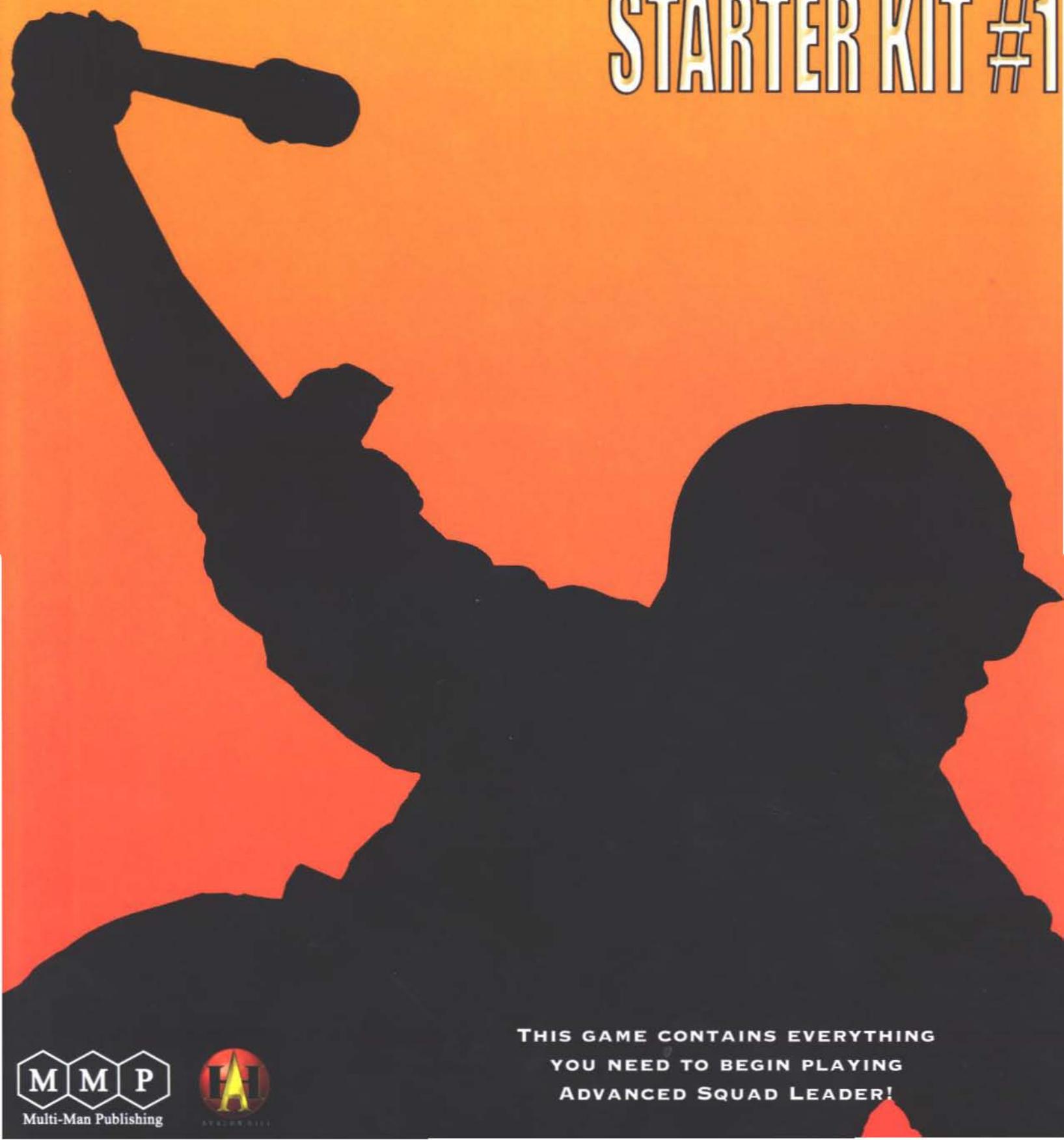


ADVANCED SQUAD LEADER

STARTER KIT #1



THIS GAME CONTAINS EVERYTHING
YOU NEED TO BEGIN PLAYING
ADVANCED SQUAD LEADER!



Multi-Man Publishing



Welcome to the exciting world of **Advanced Squad Leader**. ASL is the *premier* game system of tactical-level World War II combat. You're holding **ASL Starter Kit #1**. This is a complete game that introduces the player to the ASL Infantry rules. It includes squads, half squads, leaders, support weapons, and simplified rules and terrain to use with them. The **Starter Kit** provides new players with an easy, low cost method for becoming familiar with the basics of the ASL system using entry-level scenarios, counters, boards, and rules.

The six scenarios included cover action from the streets of Stalingrad to the fields of Normandy. They are instantly playable by anyone familiar with ASL, but 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. This allows beginners to rapidly get into the thick of the action as *no prior experience is needed!*

Starter Kit #1 will provide hours of entertainment without *any* additional purchase. Players who easily master this material may want to expand their horizons to include the detailed rules that make up the total ASL system that are available in the **ASL Rule Book**. Others may want to wait for additional Starter Kits to broaden their experience.

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



What you will find with this game:

- A fully functional, lavishly illustrated rule booklet that provides the framework for Infantry combat at the tactical level.
- 280 beautiful, full color counters representing the squads, half squads, leaders, and support weapons which fought across Europe.
- Two 8" x 22" full-color geomorphic mapboards that can be rearranged to create many different terrain configurations which represent the fields and cities of Europe.
- Six scenarios that represent typical infantry actions in World War II. Each card provides historical details on the action including force allocation, setup, and victory conditions, allowing you to compare your success to that of your historical counterparts.

THIS IS A COMPLETE GAME!

WARNING • CHOKING HAZARD

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

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Through the early morning air the rumble of heavy artillery can be heard in the distance. The tired soldiers take note and begin to dig their foxholes deeper, knowing from experience that the offensive is about to break across them like waves on a beach. They would all be terrified except for the steady influence of the one man moving among them, checking fields of fire for the heavy machine gun ensuring adequate supplies of ammunition have been distributed, and addressing the multitude of other details he has learned in combat.

This man is the heart and soul of any infantry unit. He was the key to victory during the *blitzkrieg* through Poland and France, and in stopping the juggernaut in Russia. He led his men through the deserts of North Africa, stormed Pacific island strongholds, and battled his way through Italy and Western Europe to final victory. Every man in his squad depends on him and he shoulders the burden willingly, because that's what he's trained to do.

He is the **SQUAD LEADER!**



Elite American Paratrooper Squad—Young and highly-motivated, these infantry units were the best in the American Army. Well trained in squad level combat and operating on their own, they were expected to fight, die if necessary, behind enemy lines with little or no immediate support from the rest of the army.

