ADVANCED SQUAD LEADER
STARTER KIT EXPANSION PACK #1

Advanced Squad Leader Starter Kit
Scenario, Board, and Counter Bundle

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

Multi-Man Publishing

AVALON HILL™

To Hit Chart (shows Final DR needed)

Nationality	Gun Type	FP Column (ITT/ATT/CH)	range	Infantry Target Type [ITT] TH# (CH TH#) 1	2	3-6	7-12	13-18	19-24	Area Target Type [ATT] TH# (CH on "2") range	1-12	13-24	range	Vehicle Target Type TH# (CH on "2") 1-6	7-12	13-18	19-24
All	MG†@Ω			—	—	—	—	—	—		—	—		10	9/**8**	6/**5**	—
All	ATR@	1/—/2									NA	NA		10	9/**8**	—	—
Russian	85L	16/8/30		10(5)	9(4)	8(3)	**6(2)**	**6(2)**	**5(2)**		**7**	**9**		10	**8**	**8**	**7**
Russian	122	24/12/36		10(5)	9(4)	8(3)	**6(2)**	**5(2)**	**4(1)**		**7**	**8**		10	**8**	**7**	**6**
German	20L	1/—/2		10(5)	9(4)	8(3)	7(3)	5(2)	4(1)		**7**	**7**		10	9	7	6
German	37L	4/2/8		10(5)	9(4)	8(3)	7/**6**(3/**2**)5/**4**(2/**1**)4/**3**(1/**1**)				**7**	**7**		10	9/**8**	7/**6**	6/**5**
German	50	6/2/12		10(5)	9(4)	8(3)	7(3)	5(2)	4(1)		**7**	**7**		10	9	7	6
German	75L	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		**7**	**9**		10	9	9	8
German	88LL	16/8/30		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		**7**	**9**		10	9	9	8
Allied Minor	46*	—/2/8		—	—	—	—	—	—		**7** (NA 1-2)	**6** (NA 21-24)		—	—	—	—
American	37LL	4/2/8		10(5)	9(4)	8(3)	7/**6**(3/**2**)5/**4**(2/**1**)4/**3**(1/**1**)				**7**	**7**		10	9/**8**	7/**6**	6/**5**
American	57L®	6(2)/2(—)/12(4)		10(5)	9(4)	8(3)	7/**6**(3/**2**)6/**5**(2/**2**)5/**4**(2/**1**)				**7**	**8**		10	9/**8**	8/**7**	7/**6**
American	75	12/6/24		10(5)	9(4)	8(3)	7(3)	6(2)	5(2)		**7**	**8**		10	9	8	7
American	76L	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		**7**	**9**		10	9	9	8
American	81*	—/8/30		—	—	—	—	—	—		**7** (NA 1 or 2)	**7**		—	—	—	—
American	105	20/8/36		10(5)	9(4)	8(3)	7(3)	6(2)	5(2)		**7**	**8**		10	9	8	7
Axis Minor	81*	—/8/30		—	—	—	—	—	—		**7** (NA 1 or 2)	**7**		—	—	—	—
British	40L©	2/—/4		10(5)	9(4)	8(3)	7/**6**(3/**2**)5/**4**(2/**1**)4/**3**(1/**1**)				—	—		10	9/**8**	7/**6**	6/**5**
British	75	12/6/24		10(5)	9(4)	8(3)	7(3)	6(2)	5(2)		**7**	**8**		10	9/**8**	8/**7**	7/**6**
British	76LL	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		**7**	**9**		10	9	9	8
British	77L	12/6/24		10(5)	9(4)	8(3)	7(3)	7(3)	6(2)		**7**	**9**		10	9	9	8
British	95*	16/8/30		10(5)	9(4)	8(3)	7(3)	5(2)	4(2)		**7**	**7**		10	9	7	6
Italian	37*	4/2/8		10(5)	9(4)	8(3)	**6(2)**	**2(1)**	**1(1)**		**7**	**5**		10	**8**	**4**	**3**
Italian	45*	—/2/8		—	—	—	—	—	—		**7** (NA 1)	**7** (NA 14-24)		—	—	—	—
Italian	75*	12/6/24		10(5)	9(4)	8(3)	**6(2)**	**4(1)**	**3(1)**		**7**	**7**		10	**8**	**6**	**5**
Italian	105	20/8/36		10(5)	9(4)	8(3)	**6(2)**	**5(2)**	**4(1)**		**7**	**8**		10	**8**	**7**	**6**

† must be within normal range and not halved FP

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

Ω MG CH is N/A

® American 57L has Limited HE; use values in parenthesis for AP ammunition

© British 40L is AP only

TO HIT DICE ROLL MODIFIERS

Firer Based To Hit DRM

Guns, SW Mortars, LATW, MG, & Vehicles

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

Guns and Vehicles only

8.	Covered Arc change (per hexside; x2 if firer in woods/bldg)	
	NT	+3/+1/+1
	ST	+2/+1/+1
	360° mount or T	+1/+1/+1
9.	Intensive Fire	+2
10.	Fire within hex (x2 if woods/building)	+2
11.	APCR/APDS at ranges ≥ 13	+1

LATW only

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

Vehicle only

13.	Buttoned Up (BU)	+1
14.	Bounding (First) Fire [B(F)F]	
	In AFPh or BFF > 3 MP in LOS	T/ST +4 NT +5
	BFF 2.5 - 3 MP in LOS	T/ST +5 NT +6
	BFF ≤ 2 MP in LOS	T/ST +6 NT +7
15.	Stun	+1
16.	Motion Fire add case 14. & lower die	x2
	additionally if on ITT, 1-hex range (2-hex range +1)	+2

Target Based To Hit DRM

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

RED TO HIT NUMBERS

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

- Area Target Type attempts
- pre-1944 American MA/Gun
- Non-Qualified/Captured use
- Russian/Italian/Allied Minor/Axis Minor MA/Gun

VEHICLE HIT LOCATION

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

GUN MANHANDLING

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

Dice Roll Modifiers

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

RATE OF FIRE (ROF)

Lost ROF

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

Lowered ROF (by one each)

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

DC PLACEMENT vs. AFV DR

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

DRM:

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

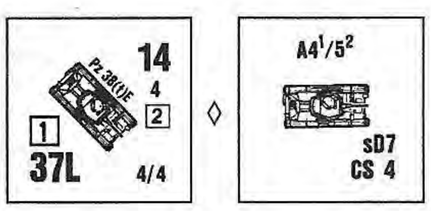
ADVANCED SQUAD LEADER
STARTER KIT EXPANSION PACK #1

Vehicle and Ordnance Historical Notes

CHAPTER H
VEHICLE AND ORDNANCE NOTES

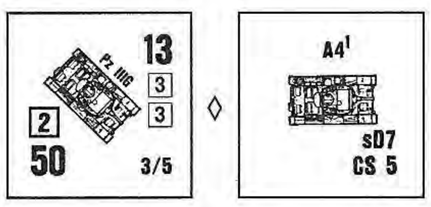
In addition to providing important details on how specific weapons function within the ASL system, the Vehicle and Ordnance Notes in Chapter H of the ASL rulebook are widely renowned as one of the best single sources of information on the guns and vehicles that saw combat in World War II. The Notes from the ASL Rulebook for the vehicles and ordnance that appear in ASLSK Expansion Pack #1 are being included here mostly in their entirety, although we have deleted some references to rules that are not applicable to Starter Kit. Rarity Factors (RF) and Basic Point Values (BPV) are provided for ASL designers in producing their own ASLSK scenarios. (SW are not assigned these values, but instead are allocated based on the number of squad equivalents.) Rarity factors range from .9 (most common) to 1.6 (most rare). BPV can help gauge the relative value of units; for the vehicles they range from a low of 26 to a high of 80 whereas guns range from 30 to 33. For comparison sake, an American 6-6-7 squad has a BPV of 14 and an Italian Conscript HS has a BPV of 1.

GERMAN VEHICLE NOTES



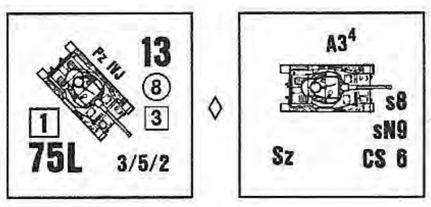
PzKpfw 38(t)E: An uparmored version of the Czech LT vz 38 that was used mainly in Russia. 846 Ausf E-G were built. Also used by Slovakia 1942-44, Rumania 1943-44; and Hungry 6/42-45.

† RF is 1.1 for 41-42. BPV is 44.



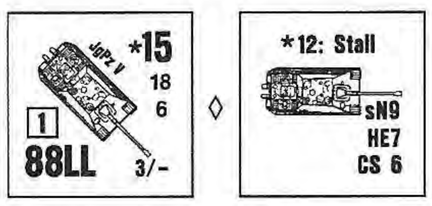
PzKpfw IIIG: In August 1940, Hitler had ordered that the PzKpfw III be upgunned with the long barreled 5cm piece but amazingly, was ignored by his Ordnance Department, which had already decided to use a medium velocity 5cm gun that had already passed its acceptance tests. About 550 of the Ausf G were built. In 1941 the official strength of a PzKpfw III platoon was increased to five vehicles. This vehicle was used in North Africa at some time from 3/41 to 5/43.

† RF is 1.1 for 8/40-41. Used in North Africa in 41. BPV is 50.



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

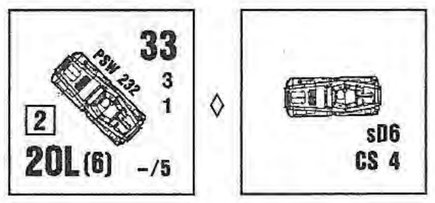
† RF is 1.0 for 7/44-45. BPV is 73.



JgdPz V: With its gun, armor, and speed, the Jagdpanther was one of the most potent TD of the war. Its greatest drawback was its rarity; only 390 were built. Use of the Jagdpanther in Normandy was limited to the 12-14 vehicles of 2nd Company, schwere Panzerjaegerabteilung 654.

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

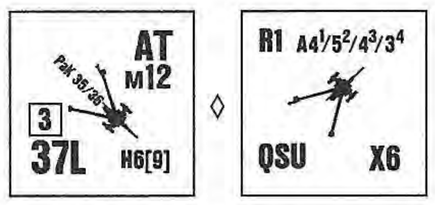
† RF is 1.4 for 6/4-45. BPV is 80.



PSW 232: At the time of their design this Armored Car and the PSW 231 (8 rad), known as Achtrads, were the most advanced cross country wheeled vehicles in the world, having 8 wheel drive and steering, fully independent suspension, and a rear driver. Achtrads were used in support of the light Armored Cars and were highly valued in Russia for their excellent off road characteristics. A total of 607 of the eight wheeled 231 and 232 were built. The 232 model (long range radio variant) was built concurrently with the 231, but in 1942 production of the latter ceased while the 232 was continued in a modified form. Through 1943, six PSW 231/232 formed the 4th (heavy weapons) platoon of the PSW 221/222 equipped Pz. Spaehwagen Kompanie (armored car companies); later they were probably used like the PSW 234/1. This vehicle was used in North Africa from 7/42 to 5/43.

† RF is 1.3 for 7/42-45. BPV is 46.

GERMAN ORDNANCE NOTES



3.7 cm PaK 35/36: The standard German AT gun at the beginning of the war. By 1941 over 15,000 had been produced. It first saw combat in the Spanish Civil War in 1936, where it acquired a good reputation. In the 1940 invasion of France, however, the PaK 35/36 was unable to penetrate the armor of certain French and British tanks, and the same proved true in Russia in 1941 when confronted by the T-34 or KV. Such increasingly inadequate performance caused the PaK 35/36 to become derisively referred to as the "Army's door-knocker" and by 1942 most AT battalions were re-equipped with the new PaK 38. In the meantime a special HEAT projectile (the Stielgranite 41) was developed for the PaK 35/36, thus prolonging its usefulness even after it was relegated to second line and reserve units. Prior to 1943, three platoons of four AT guns each made up the AT company of each infantry regiment, with another three companies in the divisional AT battalion.

† This special HEAT round was known as the Stielgranite 41. It consisted of an egg shaped hollow charge warhead, to the rear of which was attached a rod inside a finned and perforated sleeve. The round was muzzle loaded; i.e. the loader inserted the rod into the muzzle end of the gun barrel (with the finned sleeve sliding down over the outside of the barrel), and a special blank cartridge was loaded into the breech to fire it. The fin stabilized projectile had a muzzle velocity of 110 m/sec. (361 ft/sec) and a maximum range of about 364m (400 yds). H# (9) has a Basic To Hit number of 11. Each hex of range decreases this number by one. Its maximum range is 9 hexes. All firer/target To Hit DRM apply normally. It may only be fired at a vehicle, or at those target type allowed to HEAT (6.2). The gun's ROF is lowered by one if it successfully fires the Stieglr 41 (i.e. it can continue to fire in that phase if its To Hit colored DR for that shot was a 1 or 2 rather than 1-3).

† RF is 1.0 for 36-45. BPV is 30.

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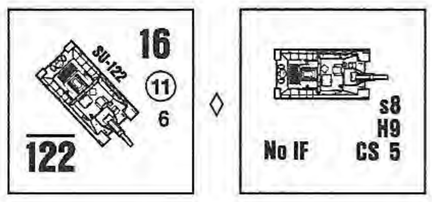
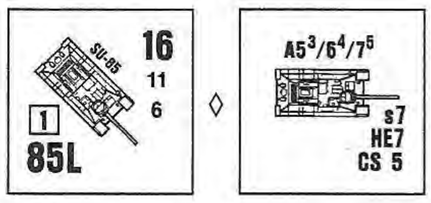
RUSSIAN VEHICLE NOTES



SU-122: An assault gun consisting of an M-30S field howitzer mounted on the hull and chassis of the T-34. First used in conjunction with the SU-76; in mid 1943 the SU-122 were placed in their own medium SPA regiments of 16 (later 21) such vehicles each (with each battery composed of four vehicles). 1,148 were built between 1942-44.

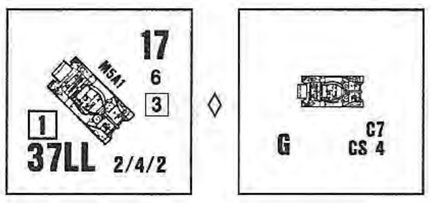
† RF is 1.3 for 2/43-45. BPV is 59



SU-85: Designed as a countermeasure to the latest German AFVs, the SU-85 was essentially and SU-122 upgunned by mounting a derivative of the 85mm AA gun. Used in tank destroyer battalions of 16 vehicles each (21 from 1944), it first saw combat during the forcing of the Dnepr River. With the advent of the T34/85, the gun of the SU-85 became redundant and it was eventually superseded in production by the SU-100. 2,050 SU-85 were built.

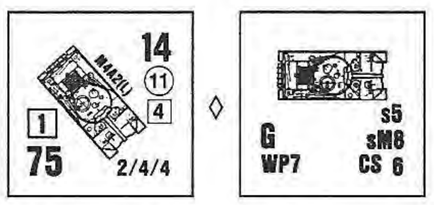
† RF is 1.3 for 9/43-44. BPV is 54.

AMERICAN VEHICLE NOTES



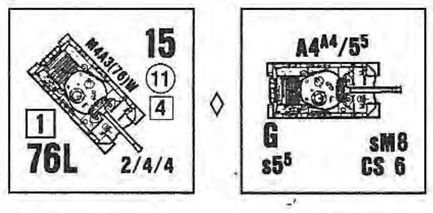
M5A1 Light Tank: The M5 did not replace the M3A1 but rather was produced concurrently with it, and actually entered production several months before the latter. (since the M5 and M5A1 are equivalent in game terms there is no M5 counter). Its front hull plates were sloped to enhance protection and its turret-front armor was increased. This new armor configuration was then also applied to the M3A1, resulting in the M3A3 which was used only for lend-lease purposes. While the designers were thusly creating the M3A3 they decided to also improve its gun mount and move the radio from the hull to the rear of the turret. This new turret was judged superior to the M5 and was consequently introduced on M5 production lines, thus creating the M5A1. Both M5 and M5A1 were used to replace combat losses in the light tank battalions of the 1st Armored Division in Tunisia. By the time of the invasion of Sicily in July 1943, all M3 and M3A1 had been withdrawn from active service in the ETO, making the M5A1 the Army's standard light tank. In the PTO, the U.S. did not use the M5A1 in action until Feb. 1944, with the 4th Marine Tank Battalion on Roi-Namur. 2,074 M5 and 6,810 M5A1 were built — and altogether 19,316 M3-M5A1 Light Tanks were produced. Five constituted a platoon in both Army and Marine use. The British referred to tanks of the M3-M5A1 series as "Stuarts".

† RF is 1.3 for 11/42-5/43 in North Africa and 1.1 for 6/43-5/45 in ETO. RF in PTO is 1.3 for 2-5/44, 1.2 for 6-7/44, and 1.1 for 8/44-45. BPV is 46.



M4A2 (L) Medium Tank: The final production of M4A2 in 1944 incorporated the new front hull design that was coming into use on all the Shermans (other than the M4 and M4A1). This new design replaced the multi pieced welded glacis with a thicker one piece unit. Shermans with this glacis are generally described as having the 47 degree front hull, which refers to the glacis plate's inclination from the vertical. About 1,600 of the M4A2 (L) were constructed. The "(L)" in the piece name indicates "late model".

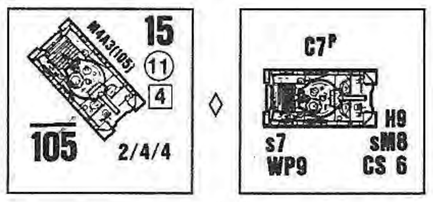
† RF is 1.3 for 7/44-6/45. BPV is 72.



M4A3(76)W Medium Tank: This tank used the hull and the chassis of the M4A3(75)W as well as the newly designed 76mm armed turret. It was built in greater numbers than any other 76mm Sherman, with 4,542 being produced. Of these, more than half used the new HVSS (Horizontal Volute Spring Suspension) system to give the tank a better ride and lower ground pressure (though not enough to qualify for low ground pressure in game terms). With HVSS this tank was designated as the M4A3(76)WE8, from which arose its nickname "Easy Eight".

† APCR is not available in Italy.

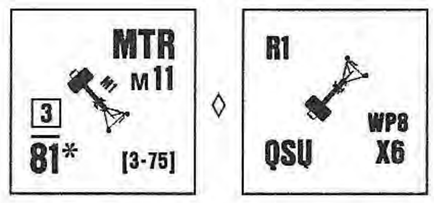
† RF is 1.1 for 7-10/44, 1.0 for 11/44-2/45, and .9 for 3-5/45. BPV is 77.



M4A3(105) Medium Tank: The original design of the Sherman's 75mm gun turret allowed for the alternate installation of a 105mm howitzer. Production of the M4A3(105) production totaled 3039, with all but about 500 having the HVSS system. The howitzer armed Shermans had neither power traverse, gyrostabilizer, nor Wet Stowage (their ammo being kept in armored bins instead). Three of these tanks formed the basis of the assault gun platoon in the HQ company of an Army medium tank battalion, and one (two in 1945) was also present in the HQ platoon of each of that battalion's medium tank companies.

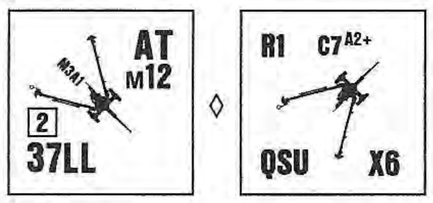
† RF is 1.3 for 1944 and 1.2 for 1945 in the ETO and 1.3 for 10/44-45 in the PTO. BPV is 73.

AMERICAN ORDNANCE NOTES



M1 81mm Mortar: This weapon a copy of the French Brandt 81mm Mortar was the standard battalion mortar in U.S. service. It fired both light (7-lb.) and heavy (10 ¾-lb) HE bombs, as well as WP. About 30,000 were made during the war. Its primary use was in the heavy weapons company of the infantry battalion, whose mortar platoon consisted of three sections of two mortars each. (Parachute mortar platoons had only two sections — and airborne 81mm mortar platoons were located in the infantry battalion's HQ company). A mechanized cavalry recon squadron had three 81mm mortars as did a TD battalion (SP). The weapons company of a Marine battalion contained four 81mm mortars until April 1944 (after which date the platoon was moved to the battalion's HQ company), while the HQ company of a Marine Raider regiment had eight.

† RF is 1.1 for 40-45. BPV is 29.



M3A1 37mm AT Gun: Development of the first purpose built U.S. anti-tank gun started in 1937, and was based on the German PaK 35/36. Unlike most AT guns, the M3A1 had a manual breech block which lowered its rate of fire. It was used in combat in North Africa but was then gradually replaced in the ETO by the 57mm gun. In the PTO, however, it remained in use throughout the war, being quite adequate to deal with the lightly armored Japanese AFV, and having a canister round that proved invaluable for stopping massed infantry attacks. 18,702 were built. It was usually towed by a Jeep or ¾ ton truck. In the 1941-1943 period it was found in the Army's infantry battalion HQ company, the infantry regiment's AT company, the armored infantry company (with one gun per armored infantry platoon and one in the company HQ, towed by an M2 Halftrack), the HQ company of an armored infantry regiment, the armored division's HQ company and armored recon battalion, and the glider infantry regi-

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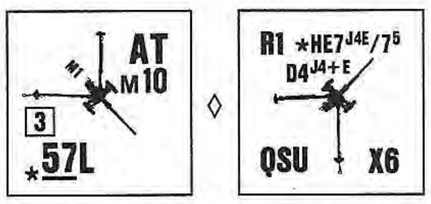
ment. A platoon comprised of four guns. In addition, the 10th Mountain Division in Italy was authorized three 37mm AT guns per infantry battalion. A Marine division had three-four gun 37mm AT platoons in each infantry regiment's weapons company, and also had (from April 1943 through 1944) three six-gun platoons in its Special Weapons battalion. A Marine Raider regiment had four 37mm AT guns. The Philippine Army also used the 37mm AT gun in 1941-42.

† RF in North Africa and ETO is .9 for 11/42-6/43, 1.2 for 7-12/43, and 1.4 for 44-45. PTO RF is 1.0. BPV is 30.



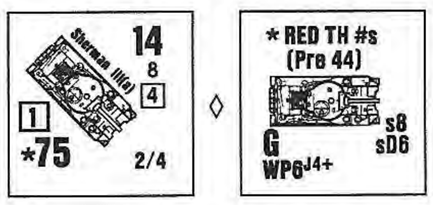
M1 57mm AT Gun: By 1941 the Army had realized that its 37mm AT gun was rapidly becoming obsolete. Since it might take several years to design and develop a new gun, the British 6-ponder was copied, with minor alterations made for American preferences and production methods. Some 16,000 of the M1 were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

Contrary to what has been previously published, the M1 did fire other types of ammunition besides AP. Limited supplies of British HE and APDS became available in the summer of 1944, and the U.S. T18 HE round was being issued by early 1945. A canister round was also developed but if used in combat it was issued only in small amounts in late 1944.

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

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

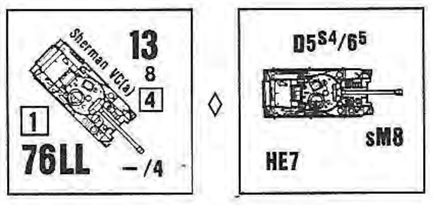
BRITISH VEHICLE NOTES



Sherman III(a): This was the U.S. Medium Tank M4A2. Of all the 75mm Sherman types available in quantity to the British, they liked the Sherman III best due to its better speed, performance, and reliability. About one third of the Shermans available to the 8th Army at the second battle of Alemain were of this type. 5,041 were Lend-Leased to the British, and another 382 to the Free French. The MA uses red To Hit numbers prior to 1944 as signified on the counter by "RED TH#s (Pre 44)".

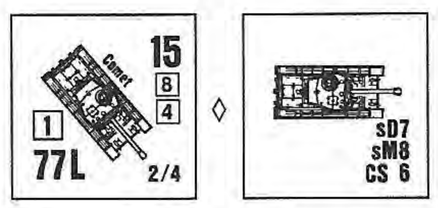
† WP becomes available June 1944 as signified by the superscript "J4".

† RF is 1.4 for 10/42, 1.3 for 11/42-2/43, 1.2 in 3/43, 1.1 for 4/43-6/43, and 1.0 for 7/43-5/45. BPV is 68.



Sherman VC(a): When it became obvious that the Challenger would not be available in time for the Normandy landings, the Sherman was suggested as an alternative to carry the powerful 17 pounder gun. The feasibility of this was doubted, but an experimental installation proved it would indeed work with a minor adaptation of components. Subsequently a rush conversion program produced enough 17pdr Shermans (nicknamed Fireflies) by June 1944 to provide an average of one per non DD Sherman troop, and one per Cromwell troop in the 7th Armoured Division's 22nd Armoured Brigade. The Firefly at last gave the British a tank whose gun equaled or bettered those mounted in the majority of German tanks, as well as being superior to all U.S. tank guns. It was often used from an "overwatch" position; i.e. sitting back behind cover, protecting the forward ranks of 75mm Shermans against Tigers and Panthers. The Panzers rightly feared it, and had standing orders to attack Fireflies first in any engagement. The Firefly had neither BMG nor its corresponding crewman, his position being used to stow extra MA rounds. The most common version of the Firefly was a converted Sherman V, the VC (which also represents the converted Sherman I). "C" in the British designation denoted the 17pdr gun. Recent research has shown that at least 2139 Fireflies were produced.

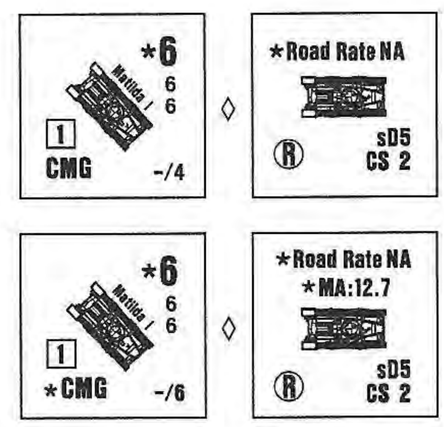
† RF and Dates for ETO are 1.1 for 6-12/44 and 1.2 for 1-5/45—except for use in Italy where they are 1.5 for 10/44-5/45. BPV is 76.



(A34) Comet: This, the last of the Cruiser tanks, was originally envisioned as being merely an improved Cromwell, but ultimately it became an almost total redesign. The Comet's gun, officially called the 77mm, was actually a less powerful version of the 17pdr. This seemingly retrograde step was taken to ensure that the gun would not overstress the vehicle, as had been the case with the Challenger. Though it was planned to have the Comet replace the Cromwell in 1944, development and testing took longer than expected, and it did not enter combat until after the crossing of the Rhine. It was used only in the armoured regiments and armoured recce regiments of the 11th Armoured Division, replacing all Shermans in that division. About 1,200 Comets were built between April 1944 and May 1945. Only a few years after the war, they began being replaced by Centurions, the first six of which arrived in Germany in May 1945 too late to see combat.

† This AFV has both sD and sM. The owning player may make a usage attempt for either (but not both) during a Player Turn after declaring which one he will attempt to fire. All other Smoke Dispenser rules apply unchanged.

† RF is 1.3 for 4-5/45. BPV is 79.



Matilda I [Infantry Tank Mk I]: This was the first version of what the British referred to as the Infantry ("I") tank, whose sole function was to accompany and support infantry. The design specifications of the Matilda called for it to be small (i.e. inconspicuous) but well armored. A top speed greater than that of infantry was held to be unnecessary. Also of prime importance was that it be inexpensive to manufacture. Series production of the Matilda I began in 1937 and ran to 139 vehicles — 77 of which went to France with the 4th and 7th RTR, forming the majority of tank strength in the 1st Army Tank Brigade. They proved nearly impervious to German 37mm AT guns, but by the end of May, all had been destroyed or abandoned. The remaining 63 Matilda I in England were used for training.

† Minimum road MP cost is one MP; i.e. it cannot use the ½ MP road rate even if CE – as signified by "Road Rate NA" on the counter.

† RF is 1.3 for 38-5/40. BPV is 15.

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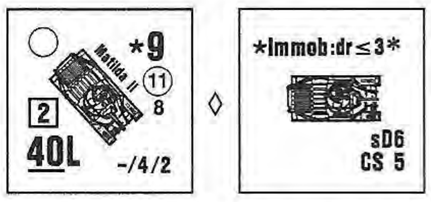
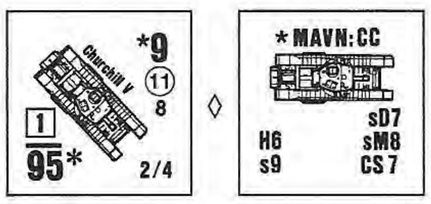


Matilda II [Infantry Tank Mk II]: The Infantry tank Mk II was faster and more heavily armored than its predecessor, and carried a gun capable of destroying any German tank in use in 1940. It was sometimes called Matilda Senior while the Matilda I was still in service, but later was referred to simply as the Matilda. Its thick hide and well-protected tracks (which were covered by an outer layer of armor) made it virtually invulnerable to all but the German 88 — as was shown in France at the Battle of Arras. (Indeed, it was said that the Germans developed APCR directly in response to their experience with Matildas in France.) In North Africa, after playing a large part in the rout of the Italian 10th Army in late 1940, the Matilda was dubbed the "Queen of the Battlefield". In 1941 even German tankers showed a marked reluctance to engage it with anything less than overwhelming superiority — a condition the British called "Matilda-it is". However, its lack of speed in the mobile desert war, its inability to be upgunned and the lethality of the 88 eventually caused its demise. Only 23 were used in France — all in the 1st Army tank Brigade. Many were used in North Africa, seeing action in the 1st and the 32nd Army tank Brigades. In addition, B Squadron of the 4th RTR used Matildas in Eritrea, and eight fought on Crete with the 7th RTR. Matildas were used in the PTO by Australians, first on New Guinea, then later on Bougainville and in Borneo; they also developed a FT version, a few of which were used 7-8/45. 2,987 Matilda II types were built.

Throughout the war, a troop (called a section, prior to 1941) of Infantry tanks contained three "I" tanks of the same basic model (e.g. Matilda II or Valentines, etc.); CS models were normally found in a fighting troop only in the PTO, where Australians used one CS and two 2pdr versions per troop. Very generally, when "I" tanks were available, one troop was allotted to each assaulting Infantry company. Amazingly, a 1940 Army Tank Brigade — a formation whose sole function was to provide front line armor support for infantry operations — contained not one HE firing weapon. This was belatedly, but only partially, remedied in early 1941 by the addition of a few CS "I" tanks to each squadron.

† Before any type of Immobilization *due to an attack* (other than a non-Mortar hit vs the front or rear turret facing) takes effect, make a subsequent dr. If this dr is 3 or less, Immobilization occurs; if 4 or more, it does not. This is signified on the counter by "Immob: dr≤ 3".

† RF for France (5/40) is 1.4 and for Crete (5/41) is 1.5; for North Africa, 1.1 for 12.40, 1.3 for 1/41, 1.4 for 2/41, 1.5 for 3/41, 1.3 for 4/41, 1.2 for 5-12/41, 1.3 for 1-4/42, 1.4 for 5/42, 1.5 for 6/42, and 1.6 for 7/42; for East Africa (Eritrea), 1.3 for 1-4/41; for PTO, 1.2 for 11/43-2/44 and for 1945. BPV is 51.

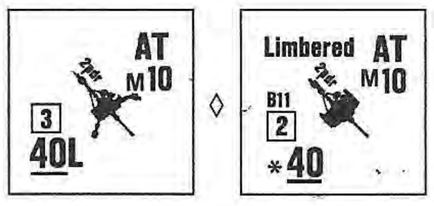


Churchill V: This was a Churchill IV fitted with a howitzer for the CS role. It was used only in tank brigades in the ETO. 241 were built. The 94* can fire only Smoke — not AP or HE. Smoke fired by the 94* is not subject to Depletion as signified by the "infinity Smoke" on the counter. The 94* has a maximum range of 50 hexes — as signified by "[50] on the counter. In an armored regiment of tank battalion equipped with British built tanks, the HQ of each squadron officially contained two CS tanks. Many of the early CS models could only fire smoke. Other types, which could fire HE, usually carried only a small amount of it in accordance with British tank doctrine. The later versions carried more HE and less smoke.

† This vehicle has both a sD and sM. The owning player may make a usage attempt for either (but not for both) during a Player Turn, after declaring which one he will attempt to fire. All other Smoke dispenser rules also apply unchanged.

† RF in Italy is 1.6 for 5/44-5/45; for Northwest Europe use, 1.4 for 6-7/44, 1.3 for 8/44, 1.4 for 9/44-3/45, and 1.5 for 4-5/45. BPV is 67.

BRITISH ORDNANCE NOTES

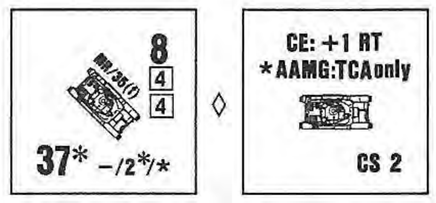


OQF 2-Pounder: With its tripod mounting, which permitted rapid all-round traverse, this was the best AT in service in 1939. However, the loss of 509 2pdrs in France virtually eliminated the Army's stock of AT guns, and forced the British to give 2pdr production top priority for another year (thus delaying the development of the 6pdr). In the early desert fighting the 2pdr was entirely adequate, but as the Panzers acquired thicker armor it became less and less able to deal with them. Moreover, when the Germans would locate the position of a 2pdr, if possible, they stood their Pz IV off beyond its effective range and leisurely shelled it into submission. By 1942 it was dangerously obsolete — but even so, it fought on until the fall of Tunis. Its usual transport in the desert was the 2pdr Portee. In the PTO the 2pdr remaining in use throughout the war, though by the end of 1943 in India-Burma it was officially authorized only in the AA/AT regiment of light divisions.

2pdrs were used in AT regiments with four guns per troop, and from early 1942 began appearing in infantry and motor battalions in two or four gun platoons respectively. The AT troop of infantry reece regiments that fought in North Africa from late 1942 had six 2pdrs; later these were exchanged for 6pdrs. As with many other British guns, the 2pdr was named for the weight of the projectile it fired. "OQF" stands for "Ordnance, Quick Firing", which indicated that the projectile and propellant charge were loaded as a single unit. As a sidenote, HE did exist for the 2pdr, but was rather ineffective and apparently not widely issued; the same is true for the 2pdr MA on various AFV.

† RF for ETO use is 1.2 for 5-6/40 (France), 1.2 for 4/41 (Greece), and 1.5 for 5/41 (Crete); for use in Africa, 1.3 for 6/40-4/41, 1.2 for 5/41-3/42, 1.1 for 4-642, 1.0 for 7-12/42, and .9 for 1-5/43; for PTO use, 1.3 for 12/41-2/42, 1.5 for 3-6/42, 1.4 for 7-8/42, 1.3 for 9-10/42, 1.2 for 11/42-11/43, and 1.3 for 12/43-45. BPV is 30.

ITALIAN VEHICLE NOTES

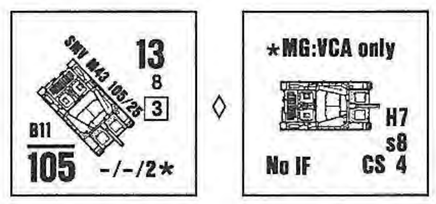


MR/35(f): The Germans provided Italy with a quantity of ex-French equipment in 1941-42, the most significant of which was 124 Renault R35 tanks. The Italians installed radios in them and renamed them MR/35. They were used to form the CI and CII Battaglioni Carri M, both of which were destroyed in Sicily in the summer of 1943.

† The CE DRM is +1 vs Indirect Fire, as well and vs Direct Fire that emanates from the turret's rear Target Facing as signified by "CE: +1RT" on the counter. The "(f)" in the piece name stands for "French".

† This vehicle does not have an AAMG.

† RF is 1.2 for 7/43 and 1.4 for 8/43. BPV is 27.



Semovente M43 da 105/25: Nicknamed the Bassotto (Dachshund), the SMV 105/25 was the most potent Italian designed AFV of WW2. Originally it was to be built on the hull and chassis of the P26/40 heavy tank but due to delays in the development of the latter a much modified version of the M15/42 was utilized instead. Apparently its only Italian combat use was with the DCI Gruppo Semoventi in the 235th AT/SPA Regiment of the 135th "Ariete II" Armored Division during the defense of Rome. A battery of SMV 105/25 comprised four such AFV. About three dozen were built prior to the armistice. It was envisioned that, once the newest AFV types were available in numbers, SMV 75/34 would be used as TD while SMV 105/25 would provide close support for P26/40 tank units. The SMV

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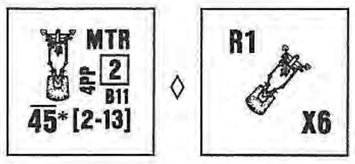
105/25 would also be used for counter battery fire, while the older (and shorter ranged) SMV 75/18 would be relegated to infantry support.

† RF is 1.6 for 9/43. BPV is 47.

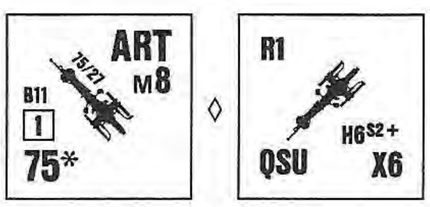
ITALIAN ORDNANCE NOTES



Mortaio da 45 "Brixia": This weapon, the standard "assault and support" mortar of the Italian Army, was accepted for service in 1935 and first saw action in East Africa that same year. Its design embodied a number of unusual — and overly complex — features. Instead of being fired by simply dropping a round down a muzzle, a lever arm was pulled to open the top of the breech, and the projectile) a standard grenade with a finned attachment at the réar) was hand loaded through the opening; the lever was then pushed to insert a firing cartridge (from a 10 round magazine) and close the breech. Firing was accomplished by squeezing a trigger. Range could be varied by the normal method of setting elevation, and also by an adjustable gas port which vented a potion of the propellant gas. In action the firer normally lay prone, with his chest on a padded frame cushion attached to the mortars rear leg. For transport, the legs folded and the entire weapon was worn like a backpack, with the cushion easing the load on the bearer's back.

