

Bring on the Night by JR VanMechelen

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0. Copyright

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I. Introduction

The ASL Night rules are only four pages in the ASLRB, but these four pages transform the game like the night transforms Broadway. As you might expect, what you can see at night (LOS rules) and what you can see clearly at night (Concealment, Night LV Hindrance and other rules) change a great deal. The defender can hide more of his units during set up. Units that want to move may become disoriented in the dark (Straying). Units sometimes pay more MP/MF to move at night. The Scenario Attacker can infiltrate (Cloaking rules), while the Scenario Defender's reactions are slowed (Freedom of Movement). Various aspects of combat, such as Fire Groups, Acquisition and Ambush, change at night. And although the rules changes for it are few in number, Routing is very different at night. Finally, two new devices are added to the arsenal: Starshells & Illuminating Rounds (IR).

This is intended for players who want to learn the night rules. Others may benefit from a review even if already familiar with them; I have seen several important misunderstandings by good players. I have organized my review in Game Turn order, i.e. set up first, then through a Player turn by phases, except for a few subjects like LOS that apply to many parts of the game. I have tried to be thorough, but I have not been complete: some of the details and special cases have been omitted.

I have also included many examples to illustrate the rules. Most of these examples use boards 2 or 18 for terrain. ASL Scenario 20, "Taking the Left Tit," is used for scenario level examples. I assume that the NVR (Night Visibility Range, explained below) is three hexes unless otherwise stated. A few examples use board 1. Examples specific to PTO terrain use board 34 and assume PTO terrain is in effect. DRs are shown in parentheses, with the colored dr first. For example, (3,2) is a three on the colored die and a two on the white. A direction dr assumes that the direction of the hex number printed on the board is "direction one" with the following direction numbers going clockwise.

I hope to keep improving this article, so if you have any suggestions, odd situations/rules conflicts or comments, please e-mail me at jonathan.vanmechelen@dscmail.com on the Internet.

I want to thank those individuals who reviewed this article. They have improved it substantially, and in some cases, they have saved my butt by pointing out obvious errors and misunderstandings on my part. Undoubtedly some errors remain, but this is entirely my responsibility and no fault of theirs.

II. Some Terms

A. Scenario Defender, Scenario Attacker

In each Player Turn, one player is the ATTACKER and one is the DEFENDER, and players alternate in these roles. Unlike those roles, the Scenario Attacker and Scenario Defender are assigned by the strategic situation [INDEX] (and typically specified in the SSRs for night scenarios). These two roles do not change during the game. At night some rules apply to one or the other only. For example, the Scenario Attacker is given a special form of concealment called Cloaking which allows him to infiltrate more easily, while the Scenario Defender is inhibited from reacting by the Freedom of Movement rules (both of which are explained below).

B. Rules numbers, ASOP numbers.

Rules numbers are shown throughout the text enclosed in square brackets, "[]". Citations with the abbreviation "ASOP" are from the revised Advanced Sequence of Play. Rules with the abbreviation "E(C)" are from the chapter E clarifications, found at the end of chapter E. Comments enclosed in "(? ?)" are my questions about the rules. There may or may not be some of these left by the time you read these rules.

Example: [E1.23] refers to rule 1.23 in chapter E. [E(C)1.81] refers to the clarification of rule 1.81 at the end of chapter E. [ASOP3.41A] refers to step 3.41A of the Advanced Sequence of Play (rev.).

C. Movement DR, Straying DR

When a unit wants to move at night, there is a chance it will become disoriented under certain circumstances and move in the wrong direction. The rules for Straying will be explained in detail later, but there are two DRs associated with the procedure. The first DR is to check if the unit can move normally or must Stray and is called the Movement DR. The second DR is called the Straying DR and determines the direction of the Straying and if Jitter Fire (also explained later) occurs.

D. Other Night Rules

Several rules outside of Chapter E deal with night combat under certain special situations. These rules include: night dust intensity [F11.78], Trip Flares [G.8], Concealment Gain in Ocean [G13.4212] and NOBA IRs [G14.672]. For most beginning Players the night rules should be

C. Gunflashes

An enemy unit that fires within NVR of a Good Order friendly unit loses concealment normally. A friendly unit typically does not have a LOS to an enemy unit beyond NVR in an unilluminated Location, but such a LOS exists to enemy units that fire [E1.81]. Firing creates a Gunflash Location, to which other units will then have a LOS [E1.8]. Even if the firing unit is eliminated, or leaves the Location, the Gunflash remains in effect where it was placed and can be used for tracing LOS to units that enter the hex later. This LOS is special in that fire to or observation of a Gunflash Location beyond NVR is always treated as if the unit were concealed (even if it is not marked with a "?" counter, but this effect is not applied twice if the unit actually is concealed) [E1.81]. A unit in a Gunflash Location but beyond NVR is not treated as being within NVR, however, and so is never a Known unit to the viewer. Also, if a unit is beyond NVR of all opposing Good Order units when it fires, it does not lose concealment despite the existence of the Gunflash LOS [E(C)1.8].



Example: A friendly unit in 2Y7 has no LOS to 2CC8. A concealed enemy unit in 2CC8 fires at a broken unit in 2AA8. Because there are

no Good Order friendly units in NVR, 2CC8 does not lose its concealment, but a LOS now exists from 2Y7 to the Gunflash Location. 2Y7 can fire, its fire being treated as fire vs. a concealed unit. Its FP is halved or TH Case K is applied, but only once despite the target being both concealed and under a Gunflash beyond NVR.



Example: As above, 2CC8 fires at a friendly unit (this time unbroken) in 2AA8 with another friendly unit in 2Y7. 2CC8 loses concealment, but if 2Y7

fires on 2CC8 the fire is still treated as if 2CC8 were concealed because it is beyond NVR. If 2CC8 were in an Illuminated Location and fired, it would lose concealment even if 2AA8 were not Good Order. It would be treated as being within NVR of 2Y7 because its Location is Illuminated, so the FP of 2Y7 would not be halved.



Example: If 2Y7 turned Berserk, it would not charge 2CC8 if 2CC8 were marked with a Gunflash marker, even if 2CC8 were not concealed, because a unit marked by a Gunflash but

beyond NVR is treated as not Known. If 2CC8 were Illuminated, the unit would be treated as being within NVR and so would be Known and could be charged.

Any fire marker (Prep Fire, DFF, etc.) is also a Gunflash Location (with exceptions for actions like radio contact that mark the unit with a fire marker but are not Gunflashes) [E1.8]. If a unit fires but isn't marked with a

fire marker (e.g., a unit that retains ROF), use the generic Gunflash marker. Gunflash and fire markers remain in the hex and affect LOS at night until the end of the AFPh, even if the units that created them leave the hex and others move in. There are other reasons to place or not to place a Gunflash marker such as Melee, FT attacks and minefield attacks, which are covered in rules E1.82-.88.

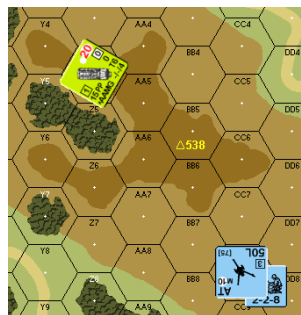
A LOS also exists from an Illuminated Location to an unilluminated Location marked with a Gunflash within NVR. Because the NVR of a unit in an Illuminated Location is restricted to other Illuminated Locations [E1.101], this LOS is treated as being beyond NVR. In particular, a unit firing from an unilluminated Location to an Illuminated Location does not lose concealment, can be fired on only at half FP and is not treated as being Known even if the range is \leq NVR.



Example: 2Y4 is Illuminated, but 2Y5 is not. A unit in 2Y4 could fire at 2Y5 only if 2Y5 contained a Gunflash. The fire would be halved. If 2Y5 returned fire, it could retain concealment and would not be treated as Known to 2Y4.

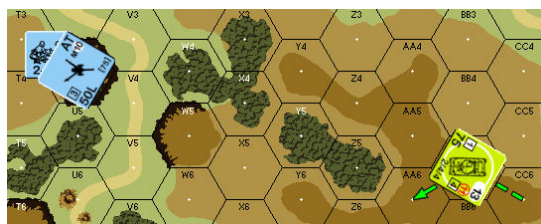
D. Moving Vehicles

A vehicle and its PRC can be seen farther away if it is in Motion, changing VCA, or entering a new hex. When one of these conditions applies, a Vehicle that is 1.5 (FRU) times the regular NVR (2 times the regular NVR if the vehicle is tracked) is treated as being within NVR [E1.14].