Flammenwerfer FmW 35—The Germans pioneered this fearsome weapon in the First World War and were quick to adapt it to the reality of combat in the 1940s. Especially useful at Stalingrad, the flamethrower and its highly-trained operators were among the deadliest of opponents.



Russian Conscript Squad—Stalin shed no tears at how many ill-trained and ill equipped troops he sent into the meat grinder of the eastern front. But from that crucible the survivors emerged as some of the toughest fighters to cross Europe.



Multi-Man Publishing

- CONTENTS:**
- 2 8"x22" Mapboards
 - 1 Countersheet (280 1/2" counters)
 - 1 Rulebook
 - 6 Scenarios
 - 2 Dice

403 Headquarters Drive, Suite 1
Millersville, MD 21108
www.multimanpublishing.com

COMPLEXITY	HIGH	SUITABILITY
	MEDIUM	
	LOW	

TIME SCALE: 2 minutes per Game Turn

MAP SCALE: 40 meters per hex

PLAYERS: 2 (suitable for team or solitaire play)

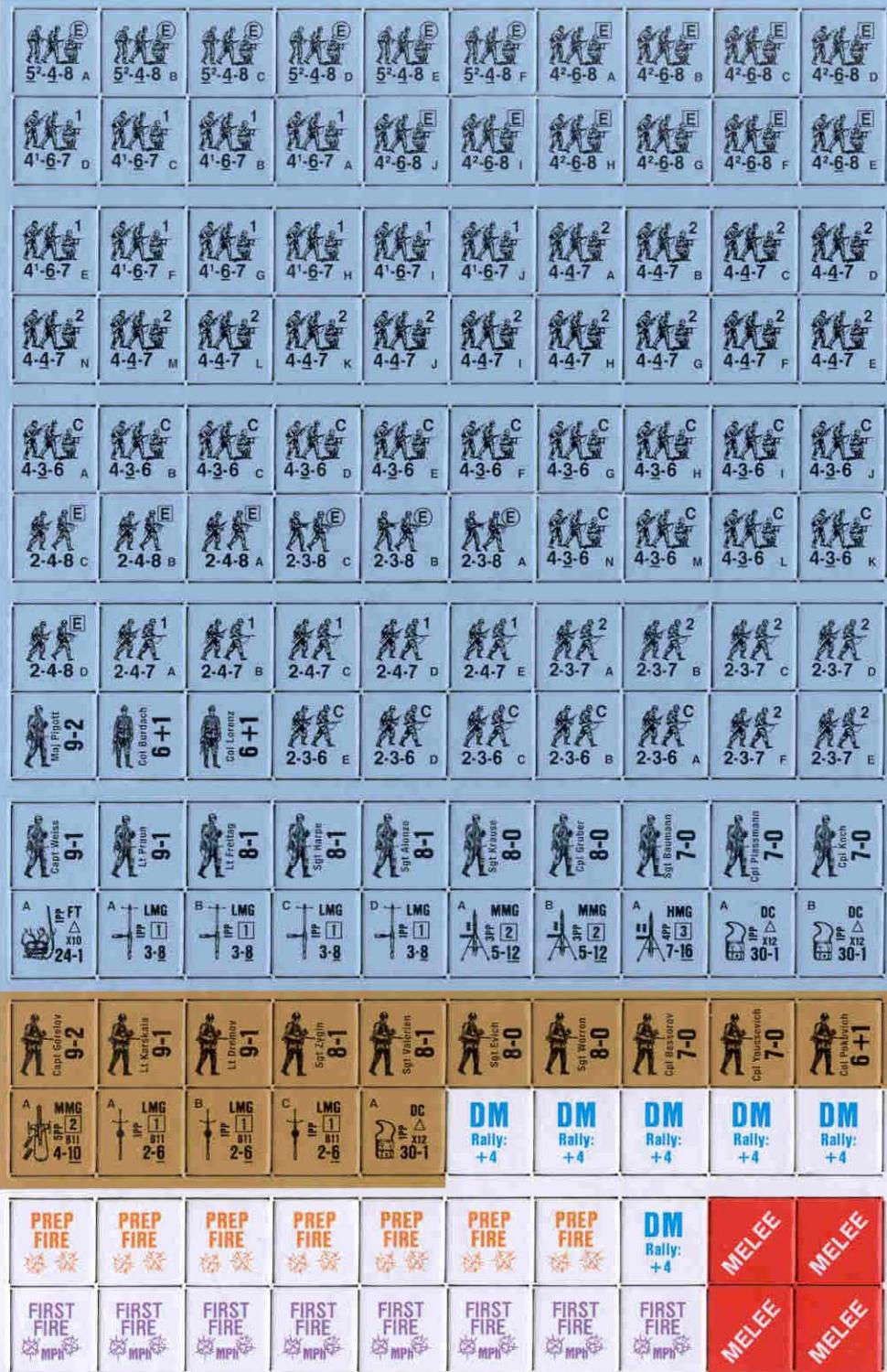
UNIT SCALE: 5 to 10 men with individual leaders

PLAYING TIME: 2 hours (or more)