The "Brixia" (its designer's name) was normally used in mortar squads of three weapons each. Three such squads formed a platoon, two of which were authorized in the SW company (compagnia armi di accompagnamento) of an infantry battalion. The battalion often assigned one or two of these squads to each of its rifle companies. In an Alpini battalion, each company usually contained an inherent Brixia squad instead. Bersaglieri, cavalry, and Libyan units were not normally authorized 45mm mortars. Some divisional 81mm mortar battalions contained a company of three Brixia platoons in lieu of one 81mm company until such time as the latter could be provided. Early in the war the Italians also received a number of ex-French 60mm mortars.

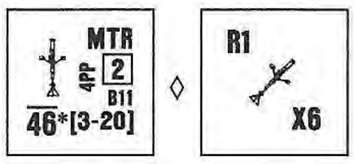
Frontline use of the Brixia declined as the war progressed, especially in North Africa where by 1942 it was no longer even authorized in front line divisions. However, in late 1943 when the first Allied Italian units were being formed, each battalion was authorized 18 Brixias. Large numbers of Brixias and other types of Italian SW were used by partisans in the Balkans.



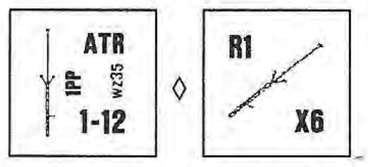
Cannone da 75/27: This was the standard light field piece in the artillery regiment of most Italian divisions. The game piece actually represents four different pre-WWI guns that are equivalent in game terms and historical role: the 75/27 mo6, m11, and m12, and the 77/28. The m06 was a license built Krupp product, 51 of which were later modified by the Italians, becoming the m12. The m11 was an import from France, notable for being the first service artillery piece in the world to have split trails. The 77/28 was a Skoda built combination field/mountain gun; among other uses it was issued to Italy's two Libyan divisions. In mid 1940 there were 3,091 75/27 in army service (including 499 in Libya and 24 in Italian East Africa), plus 245 77/28. A battery comprised four guns. During the Spanish Civil War the 75/27 was employed by some Nationalist units as divisional artillery.

† RF for use in Russia is 1.4 for 8-12/42 and 1.6 for 1-3/43; in Italy, 1.5 for 9/43. BPV is 33.

POLISH ORDNANCE NOTES

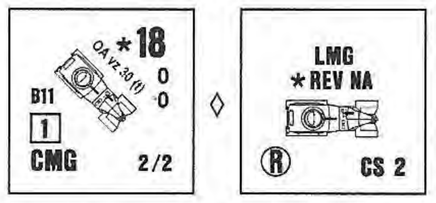


Granatnik wz. 36: Fire support in both infantry and cavalry units was provided by wz. 30 and wz. 36 platoon mortars. These small 46mm mortars were of Polish design and fired a .76kg round. Around 3850 were produced through 1939 and 81 were issued to each infantry division with three per company.



"Ur." wz. 35: Often described as one of the most successful anti-tank rifles of its day, the Polish 7.92mm wz. 35 "Ur" was lighter by a large margin than most foreign counterparts and also pioneered the use of sub caliber (i.e. APCR) ammunition. The later aspect was quickly copied by other armies for some ATR and AT guns. Despite the high muzzle velocity, the small caliber and lighter weight of the projectile robbed the ATR of much of its effectiveness. The success of this ATR in 1939 was due as much to the thin armor found on contemporary German and Soviet AFVs as it was used of APCR ammunition. 3500 were produced and kept in sealed boxes labeled "Rifles for Uruguay" (hence the "Ur" designation). Although they were not issues until after the war actually began, the fact that they functioned just like normal bolt action rifle greatly simplified training and actual usage.

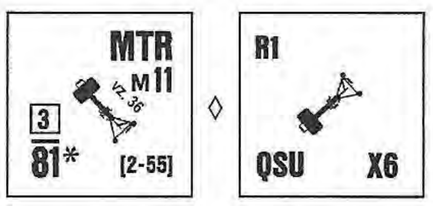
SLOVAKIAN VEHICLE NOTES



OA vz 30(t): This armored car was designed by Czechoslovakian manufacturer Tatra — the only such design used by the Czechoslovakian army. It carried a crew of three, was not particularly fast and could not drive in reverse. Around 1930 about 50 were built with one 7.92 MG mounted in the turret and another in the front hull. The Germans confiscated 24 after March 1939, used seven of them as radio cars in field propaganda units, and gave 13 to Slovakia after its participation in the invasion of Poland. The Slovak Fast Division used these during Operation Barbarossa and later six were sent to the Ukraine between 6/42 – 1/43 for anti partisan duties. Some were later used in the Slovakian uprising in August 1944. When Hungry occupied Ruthenia in early 1939, a number of ex-Czech armored cars including about ten OA vz 30s fled to Romania, which put them right to use.

† Both BMG and CMG have B11 as signified by B11 in red on the counter.

SLOVAKIAN ORDNANCE NOTES



80mm Minomet vz. 36: Slovakia had approximately 150 of these mortars produced by the Skoda Pilzen plant from 1936 -1939. The weapons company of both the Mobile and Security Divisions had two mortar platoons. The mortar platoon of the Mobile Division had three 81mm mortars, transported by truck. The Security Division's mortar platoon had two mortars transported mainly by wagon. The weapons company of the 1st Slovakian Infantry Division had a single mortar platoon of four mortars.

† RF is 1.0 for 39-8/44. BPV is 28.

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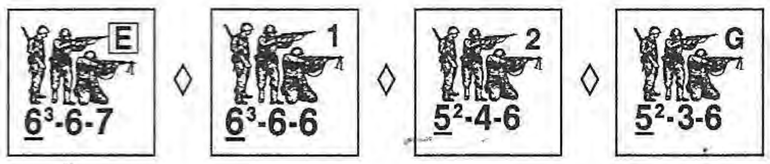
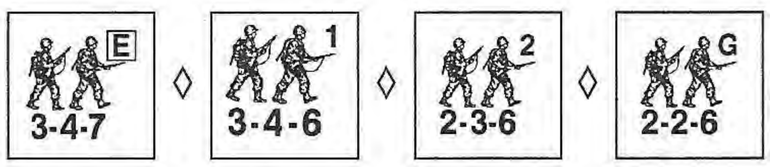
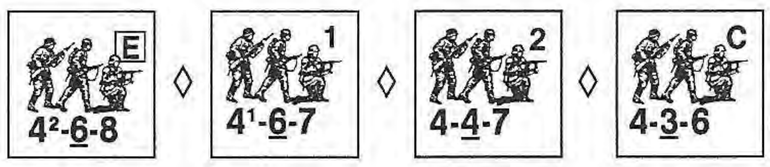
Nationality Chart

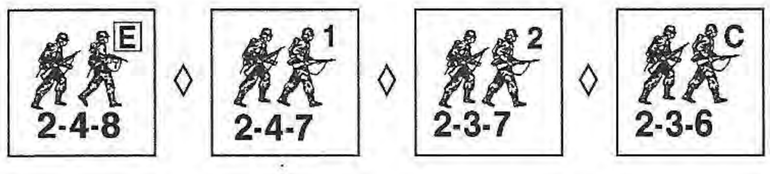
American Squads, Half-Squads and Crews



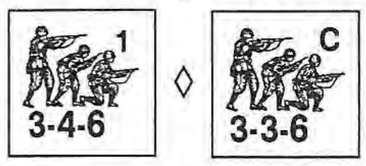


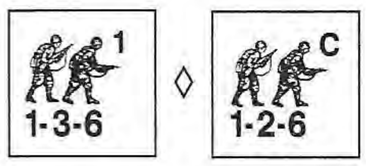
German Squads and Half-Squads



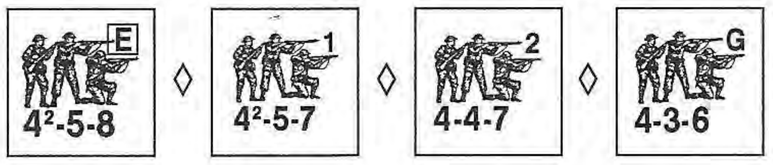


Italian Squads, Half-Squads and Crews





British Squads, Half-Squads and Crews



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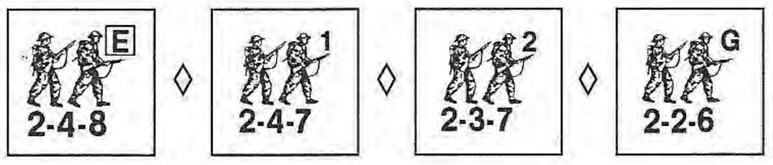


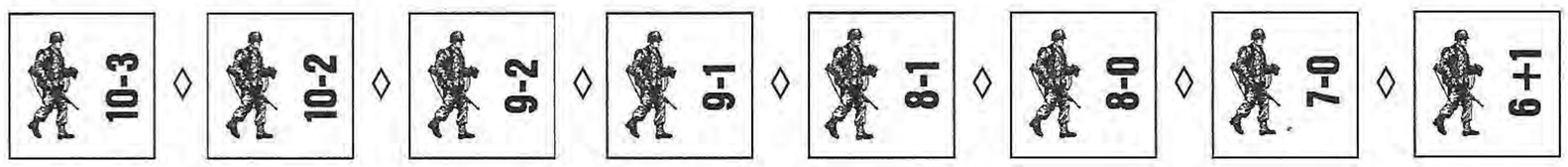
[not included]

Axis Minor Squads, Half-Squads and Crews

Russian Squads and Half-Squads

Allied Minor Squads and Half-Squads

Leaders (SMC)



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ASL STARTER KIT SEQUENCE OF PLAY

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

Rally Phase (RPh) (3.1)

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

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

Prep Fire Phase (PFPh) (3.2)

The ATTACKER may:

a. Remove his Dispersed Smoke counters; flip his SMOKE counters to Dispersed side (1.2.5).
b. Fire Ordnance Smoke.
c. Fire Good Order units & weapons (Motion AFV NA) or destroy weapons. Mark fired units/weapons with Prep/Intensive Fire markers.
d. Change CA of Guns presently able to fire without using Intensive Fire.

Movement Phase (MPh) (3.3)

(Each moving unit or stack has *its* own MPh.)
The ATTACKER (see Step d. for DEFENDER actions) may:

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

Infantry Movement (3.3.1)

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

Vehicle Movement (3.3.2)

- Place/remove CE counter and attempt to dispense Smoke once.
- If not in Motion, vehicle must pay Start MP (Mechanical Reliability applies if red MP) in order to enter new hex or change VCA.
- Bogged AFV must attempt Bog removal before moving: spend START MP = colored dr times white dr. Final colored dr = 1-4, freed; 5, mired; 6, immobile.
- Change VCA for 1 MP (2 MP if in woods or building, and may change TCA freely as MP expended.
- Entry of woods or building hex requires Bog Check.
- Enter AFV/wreck hex +1 MP (+2 MP if entered via road hexside at road rate; double in woods).
- May Bounding First Fire (3.3.2.2) (including TPBF vs. units in hex); MG/IFE FP halved, quartered if Non-stopped and place Bounding Fire counter.
- Must expend full MP allowance; all remaining MPs assumed used in last hex.
- If not stopped at end of MPh, mark with Motion counter.

d. **During step c, the DEFENDER may:**
- Resolve Residual FP attacks as they occur against moving units.
- Conduct Defensive First Fire (3.3.3) attacks against moving units or stacks, including Subsequent First Fire, Final Protective Fire, and (if unpinned and MMC passes PAATC) Reaction Fire (3.3.4).
- If friendly AFV not marked with a Fire counter, attempt to dispense Smoke as if intervening with Defensive First Fire.
- If friendly AFV not marked with Fire counter and not in LOS of the moving enemy unit at the beginning of the Player Turn, attempt Motion status once per AFV/MPh based on MF/MP spent in LOS; make dr ≤ # of MF/MP; place Motion counter and make VCA/TCA change if successful.
- Place Residual FP and First Fire/Bounding Fire/Final Fire counters as each attack occurs.

e. Remove all Residual FP and ½" Smoke grenade counters. If more than one AFV in hex, DEFENDER turns excess into wrecks.

Defensive Fire Phase (DFPh) (3.4)

The DEFENDER may:

a. Fire Ordnance Dispersed Smoke.
b. Conduct Defensive Fire:
- Fire any units not marked First/Final Fire at full FP; MG may use ROF if maintained. Fire units marked with First Fire markers at adjacent enemies at ½ FP (MG B# -2, no ROF) or Intensive Fire. Mark all with Final Fire/Intensive Fire markers.
- Voluntarily destroy weapons.

c. Change CA of Guns presently able to fire without using IF.
d. Remove all First Fire and Final Fire counters.

Advancing Fire Phase (AFPh) (3.5)

The ATTACKER may:

a. Fire units not marked with Prep Fire/Intensive Fire/Bounding Fire markers (including MMG/HMG/Mortars/Guns/AFV that did not move) at ½ FP (Ordnance: +2 TH). ROF NA.
- Eligible Infantry units (underlined FP) may use Assault Fire within Normal Range.
- Fire weapons of AFV that did not fire in MPh (½ FP MG; MA +4/+5 if moved, +2 if not).
- Vehicle MA that maintained ROF (and fired no other weapon in MPh) may fire again.
- Resolve DC attacks.

b. Remove all Prep Fire/Bounding Fire/Intensive Fire markers.

Rout Phase (RtPh) (3.6)

Individually, first ATTACKER, then DEFENDER:

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

Advance Phase (APh) (3.7)

The ATTACKER by hex may:

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

Close Combat Phase (CCPh) (3.8)

By hex BOTH players:

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

Turn Record Chart (3.9)

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

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ASL Starter Kit Quick-Reference Data Card (QRDC)

INFANTRY FIRE TABLE (IFT)

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

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

K/#: One unit suffers casualty reduction and all other target units (including any just reduced HS) must take a morale check (MC) adding the indicated number (#) to the MC DR. Which of multiple targets suffers casualty reduction is randomly determined. Casualty reduction eliminates a HS, reduces a squad to a HS, and wounds a SMC. Mark all broken target units with DM. Stun CE vehicle crew.

NMC: Each target unit must attempt to pass a Normal Morale Check (NMC) by making a DR less than or equal to the unit's morale level. The best leader in a hex must check first. Units that fail are broken and inverted and have a DM counter placed on them; a CE vehicle is Stunned. A unit that rolls an original 12 on a MC suffers casualty reduction in addition to breaking; a CE vehicle is STUNned. An already broken unit that fails a MC suffers casualty reduction; an already broken unit that rolls an original 12 on a MC is eliminated. An unbroken unit that fails a MC by more than its ELR (see 5.1) might be replaced by a lesser quality unit. Mark all broken target units with DM.

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

PTC: Each target unit must attempt to pass a Pin Task Check (PTC) by making a DR less than or equal to the unit's morale level. The best leader in a hex must check first. Units that fail are pinned and have a Pin counter placed on them. Broken target units may possibly be marked with DM.

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

IFT DRM

- by CX firer ..... +1
- FFMO/FFNAM; each ..... -1
- Hindrance; each (FFMO NA) ..... +1
- Leader Direction ..... +/- x
- Unit carrying FT; each ..... -1
- Hazardous Movement (Manhandling Gun) ..... -2
- Defender's Terrain Effect Modifier (TEM) *[EXC: FT NA]*
  - OG/Road/Woods-Road (on road) (FFMO may apply) ..... +0
  - Grain/Orchard/Brush (Hindrance; +1 per hex) ..... +0
  - Height Advantage *[EXC: MTR NA]* ..... +1
  - Woods (-1 Airburst) .....+1†
  - Wooden Building (brown) ..... +2†
  - Stone Building (gray) .....+3†

† applies to IFT DR after hit on Area Target Type

IFT FP MODIFIERS

- Area Fire; each ..... x 1/2
  - By Pinned Firer
  - AFPh *[EXC: FT NA]*
  - Long Range Fire
  - Motion Firer
  - Firer marked with First/Final Fire Counter
- Assault Fire (AFPh) *[EXC: No Long Range Fire]* ..... FRU & +1
- Cowering ..... one (Inexperienced: two) column shifts to left
- Point Blank Fire (PBF) vs. Adjacent hex *[EXC: FT NA]* ..... x 2
- Critical Hit ..... x 2
- Triple Point Blank Fire (PBF) vs. same hex ..... x 3

WOUNDS

Casualty Reduction result on a SMC

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

+1 drm if already wounded

SEQUENCE OF PLAY

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

CLOSE COMBAT TABLE (CCT)

(Sequential CC: Ambush, AFV)

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

CC FP or DR Modifiers:

- by/vs. Ambush (NA during Melee)...-1/+1
- by Motion/Pinned unit..... x ½
- by/vs. CX..... +1/-1
- vs. Broken Unit..... -2
- Leadership (if not alone)..... +/- x
- vs. motion/non-stopped vehicle..... +2
- vs. CE AFV..... -1
- vs. vehicle w/no manned/usable MG... -1
- vs. immobile AFV..... -1

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

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

AMBUSH

when Advancing into CC in woods/building hex < enemy dr by at least 3

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

ASL Starter Kit Quick-Reference Data Card (QRDC)

Terrain Effects Chart

Terrain Type	MF Costs	MP Costs (Full Track/AC)	TEM	Hindrance	Rally Bonus	Notes
Open Ground	1	1/3	+0	No	No	
Orchard	1	1/3	+0	+1/hex*	No	Inherent Terrain, fire along hexside still hindered; * in-season obstacle to different level LOS
Orchard-Road	1	1Δ/1Δ	+0	+1/hex*	No	Hindrance NA if applicable LOS never leaves road depiction; Δ ½ MP if CE Inherent Terrain, fire along hexside still hindered; * in-season obstacle to different level LOS
Road	1	1Δ/1Δ	+0	No	No	+1 MF (road bonus) if all MF spent crossing road hexsides; Δ ½ MP if CE
Brush	2	2/4	+0	+1/hex	No	
Grain	1½	1/4	+0	+1/hex	No	In Season June-Sept; otherwise treat as Open Ground;
Woods	2	†/ALL+	+1	obstacle	Yes	Bog Check required † ½ MP or ALL; + starting/stopping still allowed; VCA change MP doubled
Woods-Road "on road"	1	1Δ/1Δ	+0	No	Yes	Road portion does not block LOS; Woods MF costs and TEM do not apply to moving unit using the road; Δ ½ MP if CE
Woods-Road "in woods"	2	PER WOODS	+1	obstacle	Yes	
Wood Building (brown)	2	†/NA	+2	obstacle	Yes	† ½ MP + Bog Check
Stone Building (gray)	2	†/NA	+3	obstacle	Yes	† ½ MP + Bog Check
Hill	x 2	4+COT*	+0/+1	obstacle	No	Height Advantage *[EXC: Mtr NA]* may apply if no other TEM apply and Attacker not on Hill hex; * 2+COT if using road

MF/PP Chart

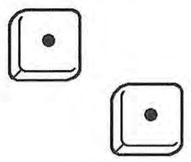
Deduct 1 MF if Inexperienced

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

LEADER CREATION

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

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



drm	Cause
-1	American, German, British
-1	Per odds column < 1-1 *or* vs. AFV
-1	Base unit had Morale Level ≥ 8
+1	Base unit had Morale Level ≤ 6
+1	Base unit was broken
+1	Russian, Italian

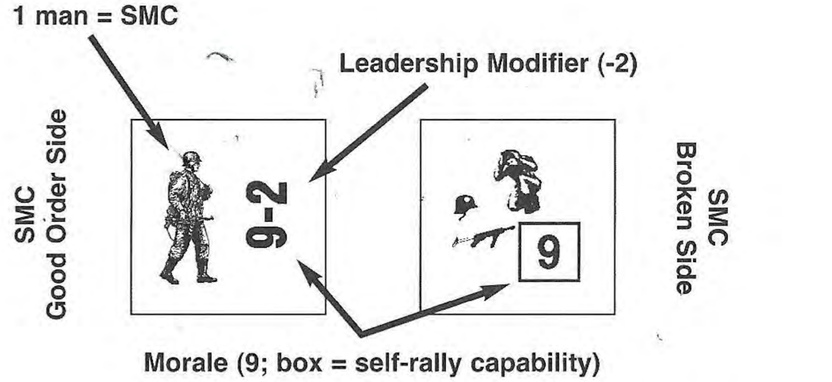
COUNTER EXHAUSTED

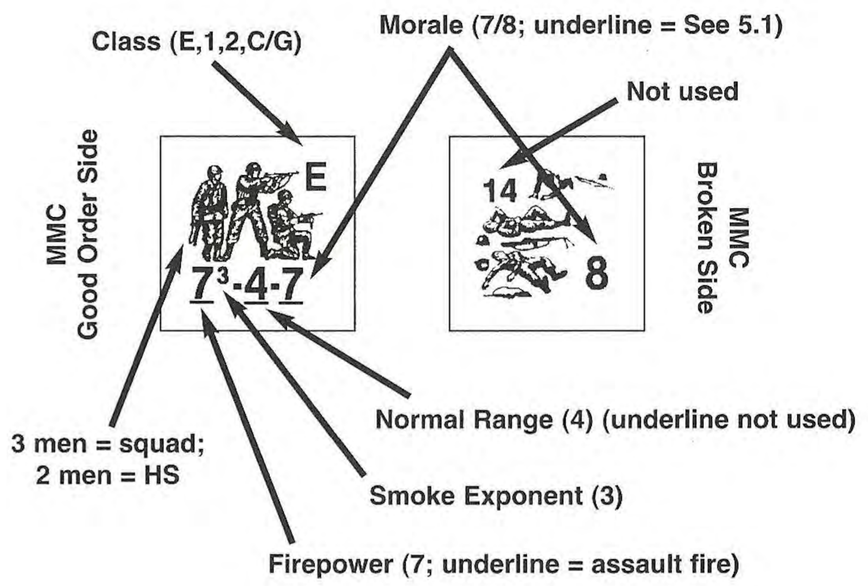
CX status results from:

- Double Timing (3.3)
- Advancing vs. difficult terrain (3.7)

CX status results in:

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





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AP (APCR/APDS) TO KILL TABLE

Weapon	Range 0-1	2	3-6	7-12	13-18	19-24
MG	6	5	5	4	4	—
Polish ATR	7	6	6	5	—	—
20L	8	7	7	6	6	5
37*	8	8	7	7	7	6
37L (APCR)	10 (13)	10 (12)	9 (11)	9 (10)	9 (8)	8 (6)
37LL	12	12	11	11	11	10
40L	11	11	10	10	10	9
50 (APCR)	12 (17)	12 (16)	11 (15)	11 (14)	11 (12)	10 (8)
57L (APDS)	16 (19)	16 (18)	15 (18)	15 (18)	15 (18)	14 (18)
75*	11	10	10	10	10	9
75	15	14	14	14	14	13
75L (APCR)	18 (23)	17 (22)	17 (21)	17 (20)	17 (19)	16 (17)
76L (APCR)	18 (25)	17 (24)	17 (23)	17 (22)	17 (21)	16 (19)
76LL (APDS)	24 (26)	23 (25)	23 (25)	23 (25)	23 (25)	22 (25)
77L	20	19	19	19	19	18
85L (APCR)	18 (22)	17 (21)	17 (20)	17 (19)	17 (18)	16 (16)
88LL	28	27	27	27	27	26

TO KILL NUMBER (TK#) MODIFIERS

Rear Facing Hit: +1 to TK#
Critical Hit: TK# x2

PANZERFAUSTS

In scenarios with enemy AFV or by SSR, PF are available 10/43+ to unbroken German Infantry during Friendly Fire Phase and may only fire at a vehicle, Gun, or Infantry receiving a building/rubble (by SSR) TEM.

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

The number of PF available in a scenario is determined as follows:

pre-1944: equal to # of squads in OB
1944: 1.5 x # of squads in OB (round down)
1945: 2 x # of squads in OB

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

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

PF Availability dr Modifiers		Range (hexes)	Date
-1	Date is 1945	1	≤ 5/44
+1	Target is not AFV	2	6/44 - 12/44
+1	CX firer	3	1/45+
+1	Firer is half-squad		
+2	Firer is SMC		

To Hit #	Range
≤ 10	0
≤ 8	1
≤ 6	2
≤ 4	3

PF To Kill #: 31
PF HE equivalency: 16 FP

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

ASL Starter Kit Quick-Reference Data Card 2 (QRDC2)

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AFV DESTRUCTION TABLE

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

[1] Includes HEAT
[2] Use original IFT DR for hit location; all AF ≤ 4 = -1 TK DRM; all AF ≥ 8 = +1 TK DRM
[3] Requires a position DR

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

GUN DESTRUCTION TABLE

	Ordnance	MG/IFE/Small Arms/FT[1]	DC
≤ Final KIA[2]	ELIM	Subsequent die roll	ELIM
= Final K	MALF-CR[3]	N/A	MALF-CR
= CH	ELIM	N/A	N/A

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

[1] Gunshield is N/A to FT attack
[2] prior to applying gunshield DRM
[3] K result = Gun eliminated if AP was fired

BOG CHECK

BOG DR ≥ 12

DR + DRM ≥ 12 = Bog

Bog Check Dice Roll Modifiers

DRM	Cause
+1	vehicle has normal ground pressure
+2	vehicle has high ground pressure
+1	vehicle is not fully tracked
+1	gaining elevation *and* entering woods
+3	entering woods/wooden-building at half MP
+4	entering stone building at half MP

BOG REMOVAL

MIRED +1 Bog dr

make a DR at start of vehicle MPh

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

HE AND FLAME TO KILL TABLE (no mortars)

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

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

HEAT TO KILL TABLE

Gun Size	37	75	76	95	105	Baz 122	Baz 43	44/45	PIAT	PSK	PF
TK #	26	13	13	16	15	17	13	16	15	26	31

Advanced Squad Leader

Starter Kit Expansion Pack #1 Rulebook

Introduction:

Welcome to the first Expansion Pack installment in the Advanced Squad Leader Starter Kit series. ASLSK will introduce you to the primary material necessary to for the ASLSK experience. Advanced Squad Leader (ASL) is a detailed wargaming system that can simulate any company level ground action from any theater of World War II. The playing pieces represent squads, half-squads, leaders, crews, Guns, and Vehicles from every major and minor combatant of World War II. The battlefields are represented by geomorphic mapboards upon which the counters are maneuvered. Starter Kits provide the new player with an easy method for becoming familiar with the basics of the ASL system using entry-level scenarios, counters, boards, and rules. Abbreviations have been used for many of the terms presented in the rules. While you will become familiar with them through use, the Definitions section provided in the rules can be a helpful reference to this special terminology.

Squad counters represent approximately 9-15 men, depending upon nationality and type. Individual leader counters represent combat eaders historically present at the battle and also help

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represent the overall combat independence of the unit to which they are attached. Each squad and each leader is given a morale level on its counter; the higher the morale level, the better it can stand up in combat and the quicker it can recover from setbacks. Support Weapon, Gun, and Vehicle counters represent individual weapons beyond the organic small arms that are already included in the firepower values given each squad and half-squad counter. Firegroups for attacking enemy units are put together from the combined firepower of individual units and weapons. After totaling the firepower of the attack, two six-sided dice are rolled and that result (modified by various factors) is cross-indexed with the applicable firepower column of the Infantry Fire Table to determine the result of the attack. Ordnance, including Main Armaments, must first secure a hit before checking for results. Results range from no effect, to causing the enemy to check its morale level to see if it breaks, to outright elimination of one or more enemy units. Units also use their firepower in close combat, usually in an all-or-nothing fight to the death.

Each ASLSK scenario simulates a historical battle by providing both the Attacker and the Defender with an order of battle containing specific units and weapons with which to maneuver in an effort to achieve specified victory conditions. The geomorphic boards can be arranged in numerous different combinations to represent the varied battlefields of Europe.

ASLSK Expansion Pack 1 is a complete game that introduces the player to new boards and scenarios and includes squads, half squads, leaders, support weapons, crews, crew-served ordnance weapons, and Vehicles as well as simplified rules and terrain to use with them. You may use this material to expand your ASLSK options or it may tempt you to enter the fantastically detailed world of tactical wargaming by venturing into ASL. In either case, the material presented herein– rules, boards, and counters - is designed to be fully compatible with both previous installments of the Advanced Squad Leader Starter Kit (ASLSK) and ASL. You will not need any other product to play this game, it is completely self contained; however, you can find additional material for ASL and many other fine products at www.multimanpublishing.com. Additional ASLSK scenarios are available in OPERATIONS magazine.

These rules have been color-coded to show what has been revised from the ASLSK #3 module. Any rules or wording in salmon have been revised to correct errata from ASLSK #3. This rule booklet takes precedence over the rule booklet found in the ASLSK #1, 2, and #3 modules. Finally, note that Starter Kit Expansion Pack 1 contains all the counters needed to play the eight scenarios under average circumstances. ASL is a game of wide possibilities, however, and exceptional circumstances in a given playing may result in a shortage of a particular counter.

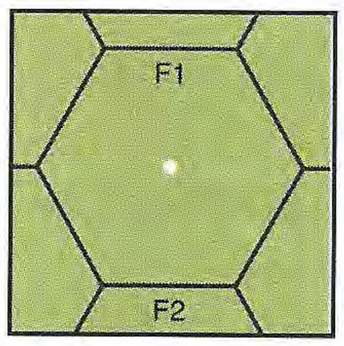
1.0 Game Components:

1.1 Mapboard:

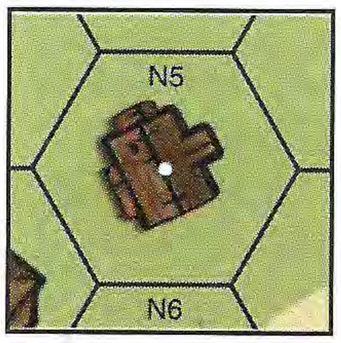
This ASLSK module contains three geomorphic mapboards (q, r and s). These represent the battlefield and can be butted end-to-end or side-to-side together with others to form different playing areas. Superimposed over the map is a hex grid used to measure distance. Each hex contains a specific type of terrain. Different types of terrain have different effects on movement and combat. Each hex also contains its own grid coordinate that indicates its location on the map (e.g., hex K2). Listing the mapboard in front of the coordinate (e.g., sK2) provides a unique identifier for any hex in the system. Each hex contains a white dot that marks the center of the hex. This is used in determining Line of Sight (LOS). Half hexes along the board edge are the equivalent of hexes, although the grid coordinate and white center dot may be missing.

1.1.1 Terrain Types:

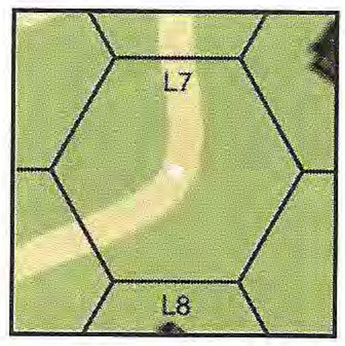
For aesthetic purposes, terrain symbology may extend marginally out of a hex into an adjacent hex of another terrain type, but most hexes are dominated by one specific terrain type and are governed by the rules for that specific terrain type. Usually the dominant terrain type includes the hex center dot, but occasionally non-Open Ground hexes have a hex center dot in Open Ground. Some terrain is harder to move through than other terrain; movement costs are expressed in Movement Factors (MF) for Infantry and in Movement Points (MP) for vehicles. Terrain can also block or hinder Line of Sight (LOS) and can provide some cover by modifying fire attacks with its Terrain Effects Modifier (TEM).



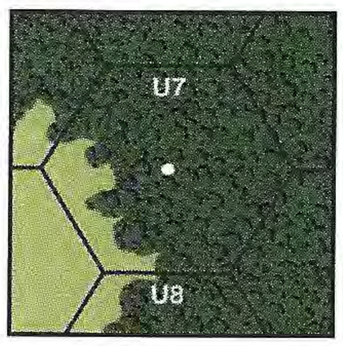
Open Ground: Open Ground is any hex devoid of other printed terrain features, generally covered uniformly in light green such as hex qF1. Open Ground presents no obstruction or hindrance to LOS, and the only TEM for Open Ground is the –1 First Fire Moving in the Open (FFMO) Die Roll Modifier (DRM) vs. moving units. Open Ground costs Infantry 1 MF to enter. Open Ground costs a Fully Tracked vehicle 1 MP and an Armored Car 3 MP.



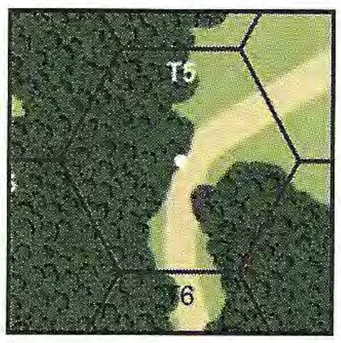
Buildings: Buildings represent man made dwellings of various sizes. Any hex that contains a gray or brown rectangular overhead building depiction is a building, such as qN5. If the LOS between two units crosses the building depiction then the building hex is an obstacle to both units if they are on the same level as the building. The building depiction is also a LOS obstacle between two units at different levels. A building costs Infantry 2 MF to enter. A mortar may not fire from a building. An Armored Car may not setup in or enter a building. A Fully Tracked Armored Fighting Vehicle (AFV) that is Buttoned Up (BU) (7.7) may enter a building at half its total MP allotment while taking a Bog Check (7.6). The TEM for a stone (gray) building is +3 and for a wooden (brown) building is +2.



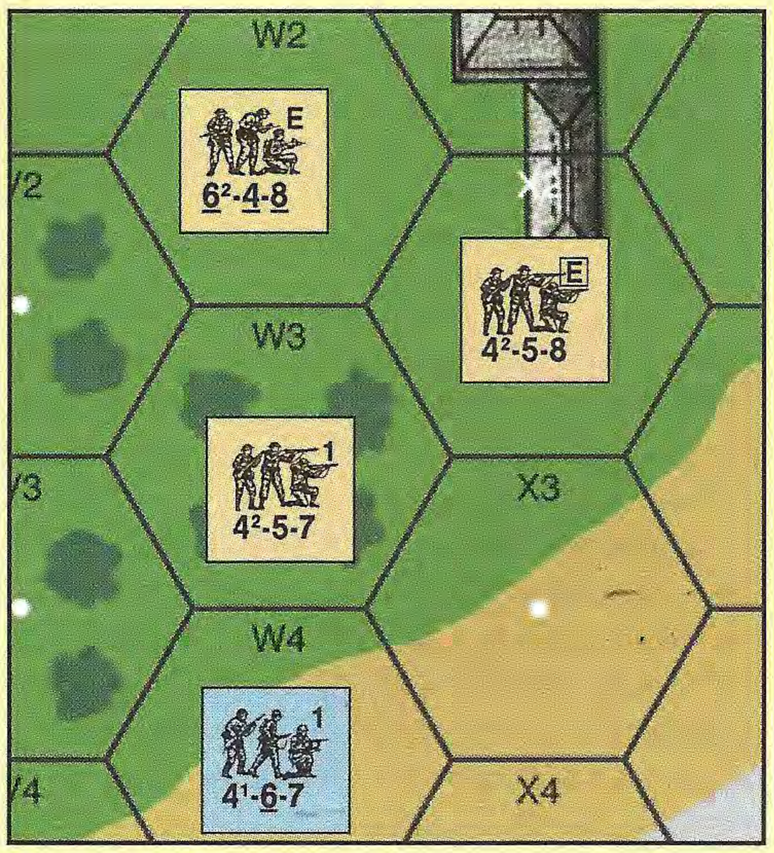
Roads: Roads represent either paved or dirt surfaces. A road represented by a brown stripe, such as rL7, is a dirt road while one represented by a gray stripe, such as sP6, is a paved surface. A road is considered Open Ground for all purposes. Additionally, Infantry that crosses only road hexsides throughout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



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



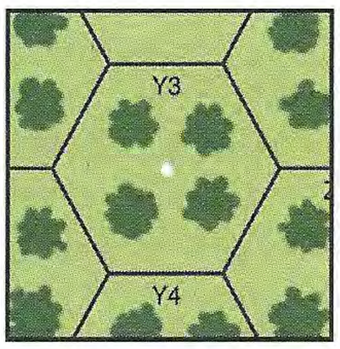
Woods-Road: A moving unit in a Woods-Road hex, such as qT5, is not eligible for the +1 Woods TEM during Defensive First Fire (and is subject to FFMO or Interdiction) if the LOS does not cross a green woods symbol and the moving unit entered the hex at the road movement rate. Otherwise normal Woods TEM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



Orchard Example:

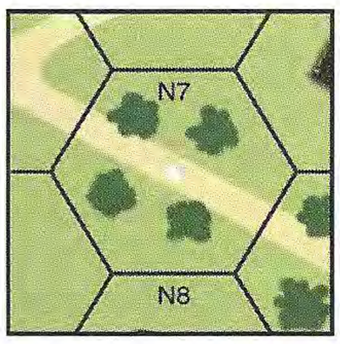
The orchards are in season. The German 4-6-7 is on the level one hill while the British units are all at level zero. The orchard in W3 blocks LOS between the 4-6-7 at level one and the 6-4-8 and 4-5-8 at level zero. If the orchards were not in season the W3 orchard would provide a +1 Hindrance instead.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

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

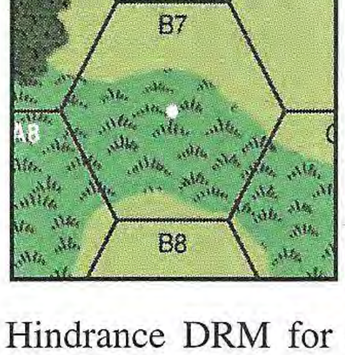


Orchard: An Orchard represents a thinly wooded area devoid of undergrowth such as sY3. An orchard is a Hindrance to same level LOS and therefore adds a +1 Hindrance DRM for every orchard hex between the target and the firer. Orchards cost Infantry 1 MF to enter. Orchards cost an Armored Car 3 MP and a Fully Tracked vehicle 1 MP to enter. There is no TEM for an orchard, but because it is not Open Ground, FFMO does not apply, and Interdiction is negated.