Example: There is no LOS between a unit in 2CC8 (a level two hill hex) and a stationary, unarmored halftrack in 2Z4 (CA AA4/AA5). If the HT expends 1 MP to start, there is still no LOS, but if it enters a new hex or changes VCA, a LOS would then exist and the unit in 2CC8 could DFF at the HT. If the vehicle were not tracked, it

could expend 1 MP to start in reverse, then reverse out of the hex to 2Y4 and avoid DFF (NVR to a moving, non-tracked vehicle = 1.5 times NVR, FRU, or 5 if the NVR is 3).



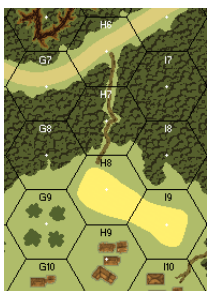
Example: There is a unit in 2U4 (a level two hill hex). A tank moves to 2BB5. No LOS

exists because the tank is beyond 2 times the NVR. When it enters 2AA6, a LOS exists, and it could receive DFF. If it then expended 1 MP to stop, no LOS would exist (it is not entering a new hex), and similarly no LOS would exist for any Delay MPs it might expend, or for a Start MP. If it moves to 2W6, a LOS would exist from 2U4 even if it

stops because it is within the normal NVR.

E. Jungle

There is no LOS between adjacent dense jungle (and bamboo) Locations at night except when the target is illuminated or is marked with a Gunflash [G2.3]. Starshells and IR don't illuminate the non-aerial Locations of dense and light jungle hexes (except bypass Locations in light jungle), so only blazes and flames (and Trip Flares) will.



Example: There is no LOS between 34H7 and 34I8 if they are dense jungle, but there is one from 34G8 to 34I8. A Starshell in 34H8 (which normally illuminates all Locations within 3 hexes) would not change this unless one of the units was bypassing light jungle. If 34I8 fired (at 34H9, for instance), a unit in 34H7 could fire on 34I8, but it would not be treated as being within NVR

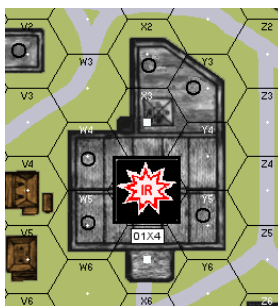
[E1.101], and so the fire would be halved as against a concealed unit. If 34H9 were ablaze, both 34H7 and 34I8 would be illuminated and would have a LOS to each other.

IV. Placing Starshells and Illuminating Rounds

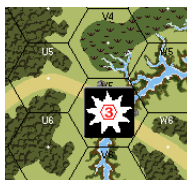
Starshells and Illuminating Rounds (IR) illuminate a "circle" of hexes around their final placement hex. All Locations are illuminated except Interior buildings, jungle (bypass Locations of light jungle are illuminated), bamboo (which is treated like dense jungle per G3.1) and subterranean Locations [E1.923]. Obstacles such as woods do not cause "blind hexes" or shadows to illumination from Starshells and IRs (such obstacles will cause blind hexes for blazes). The radius of illumination is 3 hexes for Starshells and 6 for IRs [E1.923, E1.933]. Starshells can be placed by Good Order MMC, Leaders (including CE armor Leaders) and CE AFV [E1.92]. IRs can be placed by IR-capable MTRs/OBA [E1.93].



Examples: A Starshell in 2Y4 illuminates all hexes within a range of three, including 2V5 and 2W4.



An IR in 1X4 would not illuminate that hex because it is an Interior building, but would illuminate the rest of the building hexes.



A Starshell in 34V5 would not illuminate 34U6, which is jungle, but would illuminate a unit in bypass if light jungle was in effect.

A. When:

1. First time

If no Starshells/IRs have yet been placed in the game, players can attempt to place the first one only under four circumstances [E1.91]. First, if a friendly unit has a LOS to an enemy unit (not necessarily Known), that unit can attempt to fire the first Starshell/IR. Second, if a unit places a Gunflash in an attack against an enemy unit, the first Starshell/IR can be placed (no LOS required to the target or the firer for the placing unit). Third, if an enemy motorized vehicle enters a new hex or changes VCA, and there are no friendly motorized units onboard, any unit within 16 hexes of the enemy vehicle can try to fire the first Starshell or IR. Finally, if the enemy fires an FFE, this allows the placement of the first Starshell [E(C)1.91]. Either side may attempt to place the first Starshell/IR as long as the unit attempting the action meets one of the four criteria. The firing unit also has to pass a usage dr for all Starshell & most IR attempts, including the first one (see below).



Example: A unit capable of firing a Starshell is in 2Y4. An enemy unit (concealed Infantry) moves from 2CC6, 2BB6, to 2AA6. When it enters 2AA6, 2Y4 can try to fire the first Starshell because it has a LOS to an enemy unit even though the enemy unit isn't Known.

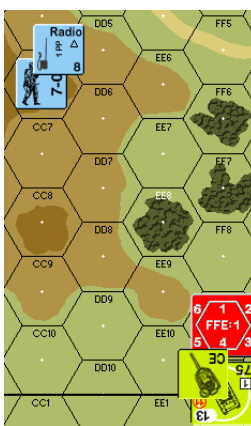
Example: If the moving enemy unit in the previous example had been a vehicle, 2Y4 could have attempted to place the Starshell as the unit entered 2CC6 because a moving vehicle is considered to be in NVR at a 1.5 times the current NVR (2 times for tracked vehicles). If 2Y4 were a buttoned up vehicle, it would have an NVR of 1 hex. It would not have a LOS to an Infantry unit until that unit moved adjacent to it, and even then it could not place a Starshell because it is BU.



Example: A friendly unit in 2AA6 has no LOS to 2DD6 (a level one hill hex), but it can attempt to fire the first Starshell when an enemy vehicle moved there from 2DD7 if there were no friendly motorized vehicles on board .



Example: A friendly unit in 2AA8 fires at a moving enemy unit as it enters 2DD6. The unit in 2AA8 is a hero, and so cannot fire a Starshell, but a unit in 2AA1 can now fire the first Starshell despite not having a LOS to the firer or the target. The same would have been true if instead of being the target of fire from 2AA8, the enemy unit in 2DD6 had suffered a break from a minefield. That would place a Gunflash, and again it is not necessary that a unit has a LOS to the Gunflash Location.



Example: A CE, tracked AFV remains in motion in 2FF10. An Observer in 2CC6 calls down an FFE on pre-registered hex 2FF9 during its PFPh. The CE AFV can now fire the first Starshell during the enemy MPH in spite of not having a LOS to the Observer because of the placement of the FFE. The Observer could also have placed the first Starshell because he has a LOS to the AFV. Note that any units friendly to the AFV could also place the First Starshell: no LOS to the FFE is necessary.

Once the first Starshell/IR has been placed, subsequent Starshells/IRs may be freely placed according to the methods described below. Unlike placing the first Starshell/IR, subsequent attempts to place a Starshell/IR may be made by qualified units unconditionally (at the proper time): there is no need to meet any conditions, including the conditions for firing the first Starshell/IR. During the Player Turn of the first Starshell/IR, they may be fired at any time during the PFPh, enemy MPH, or DFPh by the appropriate player [E1.92]. After that Player Turn, for the rest of the game, the ATTACKER can fire Starshells/IR only at the beginning of the PFPh [E1.921], and the DEFENDER can place Starshells at the beginning of the enemy MPH and IR (both OBA and MTR) at the beginning of the DFPh [ASOP3.12D, ASOP4.11D]. There is one major exception: a Leader (including a CE Armor

Leader) can place a Starshell at any point during the PFPh, enemy MPH, or DFPh [E1.921].



Example: A friendly unit in 2X2 has a LOS when a concealed enemy unit enters 2AA2. If no Starshell/IR has been fired during the game, 2X2 could attempt to fire the first one, now having a LOS to an enemy unit. If this Player Turn was the first one in which Starshells/IRs were placed, the friendly unit could also attempt to fire one, but if Starshells or IRs had been used in previous Player Turns, 2X2 could not fire a Starshell unless it was a leader.

B. How:

1. Usage dr

Before placing a Starshell or an IR, most users have to pass a usage dr. A Leader (including CE Armor Leader) has to roll ≤ 4 , and a MMC or CE AFV must roll ≤ 2 [E1.921]. An IR-capable MTR must roll ≤ 4 [E1.931]. IR-capable OBA does not require a usage dr to use IR. Only one unit per hex per phase can make the usage dr to place a Starshell [E1.92]. Any number of units in one hex may attempt to place IRs, which is in addition to the one Starshell attempt.

Example: An Infantry Leader, two crews with IR MTRs, a CE AFV and a CE Armor Leader in a unarmored vehicle are all stacked in one hex. Any (but only one per phase) of the units could take a usage dr to fire a Starshell. Because there are no ill effects for trying to place a Starshell (see below), the Player would probably have the Leader or Armor Leader roll the Starshell usage dr, with success on a 1-4. In addition, the crews with the IR MTRs could both take usage drs and, if they pass, fire IRs.