ASL Starter Kit #1 Front

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M M P
Multi-Man Publishing



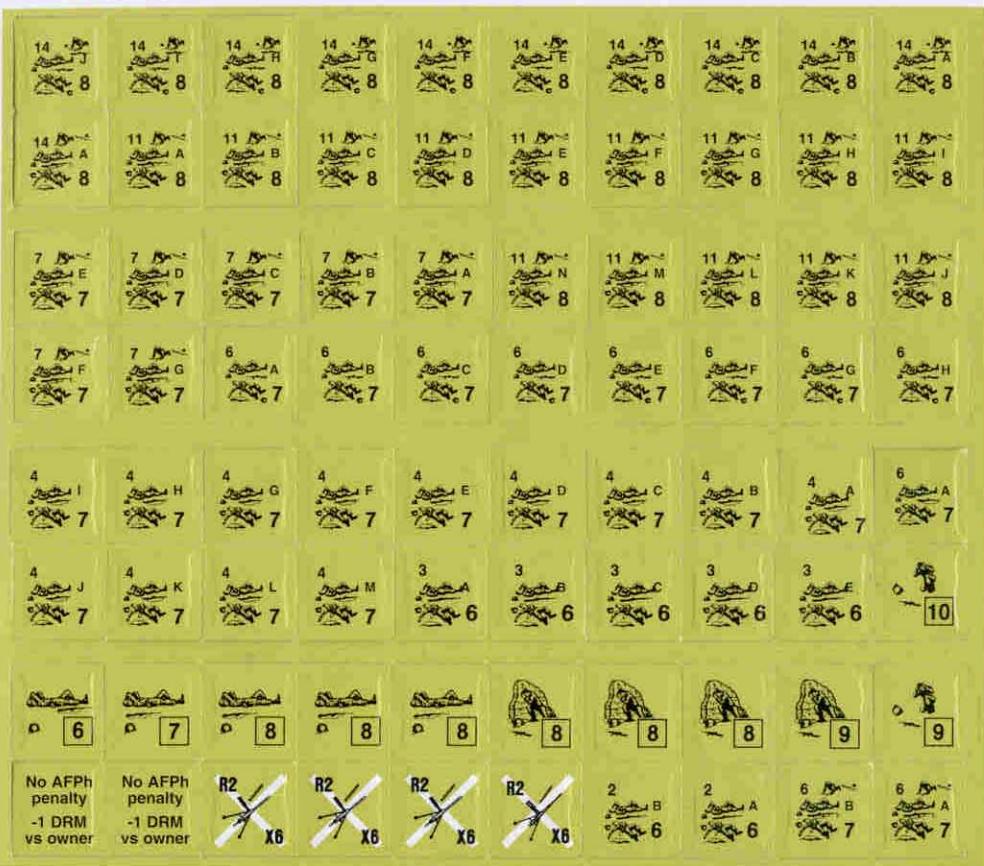
AMERICAN GERMAN

RUSSIAN MARKERS

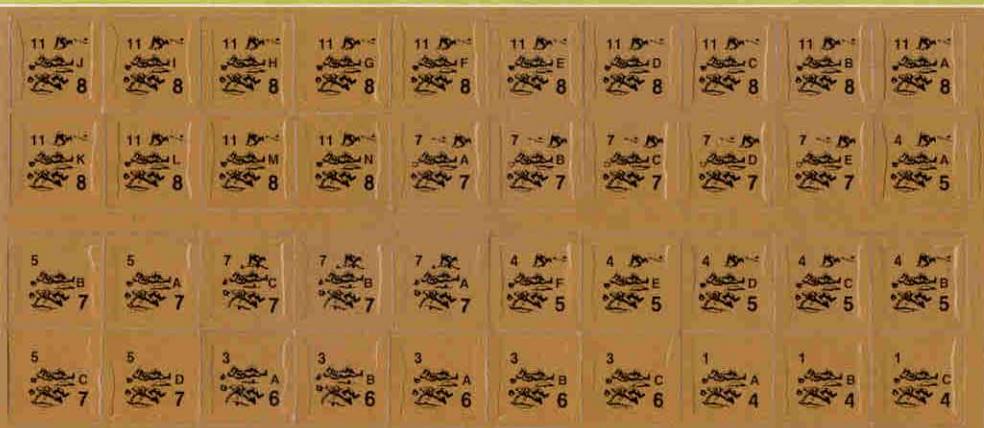
ASL Starter Kit #1 Back

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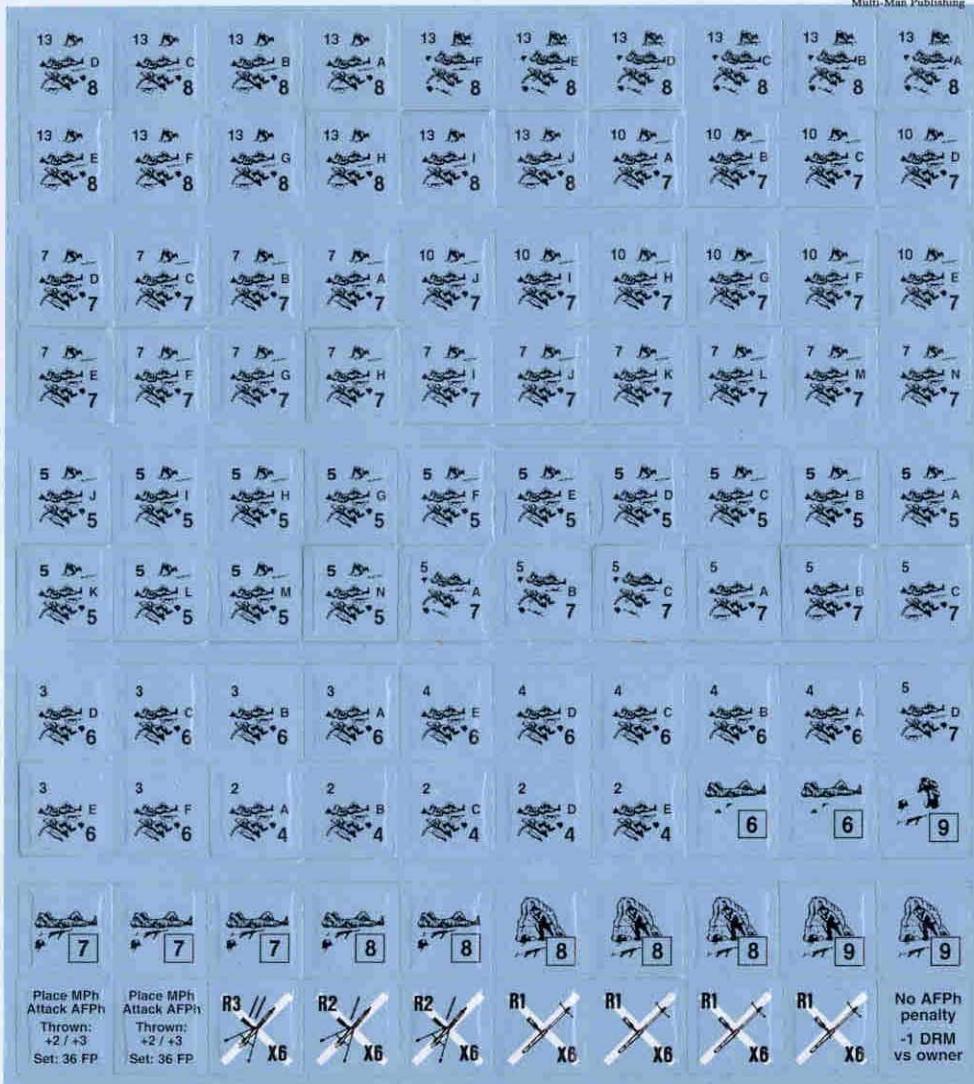
M M P
Multi-Man Publishing



No AFPh penalty	No AFPh penalty						2	2	6	6
-1 DRM vs owner	-1 DRM vs owner	X6	X6	X6	X6	B	A	B	A	7



2	2	2	2	2	No: FT/DC SF/IF Multi ROF	No: FT/DC SF/IF Multi ROF	No: FT/DC SF/IF Multi ROF	No: FT/DC SF/IF Multi ROF
6	6	6	6	12	WOUND Dir: -1 3ML/0PC ML/LD: -1	WOUND Dir: -1 3ML/0PC ML/LD: -1	WOUND Dir: -1 3ML/0PC ML/LD: -1	CX IPC: -1 CC: +1/-1



