	36 (12)
Sidecars (singles) ****	33 (11)
Bicycles (singles)	6 (2)
Wagons	20
Sturmboat	45
Grosse Flossack	39
Kleine Flossack	30

*Not applicable to Sissi

** Per designated squad – unlimited usage; German 8-3-8's already have such capability – if purchased without smoke capability cost is only 29.

*** For use in static defence only. Cost refers to points less than normal radio counter for that nationality.

**** Includes motorcycle experience for any designated user.

***** Cost refers to fraction of normal radio cost for that nationality.

1. Squad Leader		
Quantity	**Front Face**	**Notes (counter rear side)**
Generic		
8	Chits	
1	Turn Now	
7	Immobilized	
6	Gun Malfunction	
6	MG Malfunction	
32	Prep Fire	
24	Wire	Smoke
21	2 Level	Rubble
12	Fire	
16	Entrench	
3	Bunker	
3	Bunker	
3	Bunker	
3	Bunker	
2	Bunker	
30	German Conceal	
14	US Conceal	
20	USSR Conceal	
10	USSR Berserk	
German		
Support Weapons		
3	HMG	
6	MMG	
19	LMG	
16	Panzer Faust	
2	Flamethrower	
5	Demo Charge	
3	Radio	
Ordnance		
4	81mm Mortar	
2	50mm ATG	
2	75mm ATG	
Vehicles		
7	Trucks	
6	Unarmed Half Track	
8	Half Track	
2	Mk IVF1	
4	Mk IVF2	
4	StgIII/75	
3	StgIII/105	
2	Brumbar	
Multi-Man Counters (MMC)		
7	8-3-8	
35	4-6-7	
13	2-4-7	
Single Man Counters (SMC)		
1	6+1	
2	7-0	
4	8-0	
5	8-1	
3	9-1	
3	9-2	
2	10-2	
2	10-3	
Other		
3	AR	
3	FFE	
American		
Support Weapons		
7	HMG	
11	MMG	
6	Bazooka	
3	Flamethrower	
5	Demo Charge	
4	Radio	
Ordnance		
4	81mm Mortar	
3	57mm ATG	
2	76mm ATG	
3	105 How	
Vehicles		
3	Jeep	
6	Trucks	
4	Unarmed Half Track	
5	Half Track	
5	M4A4	
2	M4M52	
2	M10	
2	M7	
1	M16	
Multi-Man Counters (MMC)		
15	6-6-7	
32	6-6-6	
11	2-4-6	
Single Man Counters (SMC)		
2	7-0	
4	8-0	
1	8-1	
3	9-1	
2	9-2	
2	10-2	
1	10-3	
Other		
3	AR	
3	FFE	
USSR		
Support Weapons		
3	HMG	
6	MMG	
12	LMG	

2	Flamethrower	
5	Demo Charge	
2	Radio	
Ordnance		
1	82mm Mortar	
1	57mm ATG	
1	76mm ATG	
Vehicles		
4	Trucks	
3	Unarmed Half Track	
2	Half Track	
6	T34	
3	SU122	
2	SU152	
Multi-Man Counters (MMC)		
13	6-2-8	
53	4-4-7	
10	2-4-7	
Single Man Counters (SMC)		
1	6+1	
1	7-0	
4	8-0	
1	8-1	
3	9-1	
2	9-2	
2	10-2	
1	10-3	
Other		
2	AR	
2	FFE	

2. Cross Of Iron

3. Crescendo of Doom

4. GI: Anvil of Victory List		
Quantity	**Front Face**	**Notes (counter rear side)**
GENERIC		
10	Straight Trail Breaks	
10	Curved Trail Breaks	
20	CX	(TI)
8	Level 3 Clifs	
8	Level 1 Cliffs	(Level 2 Cliffs)
16	1st Level Floor	(2nd Level Floor)
8	3rd Level Floor	(Rubble 3MF)
8	AR	(SR-Blue)
8	SR-Red	(FFE)
16	Smoke Lvl 2	(Dispersed)
16	WP	(Rubble 3MF)
10	Crest	(Entrenched AF)
6	Crest	(Burning Truck)
8	Roof Tops	
8	Burning AFV	(Burned out Hulks)
20	Pinned	(Grounded)
10	Unarmed Squads	(1)-0-6 (5)
4	Unarmed Crews	(1)-0-6 (5)
6	Unarmed HS	(1)-0-6 (4)
AMERICAN		
Support Weapons		
10	Bazooka's	42b
10	Bazooka's	44a
10	Bazooka's	45a
6	Dm HMG 3PP	(DM MMG 2PP)
4	Dm MTR 81mm 5PP	(Dm MTR 60mm 3PP)
4	M2	
4	M19	
4	RCL	
0	RCL	
4	Demo Charge	
Armor		
4	M2A4	
4	M3	
4	M3A1	
1	SATAN	
4	M3A3	
3	T8	
4	M8 HMC	
3	M19 GMC	
6	M24	
4	M4	
4	LEE	
3	M4(105)	
4	M4A1	
4	M4A1(76)W	
6	M4A3	
6	M4A3(75)W	
6	M4A3(76)W	
1	POA-CWS	
1	DOZER	
5	M4A3E2	
3	M4A3(105)	
1	M4A3E2	
4	M7	
4	M10	
3	M36B1	
4	M36GMC	
1	M36B1(GMC)	
1	M12	
1	M40	
3	M18GMC	
6	M26	
6	LVT(A)1	
6	LVT2	
6	LVT4	
4	LVT(A)2	
6	LVT(A)4	
6	M3	
6	M2	
2	M4	
2	M4A1	
3	T30HMC	
3	M3GMC	
2	M21	
3	T19HMC	
4	M15GMC	
4	M16GMC	
4	DD	
3	CRAB	
1	T1E3	
1	Calliope	
4	M3A1SC	
4	M20	
4	M8	

2	JEEP	
2	JEEP(ARMED)	
2	JEEP(AMPHIB)	
4	M29C Weasel	
3	7.5 Ton	
6	2.5 Ton	
4	3/4 Ton	
4	1 1/2 Ton	
3	DUKW	
2	DUKW	
3	Typhoon	
Ordnance		
4	81HE Mortar (MTR)	
3	107HE Mortar (MTR)	
2	155HE Mortar (MTR)	
4	37LL Antitank Guns (AT)	
4	57L Antitank Guns (AT)	
4	76L Antitank Guns (AT)	
3	75*HE Artillary (ART)	
3	75 Artillary (ART)	
3	105HE Artillary (ART)	
3	105*HE Artillary (ART)	
2	114HE Artillary (ART)	
2	155*HE Artillary (ART)	
2	155HE Artillary (ART)	
2	155 Artillary (ART)	
2	155L Artillary (ART)	
2	203HE Artillary (ART)	
3	12.7(24) Antiaircraft (AA)	
3	37L(8) Anti-Aircraft (AA)	
4	40L(10) Anti-Aircraft (AA)	
2	76L Anti-Aircraft (AA)	
2	90L Anti-Aircraft (AA)	
2	90L Anti-Aircraft (AA)	
Multi-man Counters (MMC)		
26	667(7) SQUADS	
26	747(7) SQUADS	
26	666(6) SQUADS	
26	556(6) SQUADS	
26	536(6) SQUADS	
26	347(6) Half Squads	
26	336(5) Half Squads	

26	236(5) Half Squads	
10	237(7) Crew	
10	236(6) Crew	
Single Man Counters (SMC)		
1	10-2(10) Leaders	
1	9-1(9) Leaders	
1	8-1(8) Leaders	
1	8-0(8) Leaders	
1	7-0(7) Leaders	
1	10-3(10) Armor Leader	
1	10-2(10) Armor Leader	
1	9-2(9) Armor Leaders	
1	9-1(9) Armor Leaders	
1	8-1(8) Armor Leaders	
4	1-4-9 Heros	(1-3-8 3MF)
4	Scouts	
1	-4 Snipers (1-8-8)	
1	-3 Snipers (1-8-8)	
1	-2 Snipers (1-8-8)	
1	-1 Snipers (1-8-8)	
10	Buttoned Up	(Crew Exposed)
BRITISH		
Support Weapons		
8	PIAT	
6	Dm HMG 3PP	(DM MMG 2PP)
4	Dm MTR 76mm 5PP	(DM MMG 2PP)
Armor		
3	M3	
3	M3A1	
3	M3A3	
6	M22	
3	T8	
6	GRANT	
3	LEE	
3	M4	
2	M4(105)	
3	M4A1	
3	M4A1(76)W	
2	M4A3(105)	
6	M4A2	
6	M4A2(L)	
2	M7	
2	M10	
4	ACHILLES	
6	FIREFLY VC	

2	LVT(A)2	
6	Fantail	
6	M9A1	
6	M5	
3	75SPAutocar	
4	DD	
3	CRAB	
2	M3A1SC	
2	M20	
2	M8	
1	JEEP	
1	JEEP(ARMED)	
1	JEEP(AMPHIB)	
2	M29C Weasel	
1	7.5 Ton	
1	2.5 Ton	
1	3/4 Ton	
1	1 1/2 Ton	
1	DUKW	
Multi-man Counters (MMC)		
26	248(7) Half Squads	
26	247(6) Half Squads	
26	236(4) Half Squads	
26	328(7) Half Squads	
12	237(7) Crew	
12	238(8) Crew	
Single Man Counters (SMC)		
4	1-4-9Heros	(1-3-8 3MF)
10	Buttoned Up	(Crew Exposed on rear)
FRENCH		
Support Weapons		
4	Dm HMG 3PP	(DM MMG 2PP)
4	Dm MTR 81mm 5PP	(Dm MTR 60mm 3PP)
Multi-man Counters (MMC)		
26	248(6) Half Squads	
26	237(5) Half Squads	
26	137(5) Half Squads	
10	227(6) Crew	
10	228(7) Crew	
Single Man Counters (SMC)		
4	1-4-9Heros	(1-3-8 3MF)
GERMAN		
Support Weapons		
2	RCL	
2	RCL	
6	Dm HMG 3PP	
4	Dm MTR 81mm 5PP	
4	DC	
Armor		
2	PzKwVIE	
1	37L Antitank Guns (AT)	
1	88L Anti-Aircraft (AA)	
Multi-man Counters (MMC)		
26	467(7) Squads	
26	468(8) Squads	
26	447(7) Squads	
26	436(5) Squads	
26	548(8) Squads	
26	838(8) Squads	
26	658(9) SS Squads	
26	248(7) Half Squads	
26	247(6) Half Squads	
26	338(7) Half Squads	
26	236(4) Half Squads	
24	348(8) SS Half Squads	
10	238(8) Crew	
10	237(7) Crew	
7	238(9) SS Crew	
Single Man Counters (SMC)		
2	8-1(8) Leaders	
4	1-4-9 Heros	(1-3-8 3MF)
3	1-4-9 SS Heros	(1-3-8 3MF)
10	Buttoned Up	(Crew Exposed on rear)

Notes
Dm - Dismanteled
HE- Bar over Number (which means can only fire HE)
in MG Col means read Vehicle Listing
notes for where these MG's point
(#) is broken Morale and or other info on reverse of chit

QUICK REFERENCE DATA CARD

INFANTRY FIRE TABLE 10.3

DICE	1/20	2/30	4/40	6/50	8/70	12/80	16/100	20/120	24	30/150	36+
1	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
2	1	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
3	1	1	2	KIA	KIA	KIA	KIA	KIA	KIA	KIA	KIA
4	M	1	1	2	2	3	KIA	KIA	KIA	KIA	KIA
5	—	M	1	1	2	2	3	4	KIA	KIA	KIA
6	—	—	M	1	1	2	2	3	4	KIA	KIA
7	—	—	—	M	1	1	2	2	3	4	KIA
8	—	—	—	—	M	1	1	2	2	3	4
9	—	—	—	—	—	M	1	1	2	2	3
10	—	—	—	—	—	—	M	1	1	2	2
11	—	—	—	—	—	—	—	M	1	1	2
12	—	—	—	—	—	—	—	—	M	1	1
13	—	—	—	—	—	—	—	—	—	M	1
14	—	—	—	—	—	—	—	—	—	—	M
15	—	—	—	—	—	—	—	—	—	—	—

FIREPOWER FACTOR MODIFIERS:

POINT BLANK FIRE:	into adjacent hex	2X
LONG RANGE FIRER:	Up to double normal range	½X
MOVING FIRER:	moved & fired in same player turn	½X
AREA FIRE:	target is concealed	½X

SEQUENCE OF PLAY 4.0

1. Rally Phase
2. Prep Fire Phase
3. Movement Phase
4. Defensive Fire Phase
5. Advancing Fire Phase
6. Rout Phase
7. Advance Phase
8. Close Combat Phase

Dual Player Participation Phase

CLOSE COMBAT TABLE 20.3

Odds Ratio	1-5+	1-4	1-2	1-1	3-2	2-1	3-1	4-1	6-1	8+-1
Kill Number	2	3	4	5	6	7	8	9	10	11

SEWER MOVEMENT 27.22 △

One die . . . 1-4 Successful
5-6 Lost

SUPPORT WEAPONS CHART 5.7

Support Weapon	PORTAGE COSTS Squad/Crew 3	Leader 1	Captured Use	OPERATION CAPABILITIES Squad	Leader
LMG	1	2		F(*17.1*)	1 MG at ½ firepower
MMG	4	A	Yes		E (*17.3*)
HMG	5	A			
Flamethrower	2	2	C,D,H	1 D (*22.3-5*)	1 C (*22.4*)
Demolition Charge	1	1	C,D,H	1 D (*23.3-4*)	1 C
Panzerfaust	½	1	C,D,H	4 (*37.3*)	1 (*37.33*)
Bazooka	1	2	No	2 (*37.4*)	1 E (*37.43*)
Radio	1	2	No	NA	1 (*46.1*)
Anti-Tank Gun	B (*48.4*)	NA	Yes-G	1 (*48.7*)	NA
105mm Howitzer	*5		No		
Mortar (*63.6*)			D,H		

NOTES:
A—Two leaders may carry one MMG/HMG 1 hex per Movement Phase.
B—Any squad may push 1 hex during Movement Phase.
C—Must have a leadership modifier of –2 or –3.
D—Must be Assault Engineer.
E—Any two leaders may fire full strength.
F—One MG or 4 firepower factors at no cost; *or* any two MG's in excess of 4 firepower factors and forfeit squads inherent firepower.
G—Must be Crew counter
H—Must be American unit.
*—For stacking purposes only.

STACKING 6.1

Infantry ..... 4 units (3 squads maximum)
Weapons..... 10 Portage Points (PP)
Vehicles 1
Wrecks ..... Unlimited

On an AFV ..... 2 Infantry (1 squad maximum), 5 PP
On a Truck ..... 2 Infantry (1 squad maximum), 7 PP
On a Jeep..... 1 Crew, or 2 leaders & 1 Support Weapon

Under an AFV .... 3 Infantry (2 squad maximum), 5 PP

EXCEPTIONS: Bunkers, Close Combat, Entrenchments, Overruns, 2nd Level Bldgs, Sewer Moves.