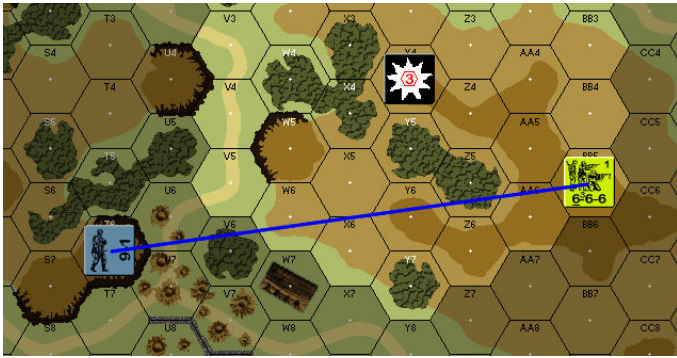
2. Placement methods

There are three methods for placing Starshells [E1.922]. Any one of them can be used whenever its requirements are met.

First, the unit can place the Starshell in its own hex. The Starshell will then drift one hex in a random direction.

Second, if there is a LOS to a Known enemy unit < 9 hexes of the placing unit, or to a Gunflash at any range, the unit can place the Starshell in that hex or along the LOS to (but not beyond) such a hex, limited to a maximum range of 6 hexes. The Starshell then drifts in a random direction a distance of 1 dr halved (FRU).

Third, the unit may place the Starshell exactly three hexes from itself. The Starshell will drift in a random direction a distance of 1 dr (not halved).

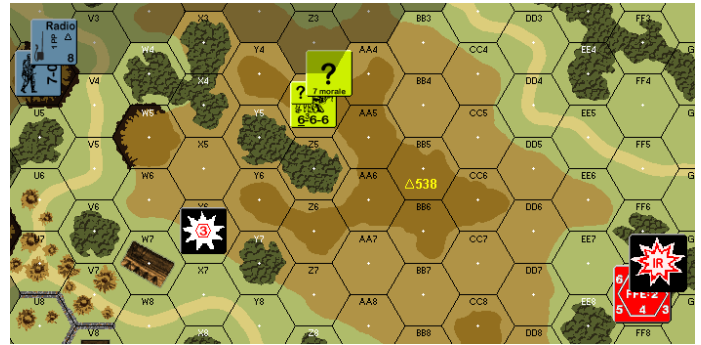


Example: A leader in 2T6 who wants to place a Starshell has a LOS to an unconcealed squad in 2BB5 because a Starshell Illuminated that hex, and so it is treated as being within NVR. The leader rolls ≤ 4 on the usage dr. The Starshell could be placed in 2T6, where it will drift one hex in a random direction; or the Starshell could be placed in any hex along the LOS to 2BB5 within a range of 6 hexes (2U6, 2V6, 2W6, 2X6, 2Y6, or 2Z5), where it will drift a distance of 1 dr halved FRU in a random direction; or it could be placed exactly 3 hexes from 2T6 in any direction, where it will drift a distance of 1 dr. If the leader placed the Starshell in 2T6 and rolled a 5, it would end up in 2S7. If the Starshell were placed in 2W6 using the second method and rolled (2, 5), it would end up in 2Z4. If it were placed in 2W6 using the third method instead and rolled (2, 5), the Starshell would end up in 2BB3. If 2BB5 hadn't already been Illuminated, the Leader couldn't have used the second placement method (unless 2CC6 were under a Gunflash) because the unit in 2BB5 wouldn't be treated as Known. If the Leader had been in 2S7, he also couldn't have used the second method because the Known enemy unit would have been 9 hexes away.

Example: A unit that has no LOS to a Known enemy unit can only place a Starshell using the first or third methods, or by the second method at a Gunflash.

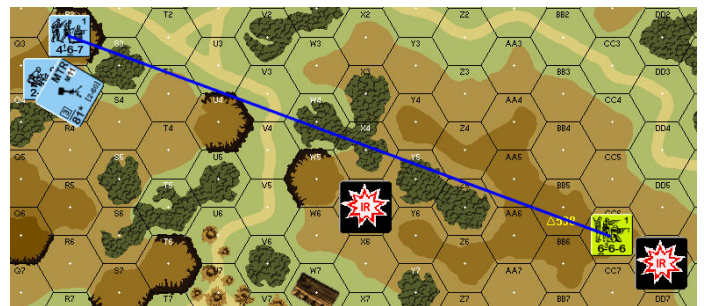
Note: Starshells can drift very far from their original placement hex, especially when using the third placement method. If you need a Starshell in a certain area but nearby units can't place one properly, you might try a more distant unit and hope for a good drift roll.

IRs are placed using methods similar to the second and third methods for Starshells [E1.932]. If the MTR crew, Spotter, or Observer has a LOS to a Known enemy unit or a Gunflash, it can place the IR on it or along the LOS to it (with no maximum placement range unlike Starshells, subject to the normal range limits of the MTR) [E1.932]. The IR then drifts a distance of 1 dr halved FRU. The IR can also be placed in any hex that is a multiple of six (6, 12, 18, etc., but not 0) hexes from the MTR, Spotter, or Observer where it will drift 1 die roll. Placement of an IR uses all of the MTR's/OBA's ROF for that turn.



Example: An IR capable MTR in 2R3 has a Spotter in 2R2. The MTR rolls ≤ 4 on its usage dr, and so can place the IR using one of the two placement methods. If the Spotter has no LOS to an enemy unit, it could place the IR in a hex a multiple of 6 hexes away, for example 2X5 or 2DD6. The IR would then be moved in a random direction one dr distance. If the Spotter had a LOS to a unit in 2CC6, the IR could be placed anywhere along the LOS from 2R2 to 2CC6 inclusive, and then be moved in a random direction 1 dr halved FRU.

OBA IRs require radio contact and Battery Access, but no usage dr [E1.931]. If Battery Access is achieved, the IR can be placed using either method discussed above for MTRs. The cards drawn for Battery Access are not removed from the deck. The FFE:1/FFE:2/FFE:C status of the mission is kept on the side to show when another Battery Access draw is necessary. The IR is placed immediately when called; there is no equivalent to a Spotting Round for this type of Fire Mission.



Example: An Observer in 2U4 has a LOS to a Concealed but Illuminated unit in 2Z4. The first Illumination was not optimally placed for the Player's purposes and so he wants to place an IR. Because 2Z4 is unknown, the Observer must place the IR a multiple of 6 hexes away. He first rolls for radio contact, then draws for Battery Access (note he does not have to roll a usage dr). The Observer places the IR in 2AA5, then rolls direction and distance. He rolls (3,5), which puts the IR in 2FF7, just barely Illuminating 2Z4. The Battery is now at FFE:2 status. The IR is removed at the end of the Close Combat phase with all the others. In the next turn, after the Observer makes radio contact, he can place another IR using either placement method as the situation allows. The Player would then flip the Battery Status to FFE:C. If he wished to fire another IR in the next turn, the Player would have to draw for Battery Access again.

Example: Instead of a concealed unit in the previous example, there is a moving vehicle in 2Z4. Since the vehicle would now be treated as being in NVR, the Observer would have a LOS to a Known enemy unit and could place the IR on 2Z4 (or anywhere along the LOS) after checking radio contact and battery access. If he then rolled (3,5), the IR would be placed in 2CC6 because the error distance is halved FRU.

C. Other effects: loss of concealment, Fire status, etc.

A unit placing a Starshell must be Good Order, unpinned and not TI [E9.21]. It can't be in an Interior Building or in a Subterranean Location. An attempt to fire a Starshell, successful or not, has almost no effect other than the placement of the Starshell. In particular, it does not cause loss of concealment, Gunflash, nor prevent the unit from firing or moving during the turn. Failure to pass the usage dr has no ill effect. A unit that successfully places a Starshell may not remain cloaked or HIP if it successfully places a Starshell; it is put on the board concealed.

Example: The first Starshell was placed in the previous turn. A pinned American leader, a broken Squad and a hidden HS with a 60mm MTR are stacked together at the start of the German MPH. The Leader and the squad can't place any Starshells because they are pinned or broken. The HS rolls to fire a Starshell. If it fails its usage dr, it remains hidden. If the Starshell is placed, the HS is placed on board but is still concealed. It can also fire the MTR, including placing an IR with it.

Example: A Leader tries to place a Starshell in the PFFh. The leader can fire or direct fire in the PFFh regardless of the results of the Starshell usage dr. It could also choose to move if did not fire or direct fire in the PFFh.