Place MPH Attack AFPH	Place MPH Attack AFPH	R3 // X6	R2 // X6	R2 // X6	R1 X6	R1 X6	R1 X6	No AFPH penalty -1 DRM vs owner
Thrown: +2 / +3	Thrown: +2 / +3							
Set: 36 EP	Set: 36 EP	X6	X6	X6	X6	X6	X6	



CX	CX	CX	CX	CX	CX	Place MPH Attack APPh	R1	R1	R1	R2
IPC: -1 CC: +1/-1	Thrown: +2/+3	X6	X6	X6	no dm					
						Set: 36 FP	X6	X6	X6	X6



ASL Starter Kit Quick-Reference Data Card (QRDC)

INFANTRY FIRE TABLE (IFT)

DR/FP	1	2	4	6	8	12	16	20	24	30	36	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: At least 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.

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.

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 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. Mark all broken target units with DM.

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

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

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

CLOSE COMBAT TABLE (CCT)

Odds Ratio: < 1-8 1-8 1-6 1-4 1-2 1-1 3-2 2-1 3-1 4-1 6-1 8-1 10-1 >10-1

Kill Number: 0 1 2 3 4 5 6 7 8 9 10 11 12 13

CC FP or DR Modifiers:

by/vs Ambush (NA during Melee) -1 / +1

vs. Broken Unit -2

by Pinned Unit X 1/2

Leadership (if not alone) +/- x

IFT DRM	
FFMO/FFNAM; each	-1
Hindrance; each (FFMO NA)	+1
Leader Direction	+/- x
Unit carrying FT; each	-1
Defender's Terrain Effect Modifier (TEM)	
• OG/Road/Woods-Road (on road) (FFMO may apply)	+0
• Grain/Orchard (Hindrance; +1 per hex)	+0
• Woods	+1
• Wooden Building (brown)	+2
• Stone Building (gray)	+3

IFT FP MODIFIERS	
Area Fire; each	X 1/2
• By Pinned Firer	
• APh	
• Long Range Fire	
• Firer marked with First/Final Fire Counter	
Assault Fire (APh) [EXC: No Long Range Fire]	FRU & +1
Cowering	one (Inexperienced: two) column shifts to left
Point Blank Fire (PBF) vs Adjacent target	x 2

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 (PPPh)
3.3	Movement Phase (MPh)
3.3.1	Defensive First Fire
3.4	Defensive Fire Phase (DFPh)
3.5	Advancing Fire Phase (APh)
3.6	Rout Phase (RtPh)
3.7	Advance Phase (APh)
3.8	Close Combat Phase (CCPh)

AMBUSH	
≤ enemy dr by at least 3	
drm Cause	
+1	Inexperienced
+1	Pinned
+1	CX
+x	Leadership if not alone

ASL Starter Kit Quick-Reference Data Card (QRDC)

Terrain Effects Chart

Terrain Type	MF Costs	TEM	Hindrance	Rally Bonus	Notes
Open Ground	1	+0	No	No	
Orchard	1	+0	+1/hex	No	Inherent Terrain, fire along hexside still hindered; +6 total hindrances blocks LOS
Road	1	+0	No	No	+1 MF (road bonus) if all MF spent crossing road hexsides
Grain	1½	+0	+1/hex	No	In Season June-Sept; otherwise treat as Open Ground; +6 total hindrances blocks LOS
Woods	2	+1	obstacle	Yes	
Woods-Road "on road"	1	+0	No	Yes	(Road portion does not block LOS; Woods MF costs and TEM do not apply to moving unit using the road.)
Woods-Road "in woods"	2	+1	obstacle	Yes	
Wood Building (brown)	2	+2	obstacle	Yes	
Stone Building (gray)	2	+3	obstacle	Yes	

MF/PP Chart

Unit Moving	Deduct 1 MF if Inexperienced				
	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

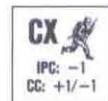
dr follows Original 2 on first MMC Self-Rally or any MMC CC DR

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

drm	Cause
-1	American, German
-1	Per odds column < 1-1
-1	Base unit had Morale Level ≥ 8
+1	Base unit had Morale Level ≤ 6
+1	Base unit was broken
+1	Russian

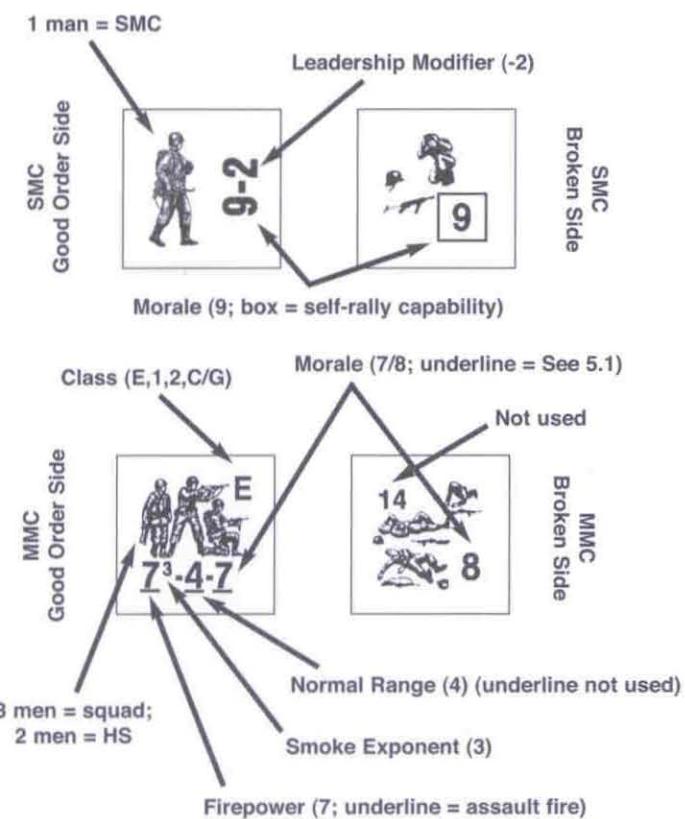
CX status results from:

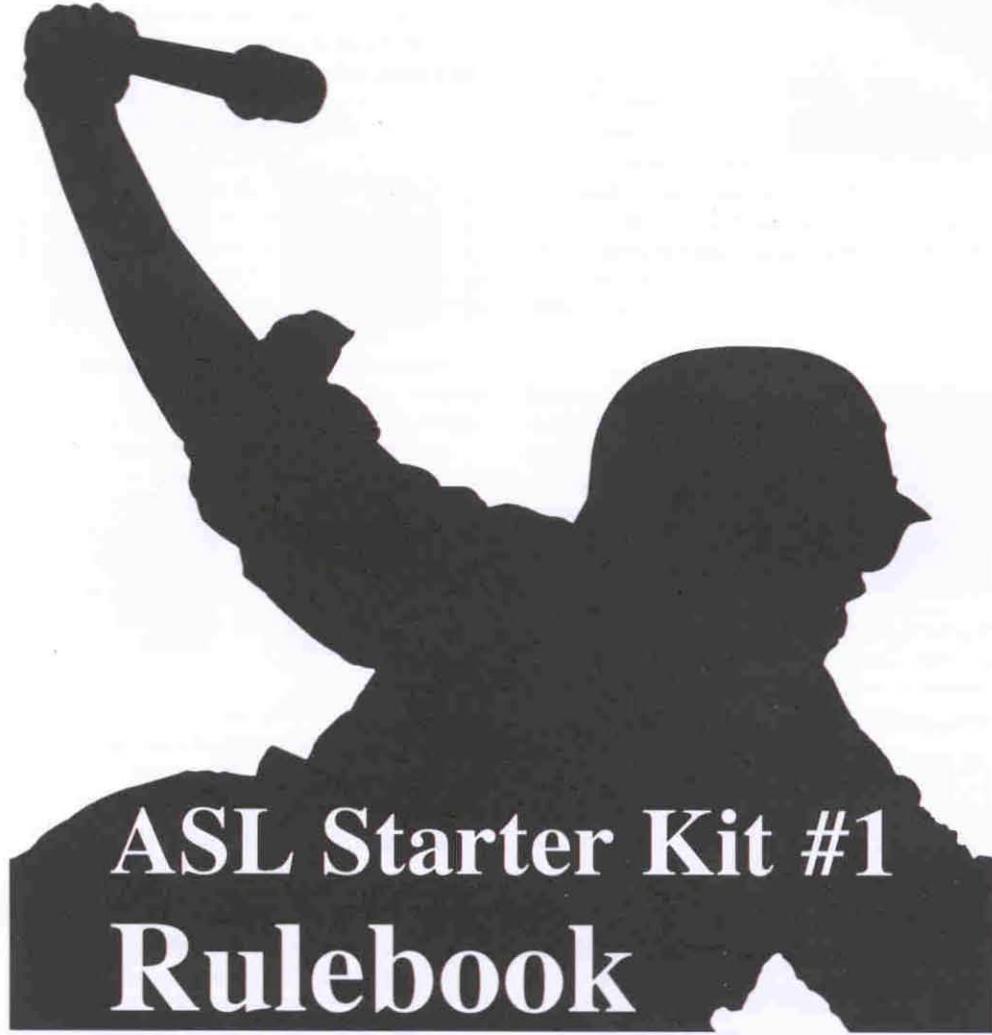
- Double Timing (3.3)
- Advancing vs. difficult terrain (3.7)



CX status results in:

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





ASL Starter Kit #1 Rulebook

Introduction

Welcome to the exciting world of *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.

Squad counters represent approximately 9-15 men, depending upon nationality and type. Individual leader counters represent combat leaders historically present at the battle and also help represent the overall combat independence 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 tougher it can stand up in combat and the quicker it can recover from setbacks. Support weapon counters represent individual weapons beyond the organic small arms that are already included in the fire-power 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 an attack, two six-sided dice are rolled and that result (modified by various factors) is cross-indexed with the applicable fire-power column of the Infantry Fire Table to determine the results of the attack. 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 ASL scenario simulates a historical battle by providing both the attacker and defender with an order of battle with 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.

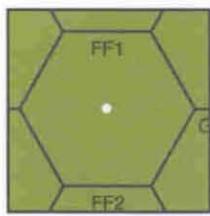
ASL Starter Kit #1 is a complete game that introduces the player to the ASL Infantry rules and includes squads, half-squads, leaders, support weapons, and simplified rules and terrain to use with them. The counters and boards are all fully compatible with other ASL products. Starter Kit #1 contains all the counters needed to play the six included 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, in which case players will need to pool their counters or make do with what they have. Other ASL materials are available from Multi-Man Publishing (www.multimanpublishing.com) and finer hobby game stores.

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1.0 Game Components
1.1 Mapboard: This ASL module contains 2 geomorphic mapboards (mapboards y and z). 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., yK2) 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.

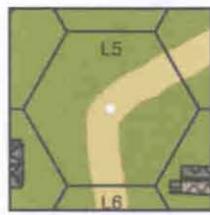
1.1.2 Terrain Types: The following describes the various types of terrain found on the boards included in this module. For aesthetic purposes, terrain symbology may extend marginally out of a hex into an adjacent hex of another terrain type, but most hexes are dominated by one specific terrain type and 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). Terrain can also block LOS or hinder LOS and can provide some cover by modifying fire attacks, i.e., the Terrain Effects Modifier (TEM).



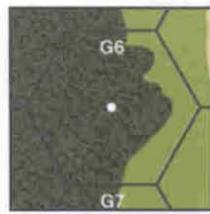
Open Ground: Open Ground is any hex devoid of other printed terrain features, generally covered uniformly in light green such as hex yFF1. Open Ground presents no obstruction or hindrance to LOS, and the only TEM for Open Ground is the -1 FFMO (First Fire Moving in the Open) DRM vs moving units. Open Ground costs Infantry 1 MF to enter.



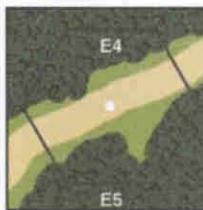
Buildings: Buildings represent man made dwellings of various sizes. Any hex that contains a gray or brown rectangular overhead building depiction is a building, such as yP6. A building is an obstacle to LOS. A building costs Infantry 2 MF to enter. The TEM for a stone (gray) building is +3 and is +2 for a wooden building (brown).



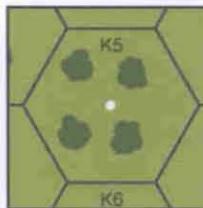
A road is considered Open Ground for all purposes. Additionally, Infantry that crosses only roads throughout its entire MPH is entitled to one extra MF (the road bonus).



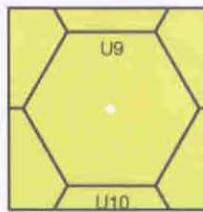
Woods: Woods represent a forested area with dense undergrowth, such as yG6. Woods are an obstacle to LOS and cost Infantry 2 MF to enter. The TEM for woods is +1.