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

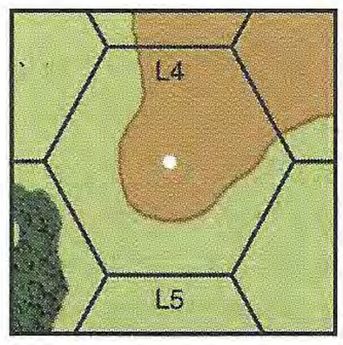


Orchard-Road: A hex containing both orchard and road symbols such as qN7 is actually a tree-lined road. Entrance of such a hex through a road hexside is identical to movement along any road. Hindrances do not apply to such hexes if that portion of the LOS from firer to target never leaves the confines of the road depiction regardless of elevation differences. In such cases, the –1 FFMO DRM applies to Infantry using the road to move. Otherwise, orchard-roads are identical to orchards in every respect.



Grain: While in season, Grain represents a cultivated field of a variety of standing crops such as qD4. Grain is a LOS Hindrance between units on the same level as the Grain feature and therefore adds a +1 Hindrance DRM for every grain hex between the target and the firer in which the LOS crosses the Grain depiction. The season for Grain is during the months of June to September (inclusive). Outside this season grain hexes are treated as Open Ground instead. Grain costs Infantry 1.5 MF to enter when in season. Grain costs an Armored Car 4 MP to enter and a Fully Tracked vehicle 1 MP. There is no TEM for grain, but because it is not Open Ground (unless out of season), FFMO does not apply, and Interdiction is negated.

Brush: Brush represents a thinly wooded area with dense undergrowth such as rB7. Brush is a LOS Hindrance between units on the same level as the Brush feature and therefore adds a +1 Hindrance DRM for every brush hex between the target and the firer in which the LOS crosses the Brush depiction. There is no TEM for Brush but because it is not Open Ground it negates FFMO and Interdiction. Brush costs Infantry 2 MF to enter, costs an Armored Car 4 MP, and costs a Fully Tracked vehicle 2 MP.



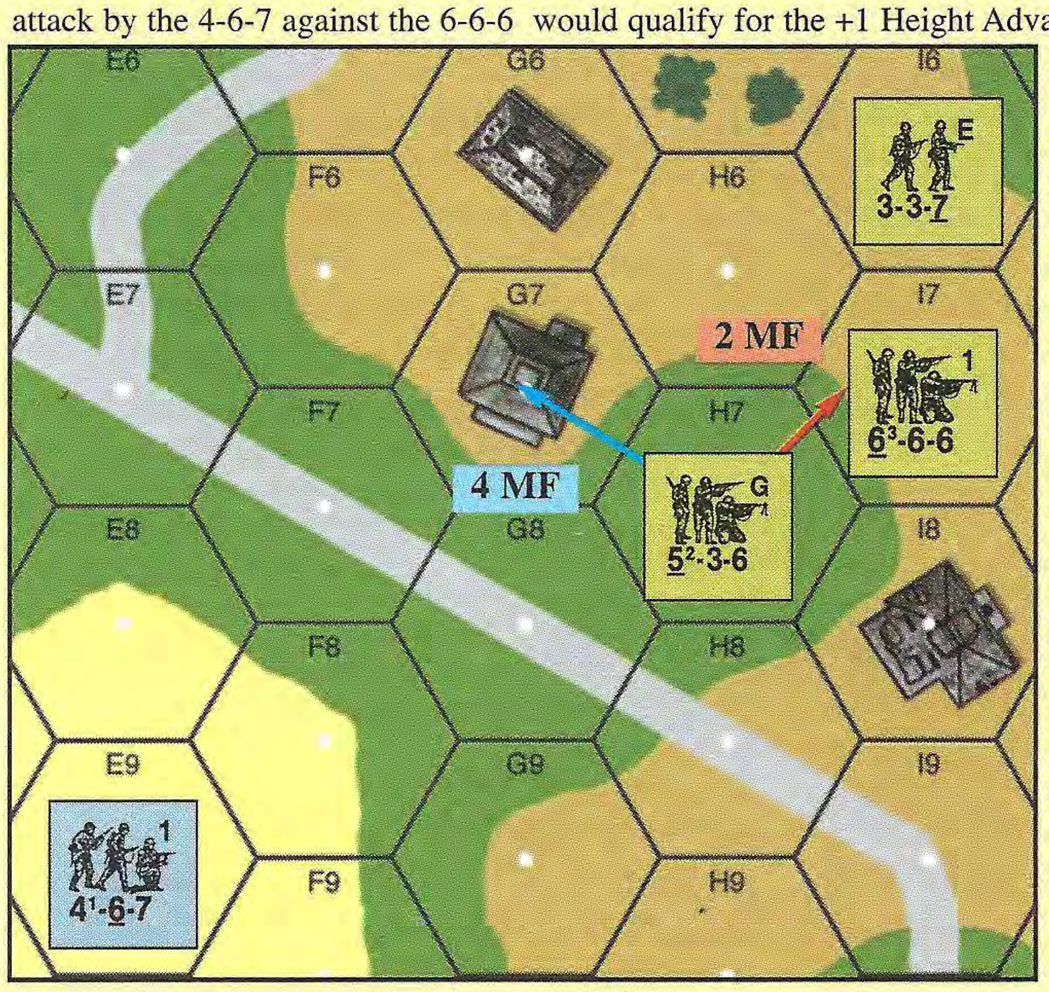
Hills: Hills represent terrain elevations that rise a full level above ground level, and any terrain on them rises normally from this new level to form new height equivalents. All hills are terrain obstacles to LOS involving a unit not on a hill. A hill mass is depicted in a brown shade such as qL4; however for aesthetic purposes some hexes may contain both the color of the hill mass and the color of the ground level. Hexes, units and terrain (including inherent terrain) are always considered to be at the elevation level containing the hex center dot. Any hill hex devoid of other terrain is also an Open Ground hex. FFMO and Interdiction will not apply if a moving/routing unit is eligible for Height Advantage (see below). A one-level (building/woods/orchard) obstacle on a level-one hill hex becomes a two-level obstacle.

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

A Crest Line is formed in every hex where two different full level elevations meet, such as sBB7. Crest Lines are important both for determining movement costs and defining the slope of the hill for possible LOS obstructions. When infantry crosses a crest line into higher terrain the unit must expend double the Cost of Terrain (COT) of the hex entered. Vehicles pay the cost of the terrain in the hex plus an additional 4 MP

Height Advantage and Hill LOS Example:

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



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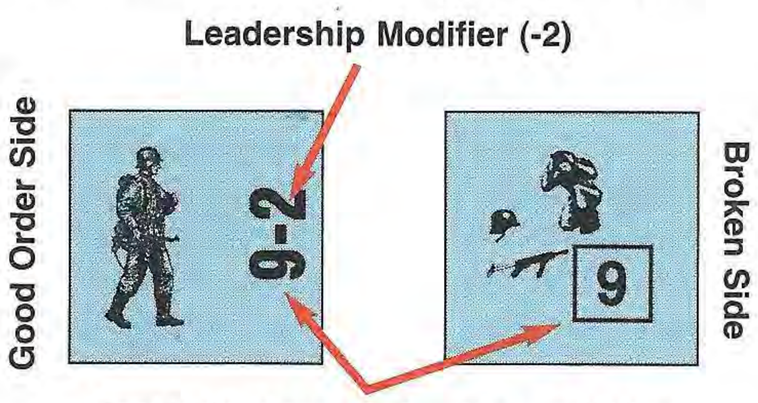
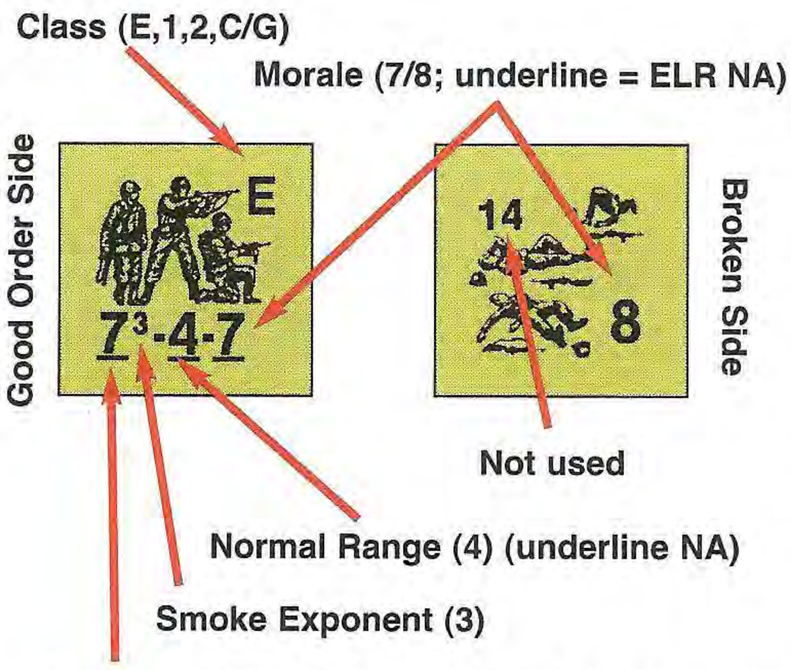
to cross a crest line into higher terrain or an additional 2MP if crossing the Crest Line via a road hexside.

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





1.2 Counters:

There are five types of counters used in this game: informational markers, personnel markers, Support Weapons (SW), Guns, and Vehicles. The informational markers are used by both sides and are generally memory devices. These include such counters as Prep Fire, First Fire, Pin, DM, Smoke, and Crew Exposed. Informational counters will be described during the discussion of the sequence of play. Personnel counters come in two main types, Single-Man Counters and Multi-Man Counters.

1.2.1 Single-Man Counters (SMC):

SMC (or leaders) are *elite* units, which bear a single silhouette and represent just one man. Leaders have a two number strength factor, which consists of the leader's morale (on the bottom), and his leadership DRM (on the top). These latter are expressed as a negative number or a zero, or occasionally a +1. An unbroken, unpinned leader may use his leadership DRM to affect the performance of other personnel in his location. Leadership modifiers are not cumulative. A leader may attempt only one action per phase, but may use his leadership modifier (even if 0 or +1) more than once in the same phase only to attempt to rally more than one unit in a RPh, to direct ROF and/or Defensive Fire attacks, and to assist units with Morale Checks (MC).

1.2.2 Multi-Man Counters (MMC):

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

Each MMC contains a three-digit number called its strength factor that quantifies its capabilities in the game. Firepower (FP) is the leftmost factor and represents the FP the MMC can attack with prior to any modification. The middle number (its normal range) is the number of hexes away that it can reach with its full FP. The third strength factor is its Morale, the relative rating of a unit's ability to withstand punishment before breaking. Some squads have a Smoke Exponent as a superscript to their FP strength to indicate they can attempt to place Smoke grenades.

1.2.3 Broken Side:

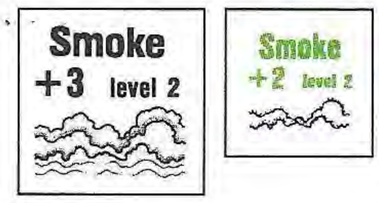
The reverse side of each SMC and MMC is its broken side. The large number in the lower right corner is its broken Morale Level. If the broken Morale Level is encased in a square, that unit is capable of self-rally.

1.2.4 Support Weapons (SW):

These ½" counters represent weapons that must be possessed by MMC or SMC to be used (see Section 4). These include Machine Guns (MG), Flamethrowers (FT), Demolition Charges (DC), Light Mortars, and Light Anti-Tank Weapons (LATW). These SW are possessed by the unit stacked immediately beneath them. A SW must be possessed to be fired or moved. SW have a portage requirement (Portage Points or PP) listed on the counter. SW have both a range and a FP that is utilized like that of a MMC. Some SW (e.g., MG) may malfunction, in which case they are flipped over to their broken side. The repair number is shown in the upper left corner. The "6" in the lower right corner indicates permanent removal if the original repair dr is 6.

1.2.4.1 Rate of Fire (ROF):

Some weapons have multiple Rate of Fire (ROF) shown by a number encased in a square. If the colored die roll in a fire attack DR is less than or equal to the ROF, such an unpinned SW or Gun or Vehicle Main Armament (MA) may fire again in that phase (except the AFPh) until the ROF is exceeded by the colored die roll or the Weapon or its manning infantry is marked with a Final Fire counter (e.g. uses Subsequent First Fire). The normal ROF indicated on a counter can be decreased due to certain circumstances listed on the QRDC. See also the Area Target Type discussion in 3.2.4.

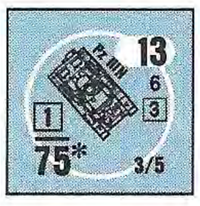


1.2.5 Smoke:

½" Smoke is placed by Infantry during the MPh (3.3) and is removed at the end of that MPh. 5/8" Smoke lasts longer and is placed by ordnance at the start of the PFPh or DFPh by securing a hit with the Area Target Type (ATT). Vehicles may also dispense Smoke during the MPh (7.5). If done in the PFPh, place a +3 full Smoke counter or +2 if White Phosphorus (WP); if done in the MPh or the DFPh, place a +2 Dispersed Smoke counter (+1 if WP). At the start of the placing player's next PFPh, remove all Dispersed Smoke counters and flip all full Smoke counters to the Dispersed side. Smoke represents an inherent LOS hindrance; any fire traced through or into a Smoke hex is subject to a hindrance DRM per hex (+3 for full 5/8" Smoke; +2 for ½" Smoke, Dispersed Smoke, or WP; +1 for Dispersed WP and up to a maximum of +3 per hex); fire traced out of a Smoke hex incurs an additional +1 DRM. Any movement during the MPh/RtPh into (but not out of) Smoke costs one additional MF/MP.

1.2.6 Guns:

Any ordnance-capable non-vehicular weapon depicted on a 5/8" counter is termed a Gun (6.0). A Gun must be manned by an Infantry crew counter to fire without the +2 Non-Qualified Use penalty. Guns are possessed, transferred, recovered, and destroyed as if a SW (4.0). There are five types of Guns. The type is depicted on the counters in abbreviated form. They are: MTR = Mortar, AT = Anti-Tank Gun, INF = Infantry Howitzer, ART = Artillery, and AA = Anti-Aircraft Gun. These roles should not be taken literally. An Anti-Tank Gun is free to fire at Infantry, etc. The Gun counter front will also indicate its caliber size (in mm), its target size (6.7), its manhandling number (6.5) and, if any, its ROF, its Infantry Firepower Equivalence (IFE; 6.8), and its 360 degree status (3.2.4). Some Guns are Quick Set Up (QSU on back of counter), and thus able to move via manhandling. Other Guns cannot move during the course of an ASL scenario because they must be limbered to move (as indicated by Limbered on the back of the counter). Only small target Guns and AT/INF Guns that are not large targets may occupy a building hex.



1.2.7 Vehicles:

All vehicles (7.0) are represented by 5/8" counters. ASLSK contains two types of armored fighting vehicles (AFV). An Armored Car is recognizable by the white circular background behind its MP number. Fully Tracked vehicles (e.g., tanks, tankettes, assault guns, etc.) are rec-

ognizable by the white oval background behind the MP number. The front of a vehicle counter will also indicate its Main Armament type (MA), its ground pressure, its target size, its ROF (if any), its Armor Factors (AF), its Turret Type, and its vehicular Machine Guns.

1.3 Scenario Cards:

Each game begins with the scenario card which depicts the information and components required to play the game: the board(s), the units and Weapons (with the quantity of each printed beneath its depiction), where the units set up or enter, game length, the victory conditions, the historical setting, and any scenario special rules (SSR) required to play the scenario. Note that when a specific board is identified as qualifying for Victory Conditions or the only board on which a unit may set up, the partial hexes of that board that mate to another board do not qualify for Victory Conditions or setup.

1.4 Dice:

One six sided white die and one six-sided colored die. Sometimes a dice roll (DR) of both is required; sometimes a die roll (dr) of just one is required. The colored die is also used for determining ROF, backblast, vehicular hit location, and bog removal.

2.0 Definitions:

A#: APCR (Armor Piercing Composite Rigid) depletion number.

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

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

Acquired Target: A To Hit DRM of either –1 or –2 gained by a Vehicle Main Armament, Gun or Mortar that fires at the same target again. Infantry and Vehicle Target Type use a 1/2" Acquisition counter, and Area Target Type uses 5/8" Acquisition counters. (6.10 & 6.11)

AF: Armor Factor (7.1).

AFPh: Advancing Fire Phase (3.5).

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

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

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

APh: Advance Phase (3.7).

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

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

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

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

Assault Movement: A type of Infantry movement (3.3).

ATR: Anti-Tank Rifle (4.4.4).

ATTACKER: The player whose player turn is currently being played.

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

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

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

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

BMG: Bow Machine Gun; range is 8 hexes.

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

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

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

BU: Buttoned Up (7.7).

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

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

CC: Close combat (3.8).

CCPh: Close Combat Phase (3.8).

CCT: Close Combat Table

CCV: Close Combat Value

CE: Crew Exposed (7.7).

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

CH: Critical Hit. (6.1)

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

CMG: Coaxial Machine Gun, range is 12 hexes.

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

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

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

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

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

DC: Demolition Charges (4.3).

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

DFPh: Defensive Fire Phase (3.4).

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

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

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

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

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

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

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

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

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

FFMO: First Fire Movement in Open Ground; a –1 DRM vs. moving Infantry in Open Ground; does not apply if there is a LOS Hindrance (3.3.1).

FFNAM: First Fire Non Assault Movement; a –1 DRM vs. moving Infantry provided the target is not using Assault Movement (3.3.1).

FG: Fire group; two or more units and/or MG/ATR joining together to make a combined fire attack (3.2). Ordnance may not combine. A Vehicle's MG/IFE may not combine with other units.

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

FPF: Final Protective Fire (3.3.3).

FT: Flamethrower (4.2).

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

Good Order: An Infantry unit that is neither

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broken nor marked with a Melee counter. A vehicle that is neither Shocked (including UK) nor Stunned.

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

Gun: Any non-vehicular Weapon on a 5/8" counter (1.2.6 & 6.0).

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

H: counter designation for HEAT.

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

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

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

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

HIP: Hidden Initial Placement for Guns (6.4).

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

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

HS: Half squad.

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

IFE: Infantry Firepower Equivalent.

IFT: Infantry Firepower Table.

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

Infantry: All SMC and MMC.

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

Inherent Terrain: Certain terrain depictions (orchards) and counters (Smoke) designate the entire hex including the hexsides as having the characteristics of that hex. A LOS that enters such a hex (even if traced along such a hexside) is affected by its Inherent Terrain (3.2.1).

IPC: Inherent Portage Capacity (4.0).

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

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

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

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

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

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

LOS: Line of Sight (3.2.1).

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

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

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

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

Melee: a condition existing between opposing units in the same hex after being attacked in Close Combat (3.8).

MF: Movement factor; a measure of movement capability for Infantry units (3.3).

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

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

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

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

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

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

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

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

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

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

MPh: Movement Phase (3.3).

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

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

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

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

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

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

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

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

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

PF: Panzerfaust (4.4.2).

PFPh: Prep Fire Phase (3.2).

PIAT: Projector Infantry Anti Tank (4.4.5).

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

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

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

PTC: Pin Task Check (3.2.3).

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

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

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

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

RMG: Rear Machine Gun; range is 8 hexes.

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

RPh: Rally Phase (3.1).

RtPh: Rout phase (3.6).

Self Rally: The capability of a unit to rally itself without a Good Order leader present as indicated by a broken side morale encased in a square (3.1).

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

SMC: Single Man Counter (1.2.1).

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

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

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

SSR: Scenario Special Rule (1.3).

Stacking Limits: Each side may have up to three MMC squad equivalents per hex plus up to four leaders (3.3). Each side may also have up to one vehicle in a hex.

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

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

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

SW: Support Weapon (4.0).

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

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

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

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

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

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

Vehicle: A motorized unit that expends MP, depicted on a 5/8" counter.

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

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

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

WP (White Phosphorous): a type of Smoke limited to certain nationalities and Weapons that provides lessened cover (1.2.6) and also inflicts NMC when it hits (6.2).

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

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

3.0 Sequence of Play:

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

3.1 Rally Phase (RPh):

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

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

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

c) **Repair of Broken Weapons:** A Good Order unit possessing a Weapon of its own nationality (i.e. color) may attempt to repair the Weapon by making a dr less than or equal to the repair number on the back of the counter (ATTACKER first). A dr of 6 eliminates the Weapon permanently. A Good Order vehicle may attempt to repair each broken MG or MA; a dr of 1 repairs the Weapon and a dr of 6 eliminates it permanently.

d) **Transfer of Weapons:** Stacks may be freely rearranged to change possession of all Weapons between Good Order units in the same location (ATTACKER first).

e) **Self Rallies:** Both sides may attempt to self rally (ATTACKER first) eligible units (those with a box around their broken side morale level, e.g. leaders and crews). The ATTACKER only may attempt to self rally one additional MMC without a box around its broken side morale. A leader attempting to self-rally may not apply his leadership modifier, and any unit attempting to self-rally also suffers a +1 DRM.

f) **Unit Rallies:** Both sides (ATTACKER first) may attempt to rally broken units stacked with a Good Order leader. To rally a unit must make a DR less than or equal to the morale number on its broken side. There is a +4 DRM if the unit is suffering from Desperation Morale (DM), a –1 DRM if the unit is in woods or buildings, and a DRM equal to the leadership modifier of the unit attempting to rally the broken unit. If the only leader present in a stack of broken units is broken, he may attempt to rally the other units only if he self rallies first. There

Russian Rally Phase Example:

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

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

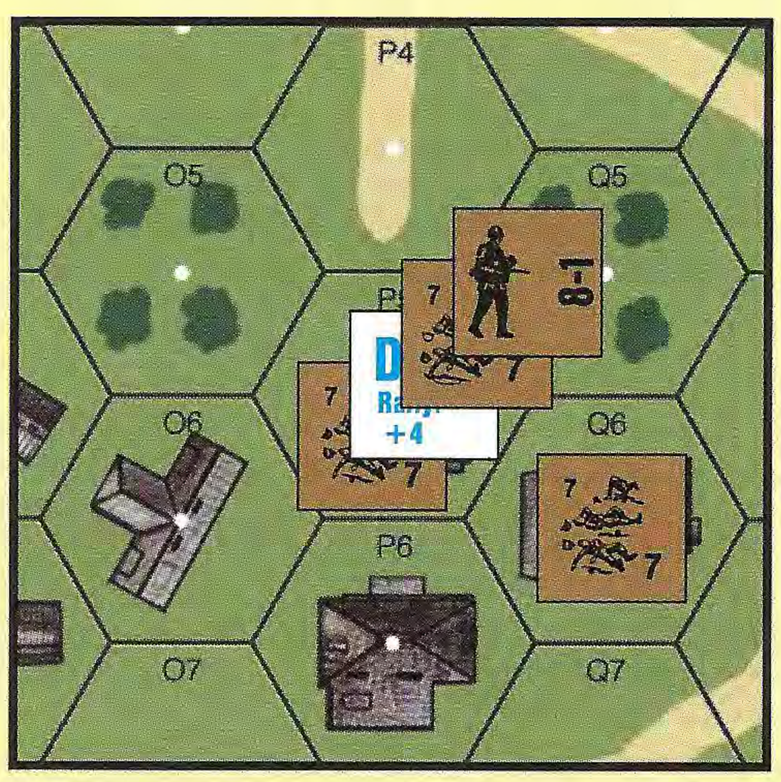

Illustration before any results

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is no penalty for failing a rally attempt, unless the unit rolls an original 12, in which case it suffers Casualty Reduction. No unit may attempt to rally more than once per player turn; however, a Good Order leader may attempt to rally all the units he is stacked with.

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

h) **Marker Removal:** All DM counters are removed at the end of the RPh unless the DM unit is adjacent to a Known Enemy Unit. A broken unit may opt to keep its DM status unless in woods or building.

3.2 Prep Fire Phase (PFPh) and Fire Attacks:

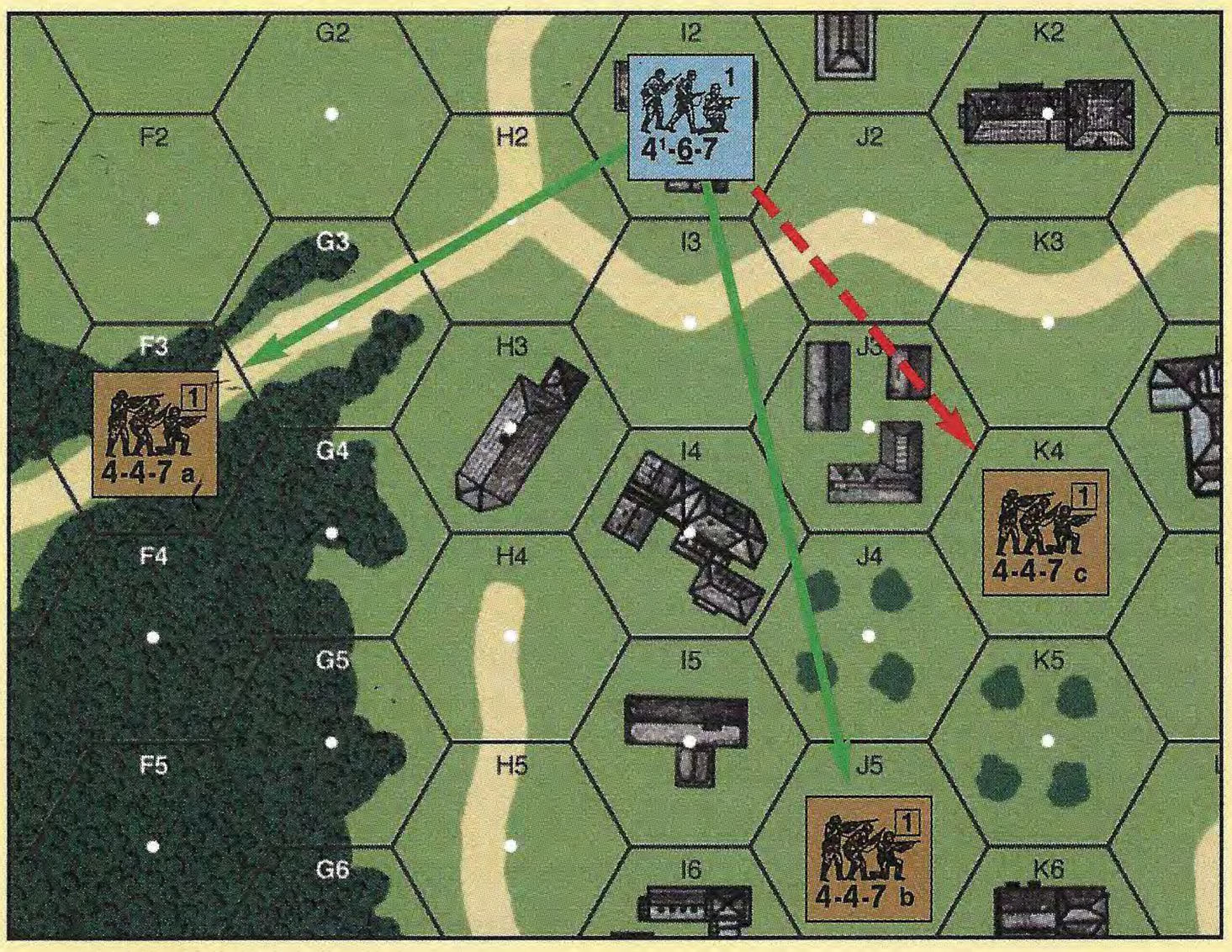
Fire attacks are the main process by which a unit attacks enemy units. No unit may fire at full strength more than once per player turn, except with weapons maintaining ROF. Otherwise a player may fire all, some, or none of his units in any applicable fire phase. Fire attacks ordinarily affect all units in the target hex, except during the MPh when a Defensive First Fire attack only affects units moving together.

3.2.1 Line of Sight (LOS):

A unit may only fire at an enemy unit if it has a Line of Sight (LOS) to it. Units at the same level can trace a LOS to each other barring intervening LOS obstacles. This can be determined by stretching a sewing thread taut between the center of the firing hex and the center of the target hex, and cannot apply to offboard units. If the thread does not cross the depiction of a LOS obstacle (building, woods, or hills) with the obstacle visible on both sides of the string there is a LOS between the two hexes. Similarly, if the thread does not cross a LOS hindrance depiction (e.g. grain) or intersect an inherent hindrance hex (e.g. orchard or Smoke), the LOS is unhindered. The terrain in the firer's hex or the target hex does not block LOS to the center dot (although Smoke in the firer's hex or the target hex does hinder LOS). Attacks may be traced through units in intervening hexes without affecting them. Neither player may make a LOS check until after an attack has been declared. Should a

Line of Sight Example

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



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

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

Next the remaining American 7-4-7 and 9-1 in N5 attack the 4-6-7 in P1 with 2 FP (7 FP at Long Range Fire is 3.5 FP, use the 2 FP column) and a +2 DRM (+3 stone building, -1 Leadership Modifier). The original DR is a 2 ("snake eyes!" double ones, the attack does not cower because it was directed by a leader) and the final DR is a 4. Cross referencing 4 on the 2 column of the IFT results in a +1 Morale Check (1MC). The 4-6-7 makes an original DR of 5, modified to a 6, so the 4-6-7 is unaffected. The American units have a Prep Fire counter placed on them.

The American player then elects to fire the 5-3-6 in hex N4 at hex O5. The total firepower is 10, and the attack occurs on the 8 FP column. The DRM is +0, as Orchard is a +1 hindrance but is +0 as a terrain effects modifier. The original DR is a 4 (double twos so the attack cowers two columns since the unit is Inexperienced) and the final DR is a 4. Cross referencing a 4 on the 4 FP column (two shifts to the left of the 8 FP column) results in a 1MC. The 4-6-7 makes an original DR of 12 (boxcars) with a final DR of 13. The 4-6-7 is Casualty Reduced for rolling an original 12 and replaced with a 2-4-7. That 2-4-7 is replaced by a 2-3-7 half squad as the final DR was greater than the morale of the unit plus that unit's ELR, so it experiences unit substitution. The 2-3-7 is flipped to its broken side and marked with a DM counter. The 5-3-6 has a Prep Fire counter placed on it

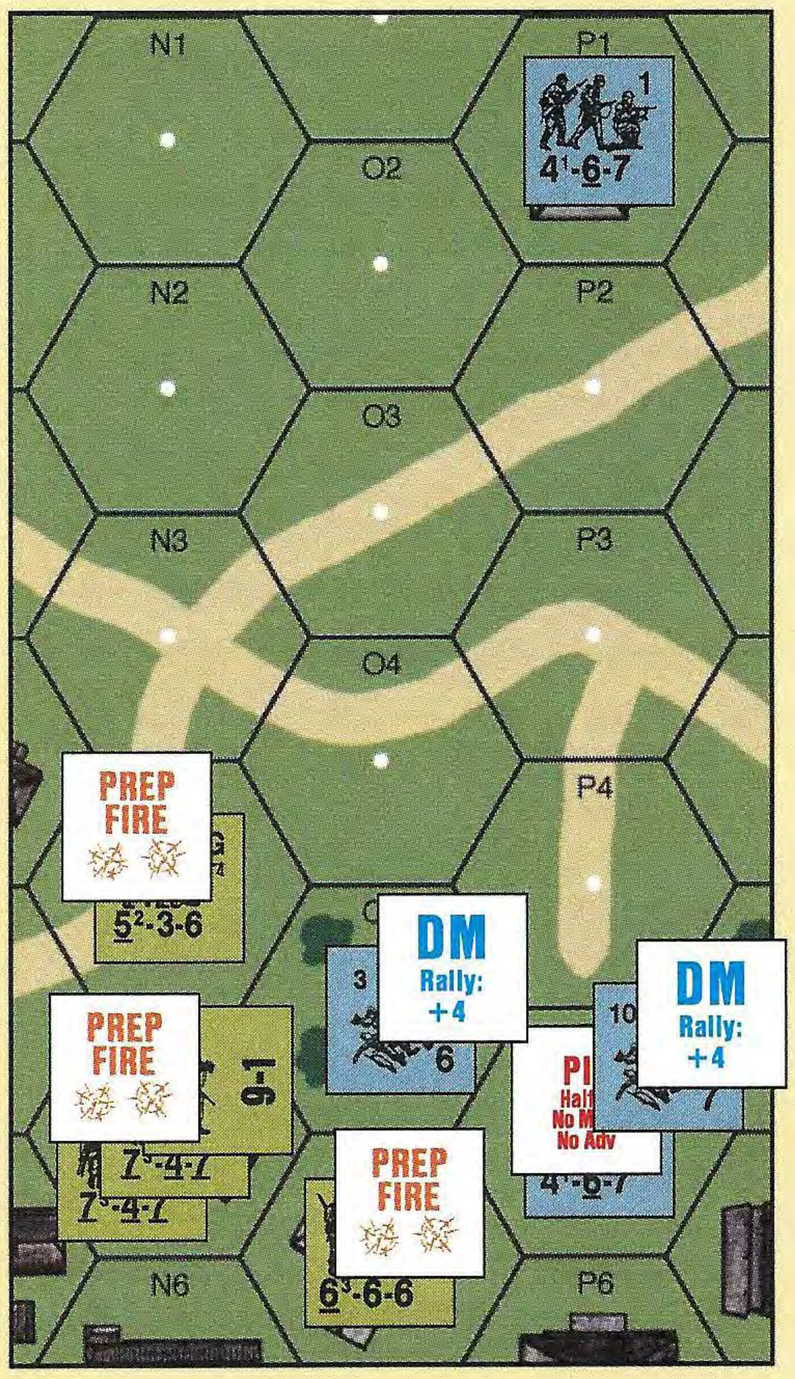


Illustration after all results

LOS check reveal that a LOS obstacle blocks the fire, the fire attack is not resolved, but the units that declared the attack have fired for all purposes, including possible breakdown. Any combination of smoke or terrain LOS hindrance DRM greater than or equal to +6 blocks that LOS completely.

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

3.2.2 Fire Attacks:

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

Two or more units may join together to make a combined fire attack and are termed a Fire Group (FG). A FG may consist of units from more than one hex only if each participating unit occupies a hex in or adjacent to another participating unit of the same FG. A leader alone cannot be a FG link. Ordnance and FT may not firegroup. A vehicle's MG/IFE may FG only with themselves. All members of the FG must be able to trace a LOS (3.2.1) to the target. A multi-hex FG that discovers that part of the FG does not have a LOS to the target forfeits the participation of that unit. The units in the FG with valid LOS must still attack the target but as a smaller FG (if adjacent) or as separate attacks at the firer's option. If Infantry in the same hex are going to attack the same unit, they must do so as a Mandatory FG; they may not make separate attacks unless using FT or Ordnance.

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

3.2.2.1 Triple Point Blank Fire (TPBF):

MG/ATR/IFE and MMC's firepower are tripled for fire attacks vs. targets in the firer's hex on those rare occasions when they can occur (an enemy vehicle moves into your hex or Infantry advances into a hex with enemy vehicle that is or becomes in Motion/Non-Stopped). BU AFV are safe from TPBF, but CE AFV are not, although the +2 CE DRM applies normally. A unit may not fire outside its hex when an enemy unit is in its hex.

3.2.3 Effects:

Fire attacks are resolved by cross-referencing the combined FP total of the attacking unit(s) with a DR on the Infantry Firepower Table (IFT). The attacker uses the rightmost column of the IFT whose listed FP does not exceed the total adjusted FP of the attack (thus an attack total of 9 is resolved on the 8 column); excess FP factors have no effect. The DR is modified by adding any applicable DRM such as leadership, Terrain Effects Modifier (TEM), or LOS hindrance between (but not in) the firer's hex and the target hex. The results are applied as follows vs. Infantry:

#KIA: As many targets as the number indicated (#) are eliminated (randomly determined); all remaining targets are automatically broken and DM, or suffer Casualty Reduction (below) if already broken. If a CE AFV crew suffers a KIA result, the AFV and crew are STUNNED (7.10).

K/#: One unit suffers Casualty Reduction and all other target units (including any just reduced HS) must take a morale check (MC) adding the indicated number (#) to the MC DR. Which of multiple targets suffers Casualty Reduction is randomly determined. Casualty Reduction eliminates a HS or a crew, reduces a squad to a HS, and wounds a SMC. A wounded SMC must immediately make a wound severity dr; a 1-4 indicates a light wound (place a Wound counter) and a 5-6 eliminates the SMC.

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

NMC: Each target unit must attempt to pass a Normal Morale Check (NMC) by making a DR less than or equal to the unit's morale level. The best leader in a hex must check first. Units that fail are broken and inverted and have a DM counter placed on them; remove any Pin or CX counters. A unit that rolls an original 12 on a MC suffers Casualty Reduction in addition to breaking. An already broken unit that fails a MC suffers Casualty Reduction; an already broken unit that rolls an original 12 on a MC is eliminated. An unbroken unit that fails a MC by more than its ELR (see 5.1) might be replaced by a lesser quality unit.

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

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

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

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

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

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

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

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

A broken unit not under DM that becomes adjacent to a Known Enemy Unit or is attacked by enough FP (taking the *possibility* of cowering into account) to possibly inflict a NMC is placed under DM.

3.2.4 To Hit Process:

Ordnance (Guns, SW Mortars, and LATW; 6.0) and non-MG vehicular MA must first secure a hit on either the Infantry Target Type (ITT), the Area Target Type (ATT), the Vehicle Target Type (VTT), or (if applicable) its own To Hit Table by using the To Hit procedure (see 4.1 for MG). If a hit is secured against Infantry or a Gun, roll for an effect on the IFT or on the To Kill (TK) tables if the target is a Vehicle. Not all the occupants of the hex will always be hit. Some units may not be hit because they are not moving during Defensive First Fire, because of relevant DRM that may not affect all targets equally, or because a non relevant Target Type was used.