Failure of the IR usage DR has no effect on a MTR; it can still fire normally [E(C)1.931]. In contrast to Starshells, however, placement of an IR by a MTR does cause a Gunflash (and possibly loss of Concealment, like any attack). It also uses all the MTR's ROF for that fire phase, which means that the MTR is not eligible to perform other actions [E1.931]. The MTR is covered with a No Fire counter, so it can't Intensive Fire. The MTR has to roll a TH DR, but only to check for malfunction and sniper activation. The IR is not placed if the MTR malfunctions, but is marked with a Gunflash [E(C)1.932]; the TH DR has no effect on placement or accuracy beyond that.

Example: If a MTR failed its usage DR, it could fire HE normally (after other units [if any] had attempted to fire other Starshells/IRs). If it passed, it would then make a TH DR. On anything but a 12 (for most MTRs), the IR would be placed and drift as normal. There would be a Gunflash in the MTRs Location. On a 12, the MTR would break, and no IR would be placed, but there would be a Gunflash [E1.8, E(C)1.932].

Use of IR by OBA precludes use of any other ammo type for that Fire Mission (C1.7). Cards used for Battery Access for OBA IRs are not removed from the deck, but instead are returned to the draw pile [E1.931]. Pulling two

(or more) red cards for IR does not result in the loss of the OBA module.

Example: If an OBA battery fired IR last turn for the first Turn of a fire mission, it could not switch to HE unless it canceled the previous Fire Mission. If during Battery Access a red card was pulled, the card would be returned to the deck with no effect other than preventing the placement of the IR.

V. Illumination by Blaze and Flame

Blazes and flames also illuminate Locations [E1.94]. Blazes illuminate a circle of radius equal to twice the number of Blazing levels in that hex. A major difference is that LOS obstacles of height ≥ 1 on the Ground can cause "blind" hexes, hexes that are not illuminated [E1.941]. If the LOS between the Blaze Location and the potentially illuminated Location is blocked by a LOS obstacle, then the Location is not illuminated. Flames illuminate only their own Locations. At night Kindling is N/A unless permitted by SSR [E1.94].

Example: A Blazing wreck illuminates a circle with a two hex radius (in spite of being a half-level hindrance, per example after E1.94).



Example: Assume the building in 2W7 has a Level two Location. If Level 2 is Ablaze, then the building illuminates hexes within a range of two (only one Level is ablaze even if it is Level 2). 2U6 is a blind hex out of LOS and would not be illuminated. If Level 0 and Level 1 were Blazing, hexes within a range of four would be illuminated. 2T5 would not be illuminated because there is no LOS to a Blaze Location. If Level 2 and one other in 2W7 were Blazing instead then 2T5 would be illuminated.

VI. Set up

The Scenario Attacker [defined in the Index or by SSR] generally begins with his Infantry units Cloaked [E1.41] (see also the discussion in the MPH on Cloaking). He receives Cloaking counters equal to the number of squad equivalents of squads and HS (and for Japanese, crews too) in his OB [E1.411], counting only units that enter from off board. If the Scenario Attacker receives more than one force, each force has its Cloaking counters allotted separately [E(C)1.2 & 1.411]. Only Infantry starting off board enter Cloaked; units other than the Scenario Attacker's Infantry which enters from off board do not use cloaking [E1.41].

Example: Units that are PRC at any time are not Infantry and so can not be cloaked. Vehicles can not be cloaked.

Concealment "?" counters for some nationality not in play

are used for Cloaking; the cloaked units are kept off board. A single Cloaking counter can represent any number of units--including none, which would be a Dummy--but the units represented are subject to normal stacking penalties.

Example: In "Taking the Left Tit" the American player receives 15 Cloaking counters, for which he might use Russian counters. One possible assignment of units to Cloaking counters would be to put three squads each in five Cloaking counters, distributing the SW and leaders among them, leaving ten dummy Cloaking counters.

The Scenario Defender automatically can set up 25% (FRU) of his squad equivalents (of squads and HS, and including crews for the Japanese only) HIP along with any SMC or SW in the Location [E1.2][E(C)1.2 & 1.411]. All the other units can set up Concealed. Concealed and HIP units (except non-entrenched vehicles and unemplaced Guns [E(C)1.2]) do not have to be set up in concealment terrain. HIP units setting up in non-concealment terrain are considered as being in concealment terrain for concealment loss purposes [E(C)1.2 & 1.411]. The Scenario Defender also receives concealment counters equal to the number of squad equivalents (of squads and HS, and including crews for the Japanese only) in his OB, in addition to being able to set up his units concealed [E1.2, E(C)1.2 & 1.411]. Finally, he may choose to record SMC and SW that set up with a concealed MMC instead of putting them on board. A recorded SW/SMC remains off board until it is in a different Location from the MMC [E1.2]. Recorded SW/SMC can also lose HIP in all the usual ways [E(C)1.2].

Fortifications set up and remain HIP until their TEM is used or an enemy unit enters the Location or until a friendly unit uses the extra MF required to enter/exit the Fortification in the LOS of an enemy unit [E1.16]. If the Fortification is out of LOS of enemy units, there is no extra cost to enter/exit the Fortification.

Example: In "Taking the Left Tit," the Scenario Defenders have 6 squads, 2 Leaders, 5 SW, foxholes for all MMC and wire. Two squads may set up HIP (with any SMC or SW). The Scenario Defender receives 6 concealment counters, and he can record Leaders and SW that set up with MMC instead of placing them on map. The foxholes and the wire set up and remain HIP until one of the conditions mentioned above is true. The foxholes, wire and the units may set up HIP in open ground.



Example: A squad in 2FF4 is in a HIP trench. An enemy unit enters 2FF3. During the friendly DFPh, the squad fires on the enemy unit, and so loses concealment. During the enemy PFPh, the enemy unit fires a Starshell which illuminates 2FF4 and then fires at the hex. So far the trench is still HIP. It would lose HIP if the unit claimed the TEM. It would also lose HIP if the unit inside broke and Routed away in the LOS of an enemy unit.

VII. Rally Phase

The NVR can change during the wind change DR if this is not the first Player Turn of the game [E1.12, ASOP1.12A]. The NVR changes according to the following chart:

Colored die = 6 and:

White = 1-3: NVR decreases to a minimum 0 (EXC: minimum 2 if ground snow).

White = 4: No change (EXC: NVR increases if no Starshells/IR have been placed in the game).

White = 5-6: NVR increases to a maximum 6 (EXC: maximum 9 if ground snow).

Amount of change = 1 hex, unless there are scattered clouds and either a half or a full moon, in which case the change is a subsequent dr divided by 3 FRU if a half moon or 2 FRU if a full moon.

Example: On a wind change DR of (6,4), the NVR may change. The NVR will increase if no Starshells/IRs have been placed, but will remain the same if either has been placed. The amount of the change will be one if there are no clouds and a full moon. A subsequent dr will be necessary if there are scattered clouds and a full moon: a 3, for example, will result a two hex increase in the NVR.

All recovery attempts have a +1 drm [A4.44, E1.56, ASOP1.14B]. Broken units do not lose their DM status until they have an Original roll less than or equal to their printed morale (on their broken side) in a Rally/Self-Rally attempt, in which case the DM status may/must be removed per the DM removal rules [E1.54, ASOP1.23B].

Example: A Japanese unit tries to recover an MG in the jungle at night. There is a +1 drm for night and a +2 drm for jungle (G.5) for a total of +3. The recovery is successful on a dr of 1 or 2.

Example: An American with an 8 broken morale is DM. It is in a building with an unbroken 8-0 leader. If the rally DR is 5 or less (-1 DRM for rally in a building A10.61), the unit rallies; if it is from 6 to 8, the unit does not rally but is no longer DM (not 6 to 9 because it is the original DR that matters). If the DM was not removed, the unit would be eligible to Rout in the Rout Phase. If the unit had not tried to Rally, the DM marker would not have been removed.

VIII. Prep Fire Phase

A. Placing Starshells/IR

The ATTACKER's MMC and CE AFV (without an armor leader) can fire Starshells/IR only at the beginning of the PFPh unless it is the first Player Turn in which Starshells/IR are placed. Leaders can place Starshells at any time during the PFPh, MPh, or DFPh [E1.921, ASOP2.11A].

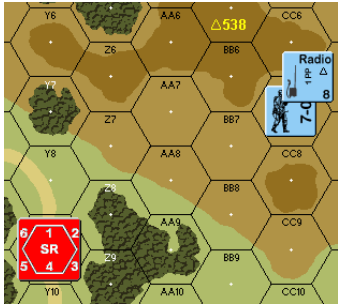
B. LOS

As described above, LOS at night will be more limited than during the day.