OVERRUNS 35.3 △

Tanks, SP Guns ..... 16 firepower factors
Halftracks ..... 8 firepower factors
–5 dice roll modification vs trucks, jeeps

INFANTRY MOVEMENT COSTS CHART 5.5 △

* Onto road from road hex*side*	½ MF
* Onto road from non-road hex*side*	1 MF
* Open Ground, Shellhole, Wheatfield	1 MF
* Woods	2 MF
* Enter any building	2 MF
Move within any building, per hex	2 MF
Move up or down staircase	2 MF
Cliff hex*side*	NA
Over wall or hedge hex*side*	1 +COT
Into a smoke filled hex	1 +COT
Enter/exit bunker or entrenchment to/from same hex	1 MF

COT = Cost of terrain in the hex moved into
* Double cost if move is to higher elevation

MINEFIELD VS VEHICLES MODIFIERS 55.6 △

Truck, Jeep	–3
Halftrack	–1
Others	0

TERRAIN EFFECTS MODIFIERS 11.1 △

Moving in Open Ground (11.3)	–2
Wheatfield, moving or non-moving	0
Open Ground, non-moving	0
LOS crosses AFV counter at moving infantry in different hex (32.7)	0
Woods, Shellhole	+1
Behind hedge hex*side* (11.2)	+1
Beneath AFV counter	+1
Wooden Building	+2
Behind stone wall hex*side*(11.2)	+2
Stone Building	+3

ARTILLERY BARRAGE VS VEHICLES MODIFIERS 46.54 △

Non-armored Vehicles	–3
Open top AFVs	–1
Tank	+1
SP Gun	+2

TO HIT TABLE 33.3 △

Target Type/Range	1 - 6	7-12	13-24	25+
Infantry in bldg., shellholes, entrenchments	8 8	7 6	6 5	5 2
Infantry in woods	8 8	6 6	5 4	4 2
Infantry in other	9 9	8 7	7 6	6 3
Vehicle is hull down	7 6	5 4	4 3	3 2
Vehicle in woods/bldg.	9 9	8 7	7 6	6 3
Vehicle in other	10 10	9 8	8 7	7 4
AT Gun	6 5	5 4	4 3	2 –

HIT DETERMINATION DICE ROLL MODIFIERS 33.31

A. Firing during Defensive Fire Phase vs Moving target ..... +2
B. * gun firing at target over 6 hexes away ..... +2
C. * gun firing at target over 12 hexes away ..... +4
D. Tank firing outside Covered Arc ..... +2
E. Tank firing during Advancing Fire Phase after pivoting within hex during Movement Phase ..... +1
F. Tank firing during Advancing Fire Phase after moving to a new hex ..... +5
G. SP Gun/AT Gun firing during Advancing Fire Phase after pivoting *within* hex during Movement Phase ..... +3
H. Target is concealed ..... +2
I. SP Gun/AT Gun firing during Defensive Fire Phase after pivoting *within* hex during Defensive Fire Phase ..... +4
J. Target is in adjacent hex ..... –2

AFV KILL TABLE 33.4 △

	AP AMMUNITION					HE AMMUNITION							SPECIAL WEAPONS			
Target	MMG/HMG	50cal/20mm	37	50	75/76	37	50	75/76	105	120	150	H6				
AFV Front	–3	–3	2	3	6	–1	0	2	4	6	8	8	7	3	3	9
AFV Side	–3	–2	3	6	8	1	2	3	6	7	10	10	8	4	4	10
AFV Rear	–2	–1	4	8	10	2	3	4	8	9	12	11	10	6	6	11
Truck, Jeep	NA	NA	8	10	10	10	11	12	12	12	12	11	10	10	10	12

NA . . . see 51.4

AFV KILL NUMBER MODIFIERS 33.41

Halftracks ..... –5
Priest ..... –2
M-10 ..... –1
M4A4, T34, MkIV 0
M4M52, SU122, STG III ..... +1
SU152, Brumbar ..... +2

VEHICLE MOVEMENT COSTS CHART 30.4 △

Terrain	AFV	Truck/Jeep
through road hex*side*	½ MP	½ MP
open ground	1 MP	6 MP
through hex containing wreck/vehicle	2 MP/Vehicle +COT	2 MP/Vehicle +COT
higher terrain than previously occupied	4 MP +COT	4 MP +COT
woods*	6 MP**	NA
wooden buildings*	4 MP**	NA
over wall or hedge hex*sides*	0 MP +COT	NA
outside of Covered Arc	2 MP +COT	4 MP +COT
shellhole, entrenchment	0 MP +COT	4 MP +COT
unload passengers	2 MP	2 MP
stone bldgs., cliff hex*sides*	NA	NA
smoke	1 MP +COT	1 MP +COT

* Requires die roll—see 39.1 ** Halftracks not allowed

CLOSE COMBAT AFV KILL NUMBERS 36.2

Dice roll equal to squad firepower

ARTILLERY ACCURACY 46.21 △

One die	German, American	1,2
	Russian	1

IMMOBILIZATION 39.1 △

One die: Germans 5,6; Others 6

COUNTER BATTERY FIRE TABLE 45.4 △

2	Destroyed
3-5	Disrupted
6-12	No Effect

-1 modification for continuous shelling/turn

DEFENSIVE FIRE AFV IMMOBILIZATION NUMBERS 36.13

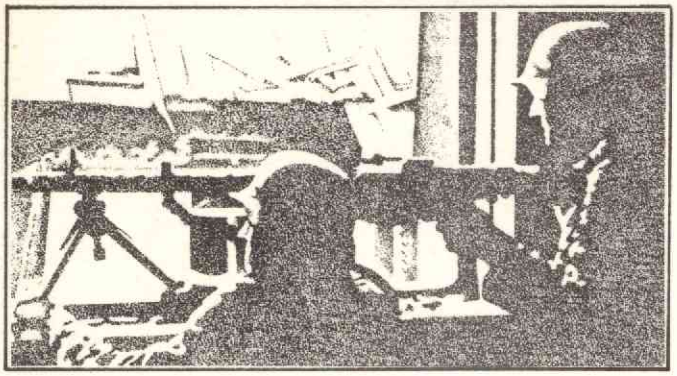
Location of Firing Units	Dice Roll
Leader unit only, any non-open ground	2
Squad in wheatfield	2
Squad in small bldg., shellhole, entrenched	3
Squad in woods or large bldg.	4

COUNTER ABBREVIATIONS

△ No leadership modifiers
□ No Long Range, Moving Fire, or Point Blank modifications
— No terrain modifier (Underscore)
–1 Add –1 to all fire on target hex
A Man only by Assault Engineers or –2 leaders
B Breakdown Number
C7 Cannister
X Eliminated
R Repaired
S Crew Survival (only vehicles with inherent crews)
— HE ammunition only (Overscore)
H6 HEAT ammunition
○ Main Armament Rate of Fire
MC Morale Check for crew
P Vehicle Portage Points allowed
* Lessened Long Range Hit Probability

THE GUARDS COUNTERATTACK

Scenario 1



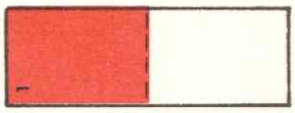
STALINGRAD, October 6, 1942: After an extremely successful summer the Germans came upon the Volga fortress of Stalingrad. Here the Russians had dug in and were determined to make a stand. Sensing total victory, the Germans threw more and more troops into the fighting. But for the first time German infantry found the Russians their equal. Rebuffed by the stiff resistance, the Germans committed crack assault engineers. Gradually the Germans cleared one block and then another, only to lose them again to sudden Russian counterattacks. By October 5, the Germans had almost taken the key Dzerhezinsky Tractor Works. However, the fighting had been so heavy that the line troops occupying the surrounding area were exceptionally weak from the previous week's fighting. The Russians counterattacked with their crack 37th Guards to break the ring the Germans had thrown around the factory and reinforce the defenders.

Rules Introduced: Sections 1—21

VICTORY CONDITIONS

To win the Soviets must *completely occupy* two more of the stone buildings initially occupied by the Germans than they lose of their own initial stone buildings to complete German occupation, OR have a favorable 3:1 ratio (Russian/German) of unbroken squads at game end. To be completely occupied in your favor, no enemy squad or officer can be in the building at game end and your forces must have been the last to have occupied any hex of the building with an unbroken unit. The German wins by avoiding the Soviet victory conditions.

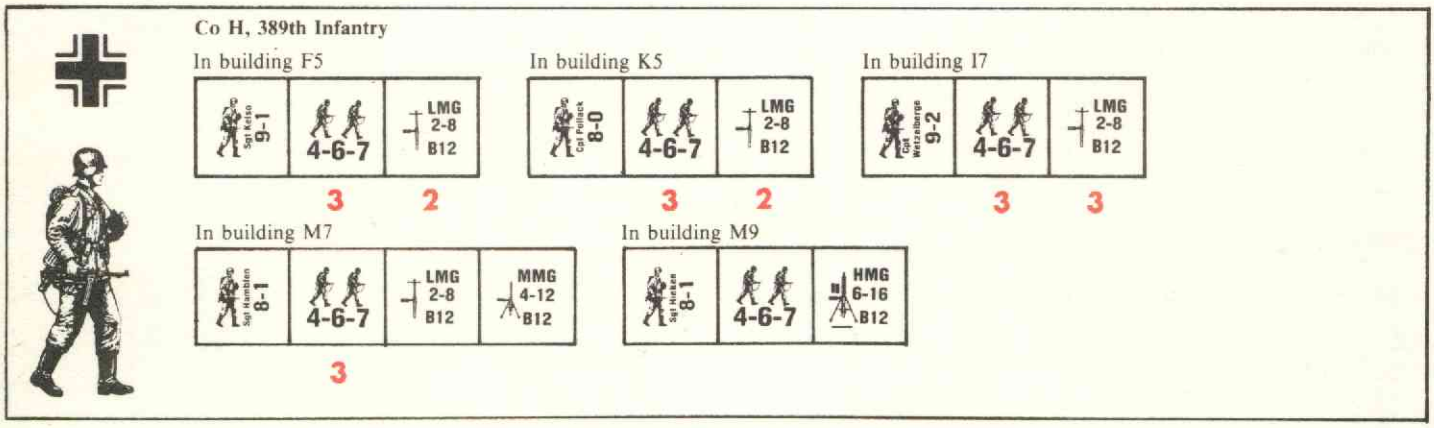
Board Configuration

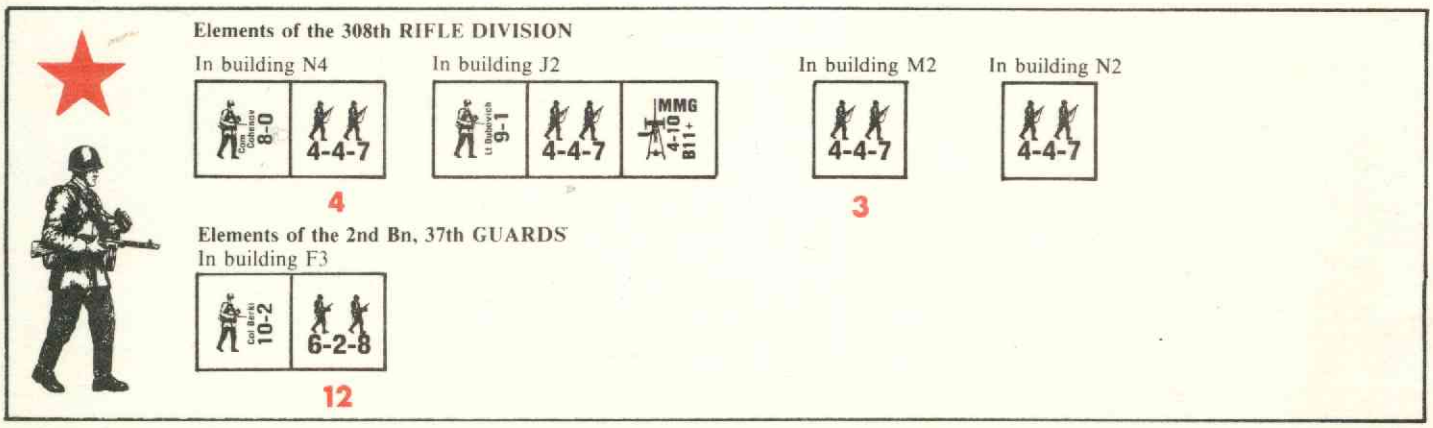


Only shaded half of board is used; rows A-P inclusive.

TURN RECORD CHART

✚ German sets up first	1	2	3	4	5	END				
★ Russian moves first										





SPECIAL RULES

1.1 In *all* scenarios, units may deploy anywhere within the designated building, not just in the designated hex used to identify the building.

VARIATIONS

1A: Optional upon agreement of both players.

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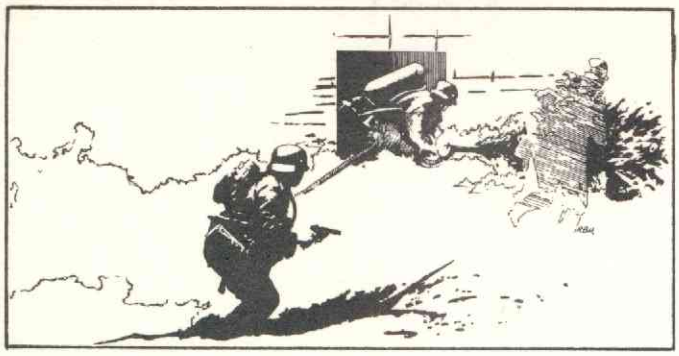
THE TRACTOR WORKS

Scenario 2



STALINGRAD, October 6, 1942: While pushing into the industrial area of the city, advancing elements of the 389th Infantry have isolated a contingent of the 308th Rifle Division in the key Dzerhezinsky Tractor Works. The Germans have decided to crush this island of resistance and to help, have brought up a crack team of assault engineers. However, the Russians have noted a critical weakness in the ring around the Tractor Works, and have decided to launch a major counterattack to relieve their garrison there.

Board Configuration

Only shaded portion of board is playable; hex rows O-GG inclusive.

Rules Introduced: Sections 22—26

VICTORY CONDITIONS

The side ending the game with undisputed control of at least six hexes of the Tractor Works (1X3) wins. A side is considered to control a hex if it was the last to occupy that hex with an unbroken unit. A hex containing units of both sides in Close Combat is controlled by neither side. If only one side has an unbroken unit in the Tractor Works at game end that side is the winner. If neither side ends the game in control of 6 hexes of the Tractor Works or in sole possession of the building the game is a draw.

TURN RECORD CHART

Sequential set up / Roll die to determine who moves first	1	2	3	4	5	6	7	8	END	

Elements of the 389th Infantry Division; set up second after Russian 308th units

Kampfgruppe Stahler—deploy in buildings U3, T4, R7, T7:

Lt Stahler 9-2	Sgt Pitz 8-1	4-6-7	MMG 4-12 B12	LMG 2-8 B12	?
		7	2	4	12

Kampfgruppe Tienham—deploy in buildings Y8, CC7, AA4:

Cpt Tienham 10-2	Sgt Stites 9-1	Cpt Uhl 8-0	4-6-7	LMG 2-8 B12	HMG 6-16 B12
			6	3	

Co A, Assault Engineer Battalion 50—deploy in buildings AA4, CC3, Y8:

Obr Greup 10-3	8-3-8	20△ -1 2	30 △ A	LMG 2-8 B12	SMOKE
	6	2	4	2	6

Smoke counters are removed from game after initial use.