Infantry Target Type:

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

Area Target Type:

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

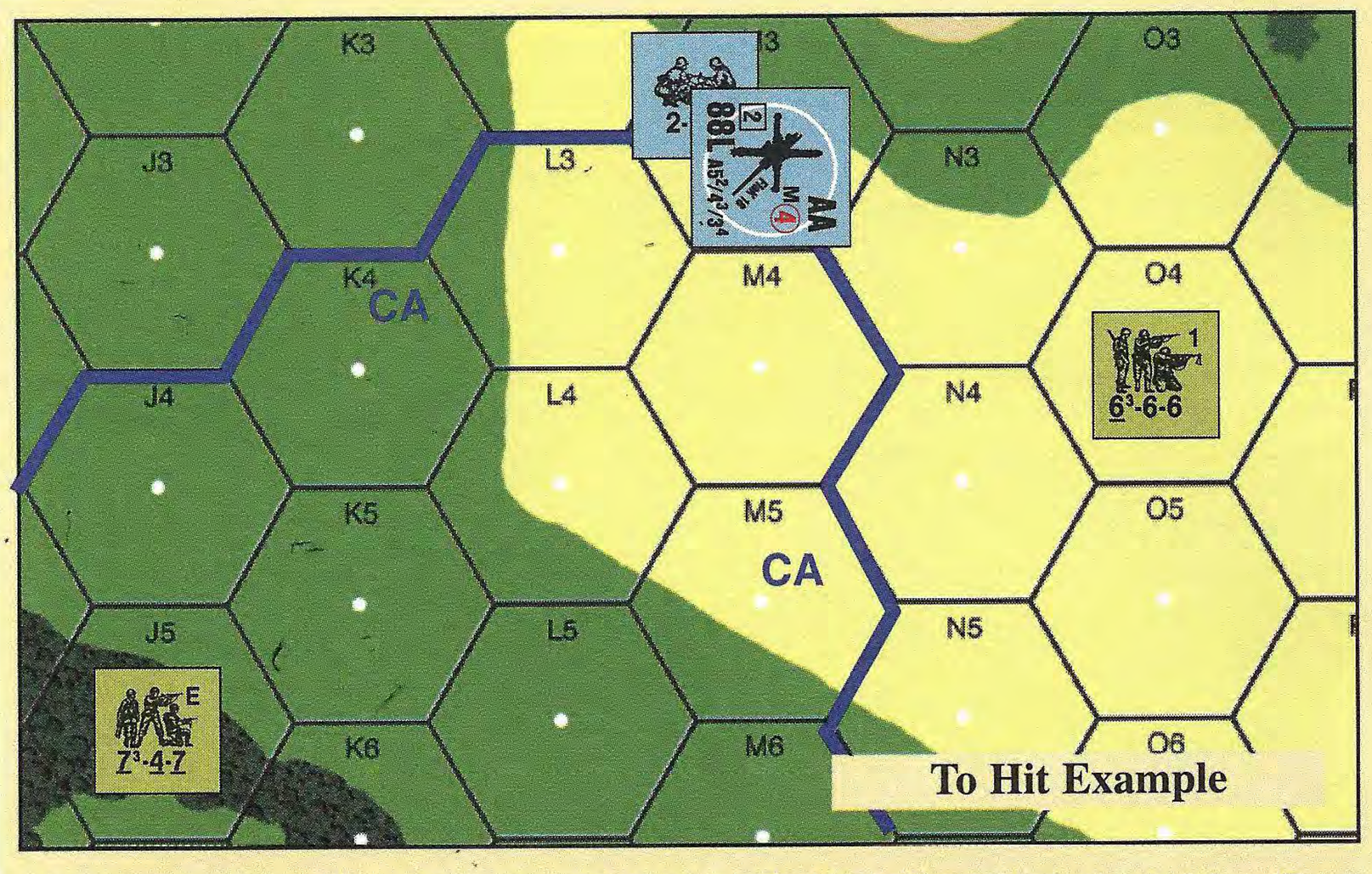
Vehicle Target Type:

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

To Hit Procedure:

Ordnance may fire during the Prep Fire, Defensive First Fire, Final Fire, or Advancing Fire Phases, but must be possessed by a MMC manning it or be a vehicular MA. A MA may also be fired during the vehicle's MPh (3.3.2.2). The firing player must declare both a target and a target type. Determine the range to the target and find the To Hit number (TH) on the To Hit Tables on the Player Aids by cross-referencing the Ordnance type, the target type, and the range. This number is the maximum number on two dice that can be rolled to obtain a "hit." Each TH entry has a black #, a red #, or both. Fire on the Area Target Type always uses red TH #s. Fire on the Infantry and Vehicle Target Type uses black TH#s unless firing a Russian, Italian, Polish, Slovak or pre-1944 American MA/Gun, or if subject to Non-Qualified, Captured, or Inexperienced use. If the entry has no red TH #, use the black TH#. Add to the DR both the Firer-Based Hit Determination DRMs (such as CX status, Covered Arc change, and Non-Qualified Use) and the Target-Based Hit Determination DRMs (such as FFMO, FFNAM, Target Acquisition, Hindrances, and if not using the Area Target Type, TEM) found on the reference card for the target type being used. If the DR is equal to or less than the *modified* To Hit number then a hit has been achieved on the target. If firing in the Defensive First Fire Phase, Defensive First Fire principles apply and only moving targets may be affected.

Some Guns and MAs have a ROF indicated by a number encased in a square (1.2.4.1). There are some instances however in which this ROF



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

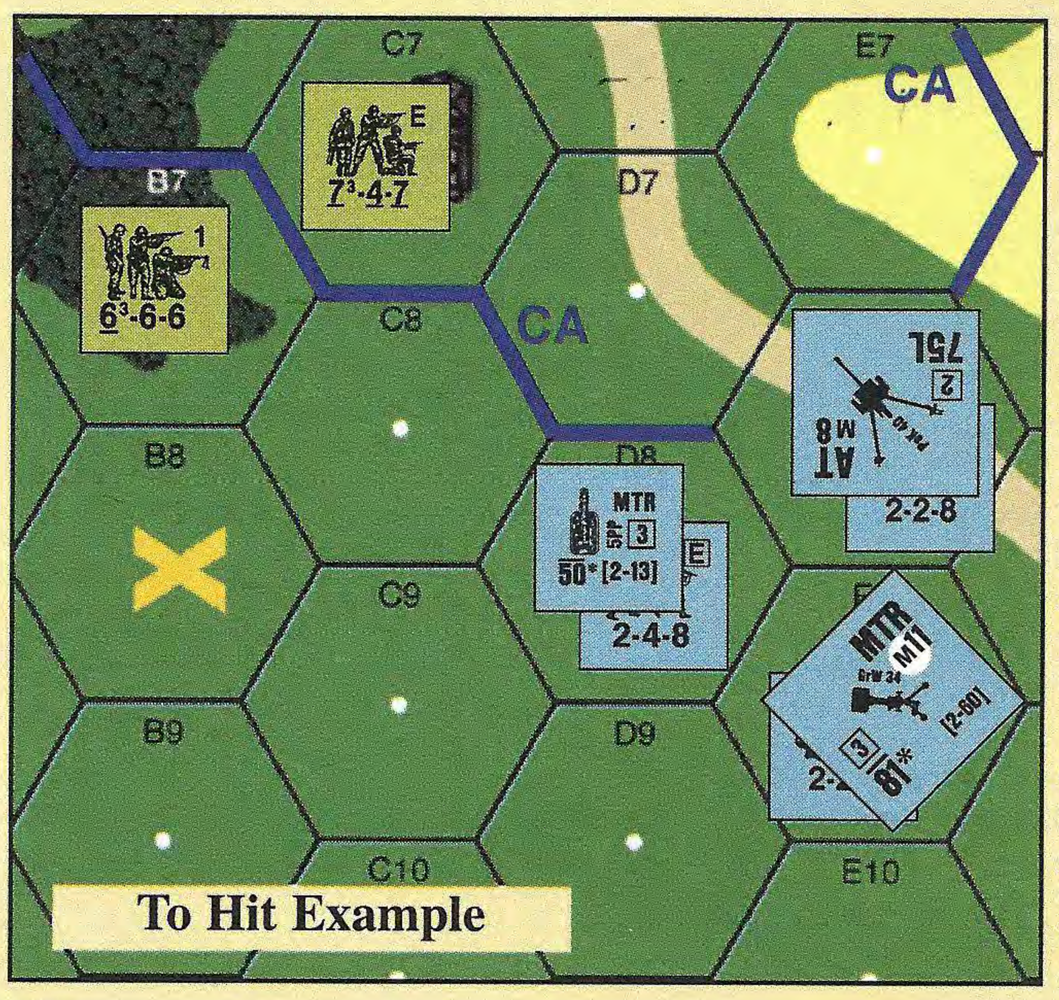
The German has kept Rate of Fire (ROF) on the 88 and decides to fire again. In addition to the previous DRM a –1 Acquired Target DRM also applies for a total DRM of +1. The German player rolls a 3 (colored die of 1) and adds the +1 DRM for a final DR of 4, which is ≤ 8, resulting in a hit. The German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

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

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

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

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



The 81mm MTR in E9 now fires on the 7-4-7 in C7, changing its CA 2 hexspines to D8/E8. Because it is a Mortar, it must use the ATT, and its ROF is not reduced due to changing its CA. The TH# at range 3 is 7. The TH DRM are +3 for changing CA 1 hexpsine and +1 for changing CA another hexspine for a total of +4. The German rolls a 4, resulting in a final TH Dr of 8, a miss, and placing a 5/8" –1 Acquired Target counter. Having kept ROF the 81mm MTR fires at the 7-4-7 again, this time with a total DRM of –1. A DR of 8 (colored die 3) results in a final DR of 7, a hit, with ROF. The IFT attack occurs on the 8 FP column (half of the 16 FP column) with +3 DRM for the TEM of the stone building. The German rolls a 7, modified to a 10, for no effect. The 81mm MTR now changes target to the 6-6-6 in B7. The TH# remains 7, but there are no DRM. The German rolls a 6 (colored die 4), resulting in a hit (but no ROF), and an attack on the 8 FP column, this time with –1 DRM for Air Bursts. The German rolls an 8, modified to 7, resulting in a 1MC on the 6-6-6 (which passes). Having lost ROF, the 81mm MTR declines to Intensive Fire.

The 50mm MTR now fires at the 6-6-6 in B7. Being a SW, the 50mm MTR does not have a defined CA and need not worry about changing CA. At range 2 on the ATT its TH# is 7. (Note that if this were the American 60mm Mortar firing, it could not attack B7 at range 2.) No TH DRM apply, and the MTR hits when the German rolls a 6, losing ROF with a colored die of 4, and placing a second 5/8" –1 Acquired Target counter. The MTR attacks on the 2FP column (half of 6FP) with a –1 DRM for Air Bursts. An original DR of 2 is modified to 1, resulting in a 1KIA, eliminating the 6-6-6. Since the 50mm MTR is a SW, it cannot Intensive Fire.

can be lowered. These are: Infantry Firepower Equivalence (IFE) use, Captured/Non-Qualified use, and a Non-Turreted Gun changing its Covered Arc during the phase. Each of these applicable instances cumulatively reduces the normal ROF by one for that shot. Most Guns/MA do not list a range limit; however, if two numbers appear, the first is its minimum range and the second is its maximum range.

A Gun/BMG/CMG has a facing that is determined by its Covered Arc (CA). A Covered Arc is indicated by placing the Gun counter with the depicted Gun barrel pointing directly at one of the six hexspines of its hex. The Covered Arc comprises the two hexes joined by that hexspine, all the hexes and hexspines of the two diagonal rows of hexes that pass through those hexes while converging on the unit's hex, and all the hexes between those two converging diagonal hexrows. A Gun/BMG/CMG may only fire within its CA but may change its CA prior to firing (and suffer the resulting To Hit [or IFT if using IFE] Firer Based penalties).

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

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

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

Intensive Fire:

A Gun/MA (not SW) that has fired and lost ROF can still fire again once in the same phase by using Intensive Fire. Mark it with an Intensive Fire counter to indicate that it cannot fire again that player turn. There is a +2 TH DRM for Intensive Fire, and the Gun's/MA's B# is reduced by two. An original TH DR equal to the original B# for a Gun/MA using Intensive Fire results in permanent removal of the Gun and Recall (7.10) for the vehicle. A Gun/MA with no ROF shown on its counter that changes its CA is marked with an Intensive Fire counter after that shot and cannot fire again that player turn. A Gun/MA cannot Intensive Fire if pinned, shocked, or stunned. Intensive Fire cannot be used in the AFPh and only vs. adjacent (or same) hex during the DFPh. If a weapon has No IF listed on its counter then it may not use Intensive Fire.

Non-Qualified Use:

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

Effect:

If a Hit is secured (i.e. a Final DR less than or equal to the To Hit number) against Infantry, a CE crew, or on the Area Target Type vs. a vehicle, a new DR is made on the IFT to determine the effect. Use the FP column for the ordnance's caliber size if using the Infantry Target Type or the column representing half of that FP if using the Area Target Type (see 6.2 if using AP, HEAT, or WP). When using the Infantry Target Type, TEM does not modify the IFT DR. The Area Target Type must apply the TEM to the IFT DR.

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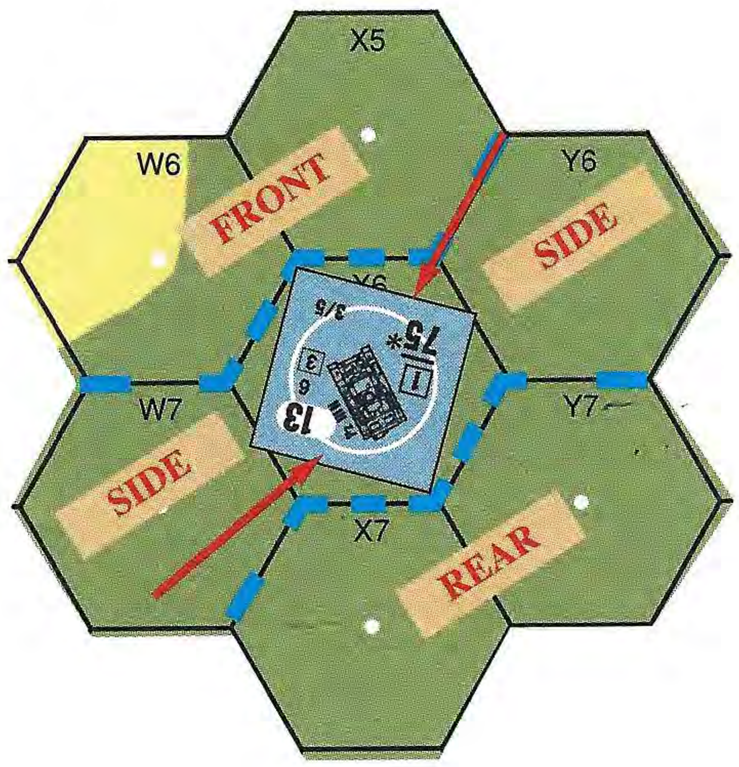
Ordnance does not double its IFT FP for PBF, has no long range fire, and is not halved when firing in the AFPh.



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

3.2.5 Prep Fire Phase (PFPh):

The ATTACKER conducts fire attacks in the PFPh. After resolving each attack during the PFPh, the firing unit (and Weapon) is marked with a Prep Fire marker. A motion vehicle may not fire in the Prep Fire Phase; it must wait until the Movement Phase.

3.3 Movement Phase (MPh):

During the Movement Phase (MPh) the ATTACKER may move all, some, or none of his units provided they did not fire during the PFPh and are not broken, held in Melee, or Immobile. Units can be moved in any direction or combination of directions up to the limit of their Movement Factor (MF) allotment for Infantry or Movement Point (MP) allotment for vehicles. When moving, units move from hex to hex and may not skip hexes. Units may move over and stack on top of friendly units but may not move into a hex that would violate stacking limits at any time during the move. Non vehicular units may not move into a hex containing enemy units during the MPh. Units enter from off board—either at the start of a scenario or as reinforcements—as directed by the scenario card, including turn and location of entry. Units are set up off board along the specified edge(s) of the map at the start of their RPh in the player turn of entry. They may not perform any action while off board except move during the MPh per normal Open Ground movement costs. They must enter during the MPh or APh of their turn of entry or be eliminated. Roads are considered to extend off board for purposes of road bonus. A unit may not voluntarily leave the map unless it is in Good Order and exits as part of the Victory Conditions, doing so as if the off board hex were Open Ground. Any unit otherwise forced to exit the map is eliminated.

3.3.1 Infantry Movement:

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

For each side, up to three MMC squad equivalents and 4 SMC may be in a hex at a time. A crew or HS possessing a Gun is equivalent to a full squad for stacking purposes.

Units are usually moved one at a time unless a MMC is using bonus MF gained by moving with a leader. Units *may* choose to move as a stack and may break up the stack during the MPh to continue to move separately, but all members of that moving stack must end their MPh before a unit not in that stack may move.

A unit that moves only one hex during the MPh may use Assault Movement if the player declares that he is using Assault Movement and the move does not take all of the unit's MF. Assault Movement reduces the unit's vulnerability to

To Hit and To Kill vs. Vehicle Summary

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

Defensive First Fire by avoiding the First Fire Non-Assault Movement (FFNAM) –1 DRM.

Any Infantry capable of movement and neither broken, pinned, wounded, using Assault Movement nor already Counter Exhausted (CX) may Double Time if the player announces the option at the beginning of that unit's MPh and places a CX counter on it. Double Time increases the unit's MF by two. CX units must add one to any attack (IFT, TH, CC) DR (maximum +1) they make or direct and to the dr for recovery, ambush, and smoke grenade checks. A CX unit has its IPC reduced by one and any unit making a CC attack against a CX unit has its CC DR reduced by one. A CX counter is removed at the start of the unit's next MPh and does not affect that unit during that MPh other than prohibiting its use of Double Time during that MPh.

A unit with a Smoke Exponent (1.2.2) may check for ½" Smoke grenade placement during the MPh by declaring so, expending one MF to place Smoke in its own hex or two MF to place Smoke in an adjacent hex, and making a dr less than or equal to its Smoke Exponent number. A CX unit must add a +1 drm. No unit may attempt to place Smoke grenades more than once per MPh. If the smoke placement dr is a 6, the unit must immediately end its MPh in its current location. See 1.2.5 for the effect of Smoke; however, recall that any movement during the MPh/RtPh into (but not out of) Smoke costs one additional MF. A ½" Smoke grenade counter is removed at the end of the MPh.

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

3.3.2 Vehicle Movement: A mobile vehicle must expend its full Movement Point (MP) allotment during its own MPh in accordance with the cost of terrain (COT) entered although it can

declare it is spending additional MP to enter a hex. MP cannot be transferred between units or accumulated between turns. A vehicle may enter one or more enemy occupied hexes. A vehicle which ends its MPh with MP remaining is assumed to have spent all remaining MP in that hex. Once a vehicle has moved to a new hex, it is considered to be a moving target to any Defensive Fire that turn. A CE AFV entering a hex along a road hexside may do so using the road rate of ½ MP per hex.

A VCA can be changed at the cost of 1 MP per hexspine change or at the risk of bog for 2 MP per hexspine if in woods or a building. A vehicle must move within its VCA in order to enter a new hex. To move to a hex not within its VCA, it must first change its VCA in the hex it occupies. A VCA may also be changed without MP expenditure as a result of firing outside the CA during any fire phase (other than its own MPh) or at the end of any fire phase in which it is still eligible to fire a turret/bow mounted weapon. The Turret Covered Arc (TCA) may change freely with each MP expended during the MPh, there is no extra cost for changing TCA. Do this by placing a Turret counter on the vehicle (as either BU or CE) and moving the Turret counter (place one first if necessary, BU or CE as appropriate) so that it is pointing in the desired direction. If the TCA and the VCA are pointing the same direction, no turret counter is needed (unless the vehicle is CE). The TCA change must be announced as MP are expended and can be done with Start, Stop, or Delay MP expenditure. At lest two MP must be expended in order to change TCA in a woods or a building.

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

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

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

Any mobile vehicle that has used its entire printed MP allotment during its MPh without expending a MP to stop or Delay at the end of that MPh is in Motion and has a Motion counter placed on it. A vehicle may end its MPh in Motion without using all its MP only if it has insufficient MP remaining to enter the next hex it wishes to enter. A vehicle that starts its Player Turn in motion may not Prep Fire and must expend MP even if it is just to stop and Delay. All vehicles that start off board start in Motion. No vehicle may set up on board in Motion. A vehicle may enter a hex occupied by an enemy unit, however, it cannot voluntarily stop or end its MPh in Motion in an enemy AFV's hex unless it is, at the moment of entry and position of entry into that hex, capable of destroying or shocking the AFV with an original TK or IFT DR of 5 while using a non-depletable ammo type available to the attacking vehicle.

Any motion vehicle is eligible for the motion target based TH DRM when fired upon in any fire phase and includes any attack by a DC, or when in CC. A motion vehicle is never a LOS hindrance/TEM.

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

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

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

3.3.2.1 Motion Status Attempt:

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

3.3.2.2 Bounding First Fire:

A vehicle may move and fire in the MPh including vs. units in the AFV's own hex. This is termed Bounding First Fire. Place a Bounding Fire counter on the firing vehicle. There are various Firer based TH DRM based on the amount of MP the vehicle has expended with a LOS to the target. Covered Arc change DRM (Case 8) never apply to a Bounding First Firing unit. A vehicle may expend delay MP while stopped to increase the amount of MP spent in the LOS of a target in order to reduce the DRMs but must announce these delay MP individually and suffer any Defensive Fire that is triggered by those delay MPs. A vehicle may move again in the MPh after firing provided it has sufficient MP. A vehicle that did not exhaust its ROF may fire again as Bounding First Fire after expending another MP but all other Weapons must be fired from the same hex as the first MA shot. MG/IFE have their FP halved in the MPh and quartered if Non-Stopped. Vehicular FT are not halved for firing in the MPh but are halved if Non-Stopped. The only way a vehicle may fire in both the MPh and the AFPh is if it fires only its MA in the MPh and retains ROF; such a vehicle may fire once again in the AFPh (3.5).

3.3.3 Defensive First Fire

Defensive Fire can occur during the enemy MPh and DFPh. The portion occurring during the enemy MPh is called Defensive First Fire and can be used only versus a moving unit(s). Defensive First Fire attacks affect only the moving unit(s) regardless of other units that occupy the same hex at the instant of attack. Any time a unit or stack expends MF or MP in the LOS of a Good Order Defender unit, the DEFENDER has the option to temporarily halt movement while he fires at it in that location with as many attacks as he can bring to bear. The DEFENDER must place a First Fire counter on top of any unit or Weapon that has fired and exhausted its ROF. Defensive First Fire must be resolved before the moving unit or stack leaves the intended target hex or expends another MF/MP. The DEFENDER may not request that a moving unit or stack be returned to a previous position to undergo attack, however, the ATTACKER must give the DEFENDER ample opportunity to declare his fire before moving on, and must declare the end of that unit's movement

Unit Movement Factor Chart

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

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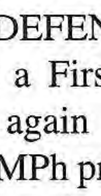
before moving another unit. Once another unit begins movement or the MPh is declared over, previously moved units are no longer subject to Defensive First Fire attacks. Any action that requires a unit to expend a MF or MP in a hex qualifies the unit as a target for Defensive First Fire even though the unit might not have entered that hex during the MPh. Examples of such expenditures include Smoke grenade attempts, Weapon recovery, start or stop MP expenditure, VCA changes, and DC placement.

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

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

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



Final Protective Fire (FPF):

Is an option available to a DEFENDING Infantry unit already marked with a Final Fire counter which wishes to fire at a unit moving adjacent to it during the MPh. FPF is treated as Subsequent First Fire (with the FP also doubled due to the effects of PBF) with an additional penalty; immediately after normally resolving the attack, the original IFT DR (modified only by applicable leadership DRM) is used as a NMC against the units using FPF (including any directing leader). Provided it does not break, there is no limit to the number of FPF attacks a unit may make, other than the number of moving units and the MF/MP they expend moving adjacent to the firer's hex. A unit using FPF must use all its FP and usable MG (or IFE) and may form a FG with units not using FPF, but only those units using FPF are affected by its adverse affects.

A unit that survives a Defensive First Fire attack can be fired upon again in that same location during its MPh before expending additional MF/MP, but only by different attackers or if it expended at least 2 MF/MP in that hex. The same unit or Weapon can never Defensive First Fire or Subsequent First Fire or Final Protective Fire on a moving unit in the same location more times than the number of MF/MP expended in that location during the MPh.

A unit broken or pinned by Defensive First Fire can be fired upon again in its current location by other Defensive First Fire attacks but is attacked in its broken or pinned state. A moving unit subject to FFNAM or FFMO that breaks is still subject to those DRM in that location for subsequent attacks until its MPh ends. A unit that is pinned is not subject to any further FFNAM or FFMO while pinned; however if Subsequent First Fire or other Defensive First Fire vs. the pinned unit breaks that unit, it loses that pinned status and is again subject to FFNAM or FFMO DRMs (if previously applicable) for further Defensive First Fire attacks against it during that MPh (keeping in mind that its MPh ends as soon as another unit moves). A unit using Assault Movement which breaks is no longer using Assault Movement and is subject to the –1 FFNAM DRM for the remainder of its MPh.

3.3.4 Reaction Fire:

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

3.3.5 Residual Fire:

When a unit is attacked by Defensive First Fire, Subsequent First Fire or FPF, the location in which the attack is resolved is marked with a Residual FP counter equal to half (up to a maximum of 12; round fractions down) of the IFT FP column used for that attack (including an ordnance hit), although a Weapon that malfunctions or retains ROF leaves no Residual FP. A To Kill attempt will leave residual in the same manner except when using AP (unless fired by an MG), ATR, APCR, or APDS or a dud resulted. Thereafter, any unit entering (or expending MF/ MP including a CE AFV) in that same location in the same MPh is attacked on the IFT with the FP represented by that counter, by a new IFT DR. The TEM/Smoke of the target location, and any FFNAM or FFMO apply as a DRM. A unit expending MF/MP to leave a location is not subject to Residual FP attack in the location it is leaving. After the amount of Residual FP left by any attack has been determined, it is reduced by one IFT column for each positive IFT or To Hit DRM *caused solely by conditions outside the target hex (including TH DRM)*. This could include positive leadership modifiers, CX status, and LOS hindrances. Height Advantage and negative leadership DRMs never affect Residual FP. Air Bursts increase the amount of Residual FP by one column.

Residual FP can never form a FG; it must always attack alone. Residual FP is always the first Defensive First Fire attack allowed against a moving unit in its current location during its MPh and is resolved before the DEFENDER has to declare an attack. No more than one Residual FP counter can be placed in a location, but a larger Residual FP counter subsequently earned from a larger qualifying IFT attack will replace a smaller Residual FP counter; thus Residual FP counters from different qualifying attacks are not combined.

A unit can ordinarily be attacked by Residual FP only once per location; MF/MP expended simultaneously (e.g. two MF to enter a building) do not cause multiple residual FP attacks. A unit can be attacked by Residual FP again in the same location if the unit expends additional MF/MP in that location *and* by so doing the unit is subject to more negative DRM or less positive DRM.

Remove all Residual FP counters at the end of the MPh.

3.4 Defensive Fire Phase (DFPh):

That portion of Defensive Fire that occurs strictly during the DFPh is called Final Fire. During Final Fire any of the DEFENDER's units, Weapons, and Vehicles that are not marked with a First or Final Fire, or Intensive Fire counter may fire (including MG/Weapon/Vehicle MA that maintained ROF in the MPh). Any of the DEFENDER's units and non-vehicular MG (or IFE Gun) that are marked with a First Fire counter may also fire again, but only at units in the same or an adjacent hex, and they must then flip the First Fire counter to its Final Fire side. A unit marked with First Fire has its and its Weapon's FP halved (and doubled due to the effect of PBF). A Gun/MA marked with a First Fire counter may Intensive Fire (3.2.4) at units in an adjacent (or same) hex. A unit already marked with Final Fire cannot fire during Final Fire. Final Fire attacks affect all enemy units in a target location, not just those that have moved, but FFNAM and FFMO do not apply.

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

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

See page 15 for a comprehensive example.

3.5 Advancing Fire Phase (AFPh):

The ATTACKER's units and Weapons that did not fire in the PFPh may fire at half FP; ordnance instead adds a +2 TH DRM. A squad with an underlined FP factor may use Assault Fire. Assault Fire capability allows any squad using its own FP during the AFPh to add one FP to its attack *after* all modification to the squad's own FP; any fraction is then rounded up. The assault

Movement Phase (MPh) Example (fig 1):

In the Russian MPh, the 4-4-7 in I5 spends two MF to enter J5; because this is a move of only one hex that does not require all the 4-4-7's MF allotment, it may Assault Move. The 4-4-7 in H3 spends two MF to enter I3 and another two MF to enter J2; because the LMG's PP (1) does not exceed the squads IPC (3), the LMG does not affect movement. The 5-2-7 in F3 declares Double Time and spends one MF to enter G3, one MF to enter H2, two MF to enter I3, and then 2 MF to enter J3 for a total of six MF, ending CX. The 9-1 and 4-4-7 in F4 move together and spend two MF to enter G4, then H4, then I4 for a total of six MF using the leader bonus. The 8-1 and 4-4-7 in E3 declare Double Time and spend two MF to enter E4, then E5, then F5, then G5 for a total of 8 MF, ending CX.

Movement Phase and Defensive Fire Phase Example (fig 2):

The 4-4-7 with MMG in I4 spends 2 MF to enter J3; because the five-PP MMG reduces the squad's MF by two, the squad cannot Assault Move to J3. The 4-4-7 could declare Double Time which would increase its MF by two but reduce its IPC by one for a net of one extra MF allowing it to enter K3 after J3. Assume this is the move the Russian player makes. The German 4-6-7 with MMG in K5 fires only the 4-6-7 at the moving unit in J3 on the 4 FP column with a +2 DRM (+3 stone building, -1 FFNAM), does not cower (i.e., doesn't roll "doubles"), leaves two residual FP in hex J3, and the squad (only) is marked with a First Fire counter. When the Russian 4-4-7 continues moving to K3, the German player then fires the K5 MMG on the 4 FP column with a -2 DRM (-1 FFMO, -1 FFNAM). Assuming the MMG neither malfunctions, cowers, nor retains Rate of Fire (i.e., the original DR is neither 12 nor doubles and the colored die is 3 or more), the MMG is marked with First Fire counter (use the same marker covering the 4-6-7 to cover the whole German stack) and leaves two residual FP in hex K3.

Now the Russian player moves on to the next unit, the 5-2-7 in hex G5, with the intention of using 4 MF to get to K4. Note road bonus would not apply as the entire move isn't across road hexsides. The 5-2-7 enters H5 and I5. At this point, the German player declares that he will Subsequent First Fire with the 4-6-7 (already marked First Fire) since the Russians are within Normal Range and no Known enemy unit is closer. The squad also uses the MMG (although its B# will be lowered by 2) because the MMG will be marked with a Final Fire counter regardless of whether or not it fires. The 9 FP of the 4-6-7 and MMG is halved and they attack on the 4 FP column with -2 DRM (-1 FFNAM, -1 FFMO). The attack will leave 2 residual FP unless the shot cowers or the MMG malfunctions (in which case it leaves 1 residual FP) or it cowers ***and*** the MMG malfunctions (in which case it leaves 0 residual FP). Assume the 5-2-7 breaks and 2 residual FP are left in the hex. Flip the First Fire counter on the German stack to a Final Fire counter.

The Russian player then moves the 4-4-7 in hex F6. It moves G6, H5, and I5 where it undergoes a 2 residual FP attack with a -2 DRM (-1 FFMO, -1 FFNAM), assume this attack has no effect. The German player would like to shoot again with the units in K5, but under a Final Fire marker they can only fire at adjacent units. The 4-4-7 continues to move to I6 for 4 MF and uses the road bonus to move to I7.

The Russian 9-2 and 4-4-7 with MMG in hex F5 moves to G6, H5, I6, and J5 for 5 MF. The leader's one IPC is added to the MMC's three IPC for a total of four IPC which is subtracted from the MMG's 5 PP. The difference is subtracted from the 6 MF provided by the leader bonus. Upon entering J5, the German player declares Final Protective Fire. The FG's FP (the MMG ***must*** attack with the 4-6-7) is halved (due to Subsequent First Fire) and doubled due to Point Blank Fire and attacks on the 8 FP column with a +2 DRM (+3 stone building, -1 FFNAM). On an original DR of 7 the 4-6-7 passes its FPF NMC by the highest possible amount, so it Pins, and the Russians must take a PTC (a 9 on the 8 FP column), with the attack leaving 4 Residual FP.

Finally, the Russian 4-2-6 in H6 moves I6, J6, and K6 where the German player again declares Final Protective Fire. The FG's FP is halved (due to Subsequent First Fire), halved again (due to being Pinned), and doubled due to Point Blank Fire and attacks on the 4 FP column with a -1 DRM (-1 FFNAM). The German's luck runs out, however, as they roll an original DR of a non-doubles 10 which means the 4-6-7 fails its FPF NMC by 3 (becoming replaced by a 4-4-7 2nd line unit if the German ELR is 2 or less) and is flipped to its broken side and marked with a DM counter. Additionally, the MMG malfunctions and is flipped to its malfunctioned side. The shot still occurs, however, but results in no effect as the final result is a 9 on the 4 FP column. A 1 residual FP marker is placed (the MMG malfunctioned so it leaves no residual FP).

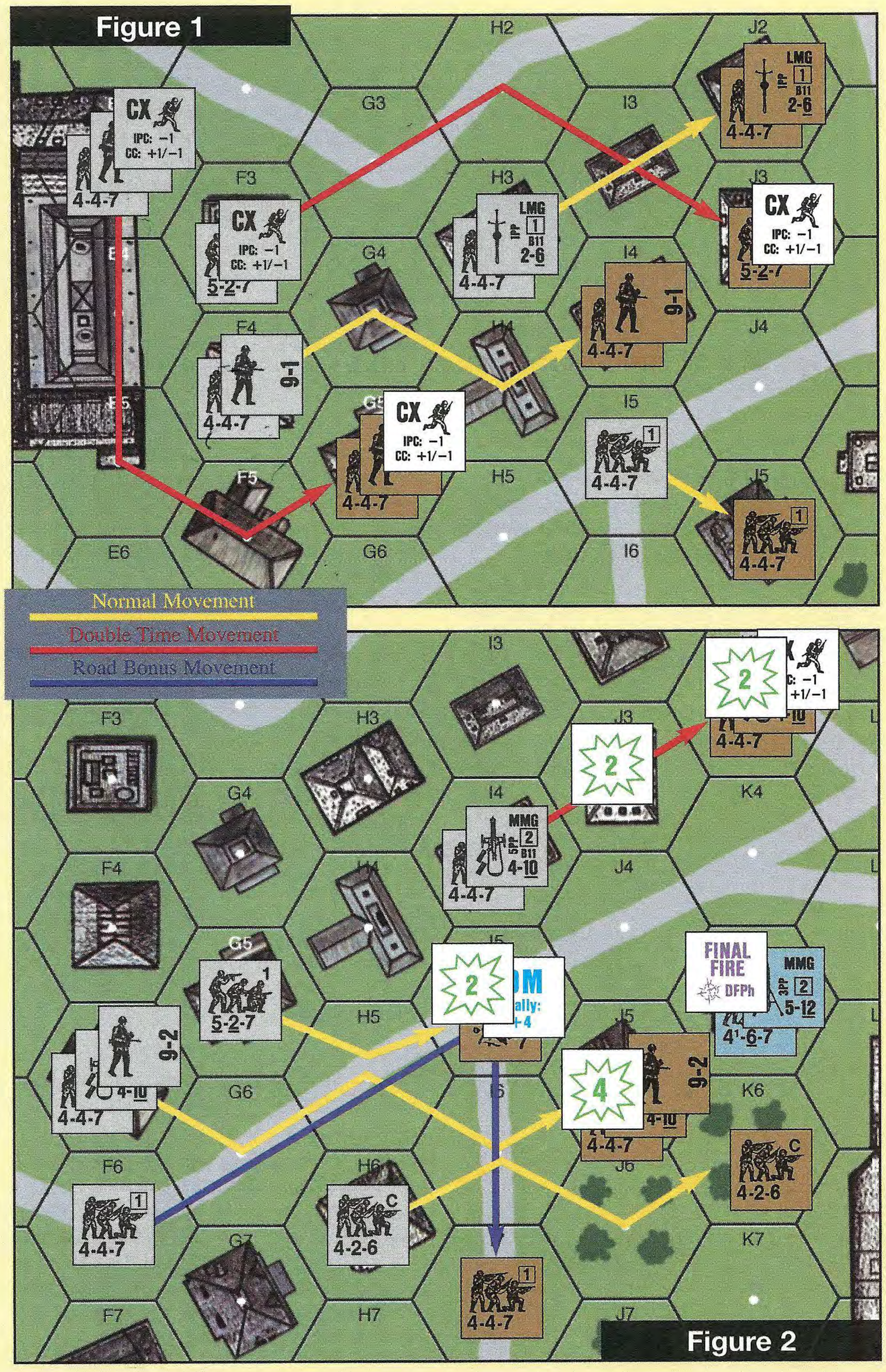


Figure 2 after all results except FPF attack versus 4-2-6 moving into hex K6.

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

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

DM
Rally:
+4

3.6 Rout Phase (RtPh):

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

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

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

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

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

Interdiction occurs whenever a routing unit enters an Open Ground hex without using Low Crawl while in the normal range and LOS of an unbroken, unpinned enemy unit capable of firing on it in that hex with at least one FP or hitting it via the TH process at under 17 hexes. A unit in melee cannot interdict, nor can a unit/Weapon which has any form of halved FP or positive DRM (e.g., a CX unit, a lone leader with a MG, a BU vehicle's MA, a motion vehicle or a Gun/MA that must change its CA). If Interdiction occurs, then the routing unit is subject to a NMC and everything that normally entails. A routing unit that fails its Interdiction NMC suffers Casualty Reduction, although any remaining HS may continue to rout thereafter. Interdiction does not affect other units in the hex and units are capable of Interdiction even if they have exhausted all other fire options for that Player Turn. An interdicted unit that suffers a pin result on its NMC may not rout further that RtPh and, if still adjacent to a Known Enemy Unit, is eliminated for failure to rout. A broken unit may not be interdicted more than once per Open Ground hex entered, regardless of the number of enemy units that can claim Interdiction.