C. Night OBA

An Observer always has a LOS to an SR (unless

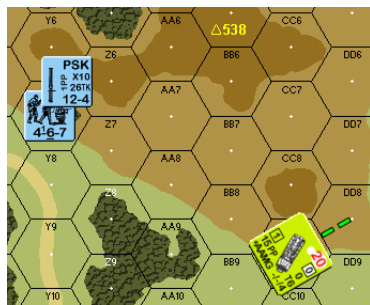
otherwise blocked), regardless of range [E1.87]. Because LOS is so different, night OBA will necessarily more complicated. Any AR must be placed in LOS of the Observer, which at night is much more restricted. The SR is always in LOS of the Observer (as per the normal daytime LOS) because the SR produces a "flash" (not a Gunflash). Even if the SR drifts out of the Observer's night-time LOS, he will still be able to see it (unless the LOS is blocked by obstacles or hindrances per the daytime LOS rules) and thus won't be required to correct it.



Example: A friendly Observer in 2CC7 has a LOS to the blast height of a SR that fell in 2Y9. He would have a LOS to the base level if it fell in 2Y7. He could not place an AR in either of these Locations, however. He could place an AR in 2Y7 if it was Illuminated.

D. Concealment loss

A unit firing at night does not lose concealment if it is not within the NVR (or treated as being within NVR) of a Good Order enemy unit [E(C)1.8].



Example: A moving enemy vehicle in 2CC9 is treated as being within NVR of a friendly unit in 2Y7. 2Y7 can fire at the moving vehicle without losing concealment unless 2Y7 was in an Illuminated Location or was itself a moving vehicle and so treated as being within NVR of its target. 2Y7 would become marked with a Gunflash, however, allowing return fire from the vehicle and others. If there were a Good Order enemy unit in 2BB8, 2Y7 would lose its concealment when it fired.

E. FG

Multi-Location Fire Groups may not be formed at night [E1.75].

F. Snipers

The SAN in the scenario is two more than the value printed on the scenario (max. 7). The SAN can never be reduced below the printed value [E1.76].

Example: The printed SANs for "Taking the Left Tit" are 4 for the Germans and 2 for the Americans. During the game, the SANs will be 6 and 4 respectively. The SANs can never be reduced below 4 and 2.

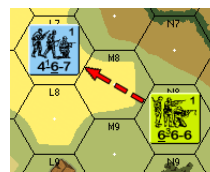
G. Captured MGs and Mistaken Fire

Whenever a captured MG is used, that Location suffers an automatic sniper dr [E1.76].

Example: Two MMC in 2CC6 fire, with one using a captured MG. A sniper dr is made, a 1 rolled, which breaks one MMC randomly selected from the pair per the sniper rules.

H. Night LV Hindrance

A +1 LV Hindrance applies to most fire at night [E1.7]. The Hindrance is never more than +1, but it applies no matter what the range [E(C)1.7]. Illumination does not affect it. The night LV Hindrance is canceled when the target is in a hex where the highest terrain in the target hex is at least one full level above the firer [E1.7]. Note that the target does not have to be higher than the firer although it can be, only some part of the terrain. The Night LV Hindrance does not prevent FFMO, nor reduce Residual FP. The Night LV Hindrance does not apply to attacks where LOS is not an issue, such as minefields, Snipers, OBA, CC, etc. (see E1.7).



Example: A 6 FP attack from 18N8 to 18L7 would have a +2 DRM (grain and Night LV Hindrance) even if there were a Starshell in 18L7. It would leave a 1 FP Residual Fire marker in the MPH (6/2 shifted one column for the grain). Smoke in 18M8 would make a net +5 DRM.

Smoke in 18M8 would make a net +5 DRM.



Example: Fire from ground level of 2W7 to 2Z8 would not use the Night LV Hindrance. Fire from the roof of 2W7 would use the Night LV Hindrance because the terrain in the target's hex is not one Level higher than the firer. Fire from 2Z8 to 2W7 would never use the

Night LV Hindrance, whether the target was on the roof or the ground level.



Example: Fire to a higher level of a hill never uses the Night LV Hindrance, but of course Height Advantage would apply. Fire from a higher level of a hill would almost always use the Night LV Hindrance. Fire from 2Z5 to 2Z4 would not have the Night LV Hindrance, but fire from 2Z4 to 2Z5 would (in addition to the +1 TEM for woods) unless PTO terrain was in effect (because woods become jungle, which are level 2 obstacles).

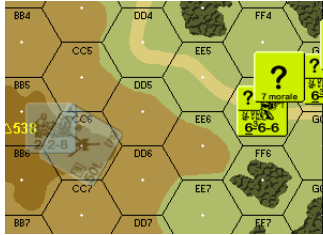
Example: A Berserk enemy unit entering a friendly unit's Open Ground Location would have to be fired on with TPBF (A7.21) with the +1 LV Hindrance and -2 DRM for FFMO and FFNAM. If this happened in a woods hex, the LV Hindrance would not apply. FFMO would not be applicable, and the TEM would apply as per normal.

Comment: Night LV Hindrance improves the odds when attacking uphill. Although attacks uphill are still subject to +1 Height Advantage, attacks downhill now have the +1 LV Hindrance. Cover in Open Ground is at least as good as woods for non-moving units (really better in some ways because of airbursts). Night rout rules also make units in Open Ground much less vulnerable. The +1 terrain Rally

DRM still applies, so it may be desirable to have woods nearby to rally broken units.

I. Acquisition

Acquisition can be gained only on targets in Illuminated Locations and is lost as soon as the Illumination ends [E1.74]. In practice this means that Acquisition markers will be removed with the Starshells/IRs at the end of the CCPh except near Blazes and Flames [ASOP8.45B].



Example: At the start of the PFPH there is a HIP Gun in 2CC6 and concealed enemy units in 2FF5 and 2GG5. The Gun's crew fails its roll for Starshell usage, so it can't fire at 2GG5

(beyond NVR and so no LOS). It fires at 2FF5 using the Infantry Target Type (DRM +1 Night LV Hindrance, +2 concealment). It hits and retains ROF, but fails to cause any result on the IFT. The Gun does not get any Acquisition on the target because it was not a Known target [C6.5, C6.57]. The Gun is placed on board, unconcealed if the colored dr ≥ 5 (per A12.34), and a Gunflash marks the Gun's Location. In a strange twist of fate, the hit causes a Sniper result on the target and strips concealment off 2FF5. The Gun fires again and hits this time, but even though the target is now Known, the Gun does not gain Acquisition because the target Location is not Illuminated.

Example: In the previous example the crew puts a Starshell in 2FF4, which Illuminates both enemy Locations. Because 2GG5 is Illuminated, it is now treated as being within NVR, but the Gun still fires at 2FF5 (DRM +1 Night LV Hindrance, +2 concealment) using the Infantry Target Type. If it unmarks the enemy unit it gains Acquisition [C6.57]. On the second shot it would get Acquisition. This Acquisition would be removed at the end of the CCPh with the Starshell. If the Illumination had been caused by a Blaze in 2FF6 instead, the Acquisition would not be lost at the end of the CCPh.

J. ELR and Underlined Morale

At night the ELR of the Scenario Defender's units is one lower than during the day [E1.22]. This lower value should be the value printed on the scenario card, and so the Players should not adjust that value. Note that units with an underlined morale level will split into half squads or be Disrupted despite having a Morale of four. A19.132 will apply to units with an ELR of three or less.

IX. Movement Phase

The MPh has several significant changes at night. The Scenario Attacker can move his units more easily while Cloaked, while the Scenario Defender is hindered by Freedom of Movement restrictions.

A. Placing Starshells

At the start of the enemy MPh, the DEFENDER's MMC,

CE AFVs and Leaders may attempt to place Starshells in turns after they have been placed for the first time [E1.921, ASOP3.12D]. Leaders (including Armor Leaders) may also attempt to place Starshells during the MPh, not just at the start.

B. Movement costs

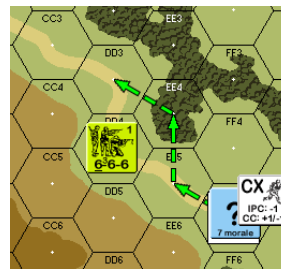
Infantry pay an extra one MF after all adjustments to enter concealment terrain at night. Vehicles (except for LC [Q&A G12.2 '93B]) must pay an extra MP for each hexside crossed or moved along via VBM, as if towing a Gun [E1.5-E1.52]. Cloaked units (see below) don't pay these extra costs; they pay the normal, daytime costs.

Example: It costs 5 MF for Infantry to enter a woods hex one level higher, 2 times (entering higher level) 2 (woods COT) plus one (concealment terrain at night).