Garrison of the 308th RIFLE Division—set up first in Tractor Works (building X3)

Maj Kirkov 9-2	4-4-7	LMG 2-6 B10+	MMG 4-10 B11+	HMG 8-20 B12	?
	12	3	2		18

Elements of two battalions of the 295th Infantry Division—deploy last in buildings P8, P5, Q4, R1

Com Bottski 9-1	Lt Eastanov 8-0	Lt Burnski 8-0	4-4-7	LMG 2-6 B10+
			27	4

SPECIAL RULES

2.1 German engineers' smoke laying capacity is restricted to a total of 6 counters in this scenario.

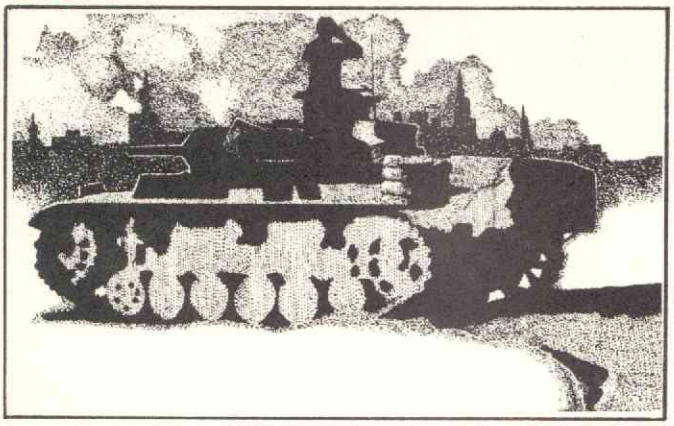
2.2 All Russian units in Tractor Works get fanaticism benefit *(26)* while in Tractor Works.

VARIATIONS

2A: Optional upon agreement of both players.

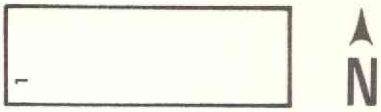
THE STREETS OF STALINGRAD

Scenario 3



STALINGRAD, October 6, 1942: This scenario joins Scenario 1 and 2 together as one combined game. In addition to the normal two player game, this scenario makes for a good team game for four players.

Board Configuration



Rules Introduced: Sections 27—41

VARIATIONS

3A: Utilize Sewer Movement; Section 27.

3B: Utilize Armor Support: Sections 28-41.

3C: Utilize both Sewer Movement & Armor Support

3D: Optional upon agreement of both players

VICTORY CONDITIONS

Winning is based upon satisfying the victory conditions of scenarios 1 and 2. If each side fulfills one victory condition, the game is a draw. If a player fulfills one victory condition and draws the other, it wins. A decisive or double victory is achieved when a player fulfills both victory conditions.

SPECIAL RULES

3.1 Use exact Order of Battle and set up instructions provided in Scenarios 1 and 2; setting up Scenario 1 forces prior to deploying Scenario 2 counters. All units *may* move on *both* halves of the board.

3.2 Only Russians may utilize Sewer Movement *(27)*.

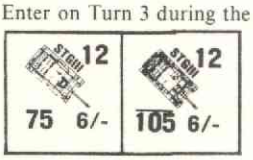
3.3 German armor may delay entry one turn and thereafter enter on any southern or eastern edge hex.

TURN RECORD CHART

Sequential set up	1	★ 2	✚ 3	4	5	6	7	END		
Roll die to determine who moves first										

Armor Support: Variant 3B only

Enter on Turn 3 during the German Movement Phase on road hex Y10 and/or GG5-GG6.



3 2

Enter on Turn 2 during the Russian Movement Phase on road hex II.

4

AFTERMATH

Both the German and Soviet attacks jumped off at about the same time, and the entire area erupted in bloody street fighting. Utilizing overwhelming numbers, the Soviets overran the strungout German defenders, but at so high a cost that by the time they reached the Tractor Works, their reinforcement value was much abated. The assault engineers had done their work and another chunk of the factory was taken, but they too had taken heavy casualties and their attack soon petered out with a die hard group of Russians still hanging on to a corner of the Works. The overall result was that the Russians had recaptured a few city blocks, but were still being eroded in the factory. Neither side, despite desperate efforts with high casualties, was able to achieve a decisive result that day. In essence, it was a draw with both sides pouring fresh troops into those exact same blocks where many more men would die in the days ahead.

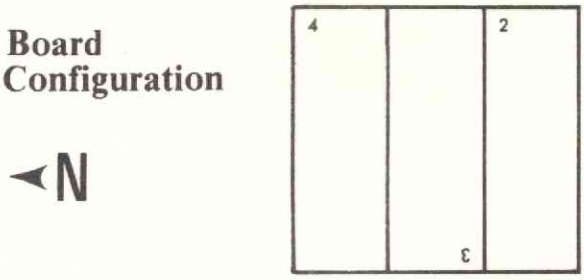
THE HEDGEHOG OF PIEPSK

Scenario 4

PIEPSK, Central Russia, Nov. 14, 1941: Despite a heavy beating, the Soviet army was still holding the field, and in some areas, giving better than they got. However, the German ranks were thinning out as their manpower resources were called upon time and again to fight just one more battle. Very often, an entire section of the line would be held by occupying the main village in that area with remnants of a battle weary company. With winter approaching, possession of these small towns became crucial as they were often the only shelter for miles around. Piepsk was one such village garrisoned by Co. A of the 3rd Bn, 72nd Infantry Regiment. Knowing that the German defenses were sparse, remnants of the Russian 169th Rifle Regiment were set to attack and overwhelm the hardpressed defenders at dawn.

Rules Introduced: Sections 42—46

Board Configuration



VICTORY CONDITIONS

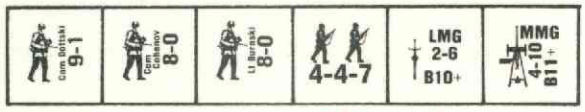
The Soviet player wins by being the last to occupy exclusively, with an unbroken unit all stone buildings on board 3. The German wins by avoiding Russian victory conditions.

TURN RECORD CHART

German sets up first / Russian moves first	1	2	3	4	5	6	7	8	9	10	END

Remnants of Co A, 3rd Bn, 72nd Infantry Regiment—Set up on any board at least 10 whole hexes (inclusive of placement hex) from East edge using *Hidden Initial Placement (42).* Regimental HQ will allow only 3 Fire Missions of 81mm Mortar Support. No other artillery module is available.

Remnants of the 169th RIFLE Regiment—Enter anywhere along the East edge paying normal MF costs for initial placement on both partial and full hexes.



VARIATIONS

4A: CPT Wetzelberge has been called away for a staff meeting at Regimental HQ. Remove Uhl, Wetzelberge, and a LMG counter.

4B: The 169th was forced to conscript men from the local populace to fill their depleted ranks. Many of their soldiers are inexperienced and have had little weapons training. Add +1 to all Russian infantry fire.

4C: Due to changing conditions caused by increasing enemy activity in the area, German artillery support is undetermined. Cancel predesignated 81mm support and substitute one random artillery support module.

4D: Change East-West alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to West.

4E: Optional upon agreement of both players.

AFTERMATH

The Russians, despite overwhelming numbers, were unable to gain surprise and the first Russian attack was cut down by accurate long range machinegun fire. Rather than regroup, the Russians committed troops piecemeal throughout the day against the town. The Russians were able to eventually gain a small foothold in the town, but were totally at a loss to support it, and after taking nearly 70% casualties, lost heart and faded back into the surrounding countryside.

Scenario 5

HILL 621

HILL 621, Near Minsk, July 1, 1944: In late June, 1944, the Soviets began what eventually would be known as the "Destruction of Army Group Center." The key to this offensive was the city of Minsk. Should it be captured, numerous German units would be hopelessly cut off. One of the key routes for the German retreat was via Stolbtsky Highway which ran behind a series of low ridges and then crossed the Berezina River south of Minsk. On July 1st, the much overworked and understrength German 170th Infantry Division, in reality a large battalion, was overwhelmed by elements of Rotmistroves Fifth Guards Army. The survivors took to their heels and attempted to patch together a defense along the last line of ridges overlooking the vital escape route to Minsk. This scenario portrays a typical struggle along just one of those ridges. Russians, in probing for a weakness in the German line, have managed to overrun the German held village of Letornovski and are now boiling out towards a key series of ridges that overlook the German lines of communication in this sector. Hurriedly gathered German units converge in an attempt to patch up the line and hold Hill 621 which is the key to the German defense in this sector.

Rules Introduced: Sections 47—48

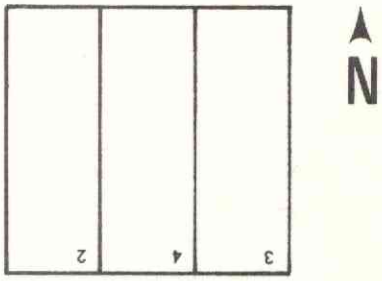
VICTORY CONDITIONS

The Soviet player wins by occupying (with unbroken squads or crewed AFVs) at game end at least 5 of the 7 *level 3* elevation hexes that constitute the high crest line of Hill 621. The German wins by avoiding the Soviet victory conditions.

SPECIAL RULES

5.1 After "AT START" set up German must check morale of each unit—those failing a normal Morale Check must start as broken units but need not roll Desperation Morale the next time they attempt to Rally (unless they are fired on since the preceding Rally Phase).

Board Configuration



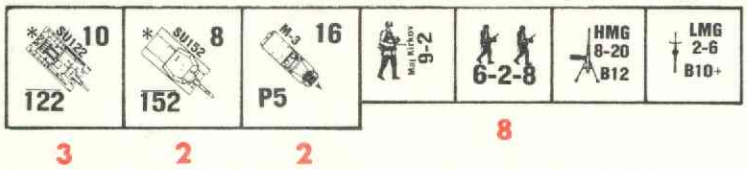
TURN RECORD CHART

★ Russian sets up first / ✚ German moves first	1✚	★2✚	3	4✚	★5✚	6	7	8✚	9	10	END

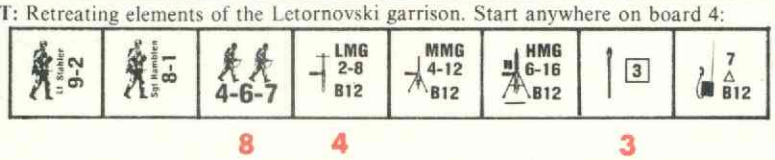
AT START: Any whole hex completely on board 3:

Turn 2: Enter on any road hex on the East edge of board 3. All must enter on the same road.

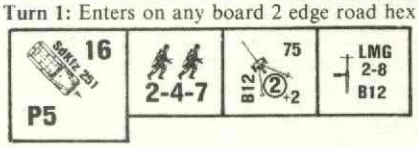
Turn 5: Elements of an Assault Brigade enter on any East edge hex of board 3. All must enter on the same road.



AT START: Retreating elements of the Letornovski garrison. Start anywhere on board 4:

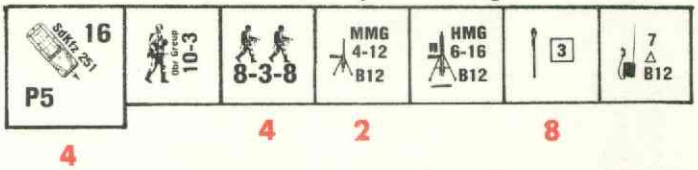


Turn 1: Enters on any board 2 edge road hex

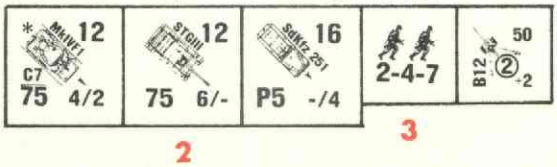


Turn 2: Tank platoon enters on either northern or southern (not both) board 4 edge road hex:

Turn 4: Rear area reserves enter on any one West edge board 2 road hex.



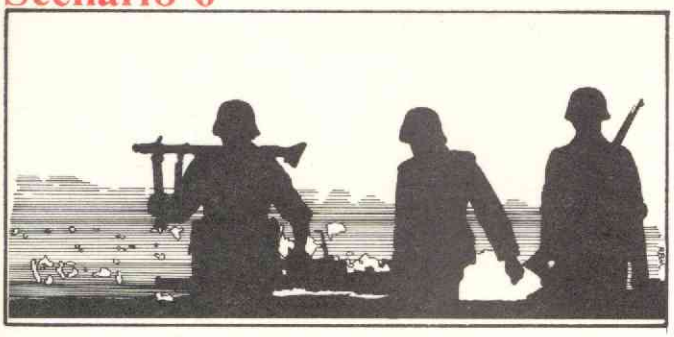
Turn 5: Enter on any *one* board 2 edge road hex.



Turn 8: Enter anywhere along the West edge of board 2.

The Germans briefly crystallized and held the Russian onslaught. Field Marshall Model formed a regimental Kampfgruppe from remnants of the 4th, 5th, and 12th Panzer Divisions to counterattack the Russian breakthroughs, but there were too many breakthroughs and not enough Germans. Desperately, he sent whatever armor remained to the last ditch fighting along the ridges that flanked the Stolbtsky highway. Gradually one ridge after another was cleared by the Soviets. The remaining German mobile forces darted here and there in an attempt to stabilize one and then another of the ridges, but their efforts were too little, too late. By July 2nd, both the ridges and the highway were Russian, and on July 3rd, the Soviets entered Minsk, the former headquarters of Army Group Center.

Scenario 6 ESCAPE FROM VELIKIYE LUKI



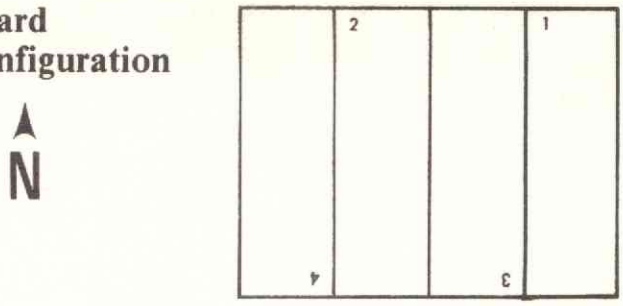
VELIKIYE LUKI, Central Russia, January 12, 1943: During the fatal winter of 1943, the German disaster was not confined to Stalingrad alone. All along the line, Russians were cutting off pockets of Germans. At Velikiye Luki, the entire 277th Infantry Regiment was in dire straits. Surrounded and with further relief efforts abandoned, it was over for the 277th. The Russians were tightening their vise. Elements of four Rifle Regiments with massive armor and artillery support had broken the perimeter and were now in the process of slaughtering what remained of the unit. As the headquarters fell, the commander gave the order for all who could save themselves to do so. As night fell, many isolated groups headed for the German lines some ten miles distant.

Rules Introduced: Section 49

VICTORY CONDITIONS

To win the Germans must exit three squads off the west edge of board 4. The Soviet player wins by preventing the German Victory Conditions.

Board Configuration



SPECIAL RULES

6.1 Due to the boisterous nature of the Russian troops following the victory at Velikiye Luki, Russian units are not allowed to *"grow" (25.3)* concealment (?) counters.

6.2 Russian squads may move only if accompanied by a leader, or if they have "seen" an enemy unit. To see a unit, it must have a clear LOS to the enemy unit either within the Night Visibility Range or due to illumination by starshell. Observed gun flashes outside the Night Visibility Range do not free a Russian squad to move. Russian units never "see" a German unit while it is covered by a concealment counter, even though they may Area Fire against it.