An Open Ground hex for purposes of Interdiction is any Open Ground hex that any interdictor could apply during a hypothetical Defensive First Fire opportunity, the –1 FFMO DRM (thus excluding units benefiting from Emplacement TEM). The FFMO DRM is negated if there is a Hindrance between the routing unit and the interdictor. Note that First Fire does not actually occur during the RtPh.

3.7 Advance Phase (APh):

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

A unit advancing into a hex that requires all its MF must become CX. For example, a Russian squad carrying a five-PP MMG has only two MF and therefore must become CX to advance into a hex requiring two MF to enter during the MPh (brush, hills, woods or building), unless accompanied by a leader who adds two MF and one IPC to the squad, thereby leaving it with five MF. A CX unit may not advance into a hex that would cost all its MF to enter. For example, a CX German squad possessing a four PP HMG would have only two MF left after deducting for two excess PP (its IPC is reduced to two due to being CX) and cannot advance into a building hex, unless it is accompanied by a leader.

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

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

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

3.8 Close Combat Phase (CCPh):

Close Combat is a type of attack that occurs during the CCPh between opposing units in the same hex. There are no TEM modifications to a

Defensive Fire Summary

Defensive First Fire:

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

1a. Subsequent First Fire:

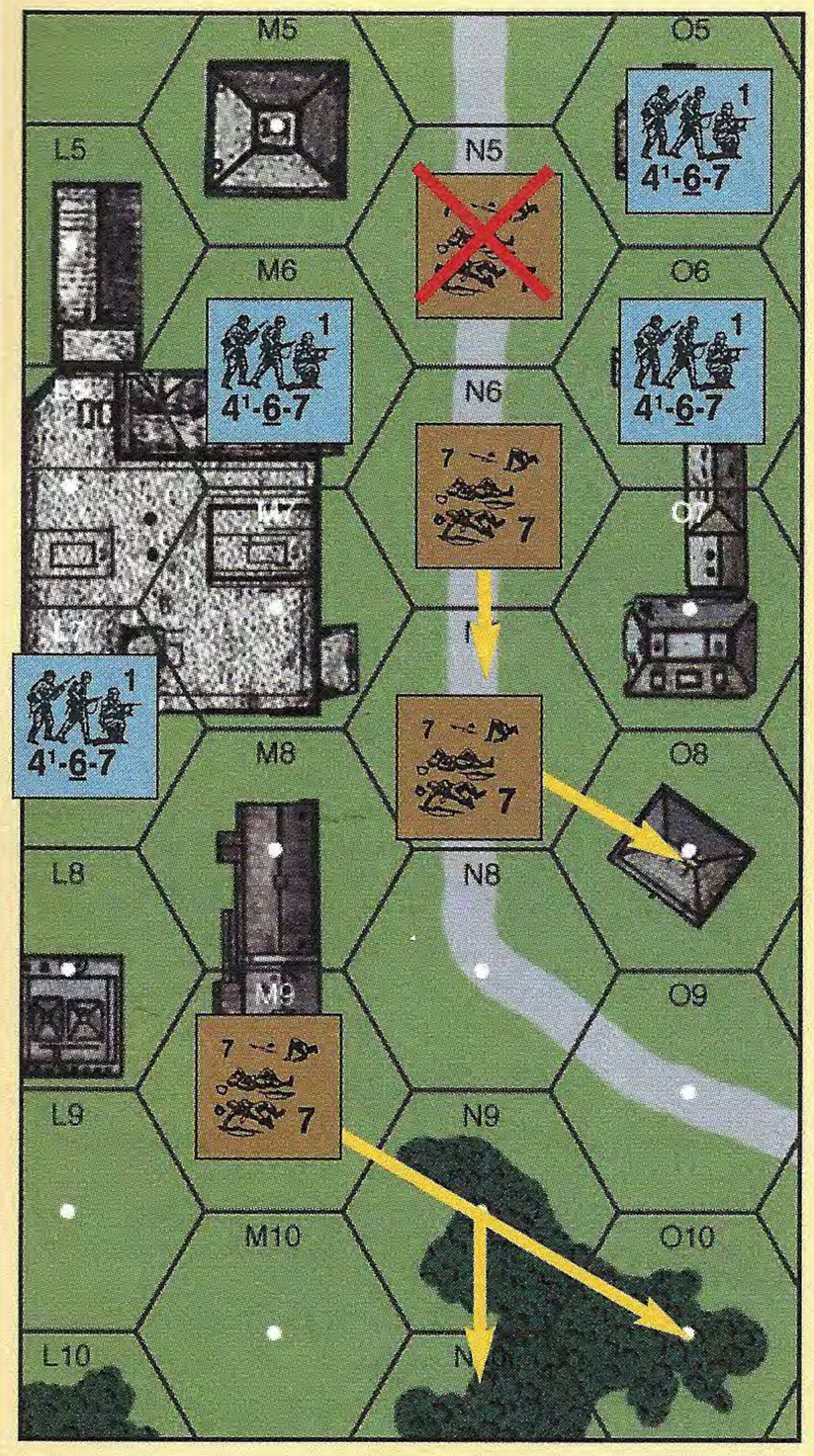
- Occurs during opponent's MPh
- affects only moving unit(s) within normal range
- can leave Residual FP
- available to units that have already been marked with First Fire Counter but have no closer target
- flip counter to Final Fire side
- Lowers B# of MG by 2 with removal on the IFT DR equal to original B#

1b. Final Protective Fire:

- Occurs during opponent's MPh
- affects only adjacent moving unit(s)
- can leave Residual FP
- available to units that are already marked with a Final Fire counter and acts as a NMC vs. firing unit
- Lowers B# of MG by 2 with removal on the IFT DR equal to original B#

Final Fire:

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



Rout Phase Example:

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

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

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

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

CC attack DR, and neither Weapons nor PBF apply. Unlike fire attacks, CC is simultaneous so both sides attack the other even if one or both is thereby eliminated, unless an ambush occurs or one or both sides have vehicles present in the hex.

The ATTACKER specifies the order in which multiple hexes containing CC situations are to be resolved; each hex's CC for that turn must be completely resolved before resolving CC in another hex. Each side must designate all of its attacks in that hex prior to the resolution of any of them (ATTACKER designating his first). The DEFENDER then designates all of his attacks, after which the ATTACKER resolves all of his previously declared attacks. The DEFENDER then resolves all of his attacks — even if those units have been eliminated or reduced. Units may attack any unit or combination of units in the same hex, so long as no unit attacks or is attacked more than once per CCPh. All units in the hex do not have to be attacked, nor do all units have to make an attack. Only unbroken units may attack, but even broken units defend, although they suffer a –2 DRM to CC attacks against them.

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

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

Whenever Infantry advances into CC in a woods or building hex (unless reinforcing a Melee), an ambush can conceivably occur. Prior to declaring CC attacks in such a case, each player makes one dr. If either player rolls at least three less than the other, he has succeeded in ambushing his opponent. The side that has the ambush status in a CC is entitled to a –1 DRM to its CC attacks and a +1 to CC attacks against it until that CC becomes a melee at the end of the CCPh. Ambush dr are subject to drm even if only a portion of a player's CC force is qualified to use it; drm include +1 for being CX, +1 for being pinned, +1 for being Inexperienced, and any leadership drm (unless the leader is alone); see also the QRDC. The ambushing side resolves all of its attacks in that CCPh first; only surviving enemy units may attack back after being ambushed.

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

Infantry attack a vehicle in CC by using their Close Combat Value (CCV). The CCV of a squad is 5, crew is 4, half squad is 3, and a SMC is 2. If a SMC combines with another unit add 1 to its CCV instead. A CCV subject to any form of area fire (such as pinned) is reduced by 1 for each such reason. If the CC DR is less than the CCV, then the vehicle is eliminated. If the CC DR is equal to the CCV, then the vehicle is immobilized. Although multiple attacks can be made, no more than two units may combine to make a single CC attack vs. a vehicle and one of those units must be a SMC. A single CC attack cannot be made against a vehicle and personnel

Rout Phase Summary

- Routing may use 6 MF (wounded SMC only have 3 MF).
- Must rout if adjacent to an unbroken enemy unit.
- Must rout from its starting hex if a hypothetical unit routing through that hex would be subject to Interdiction.
- May rout if under a DM counter.
- When routing, must rout towards the nearest building or woods that is not closer to a Known Enemy Unit. The routing unit may ignore any building hex that is part of a building they are already in.
- Interdiction can occur if routing in Open Ground, normal range, and unhindered LOS of enemy unit without using Low Crawl.
- Low Crawl is a rout of one hex consistent with above rules that protects against Interdiction.
- Units that must rout but cannot are eliminated.
- If woods/building cannot be reached in a single RtPh, (i.e. more than 6 MF away) unit may rout to any terrain consistent with all other requirements.
- A routing MMC possessing a weapon must carry as close to 3 PP (without exceeding 3 PP or 1 PP for a SMC) as it can. A weapon exceeding the PP allowance is dropped before a unit routs.

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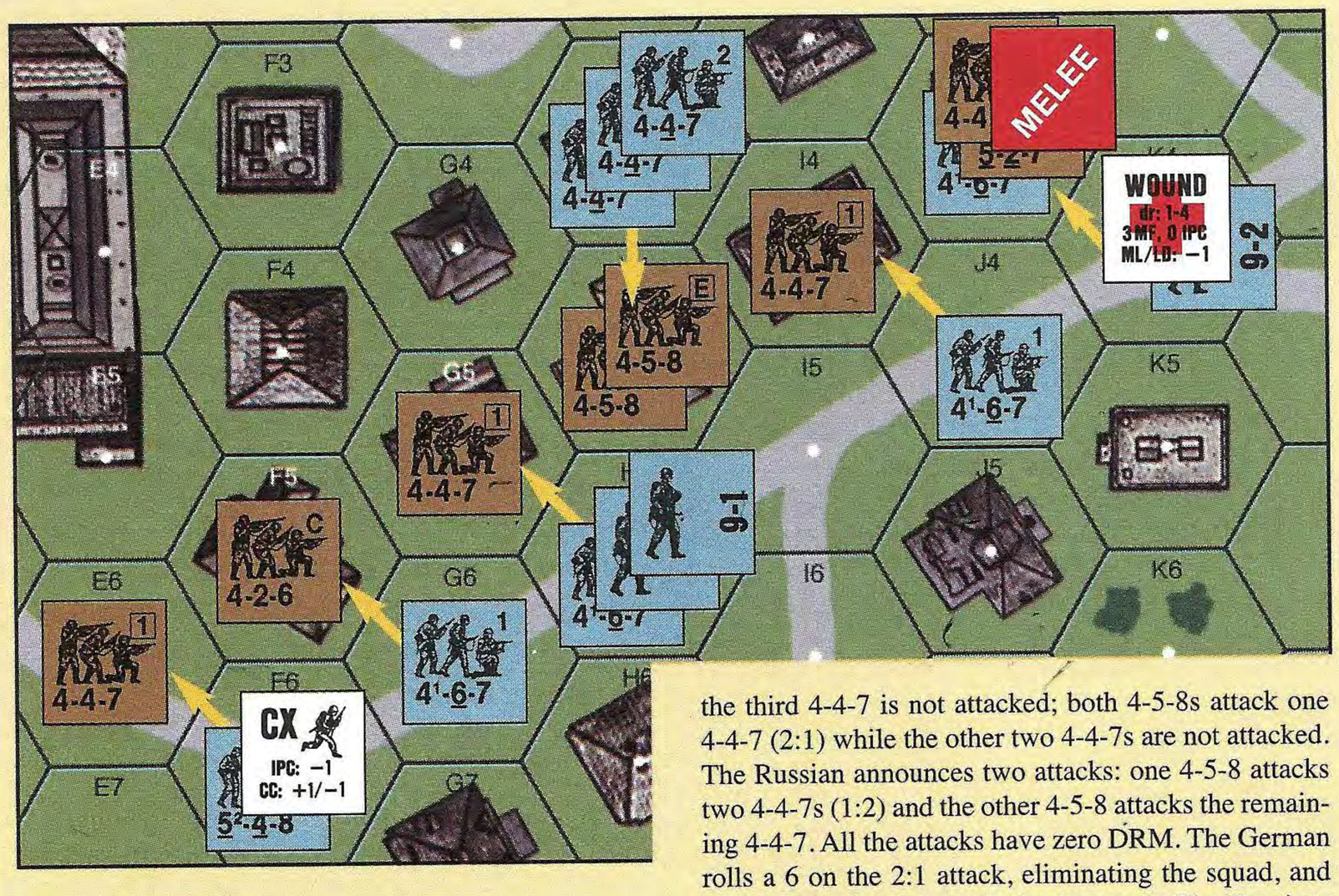


Close Combat Phase Example:

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

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

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

The three German 4-4-7s advance into the H4 building location with the two Russian 4-5-8s. Both sides have Ambush drm of zero, and their respective Ambush drs of 3 for the German and 5 for the Russian result in no ambush. The German must declare all his attacks first. Each of his squads may only attack once and each of the Russian squads may only be attacked once. The German options are: one big attack of 12 to 8 (3:2); two squads on one Russian and one squad on the other for one attack at 2:1 and one attack at 1:1; or all three squads on one of the Russian squads, this is one attack of 3:1 without an attack on the second Russian squad. The German announces two attacks; one at 2:1 and one at 1:1. The Russian must now announce attacks. The options are: one big attack of 8 to 12 (1:2); one 4-5-8 attacks two 4-4-7s (1:2) and the other 4-5-8 attacks the third 4-4-7 (1:1); the two 4-5-8 attack two 4-4-7s as one 1:1 attack while the third 4-4-7 is not attacked; each 4-5-8 attacks one 4-4-7 (two 1:1 attacks) while the third 4-4-7 is not attacked; both 4-5-8s attack one 4-4-7 (2:1) while the other two 4-4-7s are not attacked. The Russian announces two attacks: one 4-5-8 attacks two 4-4-7s (1:2) and the other 4-5-8 attacks the remaining 4-4-7. All the attacks have zero DRM. The German rolls a 6 on the 2:1 attack, eliminating the squad, and rolls a 9 on the 1:1 attack for no result. The Russians roll a 4 on the 1:2 attack (casualty reduction) and a 7 on the 1:1 attack for no result. Randomly determine which 4-4-7 suffers casualty reduction. After the attacks the location contains two German 4-4-7 squads, one German 2-3-7 half squad, and one Russian 4-5-8, all marked with a Melee counter.

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

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

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

in the same location. An original 2 always results in the chance of success even if the CC DRM or a small CCV make it otherwise impossible. If the odds of eliminating a vehicle after the addition of all CCV DRMs is less than a 2, and the attacker rolls a 2, then the attacker rolls a third die. On a 1-2 the vehicle is eliminated and on a 3, the vehicle is immobilized. A 4-6 results in no effect. Anytime a unit attacks a vehicle in CC that is neither Shocked nor Stunned and rolls an original 12, the attacking unit suffers casualty reduction. Determine randomly which unit is affected if a SMC and MMC attack together.

A vehicle may attack Infantry in CC with its AAMG (if the vehicle is CE), its CMG (unless that CMG may fire through the VCA only), a RMG, close defense weapons, and/or the IFE equivalent of a turreted Main Armament less than or equal to 15mm. A vehicle may combine any CMG, RMG, or AAMG FP into one combined attack or use them separately in different CC attacks. All such FP are used to form odds ratios vs. the defender's CCV and are never increased by any condition although they may be halved for Motion fire and can be negated by a Shock or Stun result. Note that while a BMGs may not be used in a CC, it negates the DRM for a vehicle defending without an MG.

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

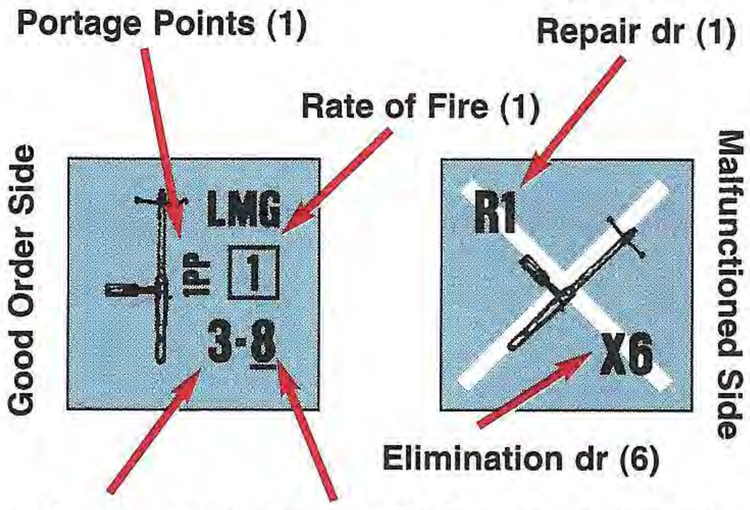
If Infantry from both sides (any of which is unbroken) remain in the same location after all initial CC attacks have been resolved at the end of the CCPh, they are considered to be locked in Melee and may not conduct any activity other than CC, (e.g., leave that location, make a fire attack, interdict routing units, etc.) Place a Melee counter on such a stack. New units may advance into a Melee hex but must engage in CC. Non-Melee units may attack the Melee units during a fire phase but all friendly and enemy Melee units in the hex must be attacked. Remove the Melee counter as soon as no unbroken unit remains.

A vehicle is never held in Melee and if mobile, may exit a Melee hex during its next MPh. An immobile vehicle, or ones that opts to stay in the Melee hex, may only fire its weapons at enemy units in that hex. A vehicle however, does hold all enemy Infantry units in that hex in Melee for as long as the vehicle stays in that location unless it is in Motion.

Remove all Pin counters at the end of the CCPh. Flip any stun counters placed this player turn to their reverse side. AFVs may not attack each other in CCPh.

3.9 Turn Record Chart:

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



4.0 Weapons and Support Weapons (SW):

A unit can possess any number of Weapons (SW/Guns). A weapon may not move by itself; a SW must be carried by a unit at some cost in PP (see 1.2.4); a QSU Gun must be manhandled (6.5). An unbroken unit may pick up and drop a Weapon at any point in its move provided it has sufficient MF to do so, although no Weapon can be moved more than once per MPh. An unbroken unit may drop possession of a Weapon at no MF cost during its MPh or APh. If a unit drops possession of a SW/Gun at the start of an allowed phase prior to expending MF, that Weapon is assumed to have been unpossessed (and hence not moved by any unit) at the start of that phase. Units must drop Guns and SW in excess of their IPC before they can rout. If a unit drops possession or is eliminated, its Weapon is left unattended in the same location and must be recovered to be possessed. Good Order Infantry may claim possession of an unpossessed Weapon in their hex at the start of their RPh as their sole action during that RPh, provided they make a recovery dr of less than 6 (+1 drm if CX). A Weapon cannot be transferred during the same phase it is recovered. Moving Infantry may also make a recovery attempt at a cost of 1 MF.

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

Weapons may be voluntarily destroyed by their possessing unit during PFPh or DFPh, but such an action counts as use of a Weapon. Weapons may also be destroyed when a final IFT DR results in a KIA of the possessing unit (see 6.7 for ordnance hits). Make a subsequent dr on the same column as the IFT attack for each Weapon possessed by that unit. If the Final dr is a KIA, that Weapon is destroyed, if it is a K then that Weapon is malfunctioned. A captured Weapon has its ROF lowered by one and its B# or X# lowered by two, and a Weapon used by an Inexperienced MMC has its B# or X# lowered by one (both effects cumulative with other penalties).

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

SW/Guns may not set up unpossessed.

4.1 Machine Guns (MG):

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

SW MG fire is limited to a 16 hex maximum range unless directed by a leader. Such attacks at a range greater than 16 hexes are halved as Area Fire vs. unbroken Infantry (in addition to the effects of firing at long range).

A MG with no B# shown on the counter has an inherent B# of 12. If the original IFT DR of any attack using a MG is greater than or equal to its B#, one MG is malfunctioned and flipped over after making its attack. Randomly select which MG malfunctions if using multiple MGs in a FG. The B# of a MG using Subsequent First Fire or Final Fire when marked with a First Fire counter is lowered by two, and one MG is removed if the original IFT DR equals the original B#.

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

4.2 Flamethrowers (FT):

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

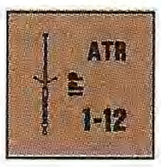
For a FT to attack an AFV it must pre-designate the AFV as the target before making the attack. The attack is made on the HE and Flame TK table. Armor factors do not affect this attack but the TK number is halved for long range fire. A FT TK number is increased by one if the AFV is CE.

4.3 Demolition Charges (DC):

A DC is a SW that attacks in the target location in the AFPh with 30 FP factors on the IFT. It is not subject to FP modification due to PBF or AFPh use. The defender's TEM does apply to the resolution of the attack, as does the CX status of the placing unit. A squad attacking with a DC may use its own FP in the AFPh. Non-elite MMC using a DC lower its X# by two.

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

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



4.4 Light Anti-Tank Weapons (LATW):

LATWs are ordnance SW, including

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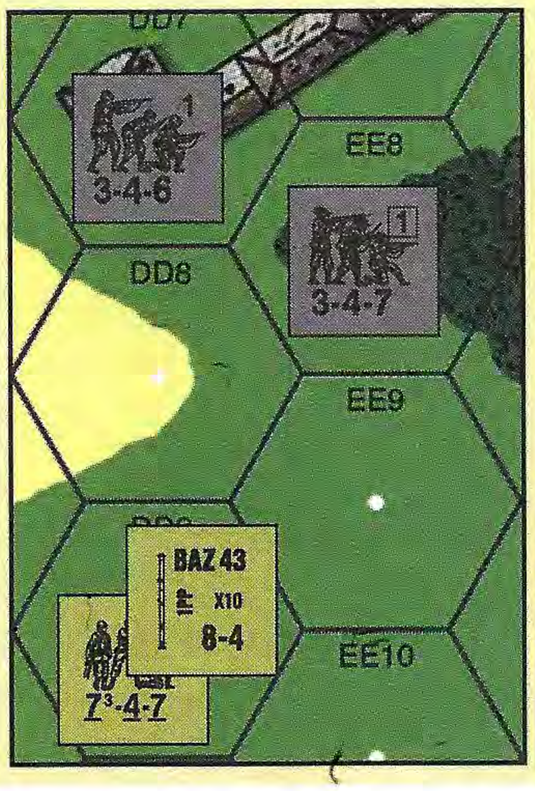
Bazooka (BAZ), Panzerfaust (PF), PIAT, Anti-Tank Rifle (ATR), and Panzerschreck (PSK). These SW must secure a hit on the To Hit table either on the back of the counter if they have one or on the VTT if not. Upon securing a Hit, effects are resolved on the IFT if the target is Infantry or Gun. PF, BAZ, PIAT, and PSK are Shaped Charge Weapons (SCW) firing HEAT (High Explosive Anti-Tank), not HE. Thus, these weapons may only be fired at Infantry if the target can receive building TEM benefits. SCW may also be fired at Guns. If firing at an AFV the effects of a SCW hit are resolved on the HEAT TK table. The weapon's FP, range, B#/X #, and PP values are shown on the front of the counter. All LATW To Hit DR are modified normally for TEM, etc.



LATW To Hit Example:

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

4.4.1 Bazooka (BAZ) and Panzerschreck (PSK):

Bazookas are only available beginning in November 1942 (use BAZ 43 counters). Better models are available in 1944 (BAZ 44) and 1945 (BAZ 45). Any unbroken Infantry MMC can fire a BAZ and such use constitutes the use of a SW. Any two SMC may fire a BAZ at full effect; however, a single leader may not fire a BAZ. A BAZ is permanently removed from play if its original To Hit DR is greater than or equal to its X#. A leader can modify the To Hit DR if he is directing that attack; however, a leader cannot modify his own attack. A BAZ attacks on the 8 column of the IFT if it obtains a hit against Infantry in a building. If a hit is secured against a vehicular target, it is resolved on the HEAT TK Table (TK# 13 for a BAZ 43; 16 for a BAZ 44+).

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

4.4.2 Panzerfaust (PF):

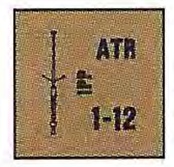
The PF is potentially an inherent SW of every German Infantry unit beginning October 1943 in any scenario with an enemy AFV or by SSR. Hits vs. vehicles are resolved on the HEAT TK table (TK# 31). Beginning October 1943 all Good Order German Infantry units which can still fire (e.g. a leader, crew, or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

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

PF range is determined by the scenario date. Prior to June 1944, PF range is one hex. From June 1944 through December 1944, the range is 2 hexes. Beginning 1945, the range is 3 hexes. The basic TH number of a PF is 10 and is reduced by two for each hex to the target. A leader may apply his leadership modifier to one PF TH DR but such use would constitute his sole fire direction capabilities for that phase. A PF is a one shot weapon and therefore is unaffected by breakdown rules. However, an original 12 PF TH roll (11 or 12 for inexperienced infantry) is not only a miss but results in Casualty Reduction for the firer. An original 12 on the TK or IFT table is a dud. A PF attacks on the 16 column of the IFT if it obtains a hit against Infantry in a building but does not leave Residual FP. When a PF obtains a hit, it may only affect one unit in the hex. However, prior to any target random selection, the firer may instead choose to pick the target to be selected provided that the target is manning a Gun/SW. The total number of PF shots taken in a scenario may not exceed the number of German squads in the OB prior to 1944, 1.5 times the number (rounded down) during 1944, and 2 times the number in 1945.

4.4.3 Backblast:

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



4.4.4 Anti-Tank Rifles (ATR):

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

4.4.5 PIAT:

First available in April 1943, the PIAT has its own TH Table on the back of the counter and resolves vehicular hits on the PIAT column of the HEAT TK Table (TK# 15). A PIAT may not fire at a unit one level lower and in an adjacent hex. The PIAT can be used by a SMC at full effect although no leadership benefit would apply unless another leader were directing. A PIAT attacks on the 8 column of the IFT if it obtains a hit against Infantry in a building. A PIAT has a B10 instead of an X #, is repaired on a dr of 1-2, and removed on a dr of 6.

4.5 Light Mortars:

Mortars are classified as either a Gun or a SW depending on size. Any Mortar of a caliber size less than or equal to 60mm is a light mortar and is represented as a SW on a 1/2" counter. As a SW it has no CA and can be fired by any squad/HS with no detriment and with normal leadership To Hit modification. Should a lone SMC fire a light mortar, it loses its ROF capability. Even though a light mortar is a SW it can use and lose Target Acquisition as a Gun. See 6.9 for the general rules for ordnance mortars.

5.0 ELR and Unit Distinctions

5.1 Experience Level Rating (ELR):

Each force in each scenario will be given a specific number of leaders, SW and Elite, 1st Line, 2nd Line, Green, or Conscript squads or HS. However, during the course of play, leaders and MMC are subject to possible replacement by

poorer quality units. Each OB will list an ELR for that group of units. This number represents the maximum amount by which an unbroken unit may fail any MC (after modification) without being replaced by a lower quality unit. Should a unit that cannot be replaced by a lower quality unit fail a MC by more than its ELR, it suffers no additional penalty.

If an unbroken unit fails a MC by more than its ELR, it is immediately replaced by a broken unit of the same size but one step lower in quality as per the nationality chart on page 28. Crews and MMC with underlined morale are not subject to ELR.

5.2 Nationality Distinctions:

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

5.3 Field Promotions:

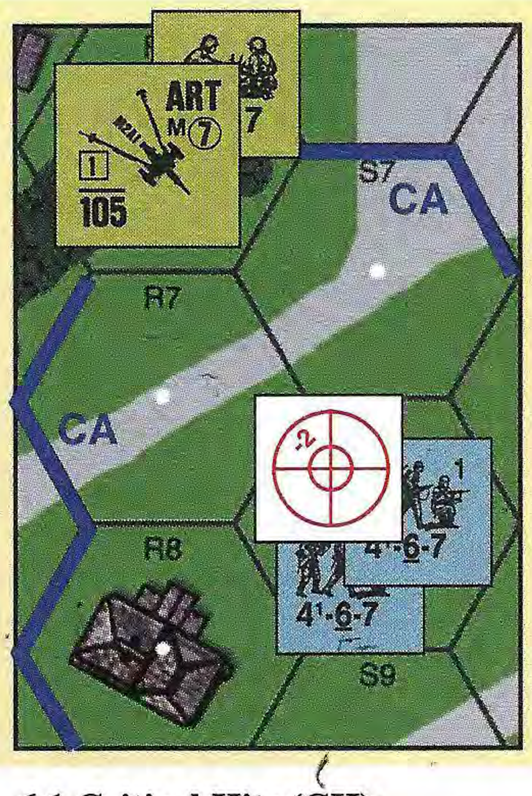
Whenever a MMC rolls an original 2 DR as the first self-rally attempt of a RPh or in a CC attack, it may create a leader. The quality of the leader is based on a dr on the Leader Creation table (using the morale level of the unit at the time of the original 2 DR). If more than one type of MMC made the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

5.4 Inexperienced MMC:

Green MMC not stacked with a Good Order leader and all Conscript MMC suffer Inexperienced penalties. They have 3 MF (not 4); they cower two columns (not one); their ordnance uses red TH#s; the B# or X# of a Weapon they use is lowered by one and they suffer a +1 ambush drm.

5.5 Captured Equipment:

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



Critical Hit Example:

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

6.1 Critical Hits (CH):

An original DR of 2 that secures a hit for a LATW or for a Gun/MA on the Area/Vehicle Target Type is a Critical Hit. On the Infantry Target Type Table, each Gun/MA/LATW has a Critical Hit possibility listed in parenthesis next to the To Hit number (in red for red TH#s). The **Final** DR must be less than or equal to this number in order to achieve a Critical Hit. A Critical Hit vs. an Infantry target is resolved on the IFT with the attacking Weapon's standard HE FP equivalent *doubled* (with no prior halving if using the Area Target Type). Furthermore, any positive TEM that the target would normally be entitled to for TH or IFT purposes is *reversed* and applies as a negative DRM to the IFT DR. Air Burst, FFMO/FFNAM still apply as negative DRM (if applicable) in addition to the effects of the CH. A Critical Hit against a Gun automatically destroys the Gun and its manning Infantry. A CH on the Vehicle Target Type, doubles the TK number of that weapon. A CH on the Area Target Type) is resolved using double FP of the weapon on the IFT. TEM is not applied. Regardless of the number of targets in a location hit by a Critical Hit, the special provisions of a Critical Hit apply only to one randomly determined target.

6.2 Special Ammo and Depletion Numbers:

Guns/MA have unlimited AP (except Mortars or if overscored) and HE ammo (unless the Gun size is underscored) unless one of these ammo types is listed on the back of the counter which indicates limitations to availability. If such unlimited ammo is available, it is assumed that ITT attacks use HE and VTT attacks use AP unless otherwise announced prior to the attack. Some weapons have the possibility of Special Ammo, as designated on the back of the counter by a Special Ammo symbol followed by a Depletion Number. If the Depletion Number has a superscripted date (e.g. 4 = 1944, J4+E = June 1944 in Europe), then such possibility is date dependant. An attempt to fire Special Ammo must be announced prior to making the TH DR. If the original TH DR is less than the depletion number, the Gun/MA has that Special Ammo, uses it to resolve any hit from that DR, and may try for that Special Ammo again when firing. If the original TH DR equals the Depletion Number, the Weapon has that Special Ammo for that shot only, uses it to resolve any hit from that DR, but may not try for that Special Ammo again. If the original TH DR is higher than the Depletion Number, the Weapon never had that Special Ammo and has not fired. If the TH DR results in a malfunction (or Low Ammo 7.21), however, the Weapon has fired and is malfunctioned (or under Low Ammo) and out of that Special Ammo. Annotate depletion on a side record. HEAT is only avavailable to the Germans beginning on 5/42, the Italians on 9/42, and all others on 1/43.

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

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

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

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

s (Smoke): Ordnance Smoke (1.2.5) on a 5/8" counter is placed at the *start* of the PFPh or DFPh by securing a hit on the Area Target Type. If done in the PFPh place a +3 Smoke counter; if done in the DFPh, place a +2 Dispersed Smoke counter. Once the firer has fired anything other than Smoke during that PFPh/DFPh no more Smoke may be fired in that phase.

WP (White Phosphorous): WP may only be fired on the Area Target Type and at the start of the PFPh or the DFPh or as Defensive First Fire. A unit hit with WP

6.0 Ordnance:

Any Weapon that must secure a hit on a target using the To Hit process (3.2.4) before resolving the effect of that hit on the IFT is Ordnance (Gun, MA, LATW, or SW). A Gun is a weapon on a 5/8" counter which usually fires as Ordnance. The Ordnance Weapon's caliber (in mm) is shown on the counter. If the weapon caliber size is overscored, the Gun may not fire AP ammo. If the caliber size is underscored, the Gun may not fire HE ammo. If the scoring is accompanied by a star, that ammo may be available in limited quantities after a certain date (6.2).

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must take a NMC, with the TEM subtracted from the NMC DR; Mortar Air Bursts from WP add a +1 to the DR. A WP CH adds the positive TEM to the DR. Treat WP as ordnance Smoke, except that full WP is a +2 counter and Dispersed WP is a +1 counter.

6.3 Emplacement:

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

6.4 Hidden Initial Placement (HIP):

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

A Gun that fires, changes CA, or attempts to move or whose crew moves loses HIP. In addition, if an enemy Infantry unit attempts to enter a hex that contains a HIP Gun during the MPh, the unit is returned to its prior hex, its movement ends, and the Gun loses HIP. A unit that attempts to enter during the RtPh is returned to its prior hex and must attempt to continue to rout along a different path although Low Crawl is no longer avaialable; the Gun loses HIP. A Gun will also lose HIP status if an enemy AFV enters its hex. A Gun that loses its HIP status for any reason is placed on board in its recorded location. Any DFF/SFF/FPF by the HIP Gun against the unit Infantry unit entering its hex is done in the hex the infantry unit was in as it tried to enter the Gun's hex. FFMO and FFNAM penalties apply if applicable. A HIP gun that attempts to fire at a vehicle in its hex does so with the in-hex penalties (Case 10). An Infantry unit that enters a hex that contains a HIP Gun during the APh, remains in that hex for CC.

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

6.5 Gun Movement:

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

6.6 Gunshield:

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

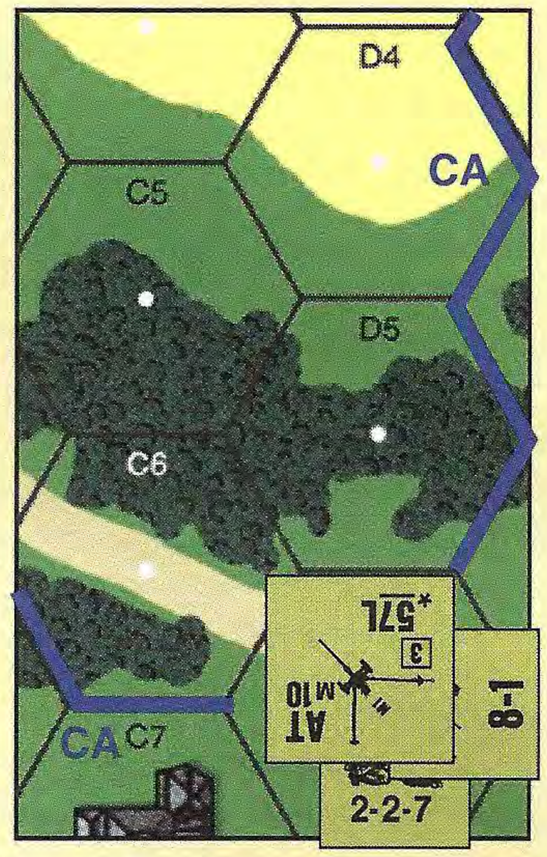
6.7 Guns as Targets:

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

6.8 Infantry Firepower Equivalent (IFE):

Any single number appearing in parenthesis beside a Gun/Vehicle caliber size is that Gun's IFE. Not all Guns have this option. The IFE is used directly on the IFT without using the To Hit

Emplacement and Manhandling Example:



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

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

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

process, as if the Gun were a MG, although it would still apply CA change DRM as necessary. A Gun using IFE has its ROF lowered by one and may not form a FG with other units, nor use, gain, or retain any form of Target Acquisition. IFE has a normal range of 16 hexes, is not considered Ordnance, and is not subject to Cowering. Like a MG, an IFE Gun/MA may use Subsequent First Fire and Final Protective Fire in the MPh, and if marked with a First Fire counter in DFPh may fire at an adjacent unit, all at half fire and with its B# lowered by 2 and suffering permanent removal on an original IFT DR of 12.

6.9 Mortars:

Mortars are classified as either a Gun (5/8" counter) or SW (1/2" counter). Mortars with a caliber greater than 60mm are Guns. Mortars may not fire from a building hex. Mortars must use the Area Target Type, but do not give up ROF by doing so. Mortars may not fire at targets closer than the minimum range or farther than the maximum range. Those ranges are printed in brackets underneath their ROF box. Any original DR of 2 that secures a hit for a Mortar is a Critical Hit (6.1).

6.10 Target Acquisition:

When a Gun/MA makes a To Hit DR using the Infantry Target Type or Vehicle Target Type it may place a ½" –1 Acquired Target counter on its target (or flip a –1 counter to the –2 side). This acquired target counter applies as a TH DRM for subsequent shots by that Ordnance. A target can be acquired by more than one Weapon but never more than at the –2 level. The target remains acquired until the Ordnance or its manning Infantry leaves its present location, changes CA without firing, attacks a different target, malfunctions, fires Smoke, uses IFE, or until its manning Infantry is eliminated, is not in Good Order, no longer possess the Ordnance, fires its inherent FP, uses interdiction, or an AFV fires its CMG at a different hex, or until the target leaves the LOS after entering a new hex. However, in this last case, the last hex the target was in prior to leaving the LOS will retain the acquisition. If another enemy unit enters that hex, it then receives the acquisition. Change the ½" Acquired Target counter to a 5/8" counter if the Gun/MA later fires at the target using the Area Target Type.