Example: Vehicles pay two MF to enter an Open Ground Hex. To bypass a woods on two sides costs 7, 2 MP bypass on first hexside + 1 MP Night cost + 1 MP change CA + 2 MP bypass on second hexside + 1 MP Night cost. If the NVR is zero, BU AFV can't expend MP except to stop [E1.52].

C. Concealment Loss

Infantry using non-assault movement do not lose concealment or Cloaking unless they move in an Illuminated Location in LOS of an enemy unit [E1.31]. All moving units also lose concealment or Cloaking if they enter an enemy-occupied Location. Infantry using Assault Movement or Advancing do not lose concealment, unless they move (not advance) into an enemy-occupied location (EXC: G.4). If Illumination is placed as the unit enters a Location, the moving unit may stop in that new Location to avoid loss of concealment.

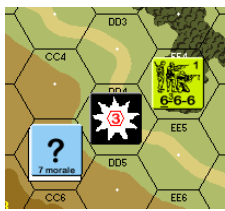


Example: A concealed Infantry unit in 2FF5 uses Double Time into 2EE5 (1 MF), 2EE4 (3 MF), and 2DD3 (1 MF) with an enemy unit in 2DD4. The enemy unit has a LOS to the moving unit and can fire, but the moving unit does not lose concealment for moving. The moving unit can

Advance into 2CC3, also without losing concealment.

Example: A concealed Infantry unit in 2FF5 announces Double Time and moves to 2EE5. No Starshells have been placed in the game so far, so an enemy MMC in 2DD4 can attempt to place the first one of the game. It passes its usage dr with a 2 and places the Starshell in its own hex, which drifts to 2DD5. This moving unit now has the option to stop moving to avoid losing concealment; otherwise, no matter where it moves it loses concealment because all hexes around it are Illuminated. If there was another friendly unit in 2GG4, it could Assault Move into 2FF4 without losing concealment even though that Location is now Illuminated. If the woods were PTO dense jungle, the moving unit in 2EE5 could move into 2EE4 without losing concealment because jungle is never

Illuminated by Starshell/IR.



Example: A friendly, concealed unit in 2CC5 is being watched by an enemy unit in 2EE4. A Starshell was placed in 2DD4. The friendly concealed unit can still Assault Move to 2DD4, then Advance to 2EE4 without losing its Concealment.

D. Cloaking

A Cloaked unit has six MF and uses the daytime MF costs of terrain (see above for nighttime costs) [E1.42-43]. A unit can carry 4 and 5 PP weapons as if they were 3 PP, but all weapons that can be dm must be dm'd. Large (PP>3) SWs which can't be dismantled may not fire the Player Turn they lose Cloaked status. A Cloaking counter can not use double-time movement nor any other movement bonus except road or skis-on-hills. Units represented by one Cloaking counter may not split up into two, but two Cloaked units may combine into one [E1.422]. For Straying purposes, Cloaking counters are treated as the Majority Squad Type listed on the scenario [E1.6].

Example: A Cloaking counter represents an American crew carrying a 75 RCL, a squad carrying a .50 cal MG and a 10-3 ldr. The MG must be dm. The 75 RCL can't be dm, but does not slow the Cloaking counter down because it is treated as 3 PP. The leader does not increase the MF of the Cloaking counter. Because a Cloaking counter uses daytime costs, it would enter a woods at a cost of 2 MF instead of 3 MF.

The Cloaking counter is treated as normal concealment in most other ways [E1.43]. Cloaking is lost in the same ways as concealment and also by making any attack other than a successful Ambush and successfully firing (but not if the usage dr is failed) a Starshell. Once Cloaking has been lost, it can never be regained, although the unit could still become/remain concealed. If one Cloaked unit loses Cloaking with other units also under that Cloaking counter, any others may remain Cloaked. Once all units are uncloaked the Cloaking counter is removed; it can't remain as a Dummy [E1.422].

Example: A Cloaked unit fires at an enemy from within NVR. The unit is placed on board unconcealed. If it fired from beyond NVR of all Good Order enemy units (for instance at an Illuminated Location or Broken unit), the firer would lose Cloaked status, but it would be placed on board concealed.

E. Freedom of Movement

All the Scenario Defender's onboard units begin the game without Freedom of Movement (FoM) and so unable to move/advance [E1.21]. Once a unit gains Freedom of Movement, it retains FoM for the rest of the game. Units gain FoM when they are attacked by anything except OBA or a sniper, or when they see a Known enemy unit. A unit also gains FoM if it begins *its* MPh stacked with a Good Order SMC who has Freedom of Movement; it is

not necessary to move with the SMC that grants FoM however. Once one radio-equipped vehicle gets FoM, all radio-equipped vehicles get it. The Scenario Defender's best Leader may attempt to get FoM (if he does not already have it) by making a dr less than his ELR at the start of his MPh, but only after the occurrence of any attack other than a successful ambush by the Scenario Attacker.



Example: One squad and a Leader are in 2AA8, another squad and an AFV are in 2AA9 and the best Leader and an AFV are in 2Z2. The ELR is three. 2AA8 is Illuminated and attacked by an enemy unit in 2EE6. Both the Leader and the squad break. Since they have been attacked both have FoM,

but of course they will have to Rally to use it. The Leader Routs to 2AA9 (the squad remains in 2AA8) and then rallies. At the start of its MPh, the squad in 2AA9 has FoM if the Leader hasn't left the hex. At the start of the AFV's MPh, all friendly vehicles with radios (assuming the AFV in 2AA9 has one) have FoM if the Leader is still in the hex. Since an attack was made, the best Leader in 2Z2 can attempt to gain FoM with a dr of one or two.



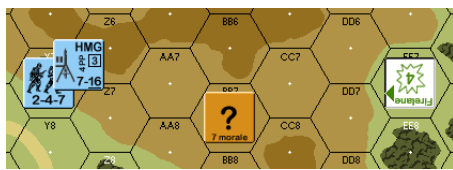
Example: A squad is which does not have FoM in 2AA8 with a Good Order SMC who does. Another squad is in 2AA6, also without FoM. The DEFENDER realizes that if he moves the first squad first, it gains FoM because it begins its MPh stacked with a Good Order SMC. If he moves the SMC first, the squad does not gain FoM because while it began *the* MPh stacked with the SMC, it did not begin *its* MPh stacked with the SMC (review the ASOP section 3 for an explanation of the difference between *the* MPh and *a unit's (its)* MPh). The DEFENDER moves the squad first, then moves the SMC into 2AA6. Now he moves the squad in 2AA6. Since 2AA6 has started *its* MPh stacked with an SMC with FoM, it also gains FoM. If 2AA6 had a SMC without FoM, the SMC from 2AA8 would grant FoM, and the SMC from 2AA6 could now move and grant FoM to yet another Location.

A unit without Freedom of Movement may still fire or perform other actions. It may rout, but does not gain Freedom of Movement just because it does.

Example: A friendly unit has a LOS to a concealed unit in NVR. It fires, but to no effect. The concealed enemy unit calls in an FFE on the friendly unit. The friendly unit breaks and routs out of the FFE. A Leader with Freedom of Movement rallies it during the next RPh, but during the MPH the Leader moves (before the unit without FoM) out of the hex. The friendly unit still does not have Freedom of Movement because it never had LOS to a Known enemy unit and was not stacked with a Good Order SMC at the start of *its* MPH.

F. Fire Lane

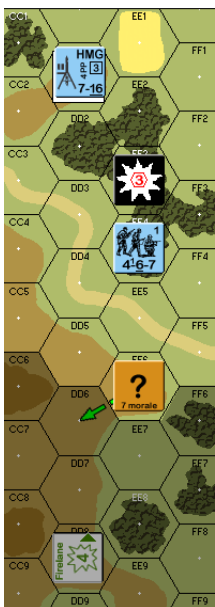
Fire Lanes can be placed beyond NVR despite not having a LOS to those Locations [E1.71]. The rules for Fire Lane placement still apply, however, so (except for the special Fire Lane discussed below) the placing unit must attack a unit in LOS to declare the Fire Lane.



Example: A friendly HS with an HMG in 2Y7 has a LOS to a Cloaking counter that enters 2BB7.

The HS announces it will place a Fire Lane in 2EE7 (right alternate hex grain) as it announces the 3 FP (halved for Concealment, -1 = -1 FFNAM, -1 FFMO, +1 Night LV Hindrance) attack on 2BB7 even though 2EE7 is beyond NVR.

At night the DEFENDER can place a special Fire Lane that does not require a normal attack to start it [E1.71]. Once a Starshell or IR has been placed, an MG can place the Fire Lane without using an attack to start it, so long as it places the Fire Lane to its Bore Sighted Location. It must then place that Fire Lane at the start of every enemy MPH until it starts an enemy MPH with a LOS to a Known enemy unit.