TURN RECORD CHART

★ Russian sets up first / German moves first	1	2	3	4	5	6	7	8	9	10	END

Remnants of Co A, 2nd Bn, 277th Infantry Regiment; set up last in any full hex on board 1.

Cpt Tienham 10-2	Sgt Stites 9-1	Sgt Pitz 8-1	4-6-7	LMG 2-8 B12	?
			5	4	24

Elements of the 3rd Bn, 129th RIFLE Regiment; set up first on any whole hex of board 2 or 3.

Com Dolitski 9-1	Lt Eastonov 8-0	4-4-7	LMG 2-8 B12	MMG 4-10 B11+
		13	3	

AFTERMATH

The weakest part of the Soviet corridor lay to the Southwest in the area of the 129th Rifle Reg't. There, a few groups were able to escape the ever tightening noose, although they came out in no way resembling a combat formation, but in one's and two's. Co. A of the 2nd Bn in their attempt, lost everyone save one squad and a few officers. Technically, it was a disaster of the first magnitude but the fact that *somebody* made it was a source, albeit a small one, of considerable hope for those who would face the same plight in the months ahead.

VARIATIONS

6A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.

6B; Increase number of game turns to 12.

6C: Incorporate Snow rules *(61)* and increase number of turns to 15.

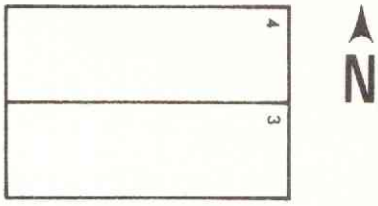
6D: Optional upon agreement of both players.

Scenario 7

BUCHHOLZ STATION

BUCHHOLZ, German border, December 16, 1944: The original German opening for the Battle of the Bulge was somewhat subdued. German infantry, with little armor was to seize key road junctions early so the armored formations could quickly pass through and exploit a breakthrough. One such key place was the town of Buchholz which sat alongside an abandoned railroad. It was held by a company of American infantry who were lined up for chow outside the town when a company of the German 27th Fusilier Regiment came down the road. Neither side had expected to find the other here, and there was a moment of mutual surprise as both sides scrambled to deploy. The fighting opened about 7 a.m. with neither side able to gain a decisive advantage. Losses were given and taken and the battle would probably go to the first side to receive reinforcements.

Board Configuration



Rules Introduced: Sections 50—52

VICTORY CONDITIONS

The side that forces the other to *"retreat"* first is considered the winner. A side is forced to *"retreat"* the instant it has lost by KIA or *removal (twice broken units)* a total of ten squads, leaders or AFV's. If, by the end of the game, neither side has been forced to retreat, the game is considered an American victory *providing* the Germans haven't exited 7 *squads* off the southern edge of board 3, on either road. If the Germans *do* exit 7 *squads* off the southern roads they win.

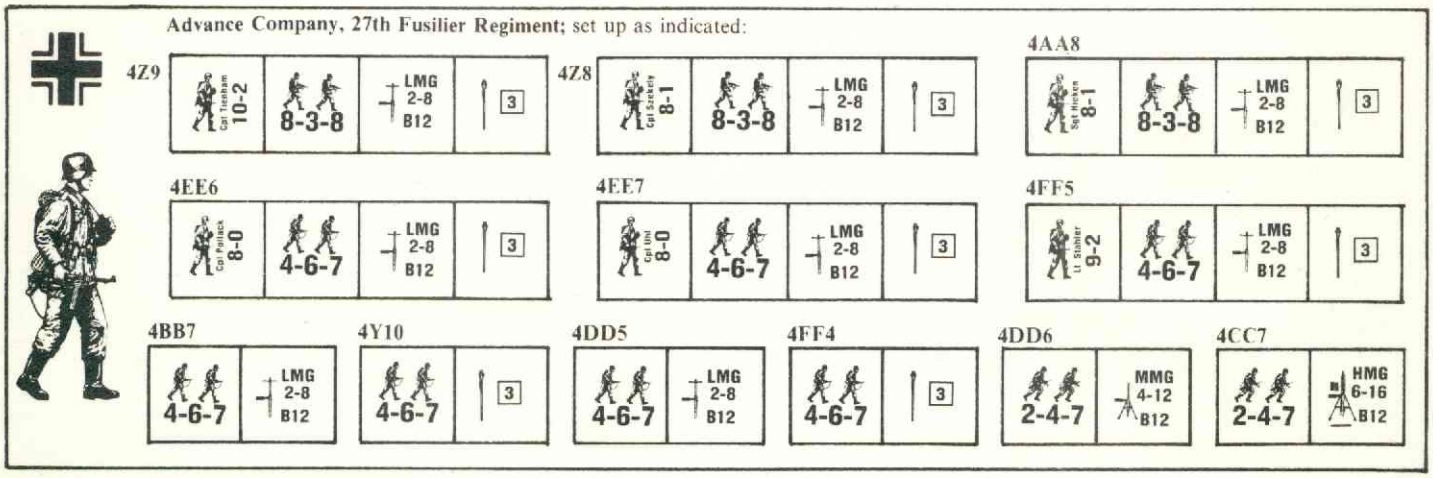
SPECIAL RULES

7.1 Destruction of the halftrack with crew counts as two units eliminated. Destruction of the halftrack if the crew escapes counts as one unit eliminated. Trucks and jeeps do not count as an eliminated unit.

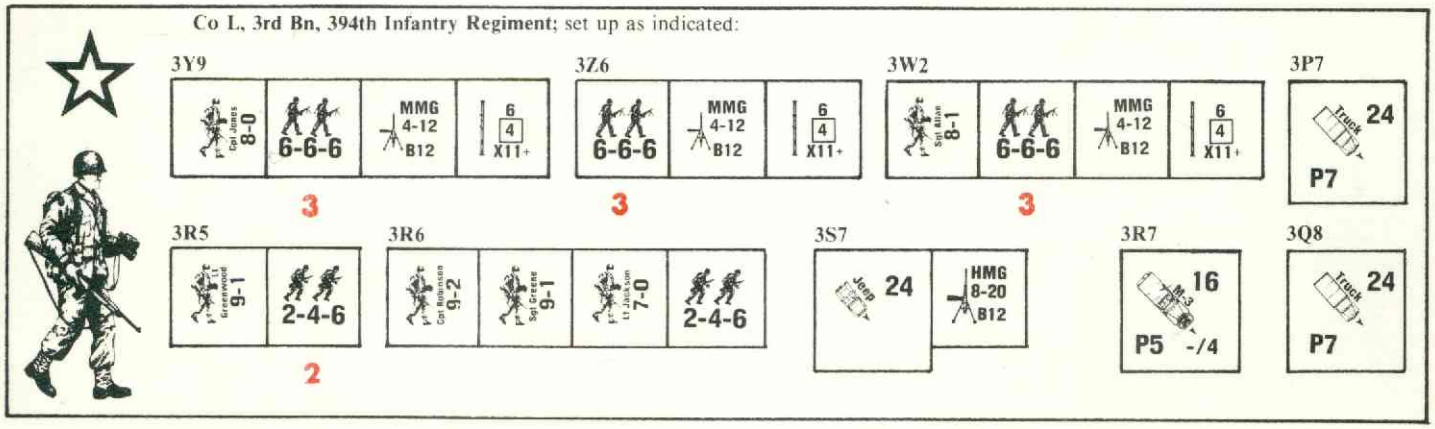
TURN RECORD CHART

Simultaneous set up / German moves first	1	2	3	4	5	6	7	8	9	10	END

Advance Company, 27th Fusilier Regiment; set up as indicated:



Co L, 3rd Bn, 394th Infantry Regiment; set up as indicated:



AFTERMATH

Surprisingly, it was the Americans who reinforced first, when both Co K and a section of M-10 TDs arrived to bolster the position. The Germans promptly withdrew. Tactically, it was a draw with moderate casualties taken by both sides. Strategically, it was another of the small American victories that would add up to German frustration in the early hours of the Battle of the Bulge.

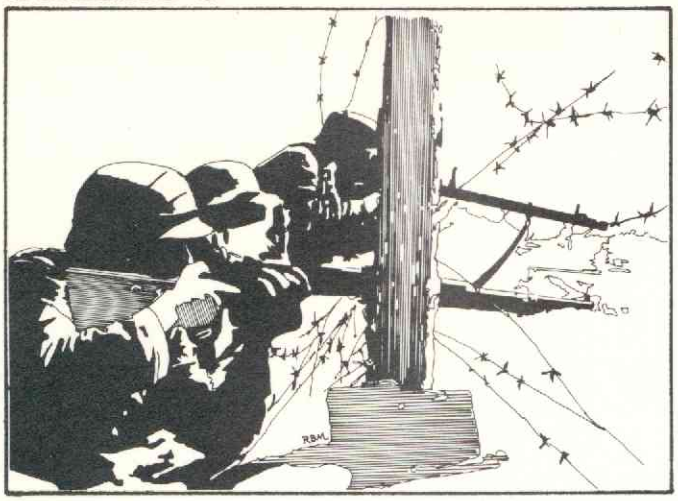
VARIATIONS

7A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.

7B: Optional upon agreement of both players.

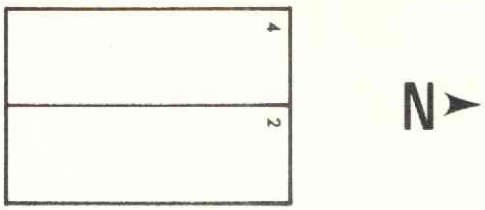
Scenario 8

THE BITCHE SALIENT



BITCHE, Southern Germany, January 14, 1945: Elements of the U.S. 175th Infantry Regiment have been ordered to continue closing the ring around German forces trapped near Bitche. However, due to poor radio security, the Germans are quite aware of this latest development and have planned a flank spoiling attack by elements of the 11th Mountain Reg't in an attempt to ambush the advancing Americans.

Board Configuration



Rules Introduced: Sections 53—54

VICTORY CONDITIONS

The side that eliminates the most enemy squads wins, thus reflecting the strategic objective of the Low Vosges campaign which was to simply wear down the enemy while maintaining a continuous front. Destruction of an AFV counts as a squad eliminated even if its crew survives. Destruction of an AFV *and crew* would count as two squads destroyed. Note that trucks and *un*armed halftracks have no inherent crew squad although destruction of the latter does count as *one* eliminated squad.

SPECIAL RULES

8.1 The Americans can delay or cancel the arrival of either/or both the 1st and 2nd Bn.

8.2 The 3rd Bn may elect to withdraw from the playing area anytime *prior* to the commitment of the 2nd Bn. If it is withdrawn, it may not reenter.

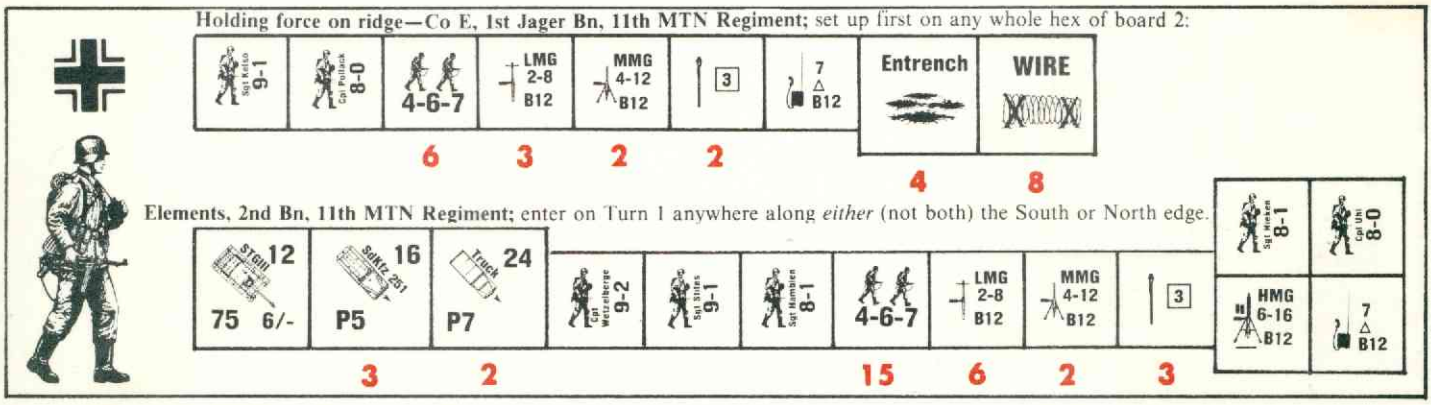
8.3 The American may not elect to bring on *part* of any force. He must commit all of them as designated or none at all.

8.4 The German may not withdraw units from the playing board.

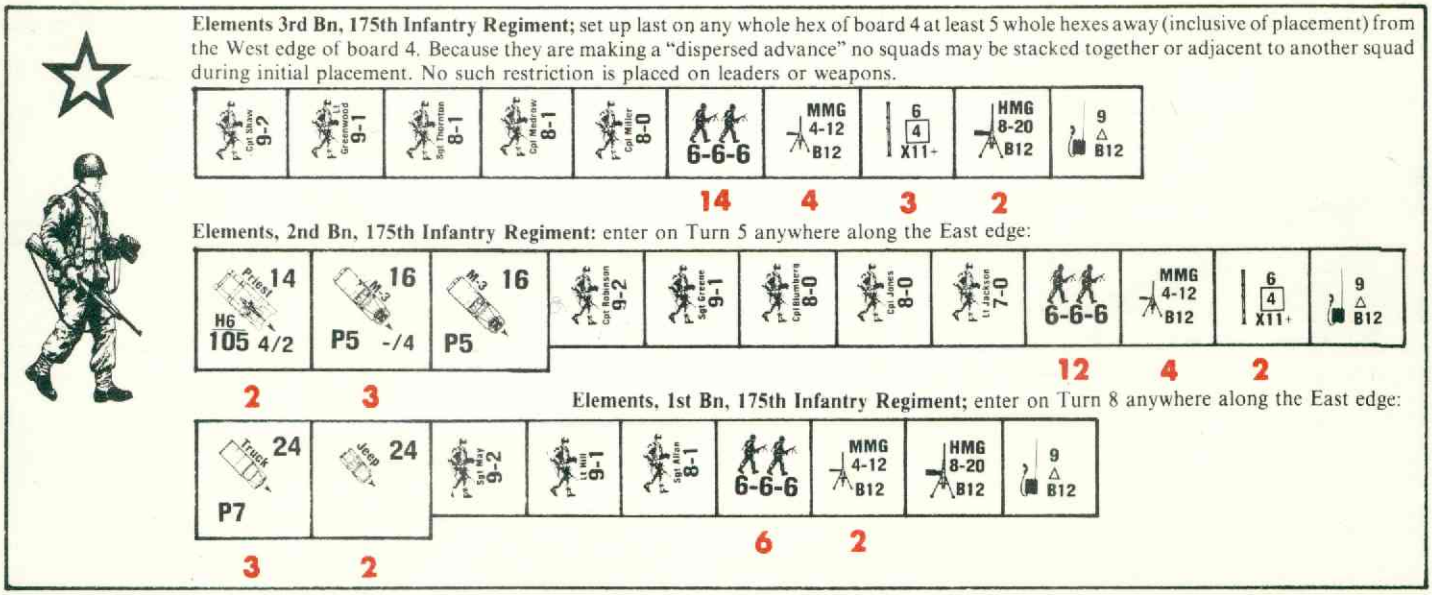
8.5 The German player gets one module of random artillery support available from the start of the game. The American player gets a module on turn 4 and another on turn 7. The modules are drawn prior to the Rally Phase of the indicated turn. This is the only artillery support allowed regardless of number of radios in play.