If a stack of acquired units scatter and enter different hexes the firer may retain a ½" Acquired Target counter on his choice of one of the previously Acquired Targets. If an Acquired Target appears to leave the LOS of the Gun/MA, a free LOS check may be made. If the LOS check reveals that there is no LOS to that hex, the ½" Acquired Target Counter is returned to the last hex to which the Gun/MA had LOS. Smoke may take advantage of Target Acquisition but does not gain Target Acquisition and once a Smoke shot is taken, Target Acquisition is lost. Target Acquisition may not be gained for Bounding First Fire or by an AFV that is in Motion.

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

AAMG: Anti Aircraft Machine Gun
AF: Armor Factor
AFV: Armored Fighting Vehicle
B#: Breakdown Number
BMG: Bow Machine Gun
BU: Buttoned Up
CE: Crew Exposed
CMG: Coaxial Machine Gun
DR: Dice Roll
DRM: Dice Roll Modifier
FT: Flamethrower
HE: High Explosive
IFT: Infantry Fire Table
ITT: Infantry Target Type
LATW: Light Anti-Tank Weapon
LOS: Line of Sight
MA: Main Armament
MG: Machine Gun
MP: Movement Point
NT: Non-Turreted weapon
Turret Types:
T: Fast Turret Traverse
ST: Slow Turret Traverse
RST: Restricted Slow Traverse
TEM: Terrain Effects Modifier
TH: To Hit
TK: To Kill
TCA: Turret Covered Arc
VCA: Vehicle Covered Arc
VTT: Vehicle Target Type

6.11 Area Acquisition:

Acquisition gained while using Area Target Type is marked by using the 5/8" Acquired Target counter. All principles of ½" acquisition apply except that the acquisition belongs to the hex rather than the target. A 5/8" acquisition cannot track a target; the firer would have to reacquire the target in the new hex it moves into. Mortars always utilize Area Acquisition. Smoke may take advantage of Area acquisition if firing at a hex that has been acquired, but, Smoke shots do not gain acquisition and once taken lose whatever acquisition there may have been. Change the 5/8" Acquired Target to a 1/2" counter if the Gun/MA later fires at the hex using the Infantry or Vehicle Target Type. Empty hexes may be fired at but must use the Area Target Type to do so and would gain Area Acquisition.

6.12 Ordnance Breakdown:

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

7.0 Vehicles:

Vehicles are represented by 5/8" counters with overhead depictions of a vehicle. Armored Fighting Vehicles (AFV) have Armor Factors (AF) and two AFV types are included; Fully Tracked and Armored Cars. The shape of the white symbol behind the large Movement Point (MP) allowance in the upper right of the counter identifies the type of vehicle and its movement type. A white circular background behind the MP allowance identifies an Armored Car (AC) while a white oval behind the MP allowance identifies a Fully Tracked vehicle. Any MP number listed in red means the vehicle is prone to mechanical failure upon starting. Black MP numbers are standard. See the accompanying Vehicle and Ordnance Historical Notes booklet.

7.1 Armor Factors (AF):

Each AFV has two Armor Factors (AF) listed; one above the other. The top AF is for the vehicle front facing aspect while the bottom AF is for the vehicle side/rear facing aspect. Note that 0 is considered an AF. Each listed AF also represents the AF for both the hull and the turret. The hull/turret AF are only different if the aspect is encased in a circle or a square, which will decrease or increase the AF of the turret in relation to the hull AF. A circle represents inferior turret armor in the facing and therefore the AF for the turret is decreased to the next lower AF rating. A square represents superior turret armor in that facing and therefore the AF for the turret is increased to the next higher AF rating. The AF ratings are as follows: 0, 1, 2, 3, 4, 6, 8, 11, 14, 18, and 26.

7.2 Main Armament and Turret Types:

Each armed vehicle has one main armament (MA) inherent weapon. The MA is shown as a large number to the lower left of the center representing the MA caliber size and barrel length. The MA is either turreted or bow mounted. Any vehicle with a thin white circle surrounding the vehicle depiction has a Fast Turret Traverse (T) MA. Any vehicle with a thin white square around the vehicle depiction has a Slow Turret Traverse (ST) MA. Any vehicle with a thick white square around the vehicle depiction has a Restricted Slow Traverse (RST) MA. An RST MA AFV is considered a ST MA AFV for TH DRMs except that it cannot fire its MA/CMG while the AFV is Crew Exposed (CE). A vehicle with a thick white square with no corners has a One Man Turret (1MT). A 1MT AFV is considered a RST AFV and cannot fire its MA or CMG while CE. Finally, any vehicle with no such circle

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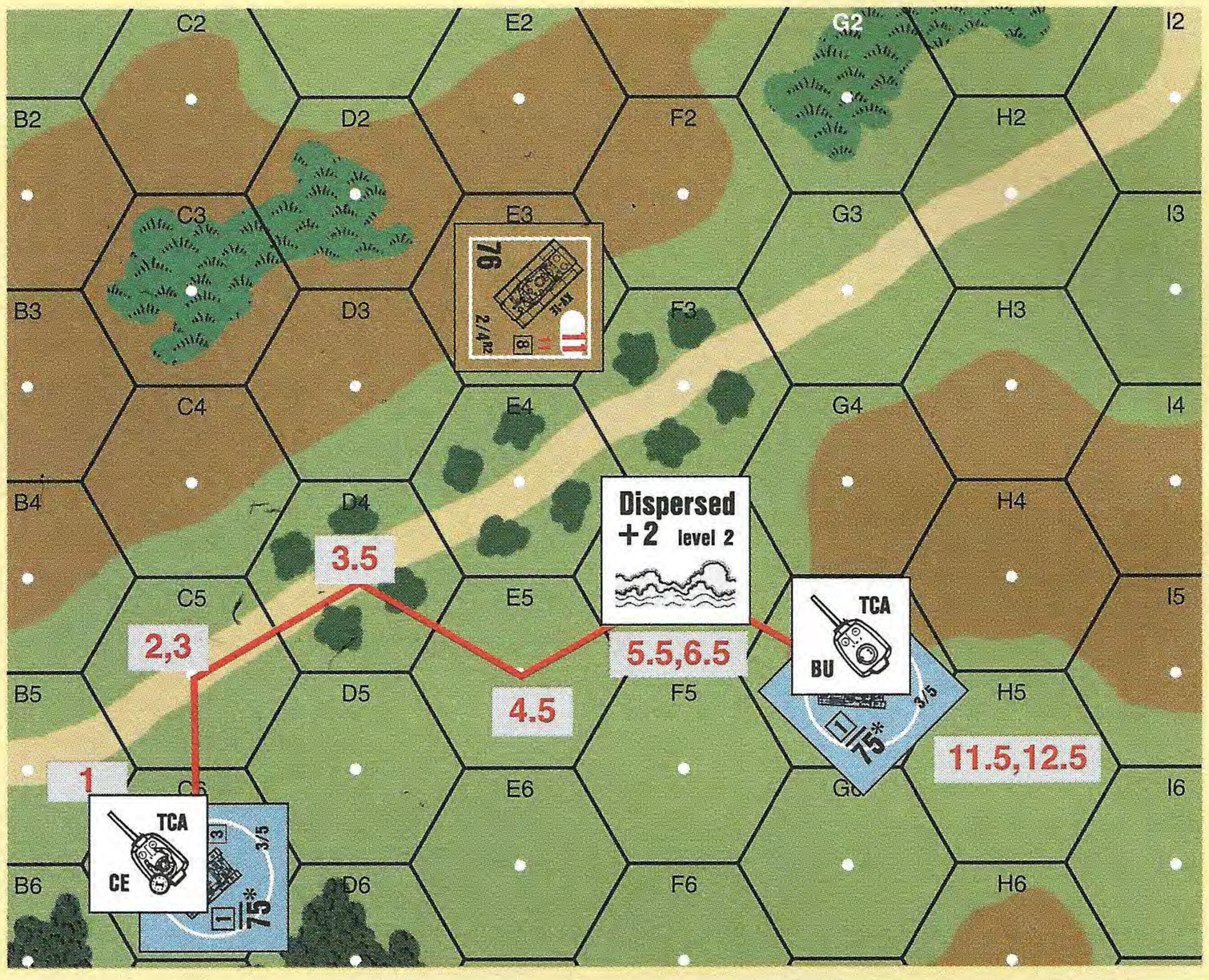
Vehicle Movement and Smoke Dispenser Usage Example:

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



or square on the counter is considered Non-Turreted (NT) and thus bow mounted. A MA with no B# shown has an inherent B# of 12; MA breakdown and repair as if a Gun (6.12) except the MA is marked with a "Malfunctioned" counter and is marked with a permanent "Disabled" counter instead of being removed if the repair attempt is a 6. Vehicle MA and MGs cannot be repaired when shocked or Unconfirmed Kill (UK).

7.2.1 Low Ammo:

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

7.3 Vehicle Target Size:

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

7.4 AFVs as Cover and Wrecks:

All Infantry in the same location as a wreck/friendly AFV are entitled to a +1 TEM (negating FFMO) unless the wreck/AFV was/is moving in the current Player Turn's MPh. A +1 TEM DRM will apply after the current player turn's AFPh in this case. This TEM is applicable only if the unit can claim no other positive TEM, but it is cumulative with Smoke or Hindrance DRM applicable to the firer. Infantry are not affected by the elimination of a vehicle in their hex.

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

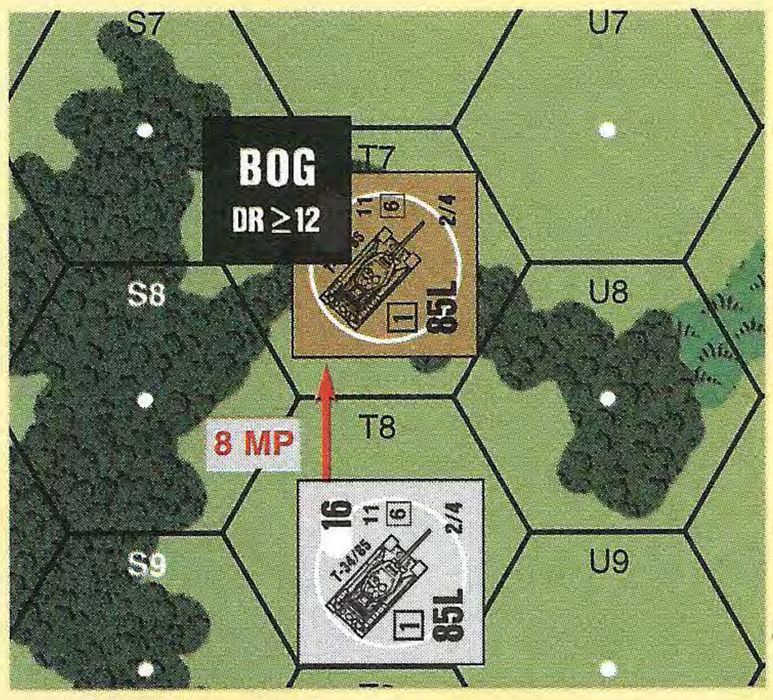
7.4.1 AFV/Wreck LOS Hindrance:

There is a +1 LOS hindrance DRM to same level LOS for firing through (not into or out of) a hex containing at least one wreck/AFV but it does not apply until after the AFPh if the AFV/wreck is/was moving during the current player Turn's MPh. The hindrance does not apply if the wreck/AFV hex cannot be seen by both the firer and the target.

7.5 Vehicular Smoke Dispensers:

Smoke Dischargers (sD), Smoke Mortars (sM), Smoke Pots (sP), and the Nahverteidigungswaffe (sN) are all vehicular smoke dispensers. An AFV is equipped with such a smoke dispenser if the

Bog Example:



At the start of its MPh, the T-34/85 enters vT7 at a cost of 8 MP—half its MP—and takes a Bog Check with +4 DRM: +1 for normal ground pressure and +3 for entry of woods at half its MP. The Russian DR is 9 which results in a final DR of 13.The T-34/85 bogs in hex vT7, stops immediately, its MPh is finished, and a bog counter is placed on it. In his next MPh the Russian declares a bog removal attempt. No DRM apply, but when he rolls a 5 on the colored die, the T-34/85 becomes Mired. In his next MPh, he tries again, this time with a +1 drm to the colored die due to being Mired. He rolls a 3 on the colored die, which becomes a 4—unbogging the T-34/85—and a 6 on the white die. Multiplying the two die rolls together provides the MP cost to start—18 MP—more than the T-34/85 has. The bog counter is removed, and the tank is left in Motion in vT7. If the T-34/85 had rolled a 3 on the white die of this second unbogging attempt, it would only cost 9 MP to Start (3 times 3), and the tank could use its remaining 7 MP to move. If it had used all its MP to enter vT7 to begin with, the only applicable DRM to the Bog Check would have been +1 for normal ground pressure, and it would not have bogged from rolling a 9 on its Bog Check.

reverse side of the counter contains the appropriate abbreviation and a usage number. An AFV may attempt to dispense smoke once per Player Turn in the MPh but only if the crew is not stunned or shocked and the AFV has not yet fired any weapon (including bounding fire or Defensive First Fire) during that Player Turn. Using a smoke dispenser costs 1 MP during an AFV's own MPh but there is no MP expenditure for an unsuccessful usage attempt. During an opponent's MPh a smoke dispenser usage attempt can be made following any MP/MF expenditure by an opposing unit in the vehicle's LOS as if it were intervening with Defensive First Fire. The use of a Smoke Dispenser does not constitute the use of a Weapon; therefore, a vehicle may still fire after the use of the Smoke Dispenser. Even an immobile vehicle may attempt to disperse smoke.

When a player wishes to attempt a smoke dispenser he makes a DR. If that Final DR is less than or equal to its usage number, a smoke counter is placed per the applicable smoke dispenser type. If the final DR is greater than the usage number, it was not successful but the player is free to have the vehicle try again in another player turn. An AFV must add +1 to its usage DR if BU.

Smoke Discharger (sD) places dispersed smoke (+2, 5/8" counter) in the AFV's hex when successful.

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

To Hit / To Kill Example

(use page 24 illustration)

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

The AP TK# for the Russian 76L Gun at range 3 is 12 on the AP To Kill Table. Subtracting the Front Turret Armor Factor of 6 provides a Final TK# of 6. The Russian rolls a 7, one greater than the Final TK#, resulting in Possible Shock. The PzKpfw IIIN passes its MC, avoiding Shock.

The Russian then Intensive Fires the KV-1E. (He would not be able to Intensive Fire at a non-adjacent unit in the DFPh.) The To Hit # remains 10, but with slightly different modifiers to the To Hit DR: +1 BU (Case 13), +2 Moving Target (case 24), and + 2 Smoke Hindrance (Case 18) still apply; Case 8 for changing CA no longer applies, but the +2 for Intensive Fire (Case 9) does, as does a -1 Acquired Target (Case 20) for a total of +6 DRM. The Russian rolls a 4 (double 2s), hitting the PzKpfw IIIN in the hull rear, where the AF is 3. Because it is a Rear hit, the TK# of 12 is raised to 13, for a Final TK# of 10. The Russian rolls a 10 and Immobilizes the PzKpfw IIIN.

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

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

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

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

If the orchards were out-of-season (November –March), then the KV-1E and the PzKpfw IIIN in C6 (back where it started) could see each other at the start of the MPh. When the PzKpfw IIIN spends 1 MP to start, the KV can fire. The TH# is 10, and the DRM are +1 BU (Case 13) and +2 Orchard Hindrance (Case 18) for D4 and E4 (the E4 hexside of this inherent terrain is enough to invoke the Hindrance) for a total of +3. Although the IIIN has started, it has not yet entered a new hex and so is not yet a Moving Target for Case 24 to apply. If the KV hits the IIIN, it will strike the frontal 6 AF regardless of whether it hits the hull or the turret. Since the LOS enters C6 along the hexspine dividing the turret front from the turret side, the target facing used is that least advantageous to the firer. (The IIIN's side hull AF is 3; its side turret AF is 4, one level up from 3.) The KV fires and rolls a 7 (colored die of 4), hitting the IIIN in the hull; using the Basic AP TK # of 12 provides a Final TK # of 6. The Russian rolls a 7 on the TK DR, achieving Possible Shock. The German then passes his MC, avoiding Shock. Because there was no effect on the vehicle, the CE crew suffers a 2 FP Collateral Attack for the AP hit using the same TK DR to resolve the IFT attack but with a +2 CE DRM. In this particular case (and most others), any AP TK DR that does not affect the AFV will also have no effect on the 2 FP Collateral Attack.

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

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

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

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

7.6 Bog and Ground Pressure:

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

If the Final Bog Check DR is greater than or equal to 12, the vehicle bogs, is marked with a Bog counter, becomes stopped, and must end its MPh immediately. Bog checks are subject to DRMs found on the QRDC including Ground Pressure. A vehicle's Ground Pressure is identified by the unit letter in the upper left corner of the vehicle counter. Any vehicle whose unit letter is encased in a square has Low Ground Pressure. If encased in a circle it has High Ground pressure. If neither, it has Normal Ground Pressure.

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

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

An inherent AFV crew is either Buttoned Up (BU) or Crew Exposed (CE). An AFV is considered to be BU unless under a CE counter signifying it is CE. A BU crew is not vulnerable to any fire except as it might affect the AFV. A BU crew must add +1 to any TH DR by a MA. Being BU doubles the 1/2 MP road movement rate of the AFV.

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

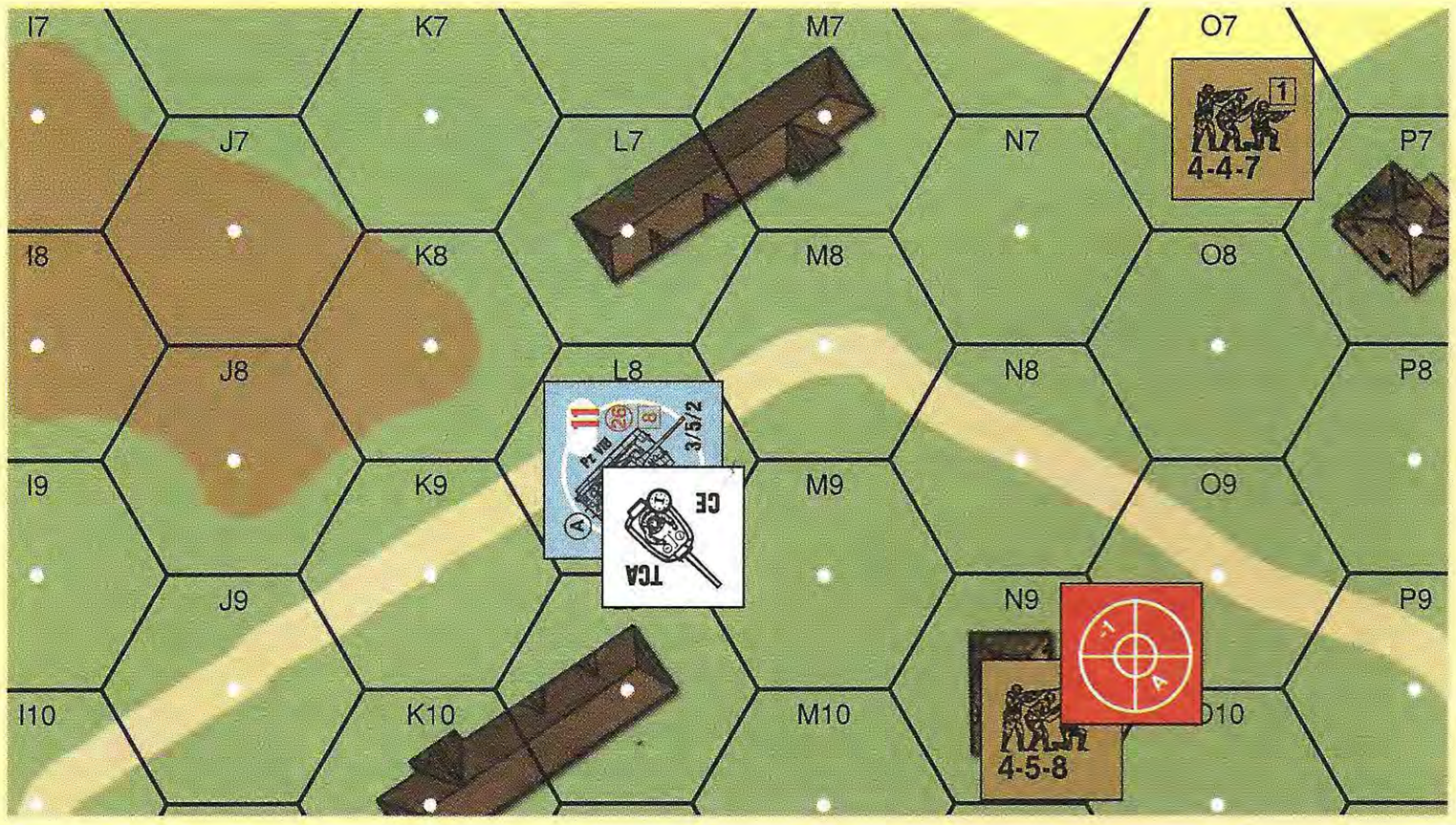
CE counters may be placed during setup and thereafter they may be placed or removed only during the owner's MPh/APh except due to combat results but may not be both placed and voluntarily removed or vice-versa during the same phase. Such placement cannot occur in the MPh following a PFPh in which the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

7.8 Vehicular Machine Guns/IFE Fire:

Most AFV have MG(s) of one type or another. MG FP is listed in the lower right portion of the counter and is listed in Bow (BMG)/Coaxial (CMG)/Anti-Aircraft (AAMG) order such as 2/4 (no AAMG present) or 2/4/4, or -/-/2. A few AFVs have Rear MGs (RMG) which is reflected as a superscript R# after the CMG FP. Each MG/IFE armament of an AFV may only make one fire attack per player turn unless it is the MA of a vehicle with a specific multiple ROF. Non-Close Combat vehicular machine gun fire is limited to the same fire phase as the vehicle's MA. If a vehicle does not fire its MGs in the same fire phase as its MA (counting MPh and DFPh as one), it forfeits their use in other phases with the exception of the CCPh. In its MPh, a vehicle may fire its weapons only from the same hex, unless the MA retains ROF. The FP of a vehicle's various IFE/MGs may be added together to make one attack assuming the target lies within the CA for all the IFE/MGs that wish to fire, or the IFE/MGs may make separate attacks against different targets; mandatory FG applies. If fired together the worst applicable CA DRM applies to the total attack. It does not matter if the MGs

Vehicular MG Example

In the German Prep Fire phase the PzKpfw VIb wishes to fire its MGs at the two squads. The tank fires its 3FP Bow Machine Gun (BMG) and its 2FP Anti Aircraft Machine Gun (AAMG) at the 4-4-7 in vO7. The attack is on the 4FP column (3FP BMG + 2FP AAMG) with no DRMs. Vehicular MG can firegroup with each other and must do so when firing at the same target. The target is in the tank's VCA, so the tank does not have to pivot to fire its BMG, and the tank is CE, allowing use of its AAMG (which has no CA to worry about). The tank then fires its 5FP Coaxial Machine Gun (CMG) at the 4-5-8 in vN9. This hex lies within the TCA of the CMG so the tank does not need to pivot is turret. The attack is on the 4FP column with +2 DRM (for the wooden building TEM). The King Tiger could have chosen to fire the CMG and the AAMG together at the 4-5-8 in N9 unit for an attack on the 6FP column with +2 DRM (building TEM of +2) (its best chance of affecting the 4-5-8 with MGs alone). The Koenig Tiger could instead have opted to firegroup its BMG and CMG at the 4-4-7 in vO7, changing its TCA to M8/M9. This attack would be on the 8FP column (adding the AAMG doesn't help) with +2 DRM (+2 for one hexspine change for Slow Traverse Turret). This would remove the -1 acquisition on N9 due to firing the CMG at a different target.



fire before or after a MA. Additionally, once a vehicle fires any turret-mounted weapon, any of its other turret-mounted weapons must pay the same CA penalties as the first weapon that fired. If, after firing, another turret-mounted weapon or MA that has maintained ROF wishes to fire at another target outside the current TCA, the turret DRM would only apply on the move from the current TCA to the new TCA. These same principles apply to bow-mounted weapons if changing the VCA to fire. If the VCA changes, the TCA changes the same number of hexspines relative to the VCA. A RST or 1MT AFV cannot fire a CMG while CE.

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

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

7.9 To Kill Process:

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

The TK# of an ordnance hit vs. a vehicle is found by consulting the TK Table used for that ammo type to find the TK# listed for that gun caliber, length, and range. The TK# is then modified by the applicable modifiers listed on the QRDC (if any) to find a Modified TK#. Lastly, the Final TK# is derived by subtracting from the Modified TK# the Armor Factor of that aspect of the vehicle that was hit. The Final TK# is the number the firer must roll less than to guarantee destruction of the vehicle.

7.10 AFV Effects:

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

A *Shock* possibility occurs whenever a non-MG, non-HE TK DR is one greater than the Final TK number of an AFV. Such an AFV must take a normal MC, failure of which results only in the placement of a Shock counter on the AFV. An *automatic* Shock is caused by an HE turret hit or a DC turret effect one greater than the Final TK number/K IFT result number or on a turret hit TK number equal to the Final TK/K IFT result on Direct or Indirect and DC attacks. The crew of a Shocked AFV is incapable of any action. If CE, they must immediately BU. A

PF and Same Hex Fire Example:

The T34/85 begins its MPh by expending 1 MP to start. The 4-6-7 makes a PF attempt, needing a Final dr of 3 or less. No drm apply if this is before 1945, and when the German rolls a 4 the squad does not secure a PF but is considered to have used a SW (it can still use its inherent FP normally or fire another SW). He cannot try again until the AFV expends another MP. The 5-4-8 makes a PF attempt, rolls a 6, fails to secure a PF, and is pinned. The tank expends another MP to move to Y2. The pinned 5-4-8 makes another PF attempt, rolls another 6, and breaks.

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

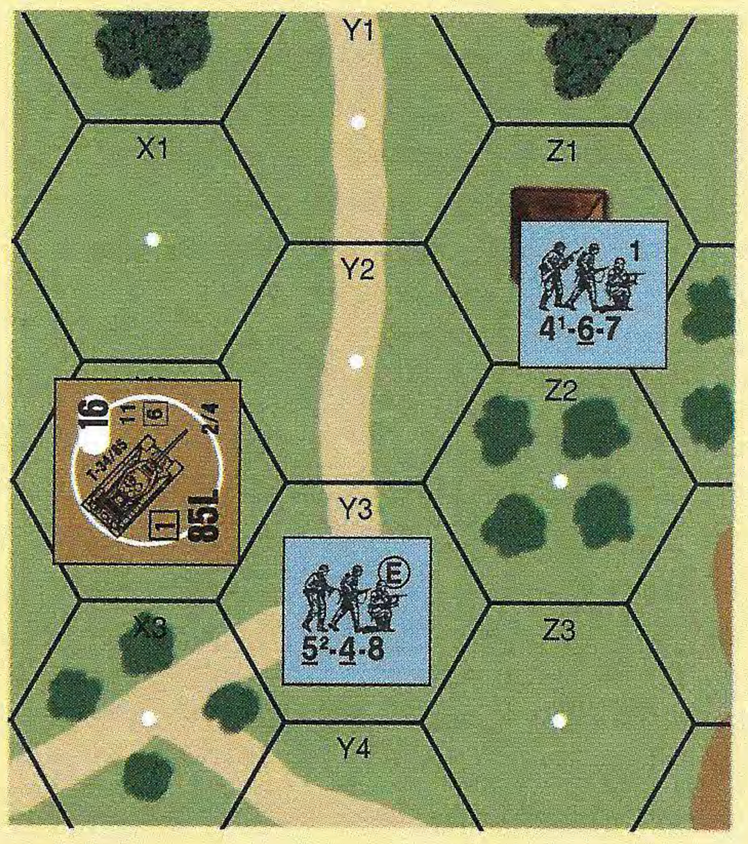
The 4-6-7 then makes a second PF attempt and rolls a 3, getting the PF. At a range of zero hexes the PF has a TH # of 10. The applicable DRM are +2 for TEM (Case 17), +2 for Moving Target (Case 24) and possibly +2 for avoiding the Backblast caused by firing from a building (Case 12). The German declares that he will accept the Backblast Desperation penalty, however, so the total TH DRM are +4, and he rolls a 6 (colored die of 3), hitting the AFV in the hull (colored dr ≥ white dr) and in the side (colored dr of 3 or 4 when shooting in the same hex). A 3 on the 1 FP column results in a 1MC on the 4-6-7 as a result of the Backblast penalty, which the squad passes, being marked with a First Fire counter for having used 2 SW. On the HEAT To Kill Table the PF has a TK# of 31, and subtracting out the side hull AF of 6 results in a Final TK# of 25; only a DR of 12—a Dud—can save the T-34/85. The German rolls a 12, leaving the T-34/85 unaffected.

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

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

Now the tank attacks the 4-6-7 on the 8 FP column with +2 TEM; the 6 FP of the combined MG (2 FP BMG and 4 FP CMG) are tripled (TPBF) and halved (Bounding First Fire). Because the tank only spent 1 MP to stop, the squad cannot attempt another FPF CC Reaction Fire attack before the T-34/85 gets to attack. If the tank had not stopped, its FP would be halved again for being non-stopped. The Russian rolls a 7, which becomes a 9 on the 8 FP column for a PTC. The German rolls a 10 and fails the PTC, becoming pinned, preventing any further CC Reaction Fire.

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



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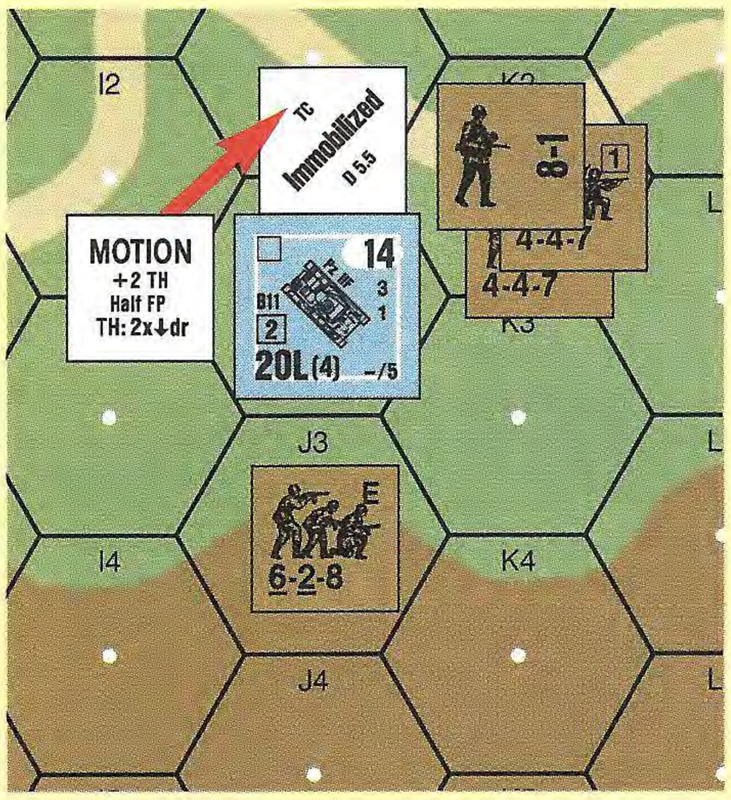
PAATC and Close Combat Example:

It is the Russian APh, and all the Russians desire to advance into Close Combat (CC) with the German PzKpfw IIF. The MMC must first take a Pre-AFV Advance/Attack Task Check (PAATC). The 8-1 leader modifies the DR of the two 4-4-7s that he is stacked with and they each roll an 8, pass, and immediately advance into J2. The 6-2-8 fails its TC, is pinned, and cannot advance. After observing these results, the 8-1 advances into J2. During the CCPh the CC attacks are sequential due to the presence of the vehicle. The non-vehicular player attacks first, and the Russian chooses to attack the AFV with the 8-1 and one 4-4-7. He cannot group the two squads together, and the leader will defend with the unit with which it attacks. The squad has a Close Combat Value (CCV) of 5, and the leader has a CCV of 1 which he adds for a total CCV of 6. The DRM for the CC attack against the AFV are -1 for leader direction and +2 for Motion vehicle for a total of +1. The Russian rolls a 5, modified to a 6, which equals the CCV #, Immobilizing the AFV. If it had been eliminated, there would be no further attacks. The AFV now attacks back, and the German must choose how to assign his two CC-capable weapons, the 5 FP CMG and the 4-FP IFE MA (not halved since the AFV is no longer in Motion), against the CCV of the Russian squad(s) on the Close Combat Table (CCT). He can either firegroup them together at one target (including the 8-1 and the 4-4-7) or he can attack different targets with them. If he groups them together he can attack the 8-1 and 4-4-7 at 3-2 (9:6) or attack the remaining 4-4-7 at 3-2 (9:5). Assuming the remaining 4-4-7 survives, it can attack back with its CCV of 5 and a -1 DRM because the AFV is Immobilized. If the German splits the attacks, he can attack the 4-4-7 at 1:1. Assuming the AFV survives any attack by the remaining 4-4-7, he could then attack the 8-1 and 4-4-7 at 1-2 (4:6). Deciding that the 4-4-7 that has not yet attacked is the greatest threat, the German attacks it with both weapons at 3-2 and no DRM. The German rolls a 5, equaling the # under the 3-2 column of the CCT and inflicting casualties on the 4-4-7, which gets replaced with a 2-3-7 HS. The HS then attacks with its CCV of 3 and a -1 DRM. The Russian rolls a 12, causing Casualty Reduction for the HS and thus eliminating it. The 8-1 and 4-4-7 are now locked in Melee with the PzKpfw IIF and marked with a Melee counter. The tank is not locked in Melee, but will be unable to fire outside of its own hex.



Shocked AFV may not move even to pivot or change TCA, interdict or attack, even in CC. No MP expenditure is needed to bring the AFV to a halt. At the end of the next RPh, the AFV must make a dr for recuperation. On a 1-2 the Shock counter is removed. On a 3-6 the Shock counter is flipped to its Unconfirmed Kill (UK) side. An AFV under a UK counter is still Shocked and must make a dr for recuperation on the next RPh. On a 1-3 the UK counter is removed. On a 4-6 the AFV is flipped over to its wreck side. An already Shocked AFV that is Shocked again has no additional penalties except that a UK counter is flipped back to the Shock side.

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

If an AFV CE crew fails a MC (other than for possible shock), or if a MG Final TK DR equals the Final TK number, the crew is Stunned and the AFV is marked with a Stun counter. A Stunned AFV immediately becomes BU if CE and may not regain CE status until able to do so in a subsequent Player Turn. A Stunned AFV may not fire (even in CC), move (including CA changes) or expend MP for any reason during the remainder of the Player Turn, and immediately Stops, although no stop MP is spent, if moving/In Motion. At the end of the Player Turn in which the Stun was placed, flip the Stun counter to its +1 side. This indicates the AFV is no longer Stunned but must add +1 to any TH, MG/IFE, CC, or MC DR. The +1 counter remains with the AFV for the rest of the scenario. An AFV that suffers a second Stun result is Recalled. A 1MT AFV that has been Stunned is automatically Recalled and may not become CE for the remainder of its time on board.

Recall also occurs when ever a CE AFV suffers a K/KIA or Casualty MC result on the IFT. Place a STUN counter on the AFV which is Recalled which is treated the same as Stun except that at the end of the Player Turn the STUN counter is flipped over to its Recall +1 side and that AFV must attempt to exit the playing area along a friendly board edge (the edge either which the player entered on, or was allowed to set up in front of with no enemy units between) via the shortest route in MP using Motion status (3.3.2) as fast as possible. If an AFV's MA suffers permanent breakdown, the AFV is recalled (but not Stunned). Victory Points are not awarded for recall.

7.11 Area Target Type Results:

A hit using the Area Target Type vs. an AFV is resolved on the IFT using half of the FP of the column representing the ordnance's caliber size, using the same effects DR for all units hit by the attack. A Final KIA result destroys the AFV and a Final DR resulting in a K/# or one greater than a K/# Shocks the AFV on a turret hit or immobilizes it on a hull hit. TEM modifies the IFT DR, as do the following DRM: -1 if all AF less than or equal to 4; +1 if all AFV AF is greater than or equal to 8.