Example: A friendly HS with an HMG in 2DD1 has 2DD8 Bore Sighted. No Starshells/IR have been placed. Another friendly unit in 2EE4 sees an enemy Cloaking counter entering 2EE6. Because it has a LOS to an enemy unit, it can fire the first Starshell of the game after it passes its usage dr. Because it has no LOS to a Known enemy unit, it uses the three hex method, placing the Starshell in 2EE7. The position DR is (1,4) so the Starshell ends up in 2EE3. The unit in 2DD1 now can place a 4FP Fire Lane to 2DD8. The enemy Cloaking counter continues its movement to 2DD6 and is attacked at 4FP -2 FFNAM and FFMO (Night LV Hindrance and half for concealment do not apply per the Fire Lane rules) even though it is out the

LOS of the firing unit. Assuming the HS with the HMG does not have a LOS to a Known enemy unit at the start of the next enemy MPH, it must place the same Fire Lane.

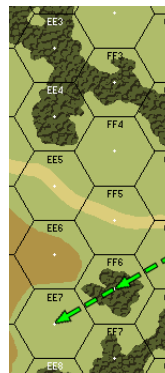
G. Straying

1. When

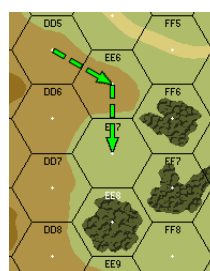
Whenever any unit attempts to move during the MPH to a new hex at night, it may become disoriented and Stray [E1.53]. Units that can see a Known enemy unit won't Stray, nor will units following (on or ADJACENT to) a road, path, gully, stream or an Illuminated Location (see E1.531, E(C)1.531, and G13.83 for other exceptions). A unit entering the board may be subject to Straying only after it enters the board [E(C)1.531]. All others, including vehicles, have to roll for Straying before moving. Units meeting one or more of the above conditions that prevent Straying will have to check for Straying when they no longer meet any of those conditions and want to enter a new hex.



Example: A unit wants to move from 2CC6 to 2CC5. If the unit does not have an LOS to a Known enemy unit, and 2CC6 is not Illuminated nor ADJACENT to an Illuminated Location, it has to roll for Straying before it moves (despite wanting to move to a Location ADJACENT to a road).



Example: A unit entering the board at 2GG3 does not roll for Straying if it does not want to enter another hex. If it does, it must roll for Straying. If it entered on 2GG6, it could continue moving without rolling for Straying because it is on a road hex. If it then moved 2FF6, 2EE7, and then wanted enter another hex, it would have to roll for Straying in 2EE7.



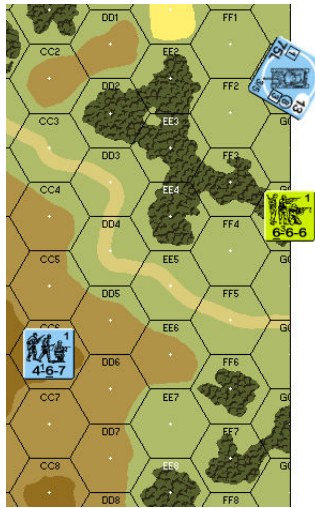
Example: A unit moving 2DD5, 2EE6, then 2EE7 won't Stray, but if it continues to move, it would immediately check for Straying unless it has LOS to a Known enemy unit or 2EE7 is Illuminated or ADJACENT to an Illuminated Location. If the unit started in 2EE7, it would have to check for Straying before it started moving.

2. How

At the beginning of a unit's (or stack's) MPH, the unit/stack has to make a Movement DR if it isn't excepted from Straying. A 6 on the colored die indicates possible Straying. A lax unit/stack automatically Strays, while a Normal or Stealthy unit/stack Strays only if the white die is ≥ 3 or ≥ 5 respectively. Motorized vehicles are always Lax at night, and other units are defined by SSR and by E1.6-.63. The type of mixed stacks are determined by E.4.

If the unit Strays, the ATTACKER must make a Straying DR. The colored die determines the direction, but if a doubles is rolled, the unit may Jitter Fire instead.

Otherwise the unit must move "as far as possible" (explained below) in that direction. Units that begin their MPH exempt from Straying as discussed above roll the Movement DR for Straying when they no longer meet any of the conditions.



Example: A unit in 2CC6 begins its MPH and wishes to enter 2CC5. The latter is ADJACENT to a road, but the unit started its MPH not ADJACENT to the road, so it has to make a Movement DR (since it doesn't meet any of the other criteria for exemption either). Assume the unit rolled (6,6), which will cause any unit to Stray. It now rolls a direction DR of (4,3) and moves in direction 4 "as far as possible." If it had rolled (4,4), it could Jitter Fire instead (see below).

Moving "as far as possible" means the Strayer will not move closer to a Known enemy unit, will not enter an Illuminated Location, an FFE, a Known Minefield, nor will it enter terrain that is generally "difficult" or "forbidden," such as off board, terrain requiring climbing, terrain requiring double-time, or terrain requiring a bog check unless it can bypass that terrain (see E1.53 and E(C)1.53 for the full details). (As soon as it encounters such terrain, or when it runs out of normal MF/MP (a Straying unit will not use double time, ESB, leader bonus, Delay MP, etc.), the unit will end its MPH (a vehicle will remain in motion unless it encountered "difficult" terrain). If the unit ended its MPH because of "difficult" terrain, it is put under a TI counter, but if it Strayed until it ran out of MF/MP, it is not TI. If the Straying unit encounters a Good Order friendly unit, it immediately stops Straying and can move the rest of the MPH without being subject to Straying.

Example: The unit in 2CC6 is Straying in direction 4. It enters 2CC7, which has a Good Order friendly unit. It can now return to 2CC6 and enter 2CC5 without any second check for Straying in 2CC6. If 2CC6 had to Stray in direction 2 with an unconcealed enemy unit in 2GG4, 2CC6 would enter 2DD5, gain a LOS to the unit in 2GG4 and become TI. If 2CC6 Strayed in direction 3, it would (if Infantry) end its MPH in 2EE7 because it wouldn't have enough MF to enter 2FF7 without using double time. A vehicle in 2GG2 Straying in direction 5 would end up in 2FF2 because it would otherwise have to take a Bog check. It would stop, assuming it had enough MPs to enter the woods; if it did not have enough MPs to enter the woods, it would remain in Motion in 2FF2.

Advancing units are not subject to Straying.

3. Jitter Fire

Once any Gunflash has been placed by an attack against an enemy unit or an FFE, Straying DRs (not the

Movement DRs) are also used to trigger Jitter Fire [E1.55, E(C)1.55]. Any doubles on a Straying DR may result in Jitter Fire. The E1.55 chart determines which unit, if any, Jitter Fires. If the ATTACKER's moving unit Jitter Fires, its move is canceled. If the DEFENDER is selected, the Good Order, non-hidden unit closest (in hexes) to the moving unit is examined [E1.551]. The ATTACKER can select if more than one hex qualifies. If that hex has units with MG and/or small arms capable of firing, the Inherent FP and one MG Jitter Fire unless they are marked with a Final Fire counter or with a First Fire counter while there are enemy units Known to the DEFENDER and closer than the moving unit. A vehicle will Jitter Fire only its MGs and the Inherent FP/MG of its PRC. If the hex selected has no units capable of Jitter Fire, none occurs. If the closest hex contains a Dummy Cloaking counter, that unit is eliminated.

Jitter Fire does not attack any units [E1.552]. The Jitter Firer must roll an attack DR, however, for sniper activation, malfunction and ROF. Jitter Fire marks the Location with the appropriate fire marker (use Prep Fire markers for the ATTACKER).

Example: A unit in 2Y5 has no LOS to any units. It fails its Movement DR and the Straying DR results in doubles. Assuming that Jitter Fire is in effect, the direction DR would be looked up on the Jitter Fire chart. If the Straying DR was a (6,6) the moving unit would not move and would have a Prep Fire marker placed on it instead. An attack DR would be made to check for MG malfunction and Sniper Activation. If the Straying DR was a (1,1), the closest enemy unit would Jitter Fire instead, and the moving unit would Stray in direction 1.

X. Defensive Fire Phase, see PFPh (no starshells)

All the changes for the PFPh apply except that Starshells can not be placed during the DFPh except by Leaders. The DEFENDER's OBA/MTR may place IR at the start.

XI. Advancing Fire Phase, see PFPh (no Starshells/IR).

All the changes for the PFPh apply except that Starshells and IRs can't be placed. At the end, all Gunflash, Prep Fire, First and Final markers are removed [ASOP5.33B].