Woods-Road: A moving unit in a woods-road hex such as yE4 is not eligible for the +1 Woods TEM during Defensive First Fire (and is subject to FFMO or interdiction) if the LOS does not cross a green woods symbol and the moving unit entered the hex at the road movement rate. Otherwise normal woods TEM is in effect; a unit may always choose to utilize the woods movement rate and receive resultant TEM benefits. The road portion does not obstruct LOS.



Orchards: An orchard represents a thinly wooded area devoid of undergrowth such as yK5. An orchard is a hindrance to LOS and therefore adds a +1 DRM for every orchard hex between the target and the firer. Orchard costs Infantry 1 MF to enter. There is no TEM for an orchard, but because it is not Open Ground FFMO does not apply, and interdiction is negated.

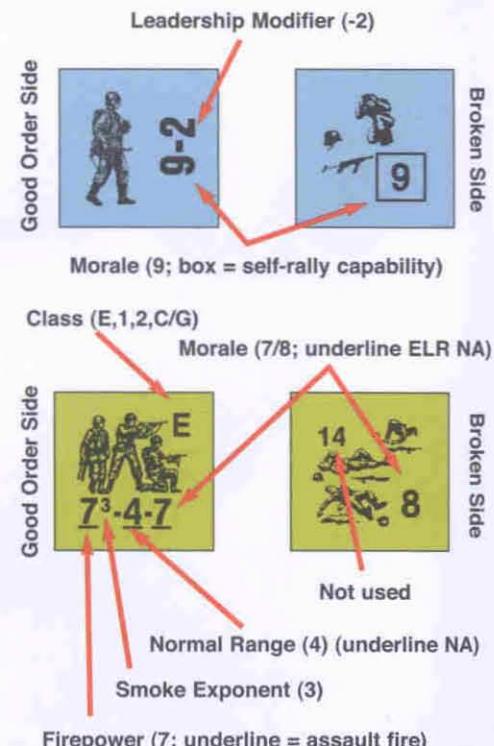


Grain: While in season, grain represents a cultivated field of a variety of standing crops such as yU9. Grain is a hindrance to LOS and adds a +1 DRM for every grain hex between the target and the firer. The season for grain is during the months of June to September (inclusive). Outside of this season grain hexes are treated as Open Ground instead. Grain costs Infantry 1.5 MF to enter. There is no TEM for grain, but because it is not Open Ground (unless out of season), FFMO does not apply.

1.2 Counters: There are three types of counters used in this game: informational markers, personnel markers, and Support Weapons (SW). The informational markers are utilized by both sides and are generally memory devices. These include such counters as Prep Fire, First Fire, Pin, and DM. These will be more fully 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 Counter (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 +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,

and 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 a MC.



1.2.2 Multi-Man Counters (MMC): MMC are units that bear the silhouette of more than one man. There are two types of MMC used in this game: squad and half-squad (HS). A squad bears the silhouette of three men, a HS that of two men. Each 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 equal one squad in size.

Each MMC contains a three-digit number called its strength factor that quantifies its capabilities in the game. Firepower (FP) is the left-most factor and represents the FP the MMC can attack with prior to any modification. The middle number (its normal range) is the number of hexes away which 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 that they can attempt to place smoke grenades.

1.2.3 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 counters represent weapons that must be possessed by MMC or SMC to be used (see section 4). These include Machine Guns (MG), Flamethrowers (FT), and Demolition Charges (DC). 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 have a 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, that SW may fire again in that phase until such time as the ROF is exceeded by the colored die roll.

Some SW (e.g., MG) may malfunction, in which case they are flipped over to their broken side. The Repair number is shown in the upper left corner. The "6" in the lower right corner indicates permanent removal if the original repair dr is a 6.

1.3 Scenario Cards: Each game begins with the scenario card which depicts the information required to play the game: the board(s), the units and where they set up or enter, game length, the victory conditions, the historical setting, and any scenario special rules (SSR) required to play the scenario.

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 used for determining ROF.

2.0 Definitions:

AFPh: Advancing Fire Phase (3.5).

APh: Advance Phase (3.7).

Area Fire: The Firepower of an attacking unit is halved for each case of Area Fire (3.2).

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

B#: Breakdown Number of a Support Weapon (weapon is repairable) (4.0).

Casualty Reduction: A combat result that eliminates a HS or wounds a SMC. A squad is reduced to a HS (3.2.1).

CC: Close combat (3.8).

CCPh: Close Combat Phase (3.8).

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

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.

DC: Demolition Charges (4.3).

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

DFPh: Defensive Fire Phase (3.4).

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

DM: Desperation Morale (+4 DRM on rally attempts) (3.1, 3.2.1 & 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.

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

FFMO: First Fire Movement in Open Ground; a -1 DRM vs moving Infantry in Open Ground; does not apply if there is 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: Firegroup; two or more units and/or SW joining together to make a combined fire attack (3.2).

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

FPF: Final Protective Fire (3.3.1).

FT: Flamethrower (4.2).

Good Order: A personnel unit that is neither broken nor marked with a Melee counter.

Hex Grain: any string of connected hexes in which a straight LOS drawn between the first and last hex center dots also bisects the hex center dot of every hex between them (1.1).

Hexside: one of the six lines that combine to form a hex. Each hexside also forms two vertices (1.1).

Hindrance: Some terrain types (orchard, grain) are not substantial enough to completely block Line of Sight (LOS). These are LOS hindrances and each one hinders fire traced through it but does not block it completely. All hindrance hexes add a +1 modifier to fire traced through them (3.2).

HS: Half-squad.

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

IFT: Infantry Fire Table.

Infantry: All SMC and MMC.

Inherent terrain: Certain terrain depictions (Orchard) and counter contents of a hex (smoke) identify the entire hex including the hexsides as having the characteristics of that hex. A LOS that enters such a hex (even if just traced along a hexside) is affected by inherent terrain.

IPC: Inherent Portage Capacity (4.0).

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

LLMC: Leader Loss Morale Check; an additional MC caused by the loss of a leader with higher morale than the unit(s) he is stacked with (3.2.1).

LLTC: Leader Loss Task Check; caused by the breaking of a leader with higher morale than the unit(s) he is stacked with (3.2.1).

LOS: Line of Sight (3.2).

Melee: a condition existing between opposing units in the same location 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 Support Weapon, usually designated as light (LMG), medium (MMG), or heavy (HMG) (4.1).

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. Leadership modifiers can apply (3.2.1).

PBF: Point Blank Fire; fire at a target in an adjacent location. Total firepower is double the normal firepower (3.2).

PPPh: Prep Fire Phase (3.2.2).

Player Turn: the eight consecutive phases that are 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 (3.2.1).

ROF: Rate of Fire; a MG may be able to attack more than once in the same turn due to its ROF number encased in a square (4.0).

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).