7.12 Collateral Attack:

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

ASL STARTER KIT

Expansion Pack #1 Credits

Rules Design and Development: Ken Dunn (Special Thanks to Brian Youse and Perry Cocke)

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Scenario Design: Buck Karpowitz, Chris Olden, Pete Shelling, and Ken Dunn

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Americans

E 7³-4-7 A	E 7³-4-7 B	E 7³-4-7 C	E 6³-6-7 A	E 6³-6-7 B	E 6³-6-7 C	E 6³-6-7 D	E 6³-6-7 E	E 6³-6-7 F	E 6³-6-7 G
E 6³-6-7 H	E 6³-6-7 I	1 6³-6-6 A	1 6³-6-6 B	1 6³-6-6 C	1 6³-6-6 D	1 6³-6-6 E	1 6³-6-6 F	1 6³-6-6 G	1 6³-6-6 H
1 6³-6-6 I	1 6³-6-6 J	1 6³-6-6 K	2 5²-4-6 A	2 5²-4-6 B	2 5²-4-6 C	2 5²-4-6 D	2 5²-4-6 E	2 5²-4-6 F	G 5²-3-6 A
1 2-2-7	2 2-2-7	1 3-4-6 A	1 3-4-6 B	1 3-4-6 C	1 3-4-6 D	E 3-4-7 A	E 3-4-7 B	G 5²-3-6 C	G 5²-3-6 B
A DC 1PP △ X12 30-1	B DC 1PP △ X12 30-1	E 3-3-7 A	E 3-3-7 B	2 2-3-6 A	2 2-3-6 B	2 2-3-6 C	G 2-2-6 A	G 2-2-6 B	E 3-4-7 C
Col Ward 6+1	Col Cox 6+1	Cpl Daniels 7-0	Sgt Easton 7-0	Sgt Collins 8-0	Sgt Pyle 8-0	Sgt Emge 8-1	Sgt Hutch 8-1	Sgt Cole 8-1	Lt Bishop 9-1
1PP Lt Richardson 9-2	Cpl Kenneth 10-2	Maj Argent 10-3	A HMG 5PP 50 cal 3 8-16	B MMG 3PP 2 4-10	C MMG 3PP 2 4-10	D MMG 3PP 2 4-10	D BAZ 43 1PP X10 8-4	E BAZ 43 1PP X10 8-4	F BAZ 43 1PP X10 8-4
E 5²-4-8 A	E 5²-4-8 B	E 5²-4-8 C	E 5²-4-8 D	E 5²-4-8 E	E 5²-4-8 F	E 5²-4-8 G	A BAZ 44 1PP X11 8-4	B BAZ 44 1PP X11 8-4	C BAZ 44 1PP X11 8-4

Germans

E 5²-4-8 H	E 5²-4-8 I	E 5²-4-8 J	1 2-4-7 C	C 2-3-6 A	E 4²-6-8 A	E 4²-6-8 B	E 4²-6-8 C	E 4²-6-8 D	E 4²-6-8 E
1 4¹-6-7 F	1 4¹-6-7 E	1 4¹-6-7 D	1 4¹-6-7 C	1 4¹-6-7 B	1 4¹-6-7 A	E 4²-6-8 I	E 4²-6-8 H	E 4²-6-8 G	E 4²-6-8 F
1 4¹-6-7 G	1 4¹-6-7 H	1 4¹-6-7 I	1 4¹-6-7 J	2 4-4-7 A	2 4-4-7 B	2 4-4-7 C	2 4-4-7 D	2 4-4-7 E	2 4-4-7 F
D LMG 1PP 1 3-8	E LMG 1PP 1 3-8	C LMG 1PP 1 3-8	2 2-3-7 A	2 2-3-7 B	C 4-3-6 C	C 4-3-6 B	C 4-3-6 A	2 4-4-7 H	2 4-4-7 G
E 2-3-8 A	E 2-3-8 B	E 2-3-8 C	E 2-3-8 D	E 2-4-8 E	E 2-4-8 F	E 2-4-8 G	E 2-4-8 H	1 2-4-7 A	1 2-4-7 B
2 2-3-7 C	Lt Jauss 9-2	Lt Arnhart 9-1	Lt Stoppel 9-1	Sgt Gehrig 8-1	Sgt Essig 8-1	Sgt Klein 8-0	Sgt Walles 8-0	Cpl Schmidt 7-0	Cpl Jahn 7-0

Russians

Col Krupke 6+1	A HMG 4PP 3 7-16	B MMG 3PP 2 5-12	A LMG 1PP 1 B11 2-6	E 4-5-8 A	E 4-5-8 B	E 4-5-8 C	E 4-5-8 D	E 4-5-8 E	E 4-5-8 F
E 2-4-8 A	E 2-4-8 B	E 2-4-8 C	E 2-4-8 D	E 4-5-8 G	E 4-5-8 H	E 4-5-8 I	E 4-5-8 J	E 4-5-8 K	E 4-5-8 L
E 4-5-8 M	E 4-5-8 N	1 4-4-7 A	1 4-4-7 B	1 4-4-7 C	C 4-2-6 A	C 4-2-6 B	Col Kemnski 6+1	E 4²-5-8 A	E 4²-5-8 B
1 2-3-7 A	1 2-3-7 B	C 2-2-6 C	Lt Zielinski 9-2	Lt Zayin 9-1	Sgt Minotuski 8-0	Cpl Izakson 7-0	Cpl Gorheen 7-0	E 4²-5-8 C	E 4²-5-8 D

Commonwealth

E 4²-5-8 E	E 4²-5-8 F	E 4²-5-8 G	E 4²-5-8 H	1 4²-5-7 A	1 4²-5-7 B	1 2-4-7 A	2 2-3-7 B	1 2-2-8	Lt Daglish 9-1
1 4²-5-7 C	2 4-4-7 D	E 2-4-8 A	E 2-4-8 B	E 2-4-8 C	E 2-4-8 D	Sgt Lunney 8-1	Sgt McCloskey 8-1	Sgt McKay 8-0	Sgt Atterberry 8-0
A PIAT 1PP B10 8-3	B PIAT 1PP B10 8-3	A DC 1PP △ X12 30-1	B DC 1PP △ X12 30-1	Cpl Linton 7-0	A BAZ 44(a) 1PP X11 8-4	B BAZ 44(a) 1PP X11 8-4	D BAZ 44(a) 1PP X11 8-4	E MMG(a) 3PP 2 4-10	F MMG(a) 3PP 2 4-10

Axis Minors

1 3-4-7 A	1 3-4-7 B	1 3-4-7 C	1 3-4-7 D	E 4¹-4-7 A	E 4¹-4-7 B	E 4¹-4-7 C	E 4¹-4-7 D	E 4¹-4-7 E	E 4¹-4-7 F
1 3-4-7 E	1 3-4-7 F	1 3-4-7 G	1 3-4-7 H	1 3-4-7 I	C 3-3-6 A	C 3-3-6 B	C 3-3-6 C	C 3-3-6 D	E 2-4-7 A
E 2-4-7 B	E 2-4-7 C	E 2-4-7 D	E 2-4-7 E	E 2-4-7 F	E 2-4-7 G	E 2-4-7 H	E 2-4-7 I	1 1-3-7 A	TURN
1 1-3-7 B	1 1-3-7 C	1 1-3-7 D	C 1-2-6 E	C 1-2-6 F	2-2-7	Sgt Gorjanc 8-1	C LMG 1PP 1 B11 2-7	D LMG 1PP 1 B11 2-7	E MTR 4PP 2 B11 46*[3-20]
Sgt Foss 8-0	Sgt Nugteren 8-0	Cpl Haasl 7-0	Cpl Monnin 7-0	Col Bret 6+1	A MMG 4PP 2 B11 4-10	B MMG 4PP 2 B11 4-10	Col Lafavrais 6+1	A MMG 4PP 2 4-11	B ATR 1PP w:235 1-12

Allied Minors

E 4¹-5-8 A	E 4¹-5-8 B	E 4¹-5-8 C	E 4¹-5-8 D	E 4¹-5-8 E	1 4-5-7 A	1 4-5-7 B	1 4-5-7 C	1 4-5-7 D	1 4-5-7 E
1 4-5-7 F	G 4-3-7 A	G 4-3-7	G 4-3-7	G 4-3-7	E 2-4-8 A	E 2-4-8 B	E 2-4-8 C	G 2-2-7 A	G 2-2-7 B

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Place MPh
Attack AFPh
Thrown:
+2 / +3
Set: 36 FP

Range 0 1 2 3 4 — TH # 11 9 8 7 4

TURN

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2-3-7 A | 2-3-7 B | 2-3-7 C | Lt Malmström 9-1 | Sgt Rönnblom 8-1 | Sgt Karpowitz 8-1 | Sgt Gautier 8-0 | Sgt Briaux 8-0 | Sgt Thuring 8-0 | Cpl Kogut 7-0

A LMG IPP 1 B11 2-5 | B LMG IPP 1 B11 2-5 | C LMG IPP 1 B11 2-5 | D LMG IPP 1 B11 2-5 | E LMG IPP 1 B11 2-5 | F LMG IPP 1 B11 2-5 | G LMG IPP 1 B11 2-5 | 3-4-6 A | 3-4-6 B | 3-4-6 C

3-4-6 D | 3-4-6 E | 3-4-6 F | 3-4-6 G | 3-4-6 H | 3-4-6 I | 3-4-6 J | 3-4-6 K | 3-4-6 L | 3-4-6 M

3-4-6 N | 3-4-6 O | 3-4-6 P | 3-4-6 Q | 3-4-6 R | 1-2-6 F | 3-3-6 A | 3-3-6 B | 3-3-6 C | 3-3-6 D

3-3-6 E | 3-3-6 F | 3-3-6 G | 3-3-6 H | 3-3-6 I | 3-3-6 J | 3-3-6 K | 3-3-6 L | 3-3-6 M | 3-3-6 N

1-3-6 A | 1-3-6 B | 1-3-6 C | 1-3-6 D | 1-3-6 E | 1-3-6 F | 1-2-6 A | 1-2-6 B | 1-2-6 C | 1-2-6 D

1-2-6 E | 2-2-7 | 2-2-7 | Lt Leoce 9-2 | Lt Niko 9-1 | Sgt Mussina 8-1 | Sgt Alessi 8-1 | Sgt Ceccoli 8-0 | Sgt Mazza 8-0 | Sgt Giordano 8-0

Col Trezza 7-0 | Col Porrini 7-0 | Col Eskubi 6+1 | Col Alba 6+1 | A MTR IPP 2 B11 45*[2-13] | B MTR IPP 2 B11 45*[2-13] | C MTR IPP 2 B11 45*[2-13] | A HMG IPP 3 B11 6-12 | B MMG IPP 2 B11 4-10 | C MMG IPP 2 B11 4-10

F PSK IPP X10 12-4 | H LMG IPP 1 B11 2-5 | I LMG IPP 1 B11 2-5 | PREP FIRE | PREP FIRE | PREP FIRE | PREP FIRE | PREP FIRE | PREP FIRE | PREP FIRE

A Sherman V(c) 13 8 4 — 1 — 76LL -/4 | A Sherman III(a) 14 8 4 — 1 — *75 2/4 | B Sherman III(a) 14 8 4 — 1 — *75 2/4 | A Comet 15 8 4 — 1 — 77L 2/4 | B Comet 15 8 4 — 1 — 77L 2/4 | A *6 6 6 — 1 — CMG -/4 | B *6 6 6 — 1 — *CMG -/6 | (A) *9 (11) 8 — 2 — 40L -/4/2

(B) *9 (11) 8 — 2 — 40L -/4/2 | A *9 (11) 8 — 1 — 95* 2/4 | A AT 2pdr M10 — 3 — 40L | B AT 2pdr M10 — 3 — 40L | A ART 75/21 M8 — B11 — 1 — 75* | B ART 75/21 M8 — B11 — 1 — 75* | A 8 4 4 — MK 285(i) — 37* -/2*/* | B 8 4 4 — MK 285(i) — 37* -/2*/*

-1 A | -1 B | -1 C | -1 D

C 8 4 4 — MK 285(i) — 37* -/2*/* | D 8 4 4 — MK 285(i) — 37* -/2*/* | E 8 4 4 — MK 285(i) — 37* -/2*/* | F 8 4 4 — MK 285(i) — 37* -/2*/* | a 8 4 4 — MK 285(i) — 37* -/2*/* | b 8 4 4 — MK 285(i) — 37* -/2*/*

Smoke +3 level 2 | Smoke +3 level 2 | Smoke +3 level 2 | Smoke +3 level 2 | Smoke +3 level 2 | NMC (6+)4 WP +2

MOTION +2 TH Half FP TH: 2x↓dr | MOTION +2 TH Half FP TH: 2x↓dr | MOTION +2 TH Half FP TH: 2x↓dr | MOTION +2 TH Half FP TH: 2x↓dr | MOTION +2 TH Half FP TH: 2x↓dr | MOTION +2 TH Half FP TH: 2x↓dr | MOTION +2 TH Half FP TH: 2x↓dr | MOTION +2 TH Half FP TH: 2x↓dr | SHOCK BU 1-2: OK 3-6: flip | STUN BU No Repair/ Fire/Move

STUN BU No Repair/ Fire/Move | stun BU No Repair/ Fire/Move | stun BU No Repair/ Fire/Move | TCA BU | TCA BU | TCA BU | SHOCK BU 1-2: OK 3-6: flip | SHOCK BU 1-2: OK 3-6: flip | -1 A | -1 B

BMG Disabled | BOG DR ≥ 12 | BOG DR ≥ 12 | BOG DR ≥ 12 | MA Disabled | MA Disabled | MA Disabled | -1 A | -1 B | -1 C

BMG Disabled | CMG Disabled | CMG Disabled | AAMG Disabled | AAMG Disabled | -1 A | -1 B | -1 D | -1 E | -1 F

DM Rally: +4 | DM Rally: +4 | DM Rally: +4 | DM Rally: +4 | DM Rally: +4 | DM Rally: +4 | FIRE MPH | FIRE MPH | FIRE MPH | FIRE MPH

FIRE MPH | FIRE MPH | FIRE MPH | FIRE MPH | FIRE MPH | FIRE MPH | MELEE | MELEE | MELEE | MELEE

WOUND dr: 1-4 3MF, 0 1PC ML/LD: −1 | WOUND dr: 1-4 3MF, 0 1PC ML/LD: −1 | PIN Half FP No Move No Adv | PIN Half FP No Move No Adv | PIN Half FP No Move No Adv | PIN Half FP No Move No Adv | 4 | 4 | 4 | 8

stun BU No Repair/ Fire/Move | 1 | 1 | 1 | 1 | TCA BU | TCA BU | TCA BU | TCA BU | TCA BU

PREP FIRE | PREP FIRE | PREP FIRE | PREP FIRE | PREP FIRE | PREP FIRE | PREP FIRE | DM Rally: +4 | DM Rally: +4 | DM Rally: +4

A Pz.IVJ 13 8 3 — 1 — 75L 3/5/2 | B Pz.IVJ 13 8 3 — 1 — 75L 3/5/2 | C Pz.IVJ 13 8 3 — 1 — 75L 3/5/2 | A Pz.38t(e) 14 4 2 — 1 — 37L 4/4 | B Pz.38t(e) 14 4 2 — 1 — 37L 4/4 | A Pz.IIIG 13 3 3 — 2 — 50 3/5 | B Pz.IIIF 13 3 3 — 2 — 50 3/5 | A PaK 36 AT M12 — 3 — 37L H6[9]

A JgPz V *15 18 6 — 1 — 88LL 3/- | B JgPz V *15 18 6 — 1 — 88LL 3/- | C PSW 232 33 3 1 — 2 — 20L(6) -/5 | D PSW 232 33 3 1 — 2 — 20L(6) -/5 | A SU-122 16 (11) 6 — 122 | B SU-122 16 (11) 6 — 122 | A SU-85 16 11 6 — 1 — 85L | B SU-85 16 11 6 — 1 — 85L

A KAZ(t) 14 (11) 4 — 1 — 75 2/4/4 | B KAZ(105) 15 (11) 4 — 105 2/4/4 | A KAZ(t)W 15 (11) 4 — 1 — 76L 2/4/4 | B KAZ(t)W 15 (11) 4 — 1 — 76L 2/4/4 | C KAZ(t)W 15 (11) 4 — 1 — 76L 2/4/4 | A M5A1 17 6 3 — 1 — 37LL 2/4/2 | B M5A1 17 6 3 — 1 — 37LL 2/4/2 | A SMK M43 13 8 3 — B11 — 105 -/-/2*

A MTR M1 M11 — 3 — 81* [3-75] | B AT M1 M10 — 3 — *57L | B AT M5A1 M12 — 2 — 37LL | A MTR UZ-35 M11 — 3 — 81* [2-55] | A * 18 0 0 — B11 — 1 — CMG 2/2 | B * 18 0 0 — B11 — 1 — CMG 2/2 | C * 18 0 0 — B11 — 1 — CMG 2/2 | D * 18 0 0 — B11 — 1 — CMG 2/2

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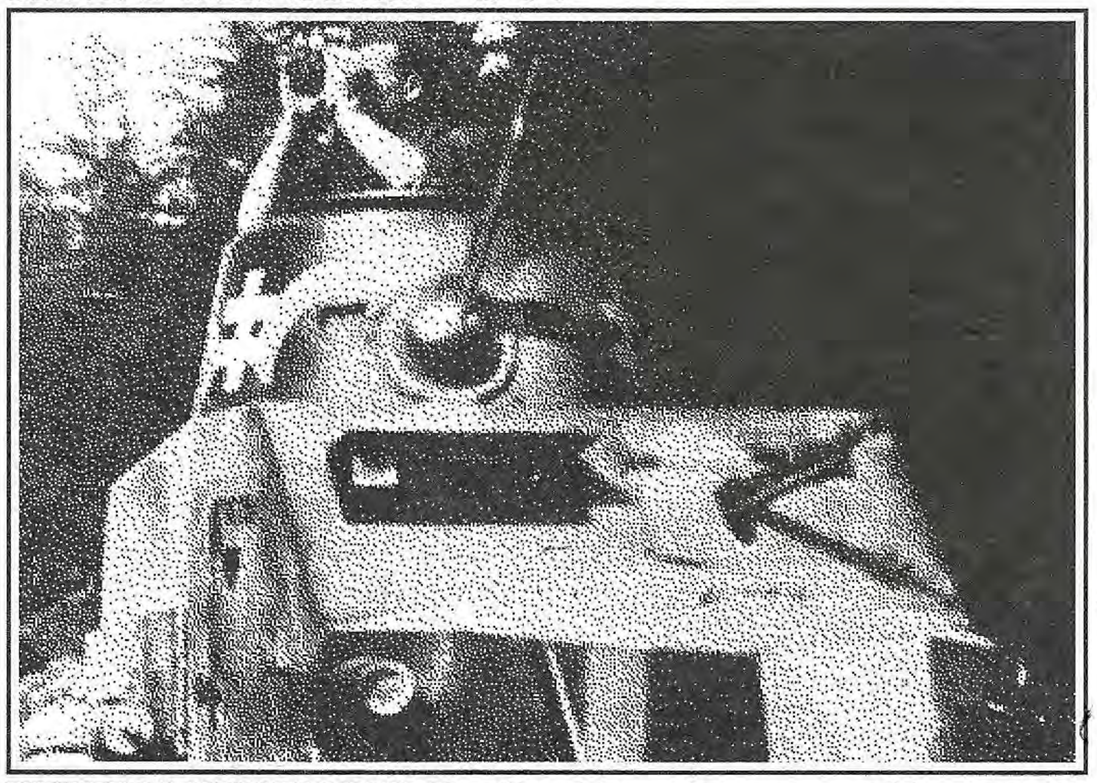
ACROSS THE BORDER

ASL SCENARIO S44

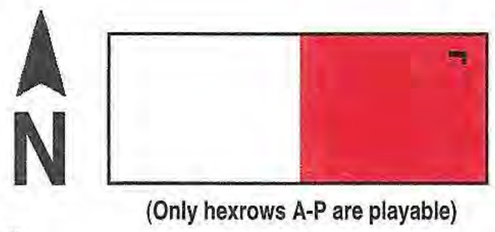
Scenario Design: Buck Karpowitz



VICTORY CONDITIONS: The Slovakians win at game end by amassing at least 6 VP. Buildings M7, M5, and K6 are worth 2 VPs each if Controlled, and each armored car exited off road hex P3 and/or P6 is worth 1 VP.

TYLICZ, POLAND, 3 September 1939: The Germans invaded Poland on the morning of September 1. The newly independent state of Slovakia aided the Germans by offering free transit, the use of airfields, and three infantry divisions, although the Slovakian army was hastily mobilized and not totally prepared for war. The Slovakian Infantry divisions attacked in the disputed border region of the Carpathian Mountains. The Slovakian 2nd Infantry Division was assigned to capture the southern Polish towns of Nowy Sacz and Gorlice, but rapidly advancing German units captured the cities before the 2nd Division even crossed the border. In their first and only action of the campaign, at 0615 on September 3, elements of the divisional reconnaissance group took off to occupy the border town of Tylicz.

BOARD CONFIGURATION:



BALANCE:

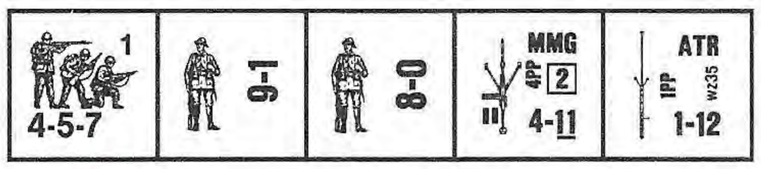
- Exchange three 4-5-7 squads with three 4-5-8 squads.
- Add two LMG to the Turn 1 Slovakian OB.

TURN RECORD CHART

POLE Sets Up First	1	2	3	4	5	END
SLOVAKIAN Moves First						

Elements of Tylicz Garrison, Armia Karpaty [ELR: 3] set up as noted (see SSR 1):

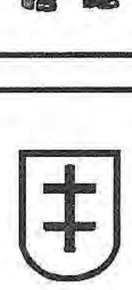
-hidden in any building and/or orchard hex(es) west of the road network I10-I9-G3-I3-I1:



3

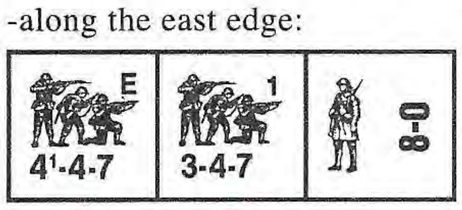
-in any building hex within three hexes of L6:

3



Recon elements of 2nd Infantry Division [ELR: 2] enter on Turn 1 as noted:

-along the east edge:

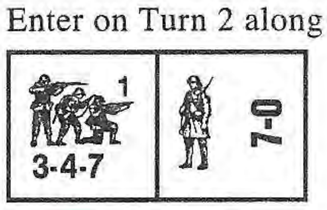


3 2

-on A5 *or* I10:

4

Enter on Turn 2 along the east edge:



5

SPECIAL RULES:

1. The Polish player secretly records the locations of his hidden units. All such units are placed on the board when they fire, direct fire, use their leadership modifier, or move, or if a Slovakian unit enters or attempts to enter their hex. They are also placed on board if the Slovakian fires at their hex (as Area Fire) and any result except "NE" is obtained on the IFT. The hidden unit is affected by that result. If a Slovakian Infantry unit attempts to enter such a hex during the MPh, return it to its previously occupied hex where it ends its movement. If it does so in the APh, then it must undergo Close Combat and the hidden unit gets a -2 on the ambush dr if in a building hex. If a Slovakian unit attempts to enter during the RtPh, then the Polish unit is revealed and the Slovakian unit must attempt to continue to Rout along a different path although Low Crawl is no longer available. The Polish unit may reveal itself at any time.

2. Polish MMC have a +1 DRM for any PAATC.

3. Unless under Recall, any armored car that does not start the MPh adjacent to another armored car must make a DR less than or equal to 8 in order to start or move.

AFTERMATH: The Slovakians entered the Carpathian town of Tylicz with little resistance. The town was garrisoned by a variety of soldiers loosely subordinated to Armia Karpaty, including well trained frontier troops, national guardsmen, reservists, policemen, and other civil servants. The Slovakian armored cars set up in the center of town and waited for the dismounted cavalry to follow up. However, before the cavalry could make an appearance, Polish defenders damaged two armored cars. The Slovakians called it a day and retreated back across the border to Bardevjo, to return only after the hostilities ended, as an occupying force.

CONTESTED SETTLEMENT

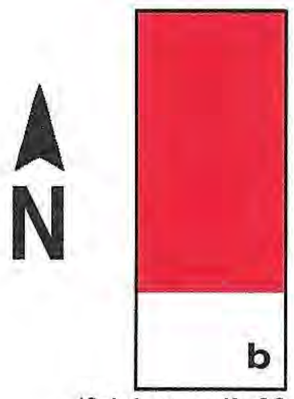
ASL SCENARIO S45

Scenario Design: Buck Karpowitz

VICTORY CONDITIONS: The Poles win at game end by Controlling one or more multi-hex buildings.

ZABRESE, POLAND, 5 September 1939: The recently formed Slovakian state contested not only the treaty settlement of the border between Poland and Slovakia, but also the political authority over the settlements in the High Tatra in which many Slovakians lived. Following the German invasion of Poland on the morning of 1 September 1939, the Slovakian 1st Infantry Division met little resistance as it occupied some disputed villages and the High Tatra Polish town of Zakopane. Shortly after leading elements passed thru Zabrese on September 4th the Slovakians were halted by Polish artillery and elements of the 2nd Mountain ("Nowy Sacz") Brigade. The Nowy Sacz Brigade consisted of a mixed bag of units including the elite Padhale Rifles, KOP (Frontier Defense Corps) units, and army reservists. Helped by local civilians, the Poles planned a counterattack for the next morning.

BOARD CONFIGURATION:



(Only hexrows K - GG are playable)

BALANCE:

- The Turn 2 Polish reinforcements enter on Turn 4.
- Delete one MMG from the Slovakian OB.

TURN RECORD CHART

	1	2	3	4	5	6	END
SLOVAKIAN Sets Up First							
POLE Moves First							

Elements of 3rd Battalion, 4th Regiment, 1st Infantry Division [ELR: 2] set up on board (see SSR 2):

4[1]-4-7 E	2-4-7 E	2-2-7	8-1	7-0	MMG 4PP 2 B11 4-10	LMG 1PP 1 B11 2-7	MTR M11 Vz.36 3 81* [2-55]
6	6			2	2	2	

Elements of 2nd Mountain Brigade, Armia Karpaty [ELR: 3] enter on Turn 1 along the north edge:

4[1]-5-8 E	4-5-7 1	4-3-7 G	2-3-7 1	9-1	8-0	MTR 4PP 2 B11 46*[3-20]
3	5	2			2	

Enter on Turn 2 along the west *or* east edge (see SSR 1):

4[1]-5-8 E	8-1
2	

SPECIAL RULES:

1. Prior to Slovakian setup, the Polish player secretly records an entrance hex for the Turn 2 reinforcements. Units must enter on or within two hexes of the designated hex.

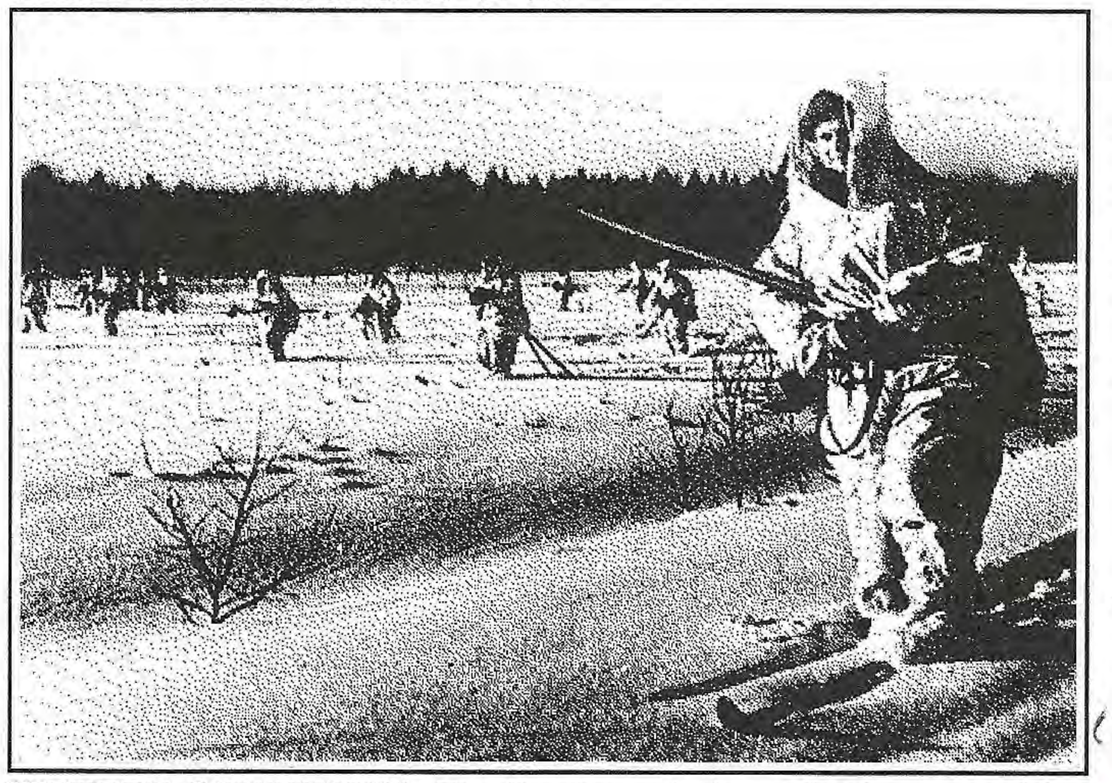
2. No Slovakian squads, and no more than four half squads, along with any SW and Leaders setup with them, may setup on/north of hexrow CC.

AFTERMATH: The Poles were able to close quickly on the Slovakian position, but were repulsed after fierce close combat. The surviving Poles joined other elements of the Nowy Sacz Brigade and retreated east thru Galicea. The Slovakians advanced the following day but left the pursuit to the German units of the 14th Army. Eventually the 14th Army caught up with the 2nd Mountain Brigade while it was retreating toward the Rumanian bridgehead, and destroyed it at Krasno. As a result of their assistance to Hitler's invasion of Poland, the Slovakians were granted authority over the disputed border areas. The Slovakian government turned down Hitler's offer of the resort town of Zakopane, on the grounds that no Slovakians lived there. After the September campaign the Slovakians would go on to reorganize their military and assist Hitler again in 1941 when Germany invaded Russia.

WHERE THE WINTER LINGERS

ASL SCENARIO S46

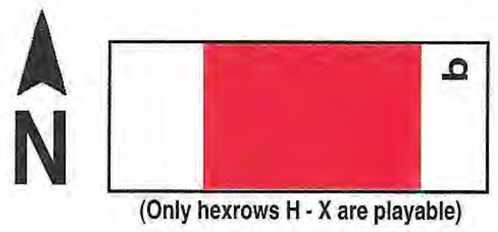
Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Russians win immediately upon exiting at least 7 VPs off the west edge. Each Squad exited is worth 2 VPs, each half squad is worth 1 VP, each "-1" SMC is worth 2 VPs, each "-2" SMC is worth 3 VPs, and each "0" or "+1" SMC is worth 1 VP.

LAPLAND, FINLAND, 27 April 1942: The war in Lapland had taken on a start and stop manner. The distances that men and machines had to travel were far too difficult to maintain for long and so the enemies would prepare for and then execute attacks with limited objectives. Combined with objectives that were few and far between, it made for a relatively static front. But as the general Soviet winter offensive of 1941-1942 elsewhere was petering out, the Soviet offensive in Lapland was just getting started. Thus, while it appeared to be a post script to the winter offensive, in reality it was an offensive unto itself.

BOARD CONFIGURATION:



(Only hexrows H - X are playable)

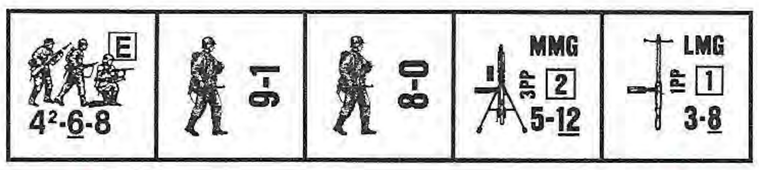
BALANCE:

- ✠ Delete one 4-5-8 squad from the Russian OB.
- ★ Exchange the 9-1 leader in the German OB for an 8-0 leader.

TURN RECORD CHART

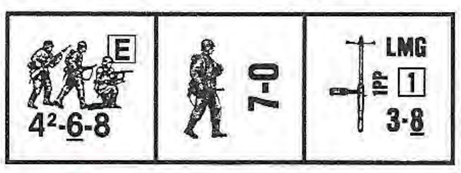
	★ 1	2	3	4 ✠	5	6	7	8	END
✠ GERMAN Sets Up First									
★ RUSSIAN Moves First									

Elements of Gebirgsjäger-Division 6 [ELR: 3] set up on/west of hexrow L with no more than 1 squad per hex:



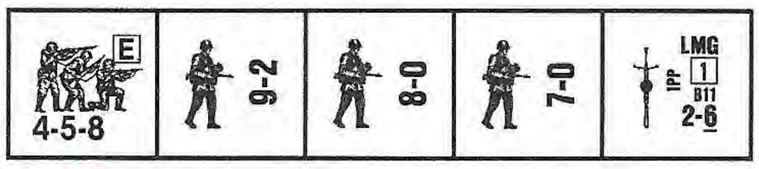
7 2

Enter on Turn 4 along the west edge:



2

Elements of 5th and 6th Ski Brigades [ELR: 4] enter on Turn 1 along the east edge:



14

SPECIAL RULES:

1. Due to deep snow, Road Bonus is NA, and all Infantry must pay an extra ½ MF per non-building or woods hex entered. Smoke is NA except in buildings.

2. Hills do not exist and are instead woods conforming to the hill outline.

3. Players check for falling snow at the start of their player turn by making a DR. If this DR is greater than or equal to 10, then falling snow is in effect. This adds a +1 hindrance DRM at ranges less than or equal to 6 hexes and a +2 DRM at ranges greater than or equal to 7 hexes. On a DR of 3 or less, the snow (and the hindrance) stops. It may start again on a subsequent DR of 10 or more. If it is already snowing, an additional DR of 10 or more has no effect. The falling snow does not impact residual fire or interdiction and does not negate FFMO.

4. Due to the extreme fatigue on both sides, double time movement may not be declared after Turn 3. Starting on Turn 4, any time an MMC begins to move in its MPh, it must take a Task Check (which must be leader modified if possible). If it passes the TC it may move normally. If it does not pass (and is not CX) it may move but is marked CX (although it does not receive the additional Movement Bonus); if it is already CX, it may not move in the MPh. If it fails this TC by more than its ELR, then it is broken, but not DM. Rout Phase or Advance Phase movement is not affected. The German reinforcements are not required to roll on their turn of entry. MMC must roll individually even if they are stacked together and must do so before removing any CX counter they currently have.

AFTERMATH: The Russians had committed an unprecedented amount of troops to the Lapland Front although by the standards of the huge distances and numbers of troops in more hospitable climes, the Lapland battleground seemed tiny by comparison. The Russians led off with ski troops to occupy the Germans' attention, and then landed Marines behind them in an amphibious landing. This could have spelled disaster for the Germans as the Russians were driving on the major supply base of Pechanga. "General" Winter was not done lingering in this part of the world, however, and the largest snowstorm of the season started during the attack, which forced the already exhausted Russians to withdraw. The front would remain static until Finland negotiated a separate peace with the Allies in 1944.

NOT SO DISPOSED

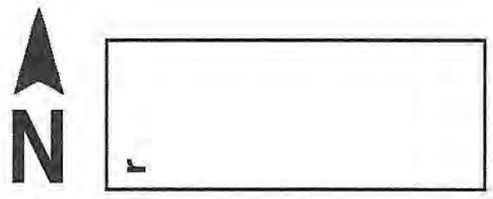
ASL SCENARIO S47

Scenario Design: Ken Dunn

VICTORY CONDITIONS: The Americans win at game end if there are no unbroken Italian non-crew MMC in any multi-hex buildings, provided they have not lost more than 10 Victory Points. Each Squad or crew eliminated is worth 2 VPs, each half squad is worth 1 VP, each "-1" SMC is worth 2 VPs, each "-2" SMC is worth 3 VPs, each "-3" SMC is worth 4 VPs, and each "0" or "+1" SMC is worth 1VP. Each AT Gun or Mortar captured or eliminated is worth 2 VPs.

GELA, SICILY, 10 July 1943: The small city and port of Gela was at the center of the American landing beaches and therefore was an important target. General Patton, commander of the U.S 7th Army, wanted the 1st Infantry Division commanded by General "Terrible" Terry Allen to be the center of his line. Allen, who was also assigned the near impossible job of capturing the Ponte Olivo airfield several miles inland, turned to Colonel William Darby and his famous Rangers to take the town of Gela during the initial landings. It was a difficult task, but one that the tough and experienced Rangers expected to be able to handle with ease given that the town was thought to be defended by war weary, low grade Italian Coastal Defense units. It was hoped that these units would not provide much resistance.

BOARD CONFIGURATION:



BALANCE:

ϟϟ Delete one DC and one BAZ 43 from the American OB.

☆ Delete two 3-3-6 squads from the Italian OB.

TURN RECORD CHART

ϟϟ ITALIAN Sets Up First	☆ 1	2	3	4	5	6	END
☆ AMERICAN Moves First							

ϟϟ

Elements of 429th Coastal Battalion, 18th Coastal Defense Brigade [ELR: 2] set up on/north of hexes numbered 8:

3-4-6 1	3-3-6 C	2-2-7	9-2	8-0	7-0	HMG 5PP 3 B11 6-12	MMG 4PP 2 B11 4-10	LMG 1PP 1 B11 2-5	MTR 4PP 2 B11 45* [2-13]	ART M8 B11 1 75/21 75*
10	10	2			2		2	6	2	2

☆

Elements of Force X, 1st and 4th Ranger Battalions, 39th Combat Engineer Regiment, and 83rd Chemical Mortar Battalion [ELR: 5] enter on Turn 1 along the south edge:

6³-6-7 E	7³-4-7 E	2-2-7	10-3	9-1	8-1	MMG 3PP 2 4-10	BAZ 43 1PP X10 8-4	DC 1PP △ X12 30-1	AT M12 M3A1 2 37LL	MTR M11 3 81* [3-75]
9	3	2			2		3	2		

SPECIAL RULES:

1. All American Guns are assumed to have automatically passed any required Manhandling checks for Turn 1 assuming that at least a crew or more is making the attempt.

2. All 7-4-7s are considered Assault Engineers. This increases their Smoke exponents by 2. All American MMC are considered to have underlined morale.

3. The Italians may secretly pre-record any 6 building hexes within their setup area as "fortified." These building hexes receive an additional +1 to the regular TEM (i.e., a wooden building would be +3 and a stone building would be +4). The fortified nature of the building hex need only be revealed to the American player when it would make a difference to an attack versus a unit in that building or an American unit enters it. No unit may enter a fortified building hex containing an unpinned, Good Order enemy squad or equivalent (or more).