TURN RECORD CHART

✚ German sets up first / ☆ American moves first	1 ✚	2	3	☆ 4	☆ 5	6	☆ 7	☆ 8	9	10	END


Holding force on ridge—Co E, 1st Jager Bn, 11th MTN Regiment; set up first on any whole hex of board 2:

Elements, 2nd Bn, 11th MTN Regiment; enter on Turn 1 anywhere along *either* (not both) the South or North edge.


Elements 3rd Bn, 175th Infantry Regiment; set up last on any whole hex of board 4 at least 5 whole hexes away (inclusive of placement) from the West edge of board 4. Because they are making a "dispersed advance" no squads may be stacked together or adjacent to another squad during initial placement. No such restriction is placed on leaders or weapons.

Elements, 2nd Bn, 175th Infantry Regiment: enter on Turn 5 anywhere along the East edge:

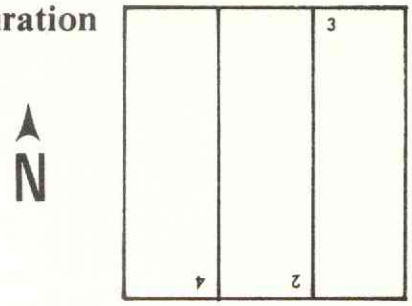
Elements, 1st Bn, 175th Infantry Regiment; enter on Turn 8 anywhere along the East edge:

The Americans were caught off balance and hit by accurate artillery fire in conjunction with a strong flanking effort by the Germans. To attempt to restore the situation, the Americans quickly committed the 2nd Bn and elements of the 1st Bn to support the hard pressed 3rd Bn. The American reaction forced the Germans to release their death grip on the 3rd Bn, but the Americans had been badly mauled nonetheless with five companies effectively put out of action. As a result, the Americans pulled back the entire 175th for a much needed rest.

Scenario 9 THE CANNES STRONGPOINT

CANNES, France, August 23, 1944: Generally the American advance through Southern France was so swift that it was rare when the Germans stayed and fought. However, the swiftness of the advance often caused German elements to be cut off and faced with the decision either to fight on in an isolated pocket or surrender. Outside of Cannes on a small hill one such group set up a well dug in perimeter and seemed determined to hold out. To dig them out, the Americans committed elements of the 509th Parachute Battalion, supported by heavy weapons and the guns of the 463rd Parachute Field Artillery Bn.

Board Configuration



Rules Introduced: Sections 55—56

VICTORY CONDITIONS

To win, the Americans must force the Germans to *surrender* in 5 turns without losing more than 5 American squads in the process. The Germans win by avoiding the American Victory Conditions.

SPECIAL RULES

9.1 Destruction of an AFV with crew constitutes two squads killed. Destruction of an AFV with no crew squad or the crew escapes constitutes one squad killed.

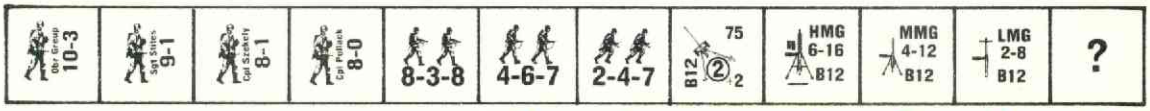
9.2 American player may not inspect the contents of a bunker. The German player must reveal only the counters which fire.

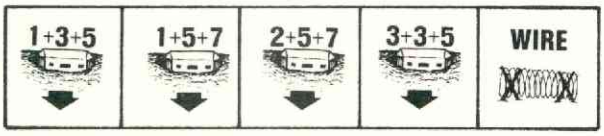
9.3 Immediately upon the elimination of a German squad, the ranking German leader still present in play must undergo a normal Morale Check. If he fails the Morale Check, all German units surrender at once. If all German leaders are eliminated, the entire German force surrenders at once.

TURN RECORD CHART

✚ German sets up first	1	2	3	4	5	END				
☆ American moves first										

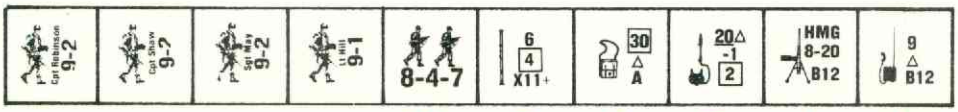
Elements 148th Reserve Division: set up first on any board 2 whole hex:





64 factors

Co A & B, 509th Parachute Bn, supported; set up second on any whole hex of boards 4 and/or 3:



+ one module of 82mm mortar support

+ one module of 105mm howitzer support

AFTERMATH

The attack was well coordinated by one company of the airborne battalion which used flamethrowers, demo charges, and tank support to systematically reduce the bunkers. Casualties were heavy but not excessive. Finally after half of the bunkers had been reduced, the remaining Germans surrendered en masse, disheartened by the futility of their stand.

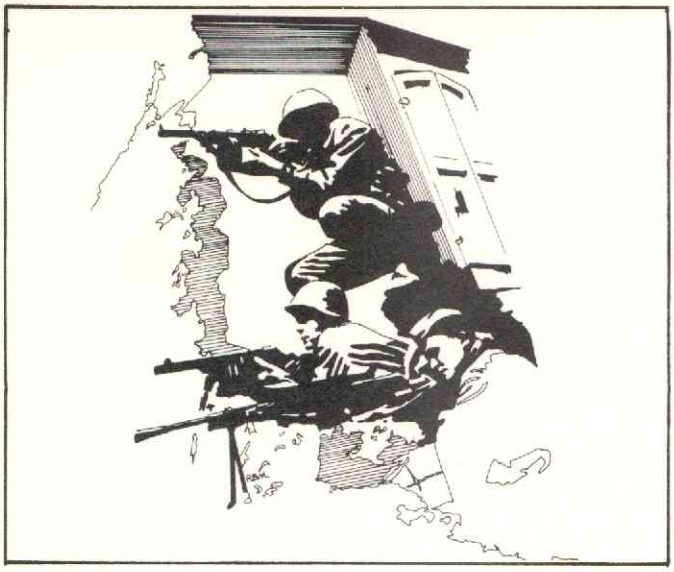
VARIATIONS

9A: Increase game length to 6 turns.

9B: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.

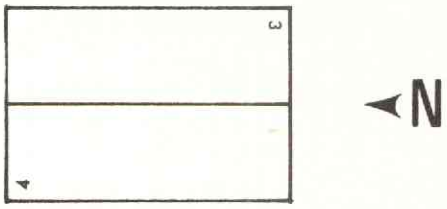
9C: Optional upon agreement of both players.

Scenario 10 HITDORF ON THE RHINE



HITDORF, Germany, April 6, 1945: As the Third Reich collapsed, many American leaders became bold to the point of recklessness. Often, a daring stroke by a small group of soldiers yielded a vast gaggle of demoralized German prisoners. But sometimes the Americans pushed their luck too far and the Germans, like a wounded animal, would lash back with stinging effect. At early dawn, Co. A of the 1st Bn, 504th Parachute Reg't crossed the Rhine and advanced toward the town of Hitdorf. Unfortunately, elements of the 62nd Volksgrenadier Division had just linked up with lingering remnants of the 11th Pz. Division, and the Germans were not yet willing to lay down their arms. The landings went easy enough but as the paratroopers entered the town, they were met by an enemy company that had been rushed to the sector.

Board Configuration



Rules Introduced: Sections 57—59

VICTORY CONDITIONS

To win, the Americans must have at least nine squads remaining on the two board area *and* have undisputed control of two of the stone buildings on the village board. The Germans win by avoiding the American victory conditions.

SPECIAL RULES

10.1 German artillery support consists of one module of 81mm Mortars.

10.2 American artillery support consists of one module of 105mm Howitzers. American player may not request artillery prior to Turn 4.

10.3 American paratroop squads may make a total of two smoke counters in the course of the game. The smoke limit is per scenario, not per squad.

TURN RECORD CHART

✚ German sets up first	1✚	2	☆3	☆4	5	6✚	7	8	9	END
☆ American moves first										

Hitdorf Garrison Platoon; set up on any whole hex of board 3 using Hidden Initial Placement *(42)*:

Cpl Uhl 8-0	4-6-7	2-4-7	LMG 2-8 B12

MINES **36** factors

Elements 62nd Volksgrenadier Division; enter Turn 1 on East edge:

SdKfz 251 16 P5	Truck 24 P7	Cpl Tienham 10-2	Sgt Pitz 8-1	Cpl Pollack 8-0	4-6-7	2-4-7	LMG 2-8 B12	HMG 6-16 B12	3	7 △ B12
					8	2	4		5	

Armored elements, 11th Panzer Division; enter on Turn 6 on any East edge hex:

MkIVF2 12 75 4/2
4

Co A, 1st Bn, 504th Parachute Regiment; set up on any whole hex on board 4:

Cpl Shaw 9-2	Sgt May 9-2	Sgt Greene 9-1	8-4-7	MMG 4-12 B12	30 △ A	9 △ B12	6 4 X11+
			9	2			

Co I; enter on Turn 3 on west edge:

Lt Hill 9-1	Lt Greenwood 9-1	Cpl Medrow 8-1	8-4-7	6 4 X11+	MMG 4-12 B12
			6	2	

AFTERMATH

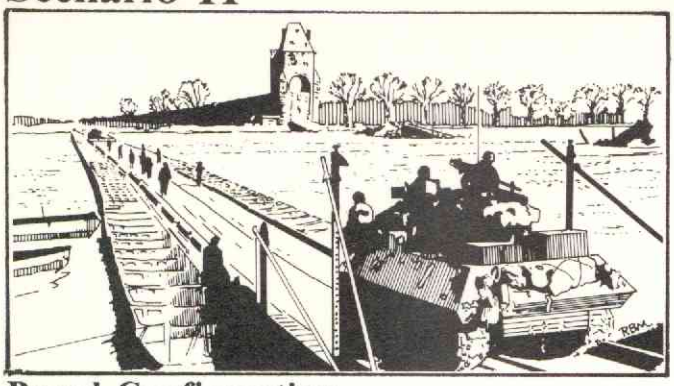
The Germans quickly brought down a heavy mortar barrage. Reeling back, the paratroopers blundered into a minefield and were taking the worst of it until requested artillery and reinforcements arrived. A 105 battery, despite initial confusion, succeeded in quieting the German fire until the arrival of German armor provoked a major withdrawal. The paratroopers fell back to the river, piled into their boats, and staged a "mini-Dunkirk." The Americans had suffered heavy casualties but were now wiser in approaching the Germans at bay.

VARIATIONS

10A: Change North-South alignment of boards by rolling one die for each board. If die roll is even, place numbered edge to North.

10B: Optional upon agreement of both players.

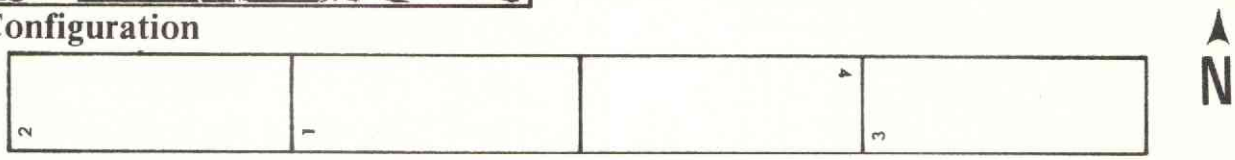
Scenario 11 THE ST. GOAR ASSAULT



RHINE VALLEY, St. Goar, Germany, March 24, 1945: Germany's army was beaten. The Rhine had been crossed at Remagen and elsewhere. As more and more of the Allies closed in on the Rhine, there was a growing tendency to simply take it "on the run" rather than shift to an existing bridgehead. Such a situation faced the U.S. 87th Division as it approached the St. Goar sector. Under cover of the early morning mists, two battalions were shuttled across near the village of Rhens, outside St. Goar. The Germans, though totally disorganized, formed a semblance of defense based on a local Headquarters unit. The Americans made good use of a heavy morning mist to get across the river undetected, but there was a shortage of boats and the units had to be shuttled over.

Rules Introduced: Section 60

Board Configuration



VICTORY CONDITIONS

To win, the Americans must completely clear any one game board of all non-broken German squads from any of that board's full hexes. The Germans win by avoiding the American Victory Conditions.

SPECIAL RULES

11.1 The Germans are critically short of fuel and ammunition. Any time a vehicle moves it must roll one die. A "6" die roll immobilizes the vehicle at the end of the current Movement Phase. The crew does *not* have to check morale after running out of gas.

11.2 Whenever the AFV throws an unmodified TO HIT dice roll of 11 or 12, it has used its last round of ammunition. Place "Gun Disabled" counter on the AFV *for the duration of the game.* MG's may still fire.

11.3 The German command structure at this point was very confused. The German player must roll one die at the beginning of each German player turn. The resulting number is the maximum number of *stacks (all units in the same hex compose a stack)* which the German can move in that Movement Phase. There is no limit to the number of units he can move during the Advance Phase.

11.4 Neither side may move into river hexes *(60.1)* once on the mapboard.

11.5 Place all units which are still hidden on the mapboard with concealment counters as soon as all American squads have landed.

TURN RECORD CHART

German sets up first	1	2	3	4	5	6	7	END		
German moves first										

Headquarters unit—Wehrkreis XIII; set up on any whole hex using Hidden Initial Placement *(42):*

Sgt Kelso 9-1	Sgt Hamblen 8-1	Cpl Szekely 8-1	Cpl Pollack 8-0	Col Rosenberger 6+1	4-6-7	8-3-8	2-4-7	3	LMG 2-8 B12	MMG 4-12 B12	HMG 6-16 B12
					12		9	12	6	4	

STGIII 12 75 6/-	Truck 24 P7

WIRE	Entrench
6	4

Battalion elements, 87th Infantry Division; start landing on Turn 1 on South edge as per 60.3:

Sgt May 9-2	Lt Hill 9-1	Lt Greenwood 9-1	Cpl Medrow 8-1	Cpl Miller 8-0	6-6-6	HMG 8-20 B12	MMG 4-12 B12	6 4 X11+	20△ -1 2
					24	3	4	4	

AFTERMATH

One battalion hit a German strongpoint and spent the next hour hugging the riverbank for bare survival. The other was more lucky and landed at a relatively undefended area. The German defense, unable to react to both landings, was defeated in detail. The Americans then linked up and one more bridgehead had been established. The attack had worked only due to poor initial deployment by the Germans which had allowed one battalion to land and build up unopposed and a confused German command structure which was unable to react quickly.

VARIATIONS

11A: Give the American one module of 105's artillery support and the Germans six 4-6-7 squads, 2 trucks, and an *un*armed halftrack.

11B: Optional upon agreement of both players.