Smoke Exponent: a superscript to a unit's FP strength indicating the ability to attempt to place smoke grenades (3.3).

Squad Equivalent: Two HS are equivalent in size to one squad (1.2.2).

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).

Subsequent First Fire: Firing again in Defensive First Fire, but as Area Fire (3.31).

SW: Support Weapon (4.0).

TEM: Terrain Effects Modifier; a DRM caused by the terrain (3.2).

X#: Breakdown Number of a SW (weapon is not repairable) (4.0).

3.0 Sequence of Play

There are eight distinct phases in each player turn:

3.1 Rally Phase (RPh)

During the RPh both players attempt to rally their 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 offboard all forces due to enter this player turn.

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, removing the DM counter.

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 a -1 for being in building. The broken 4-4-7 is not under DM and does not have to apply the additional +4 for DM. The total DRM is 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.

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

c) **Repair of Broken SW:** A Good Order unit possessing a broken SW of its own nationality (i.e., color) may attempt to repair the SW 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 SW permanently.

d) **Transfer of SW:** Stacks may be freely rearranged to change possession of all SW 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). The ATTACKER only may attempt to self rally one MMC. 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.

In order 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 leader attempting to rally the broken unit.

If the only leader present in a stack of broken units is himself broken, he may attempt to rally the other units if he himself self rallies first. There is no penalty for failing a rally attempt, unless the unit rolls an original 12, in which case it suffers casualty reduction. No unit may attempt to rally more than once per player turn; however, a Good Order leader may attempt to rally all the units he is stacked with.

g) **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.

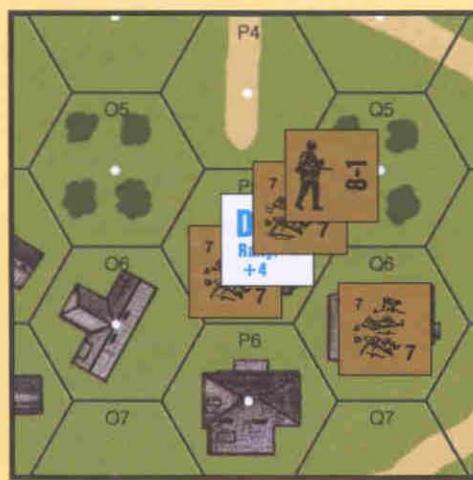


Illustration before any results

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 for SW maintaining ROF. Otherwise a player may fire all, some, or none of his units in any applicable fire phase. Fire attacks ordinarily affect all Infantry units in the target hex, except during the MPh when a Defensive First Fire attack only affects units moving together

A unit may only fire at an enemy unit if it has a Line of Sight (LOS) to it. 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 off-board units. If the thread does not cross a LOS

obstacle (buildings or woods depictions) with the obstacle visible on both sides of the string, there is LOS between the two hexes. The terrain in the firer's hex or target hex does not block LOS to the center dot. Attacks may be traced through units in intervening hexes without affecting them. Neither player may make a LOS check until after an attack has been declared. Should a LOS check reveal that a LOS obstacle blocks the fire, the fire attack is not resolved, but the units which declared the attack are still considered to 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.

The FP of an attacking unit is doubled for Point Blank Fire (PBF), which occurs when a unit fires at an adjacent hex. A unit may attack beyond its Normal range 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; attackers 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 may opt to fire its own FP at one target and any possessed SW 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 lowest 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

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.



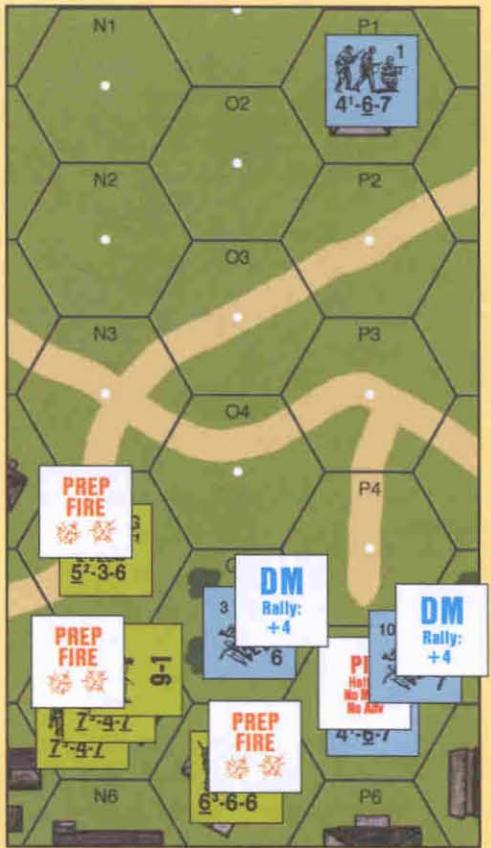
Prep Fire Phase Example (assuming German ELR of 3):

During the American PPh 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 placed on top. The 4-6-7 that rolled a 7 has a PIN counter placed on top since it rolled equal to its morale on a morale check. Finally, the American units have a Prep Fire counter placed on them.

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

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

Illustration after all results



one. Any shift below the lowest column results in no effect. Cowering does not affect 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. All members of the FG must be able to trace a LOS 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 FG with valid LOS may still attack the target but as a smaller FG or as separate attacks at the firer's option. If units in the same hex are going to attack the same unit, they must do so as a FG, they may not make separate attacks.

A leader may use his leadership DRM to modify the IFT DR of any one attacking unit 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.

3.2.1 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 right most 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 due to 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:

#KIA: At least as many targets as the number indicated (#) are eliminated (randomly determined); all remaining target units are automatically broken and DM, or suffer casualty reduction (below) if already broken.

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. A wounded SMC must immediately take 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.

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 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 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.

If a leader breaks, all Good Order units with a lower current morale level stacked with him must take a PTC after resolving the initial attack, with any negative leadership DRM added to the DR rather than subtracted from it.

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 considered 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.

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

PTC: Pin Task Check; each target unit must roll less than or equal to his 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 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.

3.2.2 Prep Fire Phase (PFP)

The ATTACKER conducts fire attacks in the PFP. After resolving each attack during the PFP, the firing unit is marked with a Prep Fire marker.

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 PFP and are neither broken nor held in melee. Units can be moved in any direction or combination of directions up to the limit of their Movement Factor (MF) allotment. Units may move over and stack on top of other friendly units but may not move into a hex containing enemy units during the MPh. A unit may not voluntarily leave the map. Any unit forced to do so is eliminated.

A SMC has 6 MF and a MMC has 4 MF (or 3 if Inexperienced). A MF bonus of one can be earned if the unit travels along a road throughout the MPh. Any MMC that begins and ends its MPh stacked with a leader in the same hex 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 out loud 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.