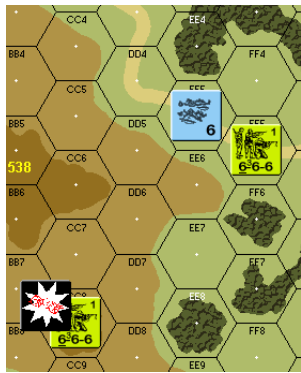
XII. Rout Phase

At night, Failure to Rout does not eliminate a broken unit, nor does a broken unit surrender via Rout Phase method (even if disrupted)[E1.54, ASOP6.12B, ASOP6.21B]. Thus, a broken unit can remain in Open Ground in the LOS and normal range of a Known enemy unit. A broken unit can also remain ADJACENT to a Known enemy unit [E(C)1.54]; it can even remain in the same Location with a Known enemy unit.

If a broken unit (under DM) wants to Rout, it still can but only using Low Crawl [E(C)1.54]. Further, it is not required to Rout toward the nearest building/woods at night: it can

Low Crawl in any direction. The only restriction is that it can't Rout toward a Known enemy unit. Illumination of a Location does not affect Rout into that Location. Because all Rout is Low Crawl, there is no Interdiction at night.

Example: A broken, disrupted unit is totally surrounded by Known enemy units in an Illuminated, Open Ground Location. Although it can't Rout, it is not eliminated nor does it surrender.



Example: A broken unit is in 2EE5 with one unconcealed Good Order enemy unit in 2FF5 and another in 2CC8 which was marked by a Gunflash during the turn. The broken unit is not required to Rout, but if it wanted to, it could Low Crawl to any hex except 2FF5. It is not required to Rout to the ADJACENT woods in 2EE4. It could even Rout to 2EE6, which is still ADJACENT to 2FF5 and

also closer to the unit in 2CC8 (the latter unit is out of LOS because of the NVR, the Gunflash having been removed before the Rout Phase). If the NVR had been 5 or if the unit in 2CC8 were Illuminated, the broken unit could not Rout to 2EE6, which would then be closer to a Known enemy unit.

Example: A berserk enemy unit charged a friendly unit and broke it with TPBF in the AFPh. The broken unit is not required to Rout, but would obviously be at a disadvantage in CC. Note that the broken unit would be required to attempt to withdraw from CC in the second CC phase because then it would be in Melee [A11.16].

Example: A broken unit is in an Illuminated Location ADJACENT to a Good Order enemy unit in an unilluminated Location. The broken unit can Low Crawl into the Good Order enemy unit's Location [!] because it has no LOS to unilluminated Locations, and therefore the enemy unit is not Known. In general this would be a bad move because the broken unit would be at such a disadvantage in CC, but if it survived it will tie up the enemy unit for a bit. This should be a very rare situation, in any event.

XIII. Advance Phase

The increased MF cost for concealment terrain may cause more Advance vs. Difficult Terrain (A4.72).

Cloaked units can Advance, even vs difficult terrain [Internet ASL Q&A]. As with movement, they pay daytime movement costs.

XIV. Close Combat Phase

A. Ambush by ATTACKER

At night an ATTACKER's Ambush is successful if his dr is two less than the DEFENDER's (instead of the usual

three) unless the Location is Illuminated [E1.77, ASOP8.12B]. A Cloaked unit that conducts a successful Ambush can remain Cloaked [E1.43].

Example: A Cloaked unit advances into a concealed DEFENDER's hex. If the Location is not Illuminated and the ATTACKER's Ambush dr is two less than the DEFENDER's, the ATTACKER has ambushed the DEFENDER. In contrast, if the DEFENDER's dr is 3 less than the ATTACKER's, the DEFENDER has ambushed the ATTACKER.

B. Concealment Gain

Any concealment gain opportunity requiring a dr is automatic at night. Note that Starshells and IR are removed after concealment counters are placed [E1.32, ASOP8.44A].

C. Removal of Starshells, IR, & Acquisition.

Starshells and IR are removed at the end of the CCPh. Any acquisition counters in now unilluminated Locations are removed [ASOP8.45B].

XV. Summary of Differences (QRC)

The following outlines the major differences for night combat. You may find it useful to review before beginning a night game.

I. LOS limited to:

A. From non-Illuminated Location:

1. NVR
2. Illuminated Locations (any range)
3. Moving vehicles (1.5x NVR, or 2x if fully tracked)
4. Gunflashes (treated as a concealed unit beyond NVR)

B. From Illuminated Location

1. Illuminated Locations (any range)
2. Unilluminated gunflashes (treated as a concealed unit)

II. Starshells/IR

A. First time during PFPh, MPh, DFPh if:

1. LOS to enemy unit.
2. Moving enemy vehicle w/i 16 hexes & no friendly vehicles on board.
3. Friendly Gunflash
4. Enemy FFE

B. Subsequent Player Turns only at beginning of PFPh (ATTACKER), MPh (DEFENDER Starshells) or DFPh (DEFENDER IR) (EXC: Leaders)

C. Usage dr = 4 for Leader or CE armor leader, 2 for MMC or AFV crew

D. Placement methods

1. In hex, drift one (Starshells only)
2. On LOS to known enemy unit (unit must be < 9 hexes for Starshell) or Gunflash, drift 1/2 dr, FRU (maximum range 6 hexes for Starshell)
3. At 3 (multiple of 6) hexes, drift 1 dr

E. Successful Starshell placement does not limit the placer's actions nor place a Gunflash

F. Successful IR placement uses the MTR's ROF, places a Gunflash

III. Scenario Defender Setup

- A. 25% of Scenario Defender HIP
- B. Concealment, HIP in non-concealment terrain
- C. Fortifications set up and remain HIP until TEM used, entered/exited in LOS of enemy, entered by enemy unit.
- D. Receive dummy counters = squad equivalents; all units can set up concealed
- E. SMC, SW HIP when set up with MMC
- F. Freedom of Movement markers

IV. Scenario Attacker Setup

- A. Cloaking counters

V. Rally Phase

- A. Wind change = NVR change
- B. Recovery +1
- C. DM until original Rally DR \leq morale

VI. PFPh

- A. Starshells/IR
- B. Fire at $>$ NVR = no concealment loss.
- C. No multi-location FGs
- D. SAN +2 of printed value
- E. Captured MG use = Sniper check
- F. Night LV Hindrance
- G. Acquisition only in Illuminated Locations
- H. Underlined Morale applies to units with ELR of four.

VII. MPh

- A. Starshells
- B. Inf. move costs +1 concealment terrain, Veh. +1 per hexside
- C. Non-assault Movement loses concealment in Illuminated Locations only or if moves into enemy unit, Assault Movement lose concealment if moves into enemy unit, and Advance never lose concealment
- D. Cloaking
 - 1. Move costs = daytime
 - 2. Six MF, road, ski bonus only
 - 3. Lost as concealment, also for making an attack (EXC: successful Ambush), successfully placing a Starshell.
- E. Freedom of Movement gained:
 - 1. LOS to known enemy unit.
 - 2. Attacked by enemy (EXC: OBA/Sniper)
 - 3. Stacked w/ Good Order SMC w/ FoM at beginning of MPh
 - 4. Best Leader rolls $<$ ELR after an attack
- F. Fire Lane beyond NVR, special Fire Lane at bore-sighted Location
- G. Straying
 - 1. Movement DR: colored die = 6 and white die = 5-6 Stealthy, 3-6 Normal, and 1-6 Lax
 - 2. Exempt if: have LOS to Known enemy unit, following road, gully, stream, Illuminated area, path
 - 3. Straying DR determines direction (Jitter Fire on

doubles after first attack)

- 4. Move "as far as possible." If stopped by "difficult terrain" or moving toward enemy unit, T1 instead

VIII. DFPh = see PFPh

IX. AFPh = see PFPh

- A. Remove all Fire and Gunflash counters

X. Rout

- A. No Interdiction or elimination for failure to Rout
- B. Low Crawl only
- C. Not required to rout towards building or woods
- D. Can rout ADJACENT
- E. Can't rout towards Known enemy units

XI. APh

- A. Night movement costs apply to non-cloaked units
- B. Cloaked units can Advance

XII. CCPh

- A. ATTACKER ambush if he rolls 2 (rather than 3) less than DEFENDER unless in Illuminated Location
- B. No dr to gain concealment, automatic instead
- C. Remove Starshells/IR

(Bring on the Night written by JR VanMechelen. Transcribed and illustrated by Allan Cannamore. Any transcription or illustration errors are attributable to me alone. Please contact me if you find any. Permission to freely distribute this article graciously provide by Mr. VanMechelen. Graphics courtesy of Rodney Kinney and VASL.)

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version 2

version 1: original

version 2: pg 15-moved AFPh before Rout; added IX A