THE ROAD TO WILTZ

Scenario 12

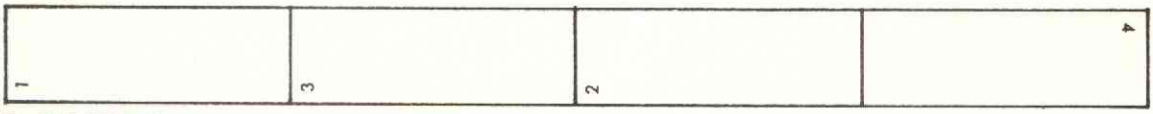
THE ARDENNES, December 17, 1944: The German assault had surprised the Americans both in its size and intensity. Desperately, the Americans formed scratch defenses to buy time so the key road junction of Bastogne could be held. The Germans had to be delayed or stopped as they drove along the roads to Bastogne. In the early hours, elements of the American 44th Combat Engineers supported by fragments of the 707th Tank Battalion took over the responsibility for the road leading to Wiltz with orders to hold for at least one day.

Rules Introduced: Sections 61—63

VICTORY CONDITIONS

The Germans win if they are able to exit at least 16 squads of any type (AFV crews included) off the westernmost road of board 1. The Americans win by avoiding the German Victory Conditions.

Board Configuration



SPECIAL RULES

12.1 Americans may not initially set up more than 6 squads (including AFV crews) per board.

12.2 Minefields must have a density of at least 8 factors per hex and may only be placed on boards 2 and 3.

12.3 There is no off-board artillery support and there can be no indirect fire (other than placement of initial Spotting Rounds) during the first turn of the game.

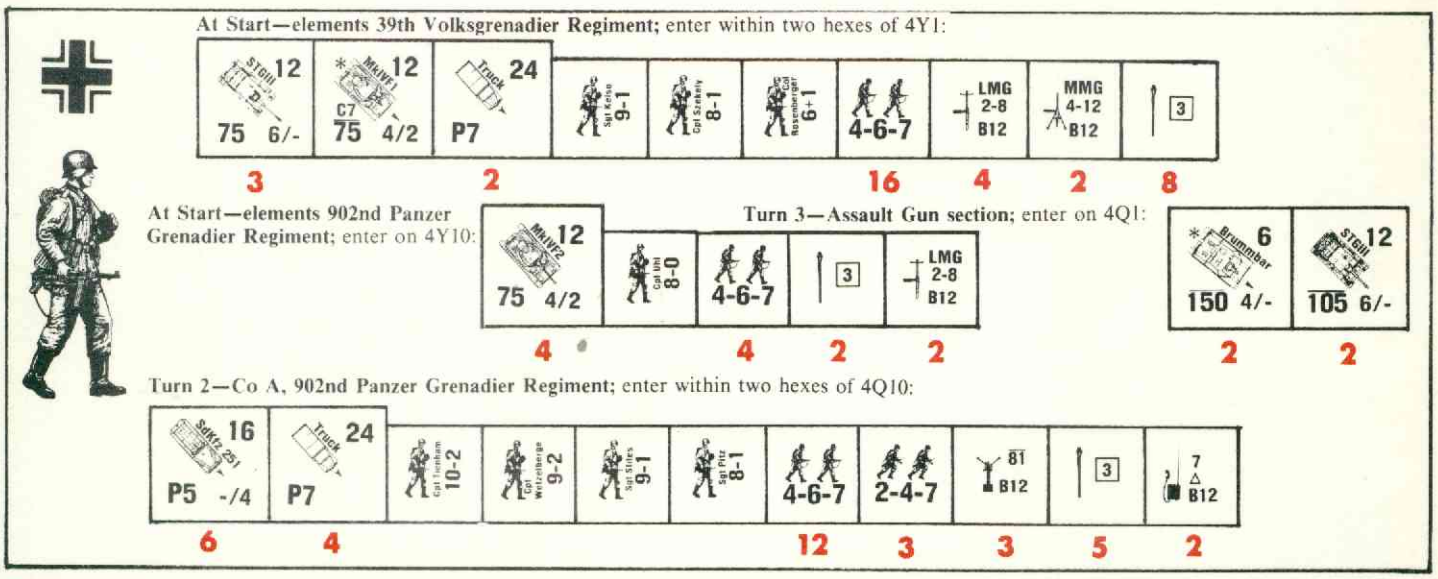
12.4 Units do not have to arrive on the stated turn, they can opt to remain off board until a later turn.

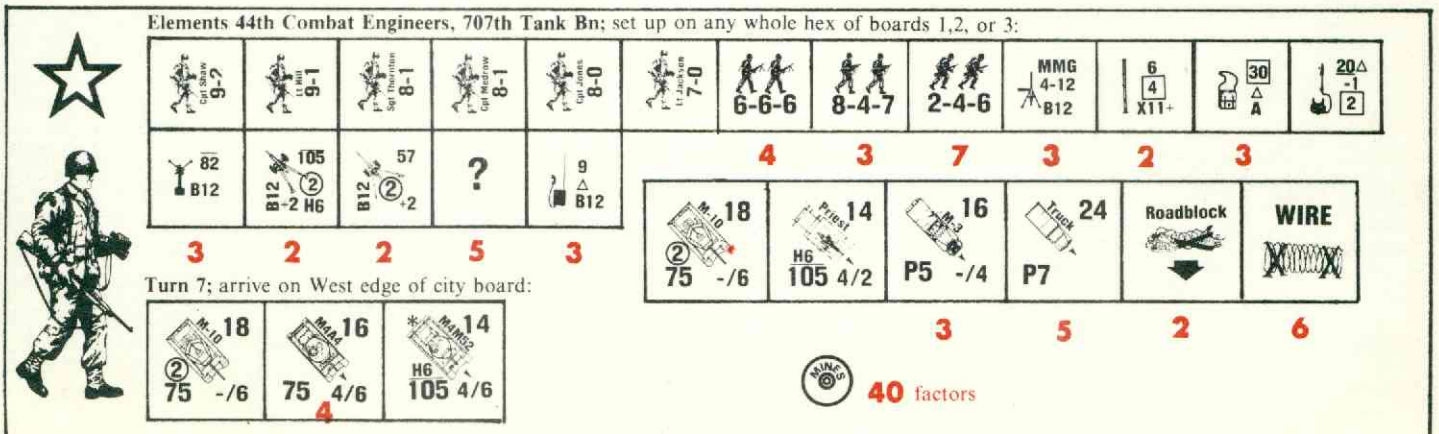
12.5 An 8-4-7 squad which neither moves or fires for five consecutive turns may place an additional roadblock or wire entanglement on *one* of its hexsides.

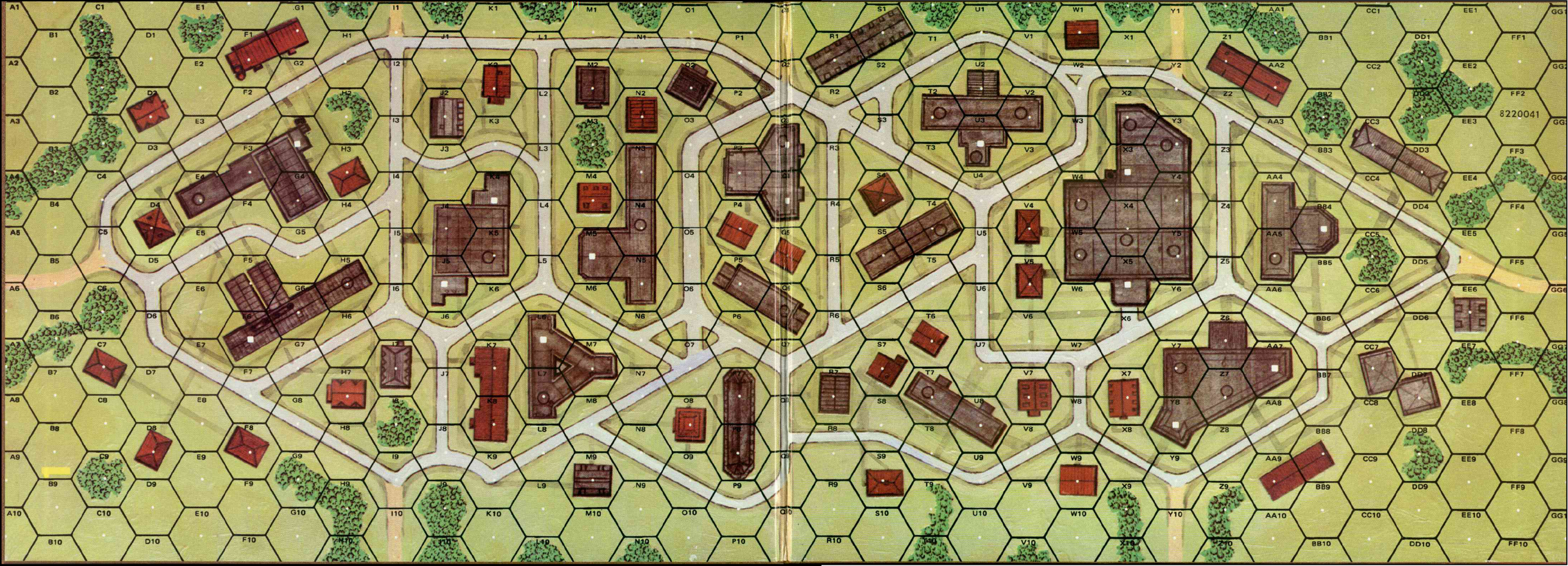
12.6 No sewer movement is allowed.

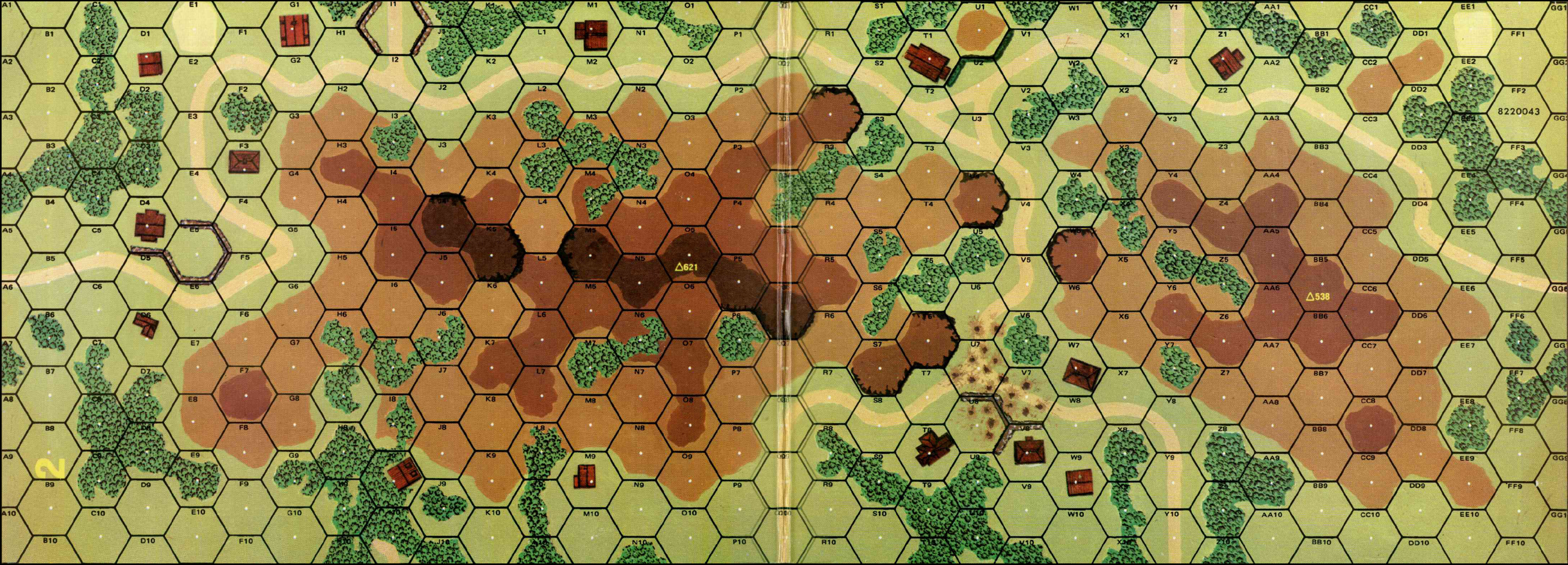
TURN RECORD CHART

American sets up first ☆ / German moves first ✠	1	2✠	3✠	4	5	6	☆7	8	9	10	11	12	END