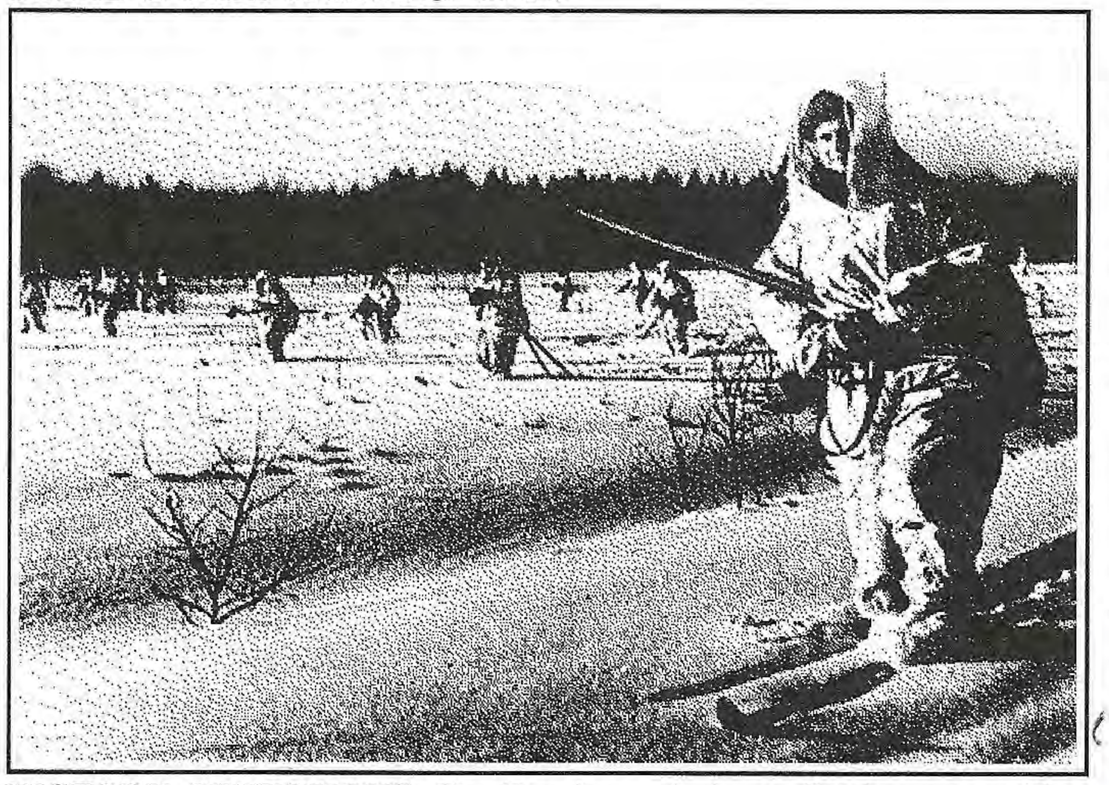
4. This scenario may be linked to S48. If playing in this fashion, record the remaining American units at the end of the scenario. These units then replace the American OB listed on S48. If the Americans "win" this scenario, remove all the Italian pieces left, they are not used for the next scenario. If the Italians "win" this scenario, then the remaining Italian units are added to the next scenario in the positions they were in at the end. Broken weapons on either side are permanently removed. All melees still under a melee counter at the end of the game are resolved by rolling until one side or both are eliminated. Units are in Good Order at the start of the next scenario. All status markers are removed at the beginning of the second scenario. Americans may freely setup before the start of the second scenario as long as they do not setup in or adjacent to any Italian occupied hexes. The overall winner is the side that wins the second scenario.

AFTERMATH: Gela was in fact defended by Coastal Defense units. However, unlike most of these units, the 429th was not so disposed to surrender. Commanded by Major Rubellino, the 429th fought the Rangers for every building in the small city. For over 4 hours the Italians fought off the Rangers in the process suffering 45% casualties, with several positions dying to the man to prevent the Americans from gaining a foothold on Italian soil. However, the inevitable conclusion played out and the Rangers settled in to defend the town while the beaches were consolidated.

WHERE THE WINTER LINGERS

ASL SCENARIO S46

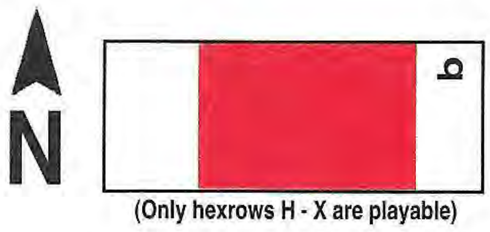
Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Russians win immediately upon exiting at least 7 VPs off the west edge. Each Squad exited is worth 2 VPs, each half squad is worth 1 VP, each "-1" SMC is worth 2 VPs, each "-2" SMC is worth 3 VPs, and each "0" or "+1" SMC is worth 1 VP.

LAPLAND, FINLAND, 27 April 1942: The war in Lapland had taken on a start and stop manner. The distances that men and machines had to travel were far too difficult to maintain for long and so the enemies would prepare for and then execute attacks with limited objectives. Combined with objectives that were few and far between, it made for a relatively static front. But as the general Soviet winter offensive of 1941-1942 elsewhere was petering out, the Soviet offensive in Lapland was just getting started. Thus, while it appeared to be a post script to the winter offensive, in reality it was an offensive unto itself.

BOARD CONFIGURATION:



(Only hexrows H - X are playable)

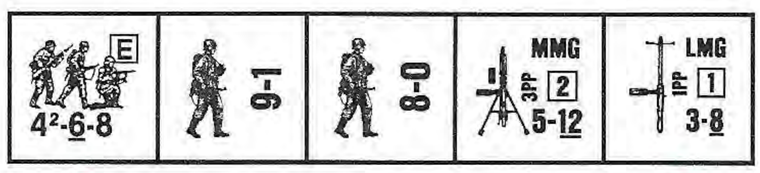
BALANCE:

- Delete one 4-5-8 squad from the Russian OB.
- Exchange the 9-1 leader in the German OB for an 8-0 leader.

TURN RECORD CHART

	★ 1	2	3	4 ✠	5	6	7	8	END
✠ GERMAN Sets Up First ★ RUSSIAN Moves First									

Elements of Gebirgsjäger-Division 6 [ELR: 3] set up on/west of hexrow L with no more than 1 squad per hex:

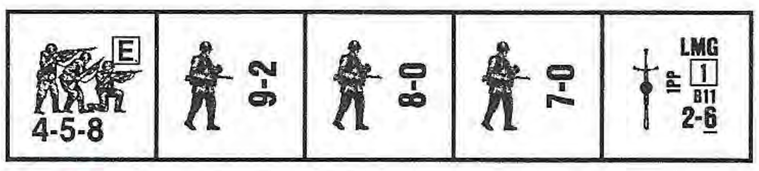


7 2

Enter on Turn 4 along the west edge:

2

Elements of 5th and 6th Ski Brigades [ELR: 4] enter on Turn 1 along the east edge:



14

SPECIAL RULES:

1. Due to deep snow, Road Bonus is NA, and all Infantry must pay an extra ½ MF per non-building or woods hex entered. Smoke is NA except in buildings.

2. Hills do not exist and are instead woods conforming to the hill outline.

3. Players check for falling snow at the start of their player turn by making a DR. If this DR is greater than or equal to 10, then falling snow is in effect. This adds a +1 hindrance DRM at ranges less than or equal to 6 hexes and a +2 DRM at ranges greater than or equal to 7 hexes. On a DR of 3 or less, the snow (and the hindrance) stops. It may start again on a subsequent DR of 10 or more. If it is already snowing, an additional DR of 10 or more has no effect. The falling snow does not impact residual fire or interdiction and does not negate FFMO.

4. Due to the extreme fatigue on both sides, double time movement may not be declared after Turn 3. Starting on Turn 4, any time an MMC begins to move in its MPh, it must take a Task Check (which must be leader modified if possible). If it passes the TC it may move normally. If it does not pass (and is not CX) it may move but is marked CX (although it does not receive the additional Movement Bonus); if it is already CX, it may not move in the MPh. If it fails this TC by more than its ELR, then it is broken, but not DM. Rout Phase or Advance Phase movement is not affected. The German reinforcements are not required to roll on their turn of entry. MMC must roll individually even if they are stacked together and must do so before removing any CX counter they currently have.

AFTERMATH: The Russians had committed an unprecedented amount of troops to the Lapland Front although by the standards of the huge distances and numbers of troops in more hospitable climes, the Lapland battleground seemed tiny by comparison. The Russians led off with ski troops to occupy the Germans' attention, and then landed Marines behind them in an amphibious landing. This could have spelled disaster for the Germans as the Russians were driving on the major supply base of Pechanga. "General" Winter was not done lingering in this part of the world, however, and the largest snowstorm of the season started during the attack, which forced the already exhausted Russians to withdraw. The front would remain static until Finland negotiated a separate peace with the Allies in 1944.

CONVERGING ASSAULTS

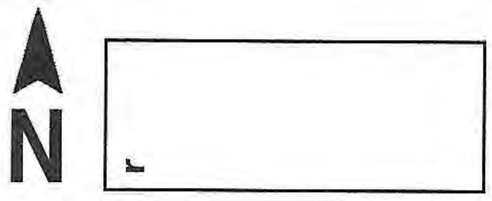
ASL SCENARIO S48

Scenario Design: Ken Dunn

VICTORY CONDITIONS: The Italians win at game end by occupying any building hex with at least one Good Order squad (or two half squads).

GELA, SICILY, 11 July 1943: The Rangers had taken Gela from the surprisingly resistant Italian Coastal troops. After assessing the situation Colonel Darby organized the remaining Rangers to defend the town from counterattack. And in fact the Italian high command had ordered a counterattack to begin at 6 A.M. It was to be a combined German-Italian attack with multiple columns converging on the city from two directions.

BOARD CONFIGURATION:



BALANCE:

☆ Delete one 3-4-6 squad from the Italian OB.

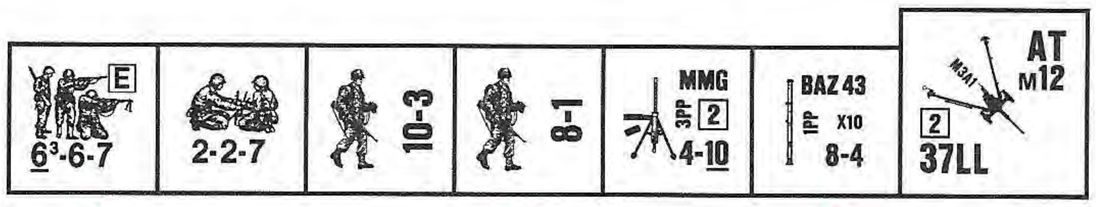
ǂǂǂ Add two LMGs to the Italian OB.

TURN RECORD CHART

☆ AMERICAN Sets Up First	ǂǂǂ 1	2	3	4	5	6	END
ǂǂǂ ITALIAN Moves First							

☆

Elements of Force X, 1st and 4th Ranger Battalions [ELR: 5] set up on/east of hexrow M:



7 2 2

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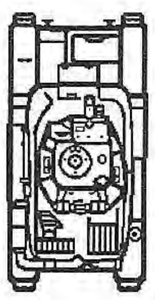
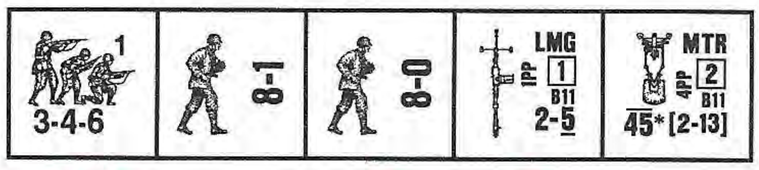
Elements of 1st Battalion, 33rd Infantry Regiment, Livorno Division, and *Gruppo Mobile* E [ELR: 2] enter on Turn 1 as noted (see SSR 1):



-on/within three hexes of A5:



12 2 3

-along the north edge on/between hexrows I and Q:

8

SPECIAL RULES:

1. This scenario may be linked to S47. If playing in this fashion, use the recorded American units remaining at the end of that scenario instead of the above American OB. If the Americans "won" the previous scenario, no Italian pieces are carried forward to this scenario. If the Italians "won" the previous scenario, then the remaining Italian units and weapons are added to this scenario and set up in the positions they were in at the end of the previous scenario. Americans may not set up in or adjacent to those hexes. Broken SW from either side are eliminated. All units start in Good Order even if they were broken at the end of the last scenario. The overall winner is the side that wins this scenario.

AFTERMATH: Most of the Axis columns met some resistance from scattered groups of paratroopers while approaching the city and as a result failed to rendezvous. The Italian tank column of *Gruppo Mobile* E approaching from the north separated from its supporting infantry but still managed to break through and attack the Rangers in the city. Following closely, a column of Italian Infantry approached from the west. Darby led the attack against the tanks in a game of cat and mouse through the city streets shuttling a 37mm AT gun back and forth to help him hunt tanks. Meanwhile, the rest of the Rangers used chemical mortars and naval gunfire to disrupt the western infantry attack. Some few Axis squads made it to the edge of the city, but by evening the crisis was over and the Rangers were in full control of the town.

COOKS, CLERKS, AND BAZOOKAS

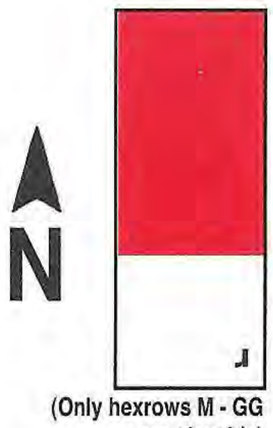
ASL SCENARIO S49

Scenario Design: Chris Olden

MEXIMIEUX, FRANCE, 1 September 1944: As the German 19th Army retreated up the Rhône River Valley towards Lyon, the leading elements of the American 45th Infantry Division bypassed the Germans on the east and came abreast of Lyon on 29 August. Units of the 45th captured two bridges over the Rhône and advanced 15 miles further north to the town of Meximieux. German General Wiese had hoped that Panzer-Division 11 would have secured or destroyed all the bridges over the Rhône east of Lyon before the Americans could reach them. Now, to protect the eastern flank of the 19th Army, Wiese ordered the 11th to dislodge the Americans from Meximieux.

VICTORY CONDITIONS: The Germans win at game end by Controlling buildings O2, S6, and W8.

BOARD CONFIGURATION:



BALANCE:

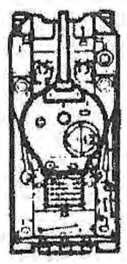
☆ Add one 6-6-7 squad to the American OB.

✠ Extend the game length from 7½ turns.

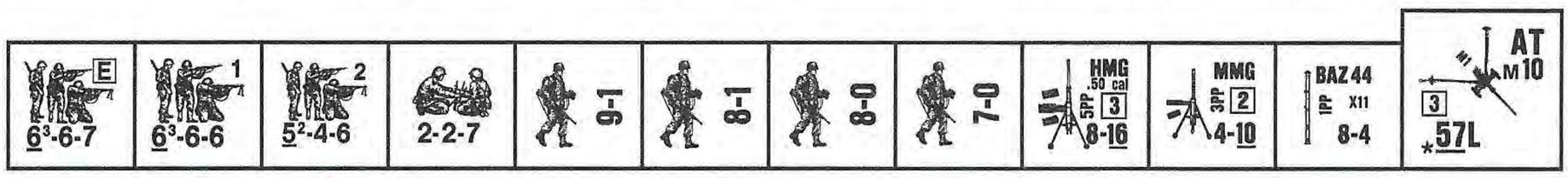
TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	✠ 3 ☆	4	5	6	7	END
✠ GERMAN Moves First								

☆



Elements of 179th Infantry Regiment, 45th Infantry Division [ELR: 4] set up south of the Y1-Y5-AA5-CC8-Y10 road (see SSR 1):



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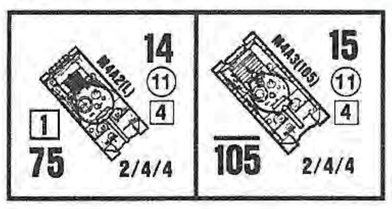
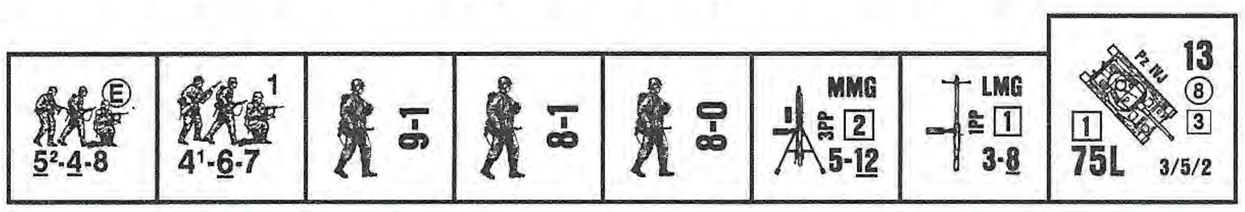
Armored Elements enter on Turn 3 along the south edge:



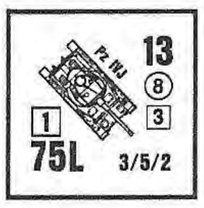
✠

Elements of Panzer-Division 11 [ELR: 3] set up north of the Y1-Y5-AA5-CC8-Y10 road:



4 10 2 3 2

Enter on Turn 3 along the north edge:



SPECIAL RULES:

1. The American may seceretly record the location of 2 squads (and the weapons and SMC stacked with them) in woods, buildings, and/or orchard hexes. All such units are placed on the board when they fire, direct fire, use their leadership modifier, or move, or if a German unit enters or attempts to enter their hex. They are also placed on board if the German fires at their hex (as Area Fire) and any result except "NE" is obtained on the IFT. The hidden unit is affected by that result. If a German Infantry unit attempts to enter such a hex during the MPh, return it to its previously occupied hex where it ends its movement. If it does so in the APh, then it must undergo Close Combat and the hidden unit gets a -2 to the ambush dr if in a building or woods hex. If a German unit attempts to enter during the RtPh, then the American unit is revealed and the German unit must attempt to continue to Rout along a different path, although Low Crawl is no longer available. The American unit may reveal itself at any time.

AFTERMATH: While skirmishes went on between advance units of the Panzer Division 11 and the U.S 45th Division outside of Meximieux, a strong infantry-armor force from the 11th bypassed the American units moving north and attacked the units of the 45th Division in reserve at Meximieux. The defense by the reserve companies of the 179th Infantry Regiment, including H.Q. clerks and kitchen personnel, repulsed the German attacks with bazookas, tank destroyers, and artillery fire. As units from the U.S 157th and 179th Infantry Regiments began returning to Meximieux, threatening to cut off the German withdrawal routes, the Germans were forced to break off the attack.

N-463

ASL SCENARIO S50

Scenario Design: Chris Olden

SEPPOIS, FRANCE, 21 November 1944: The French 1st Army's mid-November offensive had pushed units to the Rhine River, but the Free French forces had not been entirely successful in crossing the many rivers and canals in the area around the Belfort gap. This situation left many of the advance units with tenuous supply lines. On November 20th, the German XIX Army launched a counter-attack intended to push the Free French back from the city of Belfort and cut off the Free French forces in the Belfort gap and at the Rhine river. For the counter-attack, the German commanders scraped together a force that included SS-Grenadier Division 30—a unit made up largely of conscripted Russians. Initially, the 30th SS was to be used for holding ground taken by the leading units. However, the pace of the lead units was so slow that the 30th SS was ordered to attack the town of Seppois, which sat astride the major French supply route, N-463.

VICTORY CONDITIONS: The Germans win at game end by having Good Order MMC or AFV with a LOS to the road that runs I1-K5-I6-I10, provided that those units (and their functioning, non-captured weapons) can apply a total of ≥ 21 FP to hypothetical attacks vs any hex(es) of that road configuration, disregarding ROF and all PBF/TPBF extra FP. A Shocked/UK AFV provides no FP. For an AFV's FP to count, the road hex must be within the AFV's CA; the MA is worth 16 FP if HE is not depleted and worth 2 FP if HE is depleted. A PSK is worth 12 FP but must be within 3 hexes of the target hex. Smoke hindrances do not count when calculating LOS to a target victory hex.

BOARD CONFIGURATION:

(Only hexows A - CC are playable)

BALANCE:

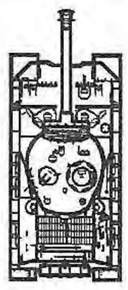
‡ Delete the 8-1 leader from the German OB.

✠ Delete one BAZ 44 and one MMG from the Free French OB.

TURN RECORD CHART

	✠ 1	2	3	4	5	6	END
‡ FREE FRENCH Sets Up First							
✠ GERMAN Moves First							

‡



Elements of 9e Division d'Infanterie Coloniale and Combat Command 2, 1er Division Blindée [ELR: 4] set up on/south of hexrow X:

4²-5-8 E	2-2-8	9-1	8-1	8-0	MMG(a) 3PP 2 4-10	BAZ 44(a) 1PP X11 8-4	M4A3(76)W 15 11 4 1 76L 2/4/4	M4A3(105) 15 11 4 105 2/4/4	M1 AT M10 3 *57L
8					2	3	3		

✠

Elements of SS-Grenadier-Division 30 (2nd Russian) and *schwere* Panzerjäger-Abteilung 654 [ELR: 2] enter on/after Turn 1 along the north edge:

5²-4-8 E	9-1	8-1	8-0	7-0	MMG 3PP 2 5-12	LMG 1PP 1 3-8	PSK 1PP X10 12-4	JPz V *15 18 6 1 88LL 3/-
10						2		2

SPECIAL RULES:

1. The Free French use British colored MMC, SMC, and SW. They use American colored Guns and Vehicles.

AFTERMATH: Troops from the French 9th DIC, with armor support from Combat Command 2 of the 1er DB, were deployed in Seppois to defend N-463, and the bridges over the Largue River. Initially, the Russians of the 30th SS closed on Seppois, supported by the Jagdpanthers of schwere Panzerjäger-Abteilung 654; but the French troops not only kept the Russians out of Seppois, they pushed them back north. For three more days, the Russians of the 30th SS continued to push home the attack against the French. Finally, on the 23rd, the 30th SS was forced to withdraw to avoid being cut off by the rest of the 1er DB. The French breakthrough at the Belfort gap was complete.

ENTER THE YOUNG

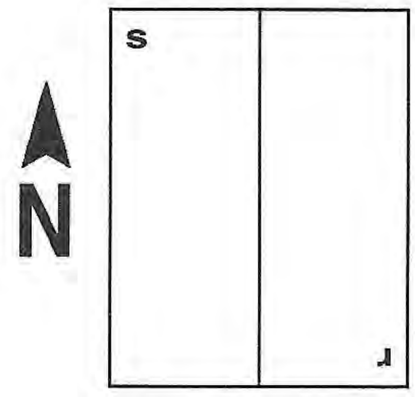
ASL SCENARIO S51

Scenario Design: Pete Shelling

VICTORY CONDITIONS: The Americans win at game end by occupying hex(es) sH4, rP5 or both with a Good Order unit.

MERODE, GERMANY, 29 November 1944: The 1st Infantry Division had been in combat constantly since D-Day, and had experienced a casualty rate over 100% in those six months. New replacements were brought up and quickly became veterans or casualties themselves. By the end of November, Major General Clarence Huebner's "Big Red One" had fought all the way through the Huertgen Forest and into the towns along the edge of the Roer river plain. Hopeful for the end of fighting in the Huertgen "Death Factory," the 26th Infantry Regiment coordinated an attack on the medieval town of Merode. A few tanks made it through the forest to support the attack, only to be knocked out by mines. Still, Lt. Colonel Derrill Daniel's 2nd Battalion pressed forward against the fresh and motivated fallschirmjäger defending Merode.

BOARD CONFIGURATION:



BALANCE:

- ✠ Delete one MMG and one DC from the American OB.
- ☆ Delete the 8-1 leader from the German OB.

TURN RECORD CHART

✠ GERMAN Sets Up First	1	2	3 ✠	4	5	6	END
☆ AMERICAN Moves First							

Elements of Fallschirmjäger-Regiment 5 [ELR: 3] set up on board s south/west of the sQ10-sQ7-sZ6-sGG6 road:

5²-4-8 (E)	4-4-7 2	9-1	8-1	8-0	7-0	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8
5	5							2

Enter on Turn 3 on/adjacent to either sQ10 *or* sI10:

5²-4-8 (E)	9-2	LMG 1PP 1 3-8
3		

Elements of 2nd Battalion, 26th Infantry Regiment [ELR: 3] set up north/east of the sQ10-sQ7-sZ6-sGG6 road:

6³-6-7 E	6³-6-6 1	9-1	8-1	7-0	MMG 3PP 2 4-10	DC △ 1PP X12 30-1
4	11		2		3	2

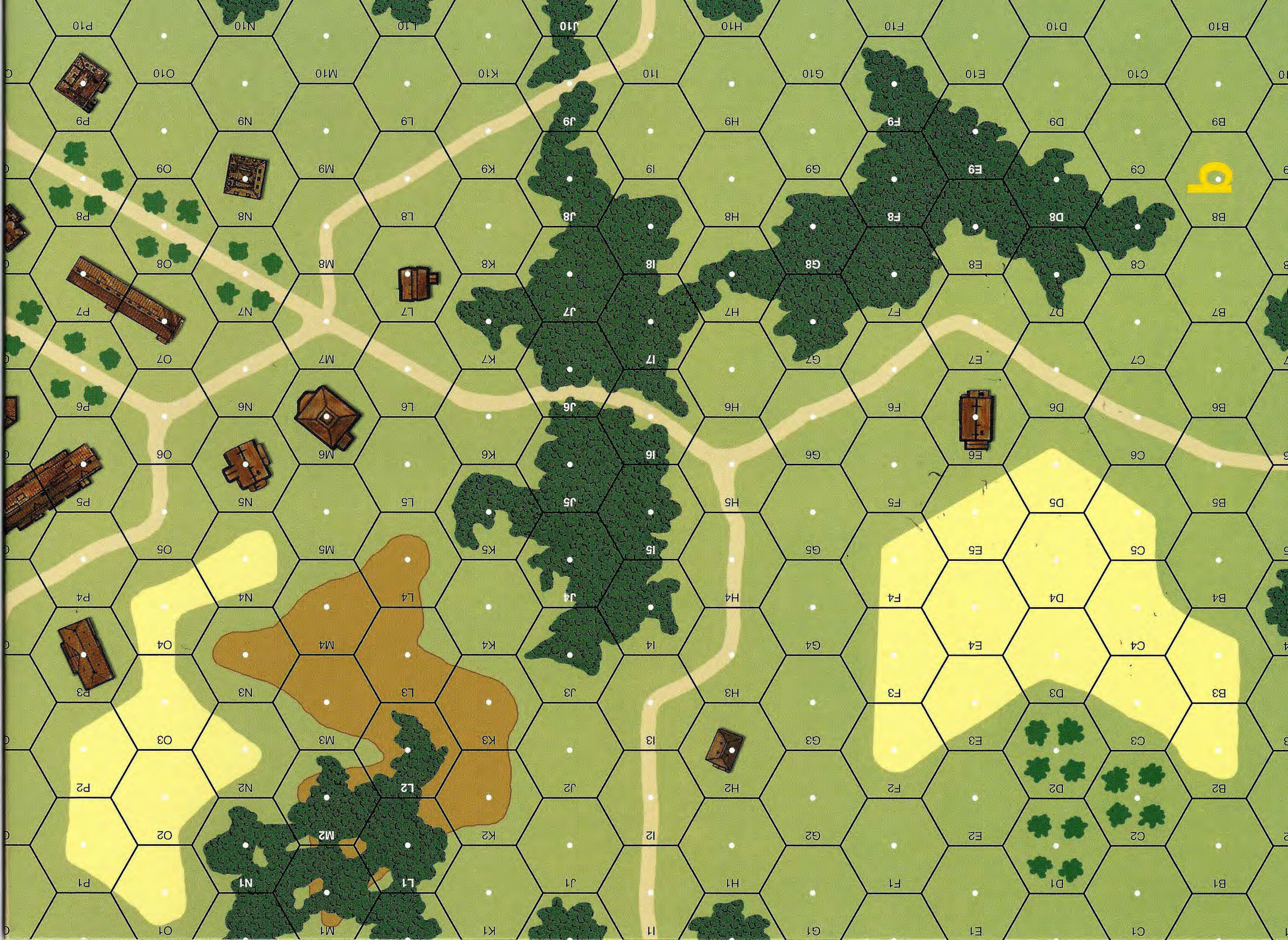
SPECIAL RULES:

1. No at start German MMC may setup adjacent to or stacked with another German MMC. Place a wrecked tank counter in hexes sS5 and sAA2.

2. Prior to all setup, the American player must secretly pre-record one of two areas for artillery bombardment, which is resolved as the first action of the Turn 1 American Prep Fire phase. The eligible areas are hexrows N,O, and P on board s or hexrows A-P (hexes 1 and 2 only) on board r. All German units in the bombardment area must take a Normal Task Check. Any German unit that fails is automatically pinned and any which fails and rolls a 5 or 6 on the colored die must begin the game broken and under DM. Any German unit which passes the NTC but rolls a 5 or 6 on the colored die roll begins the game marked CX. No other penalties apply to this Task Check.

3. The Germans may use Panzerfausts (4.4.2).

AFTERMATH: Although most of them were but 17 or 18 years old and paratroopers in name only, the young fallschirmjägers fought like veterans, with energy the tired GIs of the 26th could not match. Falling back through the winding streets of the old village, the teenage troopers sprung their trap. A counterattack led by Oberstleutnant Becker came through the town behind the Americans. This combined with German artillery now falling into the Huertgen forest denied Colonel Daniel's men reinforcements or relief. Once cut off, companies E and F were annihilated during the night and next day. Only one patrol of 15 men escaped back to U.S. lines under cover of darkness. On November 30th, Col. Daniel and the rest of the 26th were pushed back into the forest, which had once again earned its nickname.



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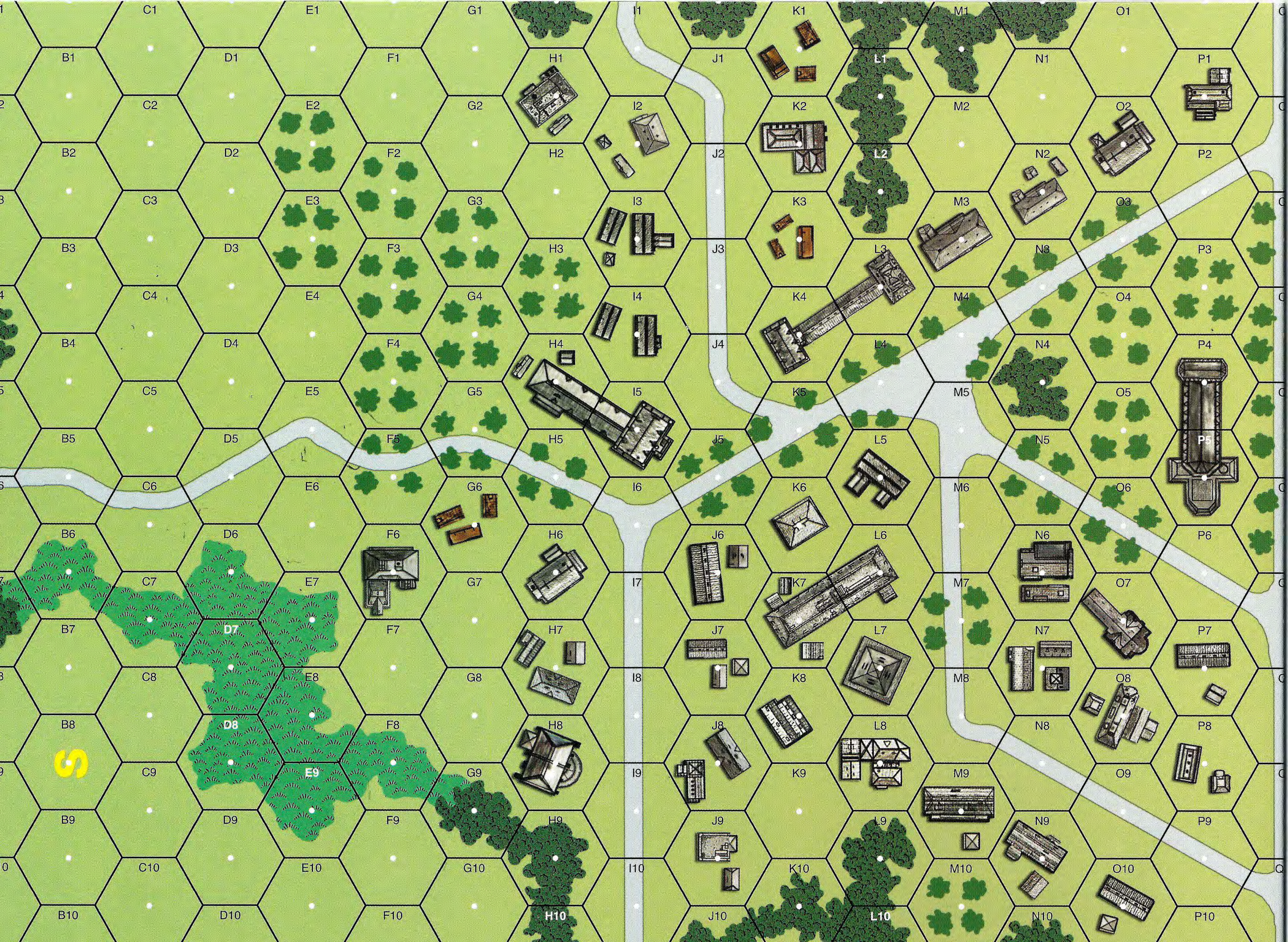
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R3 T3 V3 X3 Z3 BB3 DD3 FF3
S4 U4 W4 Y4 AA4 CC4 EE4 GG
R4 T4 V4 X4 Z4 BB4 DD4 FF4
S5 U5 W5 Y5 AA5 CC5 EE5 GG
R5 T5 V5 X5 Z5 BB5 DD5 FF5
S6 U6 W6 Y6 AA6 CC6 EE6 GG
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S9 U9 W9 Y9 AA9 CC9 EE9 GG
R9 T9 V9 X9 Z9 BB9 DD9 FF9
S10 U10 W10 Y10 AA10 CC10 EE10 GG
R10 T10 V10 X10 Z10 BB10 DD10 FF10

He has seen it all, from Poland and Russia and from Sicily and France to Germany. The men and machines of the enemy have come at him in all shapes and sizes. He has done without comfort and without hope. But one thing he never lets his men forget is that they cannot do without their weapons and they cannot do without preparation. He checks the positions again. He knows that the enemy will attack soon and that he and his men will be called on to counterattack to drive the enemy back. He knows that the enemy will throw everything they have at him and he knows that there are men on the other side of the line just like him. What he hopes is that he is better than they are. He turns and walks slowly back to the line. Time to get the men ready for another mission because HE IS THE SQUAD LEADER!

Welcome to the exciting world of **Advanced Squad Leader (ASL)**. **ASL** is the premier game system of tactical-level World War II combat. You're holding **ASL Starter Kit Expansion Pack #1**. This game comes with everything that you need to play except the dice. This game includes squads, half-squads, crews, leaders, support weapons, guns, tanks and armored cars, and simplified rules and terrain to use with them. The **Expansion Pack** provides new players with an easy, low cost method for becoming familiar with the basics of the **ASL** infantry, ordnance, and vehicle system, using entry level scenarios, counters, boards, and rules. The game expands the first three **ASL Starter Kit** modules by providing new boards and counters as well as rules updates fixing known errata. Neither components nor experience with the previous **Starter Kits** is necessary. Beginners may want to start with **ASL Starter Kit #1**, but that is not a requirement to play these scenarios.

The eight new scenarios cover action from the Carpathian mountains to the frozen tundra of Finland, from the island of Sicily to the desperate cities of late-war Nazi Germany. Some of the usual **ASL** bells and whistles have been dropped and simplified rules have been provided in order to make these scenarios easy to play for anyone interested in an exciting WWII tactical level experience. Beginners will rapidly get into the thick of the action as no prior play experience or purchase is needed. The scenarios are also instantly playable by anyone already familiar with **ASL** and **ASL** vehicles.

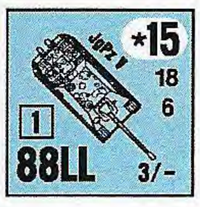
Starter Kit Expansion Pack #1 will provide many hours of entertainment without any additional purchase. But players who master this material may want to expand their horizons to include the detailed rules that make up the total **ASL** system, which are available in the **ASL Rulebook**. Others may want to explore additional **Starter Kit** material or try one of the **Starter Kit** scenarios available in *Operations* magazine. The counters and boards included herein are compatible with all **ASL** products. Additional **ASL** material is available from *Multi-Man Publishing, Inc.,* and finer hobby game stores.

What you will find in this game:

- *Rules*: An easy-to-use illustrated rules booklet that provides the framework for infantry, ordnance, and vehicle combat at the tactical level, including plenty of illustrated examples of play.
- *Counters*: Full color counters representing the squads, half-squads, leaders, support weapons, guns, and tanks that fought across the breadth of Europe. These counters are completely compatible with **ASL**.
- *Scenarios*: Eight scenarios that provide details on the actions including the troops and vehicles involved and victory conditions. Each card also provides rich historical detail on the action itself, allowing the squad leader to compare himself to his real life counterpart.
- *Boards*: Three 8"x22" full color GEOMORPHIC mapboards that can be rearranged to make many different terrain configurations representing the fields and towns of Europe. These mapboards are completely compatible with **ASL**.
- *Player Aid Charts*: Charts designed to provide useful information and optimize your playing time and enjoyment.

Advanced Squad Leader (ASL) is MMP's hex-based, squad-level tactical World War II game – time tested and proven. ASL allows you to recreate all the actions of World War II for every nationality from 1939 to 1945. **Starter Kit Expansion Pack #1** is a complete game (minus dice) providing the rules and components necessary to easily introduce the mechanics needed to play, thus allowing you to gradually enter and enjoy the fantastic detail of the best tactical game ever produced, unlike anything you have ever before experienced. American, Russian, Italian, and German squads and vehicles are all at your disposal in **Starter Kit Expansion Pack #1**, allowing you to recreate actions as they happened on the squad level!

OA vz 30 (t): One of the first armored cars to be produced, the Czechoslovakian design was not particularly fast and was not equipped with a reverse gear. Despite these apparent shortcomings, it was deployed to multiple Axis countries and saw service throughout the war.



JgdPz V: A highly mobile platform supporting the dreaded German 88mm long-barreled gun, the "Jagdpanther" was practically unstoppable. Firepower, armor, and armament all combined to make Allied tank crews think twice about advancing into battle when these tank destroyers were around. Its only drawback was that there were too few of them to stem the Allied tide.

Elite German Fallschirmjäger Squad: Late in the war these units were paratroopers in name only. These young and aggressive soldiers formed some of Germany finest units, distinguishing themselves on the western front time and again in defensive battles against the American and Commonwealth liberators, often fighting to the bitter end in a desperate attempt to salvage their personal honor from the ruins of a failed Reich.

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Small parts included, not intended for children under 3 years

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