8220041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621
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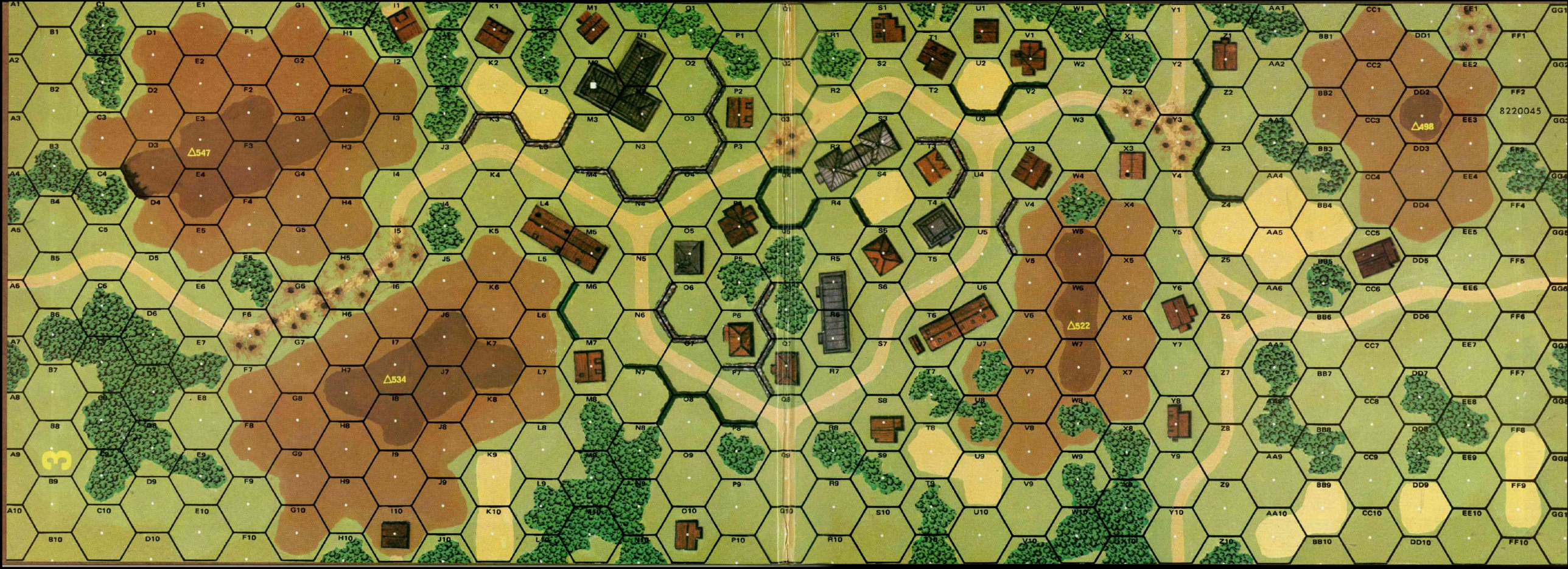
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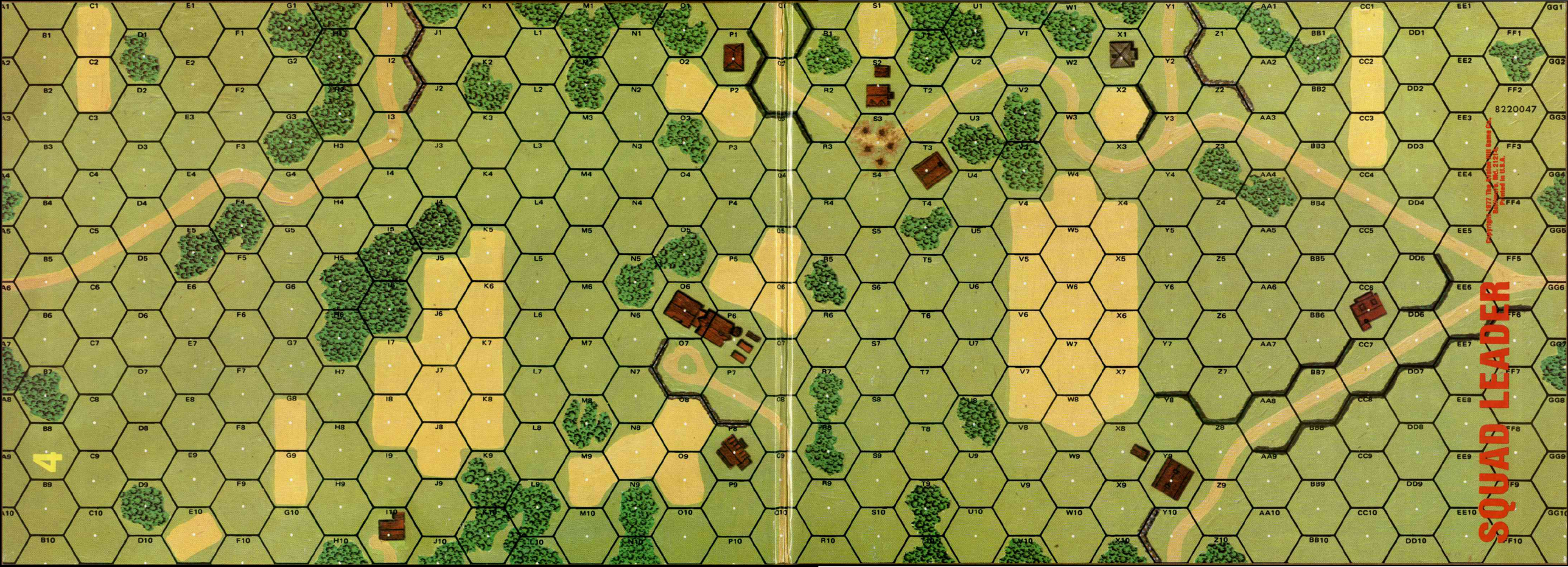
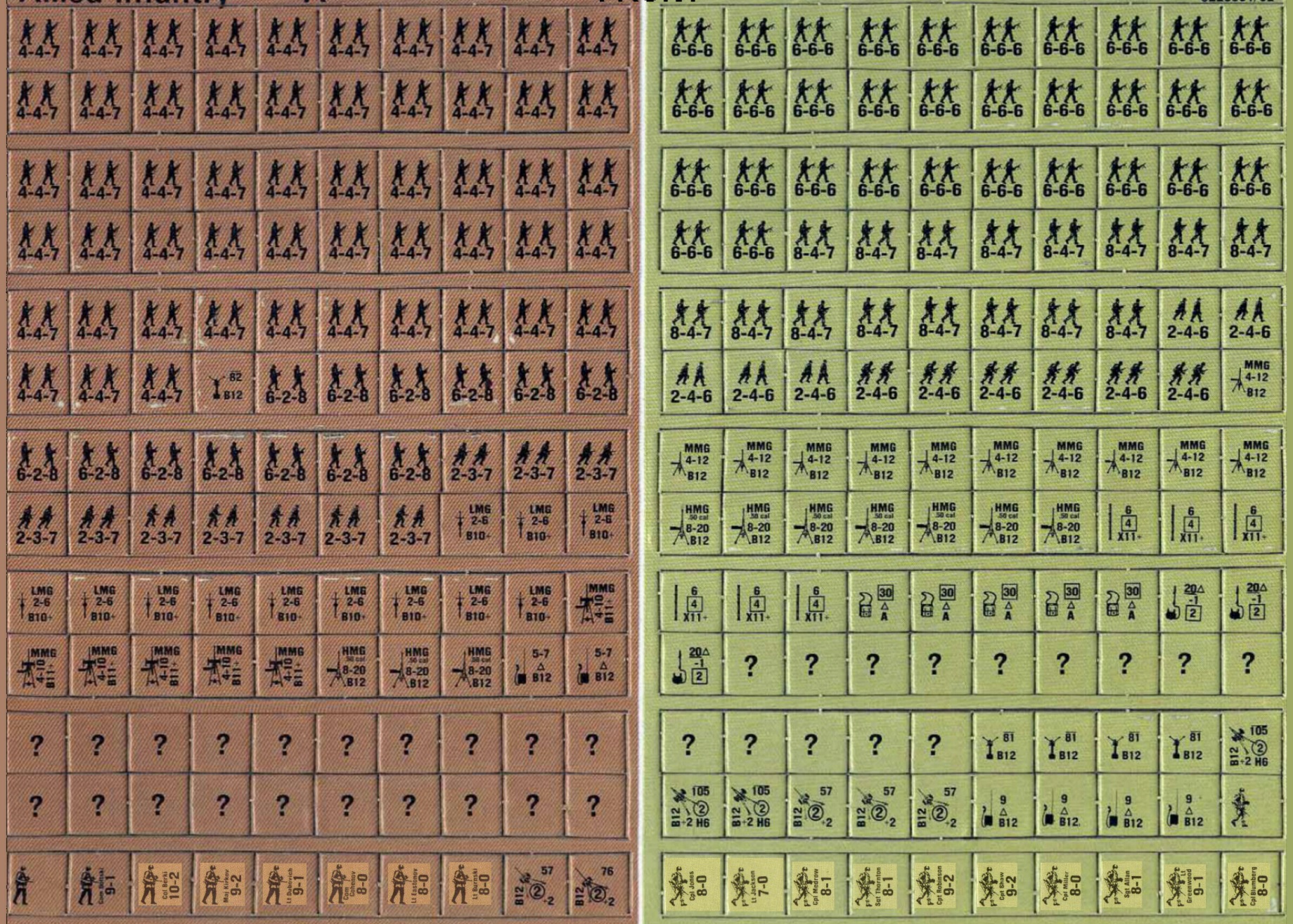
Δ522


SQUAD LEADER
8220047
4

Allied Infantry A

FRONT

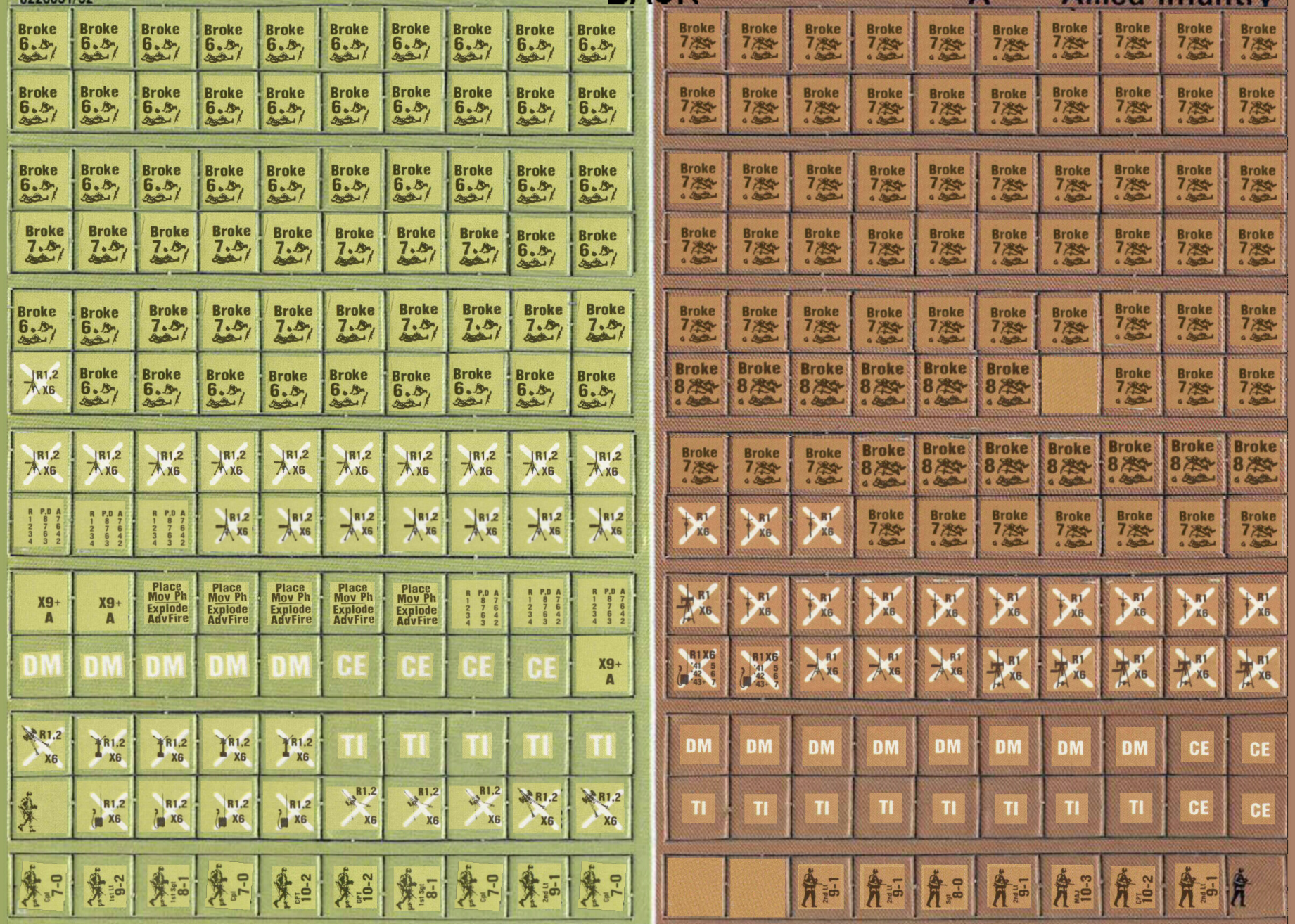
8220031/32



8220031/32

BACK

A Allied Infantry



German Infantry B

FRONT

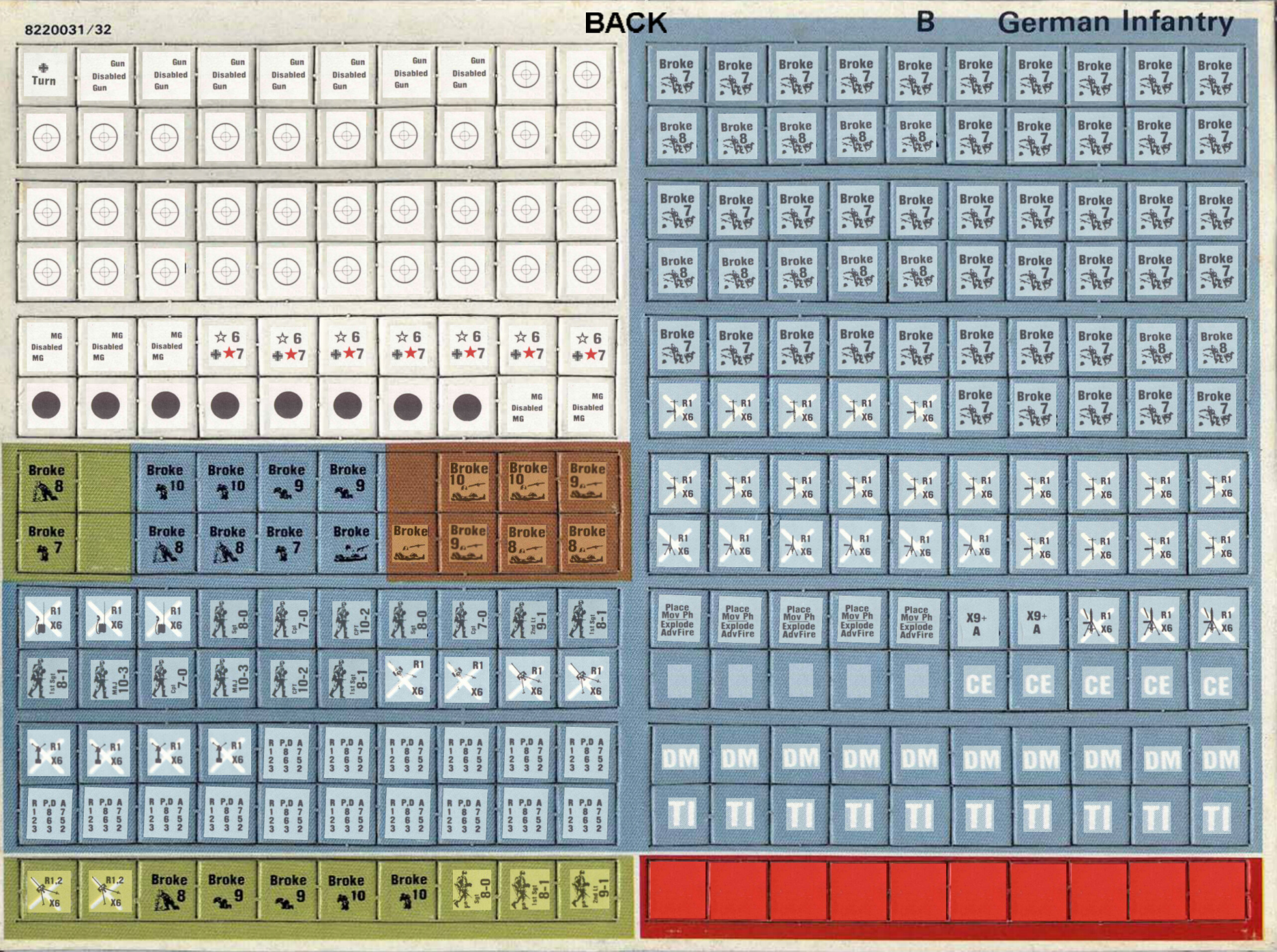
8220031/32

4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7
4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7
4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	4-6-7
4-6-7	4-6-7	4-6-7	4-6-7	4-6-7	8-3-8	8-3-8	8-3-8	8-3-8	8-3-8
8-3-8	8-3-8	2-4-7	2-4-7	2-4-7	2-4-7	2-4-7	2-4-7	2-4-7	2-4-7
2-4-7	2-4-7	2-4-7	2-4-7	2-4-7	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12
LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12
LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	LMG 2-8 B12	MMG 4-12 B12	MMG 4-12 B12	MMG 4-12 B12	MMG 4-12 B12	MMG 4-12 B12	MMG 4-12 B12
HMG 6-16 B12	HMG 6-16 B12	HMG 6-16 B12	20△ -1 2	20△ -1 2	30 △ A	30 △ A	30 △ A	30 △ A	30 △ A
?	?	?	?	?	?	?	?	?	?
?	?	?	?	?	?	?	?	?	?
?	?	?	?	?	?	?	?	?	?
4-4-7	4-4-7	4-4-7	4-4-7	6-2-8	6-2-8	6-2-8	2-3-7	2-3-7	2-3-7

PREP FIRE	PREP FIRE	R1 X6 Malfunction Gun	R1 X6 Malfunction Gun	R1 X6 Malfunction Gun	R1 X6 Malfunction Gun	R1 X6 Malfunction Gun	R1 X6 Malfunction Gun	R1 X6 Malfunction MG	★☆ Turn
PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE
PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE
PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE	PREP FIRE
MC Immobilize MC	MC Immobilize MC	MC Immobilize MC	MC Immobilize MC	MC Immobilize MC	MC Immobilize MC	MC Immobilize MC	R1 X6 Malfunction MG	R1 X6 Malfunction MG	R1 X6 Malfunction MG
R1 X6 Malfunction MG	R1 X6 Malfunction MG	1	1	2	2	3	3	4	4
Broke 9	Broke 10	Broke 10		Broke 9	Broke 9	Broke 10	Broke 10		Broke 8
Broke 8	Broke 8	Broke 9	Broke 7	Broke	Broke 7	Broke 8	Broke 8		Broke 7
Sgt Kiss 9-1	Lt Sander 9-2	Sgt Pitz 8-0	Sgt Pitz 8-1	Sgt Wetzenberge 9-2	Cpl Uhl 8-0	Sgt Hausdorf 8-1	7 △ B12	7 △ B12	7 △ B12
B12 75 ②-2	B12 75 ②-2	B12 50 ②-2	B12 50 ②-2	Sgt Stiles 9-1	Cpl Dobel 10-2	Gen Gross 10-3	Sgt Grimes 8-1	Kesselringer 6-1	Sgt Stiles 8-1
3	3	3	3	3	3	81 B12	81 B12	81 B12	81 B12
3	3	3	3	3	3	3	3	3	3
Pvt Hill 9-1	Sgt Ruy 9-2	Sgt Gerres 9-1	Broke 10	Broke 10	Broke 9	Broke 9	Broke 8	B12 76 ②-2	B12 76 ②-2

8220031/32

BACK B German Infantry



VEHICLES & FORTIFICATIONS

3+5+7	3+5+7	Entrench 5	Entrench 5	Entrench 5	Entrench 5
Entrench 5	Entrench 5	Entrench 5	Entrench 5	Entrench 5	Entrench 5
Entrench 5	Entrench 5	Entrench 5	Entrench 5	Entrench 5	Entrench 5

Still 12 75 6/-	Still 12 75 6/-	Still 12 75 6/-	Still 12 75 6/-	Still 12 105 6/-	Still 12 105 6/-
Still 12 105 6/-	Sahz 251 16 P5	Sahz 251 16 P5	Sahz 251 16 P5	Sahz 251 16 P5	Sahz 251 16 P5
Sahz 251 16 P5	Sahz 251 16 P5 -/4	Sahz 251 16 P5 -/4	Sahz 251 16 P5 -/4	Sahz 251 16 P5 -/4	Sahz 251 16 P5 -/4

Truck 24 P7	Truck 24 P7	Truck 24 P7	Truck 24 P7	Truck 24 P7	Truck 24 P7
Artillery Request	Artillery Request	Artillery Request	SR	SR	SR

Sahz 251 16 P5 -/4	Sahz 251 16 P5 -/4	Sahz 251 16 P5 -/4	Halftrack 12 75 4/2	Halftrack 12 75 4/2	Halftrack 12 75 4/2
Halftrack 12 75 4/2	* Halftrack 12 C7 75 4/2	* Halftrack 12 C7 75 4/2	* Stormer 6 150 4/-	* Stormer 6 150 4/-	Truck 24 P7

2nd Level	2nd Level	2nd Level	2nd Level	2nd Level	2nd Level
2nd Level	2nd Level	2nd Level	2nd Level	2nd Level	2nd Level
2nd Level	2nd Level	2nd Level	2nd Level	2nd Level	2nd Level

WIRE	WIRE	WIRE	WIRE	WIRE	WIRE
WIRE	WIRE	WIRE	WIRE	WIRE	WIRE
WIRE	WIRE	WIRE	WIRE	WIRE	WIRE

2nd Level	2nd Level	2nd Level	1+3+5	1+3+5	1+3+5
1+5+7	1+5+7	1+5+7	2+3+5	2+3+5	2+3+5
2+5+7	2+5+7	2+5+7	3+3+5	3+3+5	3+3+5

WIRE	WIRE	WIRE	WIRE	WIRE	WIRE

Truck 16 76 4/-	Truck 16 76 4/-	Truck 16 76 4/-	Truck 16 76 4/-	Truck 16 76 4/-	Truck 16 76 4/-
* Halftrack 10 122	* Halftrack 10 122	* Halftrack 10 122	* Sd.Kfz 8 152	* Sd.Kfz 8 152	M-3 16 P5

Truck 16 P5	Truck 16 P5 -/4	Truck 24 P7	Truck 24 P7	Truck 24 P7	Truck 24 P7
M-3 16 P5	M-3 16 P5 -/4	Artillery Request	Artillery Request	SR	SR

Truck 24 P7	Truck 24 P7	Truck 24 P7	Truck 24 P7	Truck 24 P7	Truck 24 P7
Jeep 24	Jeep 24	Jeep 24	M-16 16 -/24	M-3 16 P5 -/4	M-3 16 P5 -/4
M-3 16 P5 -/4	M-3 16 P5 -/4	M-3 16 P5 -/4	M-3 16 P5	M-3 16 P5	M-3 16 P5

M-3 16 P5	* M4M52 14 H6 105 4/6	* M4M52 14 H6 105 4/6	M4A4 16 75 4/6	M4A4 16 75 4/6	M4A4 16 75 4/6
M4A4 16 75 4/6	M4A4 16 75 4/6	Priest 14 H6 105 4/2	Priest 14 H6 105 4/2	M-10 18 ② 75 -/6	M-10 18 ② 75 -/6
Artillery Request	Artillery Request	Artillery Request	SR	SR	SR

VEHICLES & FORTIFICATIONS

WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4
WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4
WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4 | WRECK S4

Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Roadblock | Roadblock
Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4
Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4 | Type Mod FT 0 IF, HE +2 Art,Ovr +4

WRECK S6 | WRECK S6 | WRECK S6 | WRECK S4 | WRECK S4 | WRECK S4
WRECK | WRECK S4 | WRECK S4 | WRECK S6 | WRECK S6 | WRECK S6

WRECK | WRECK | WRECK | WRECK | WRECK | WRECK
FFE | FFE | FFE | SR | SR | SR

SMOKE | SMOKE | SMOKE | SMOKE | SMOKE | SMOKE
SMOKE | SMOKE | SMOKE | SMOKE | SMOKE | SMOKE
SMOKE | SMOKE | SMOKE | SMOKE | SMOKE | SMOKE

SMOKE | SMOKE | SMOKE | SMOKE | SMOKE | SMOKE
Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10-
Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10- | Hex Dice Wdn 8+ Stn 9+ Dif 10-

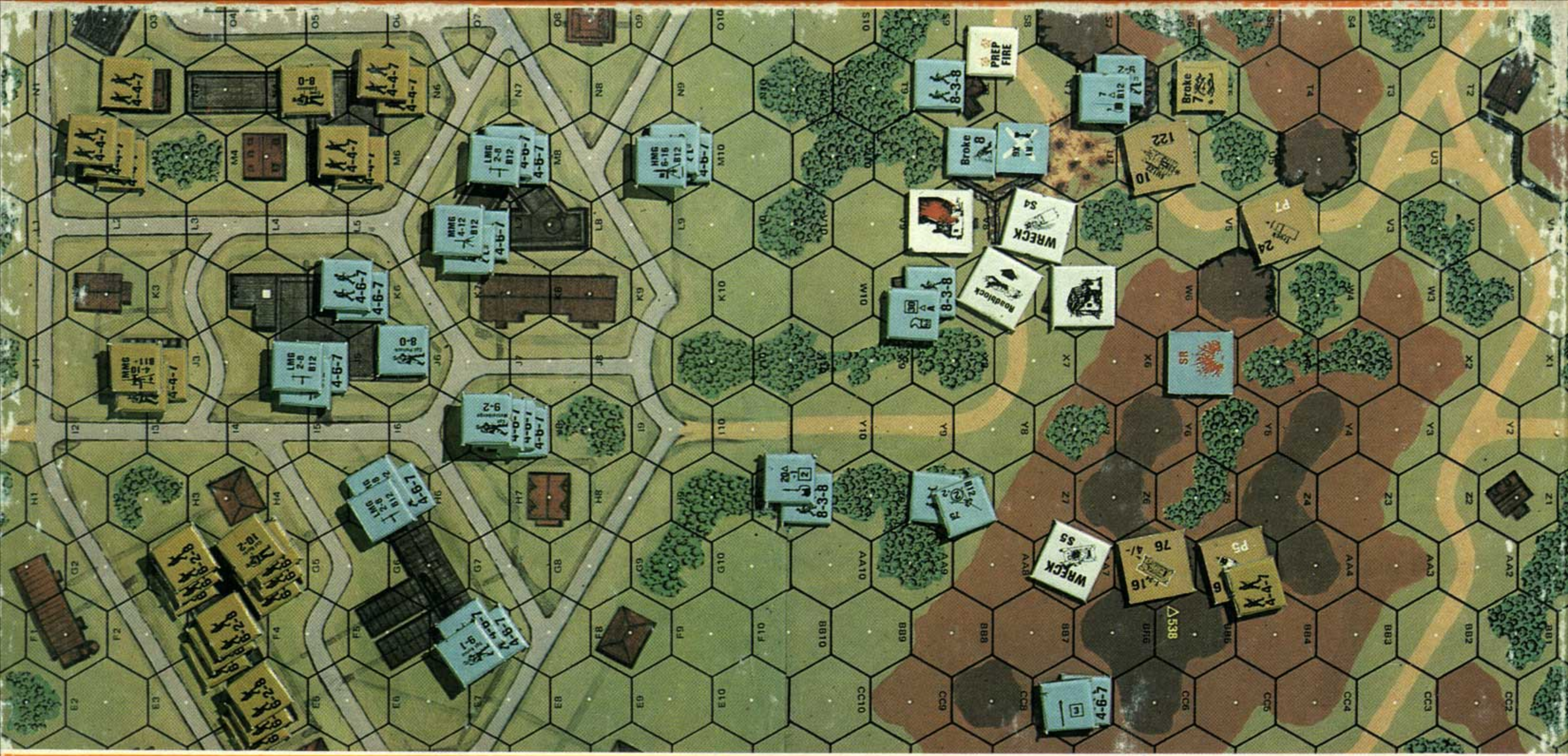
Roadblock | Roadblock | Roadblock
Roadblock | Roadblock | Roadblock | Roadblock | Roadblock | Roadblock

WRECK | WRECK | WRECK | WRECK | WRECK S4 | WRECK
FFE | FFE | SR | SR | WRECK S4 | WRECK

WRECK S5 | WRECK S5 | WRECK S5 | WRECK S5 | WRECK S5 | WRECK S5
WRECK | WRECK S6 | WRECK S6 | WRECK S6 | WRECK S6 | WRECK S6

WRECK S5 | WRECK S5 | WRECK S5 | WRECK S5 | WRECK S5 | WRECK
WRECK S7 | WRECK S7 | WRECK S7 | WRECK S7 | WRECK S5 | WRECK S5
FFE | FFE | FFE | SR | SR | SR

WRECK | WRECK | WRECK | WRECK | WRECK | WRECK
WRECK S4 | WRECK S4 | WRECK S3
WRECK | WRECK | WRECK | WRECK S4 | WRECK S4 | WRECK S4



A shot disturbs the eerie silence of a deserted city street, punctuated by the frantic footfalls of men seeking cover. One of Kruger's last veteran nco's lies motionless in the street. The remnants of the dead man's squad are nowhere to be seen—scattered in nearby houses and gutters—all thoughts of the advance abandoned with the sudden demise of their leader . . . the compulsion for revenge obviously overcome by their instinct for self preservation. Off to the right, Kruger's own men have located the source of the lethal shot and are laying down a steady stream of fire on the church steeple directly ahead. The absence of responding fire suggests that the lone Russian marksman has beat a hasty retreat or been victimized by the withering fire of the German retort. Kruger has seen enough. He is to occupy the church and set up a regimental observation post at once. His orders leave no leeway for delays by a single sniper. He gives the signal to rush the building. Obedient to their training, his men, veterans of France, the Balkans, and 18 months of fighting in Russia, spring to their feet. Seconds later the sharp, staccato retort of a Russian machinegun concludes with the assertiveness of death itself that this time Kruger was wrong . . .

This is **Squad Leader** . . . a game of WWII tactical combat in Europe. Now you make the instant decisions resulting in life or death for your men, victory or defeat for your army . . . for **YOU are the Squad Leader.** YOU direct the fire of your squad, select your plan of attack, or set your defenses against massed Russian human wave or armor assaults. Will that hedgerow provide adequate cover for your flanking efforts, or will your men be cut down by the American machinegun position in the woods? The decision is irrevocable and yours alone. You must live or die by the results.

Squad Leader utilizes programmed instruction to guide you through 12 scenarios of increasing realism and complexity. The scenarios run the gamut from street fighting in Stalingrad to armored advances across snow covered roads in the Ardennes. A Campaign Game ties the individual scenarios together and allows your own personal leader counter to advance in rank and ability. In addition, a "Design Your Own" section is included so that players can create an unlimited number of play situations of their own creation.

Each hex in **Squad Leader** represents 40 meters of real terrain with counters representing individual leaders, support weapons, and vehicles or 4 man crews and 10 man squads. Each game turn is divided into 8 phases equivalent to two minutes of actual time.

Squad Leader is more than just a game, it is a game system which can be used to portray any WWII infantry action. Its innovative system does for infantry combat what **Panzerblitz** and **Panzer Leader** have done for armored warfare games. **Squad Leader** provides innovative rules for morale, leadership, machineguns, flamethrowers, demo charges, smoke, hidden placement, sewer movement, off-board artillery, radio contact, anti-tank guns, night actions, wire, entrenchments, mines, bunkers, rubble, multi-story building differentiation, fire, river crossings, roadblocks, mortars and much more.

Be forewarned! **Squad Leader** is not an easy game. Do not attempt it without prior wargaming experience. **Squad Leader** is rated **Tournament Level IV** on the A.H. Complexity scale.

In each game you get:

- 520 two-sided ½" diecut counters representing the men and weapons of the German, Russian, and American armies of WWII.
- 192 two-sided ⅝" diecut counters representing fortifications and the individual vehicles of the combatants.
- Big 22" x 28" four section, full-color GEOMORPHIC mapboard which can be arranged to make literally hundreds of different terrain configurations that can represent large cities, small villages, wooded hillsides, or even the flat plains of the Ukraine.
- Comprehensive, illustrated 36-page rules of play and designer's notes booklet.
- Scenario cards for the first 12 carefully constructed game situations.
- Two highly refined Quick Reference Data Cards which reduce the complexities of a realistic infantry combat game into easily playable proportions.

AH GAMES OF STRATEGY

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SQUAD LEADER IS AVALON HILL'S TRADEMARK NAME FOR ITS WORLD WAR II INFANTRY COMBAT GAME

2nd EDITION
Squad Leader
1. INTRODUCTION—
Squad Leader
The Game of Infantry Combat in WWII
German Inf
THE GUARDS COUNTERATTACK
Scenario 1
Rules Introduced: Sections 1—21
VICTORY CONDITIONS
Board Configuration
TURN RECORD CHART
1 2 3 4 5 END
SPECIAL RULES
VARIATIONS