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 units MF. Assault Movement reduces the unit's vulnerability to Defensive First Fire by avoiding the FFNAM -1 DRM.

Any Infantry capable of movement and neither broken, pinned, wounded, nor 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 DR or dr (maximum +1) they make or direct including IFT and CC attacks, and recovery, ambush, and smoke grenade checks. A CX unit has its IPC reduced by one and any unit making a CC attack against it has its CC DR reduced by one. A CX counter is removed at the start of the 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 smoke grenade placement during 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. Smoke represents an inherent LOS hindrance; any fire traced out of, into, or through a smoke hex is subject to a +2 DRM per hex. Any movement into (but not out of) smoke costs one additional MF. A smoke grenade counter is removed at the end of the MPh.

SW 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 SW.

3.31 Defensive First Fire

Defensive Fire can occur during the enemy MPh and the DFP. 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 units regardless of other units that occupy the same hex at the instant of attack. Any time a unit or stack expends MF 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 SW that has fired and exhausted its ROF. Defensive First Fire must be resolved before the moving unit or stack leaves the intended target hex. The DEFENDER may not request that a moving unit or stack be returned to a previous position to undergo attack, however, the ATTACKER must give the DEFENDER ample opportunity to declare his fire before moving on, and must declare the end of that unit's movement before moving another unit. Once another unit begins movement or the MPh is declared over, previously moved units are no longer subject to Defensive First Fire attacks. Any action that requires the expenditure of a MF in a location qualifies it as a target for Defensive First Fire even though it might not have entered that location during the MPh. Examples of such expenditures include smoke grenade attempts, SW recovery, 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 which is moving without using Assault Movement, and a -1 First Fire Movement Open Ground (FFMO) DRM if the target 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, nor outside the firer's normal range. A unit thus using Subsequent First Fire has its FP halved. After the attack is resolved, flip the First Fire counter over to its Final Fire side for the unit and all its SW (regardless of whether or not they all fired).

Final Protective Fire (FPF) is an option available to a DEFENDING 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 (modi-

Unit Movement Factor Chart

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

fied 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 they expend moving adjacent to the firer's hex. A unit using FPF must use all its FP and useable SW 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 unharmed can be fired upon again in that same location during its MPH before expending additional MF, but only by different attackers or if it expended at least 2 MF in that hex. The same unit or SW 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 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 considered using Assault Movement and is subject to the -1 FFNAM DRM for the remainder of its MPH.

When a unit is attacked by Defensive First Fire or 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, although a SW that malfunctions leaves no Residual FP. Thereafter, any unit entering (or expending MF) in that same location in the same MPH is attacked on the IFT with the FP represented by that counter, a new IFT DR, TEM of the target location, and any applicable FFNAM or FFMO DRM. A unit expending MF to leave a location is not subject to Residual FP attack in the location it is leaving.

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 can 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 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 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 that are not marked with a First or Final Fire counter may fire (including MG that maintained ROF in the MPH). Any of the DEFENDER's units that are marked with a First Fire counter may also fire again, but only at units in an adjacent hex, and they must then flip the First Fire counter to its Final Fire side. A unit marked with First Fire has its FP halved (and doubled due to the effect of PBF). 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.

3.5 Advancing Fire Phase (AFPh)

The ATTACKER's units that did not fire in the PFPh may fire at half FP. A squad with an underlined FP factor may use Assault Fire. Assault Fire capability allows any squad using its own FP during the AFPh to add one FP to its attack *after* all modification to the squad's own FP; any fraction is then rounded up. The assault fire bonus is not applicable to long range Fire. Neither medium machine guns (MMG) nor heavy machine guns (HMG) that have moved in the current MPH may fire in the AFPh.

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

Synopsis of Defensive Fire:

1. 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 a First Fire counter but have no closer target; flip counter to Final Fire side.

1b. Final Protective Fire:

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

2. 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 Final Fire counter or to units marked with a First Fire counter unless they are firing at an adjacent hex; place (or flip to) Final Fire counter.

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 a Known unbroken enemy unit and may not remain 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 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

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):

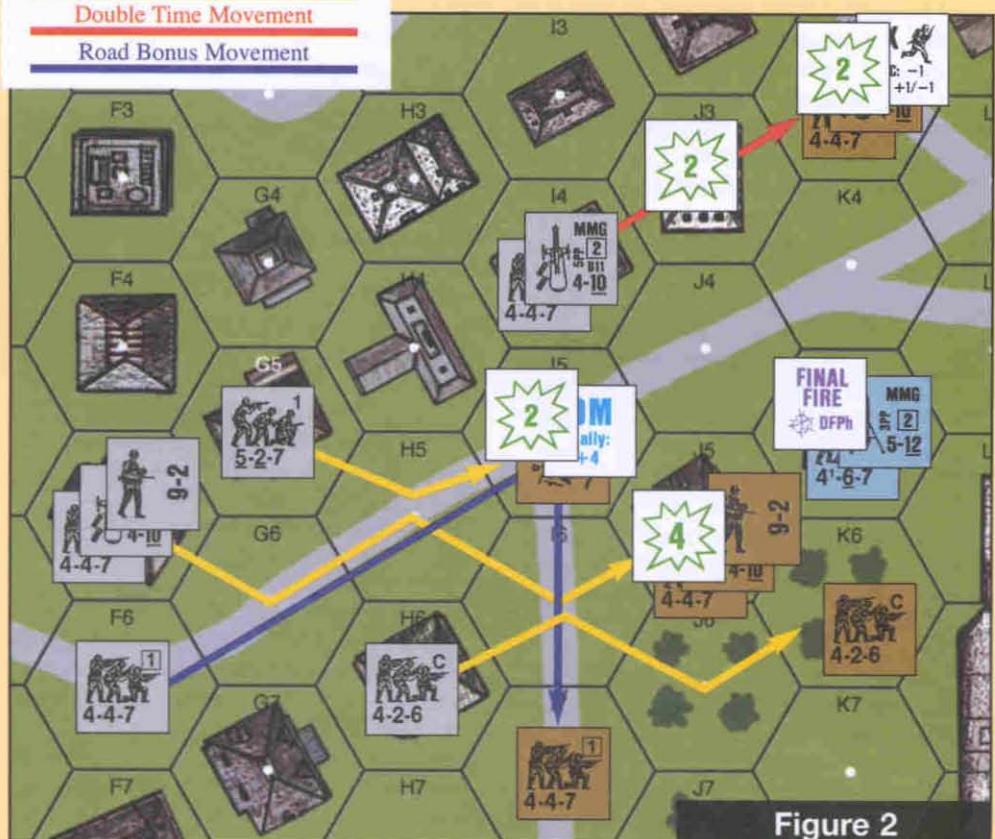
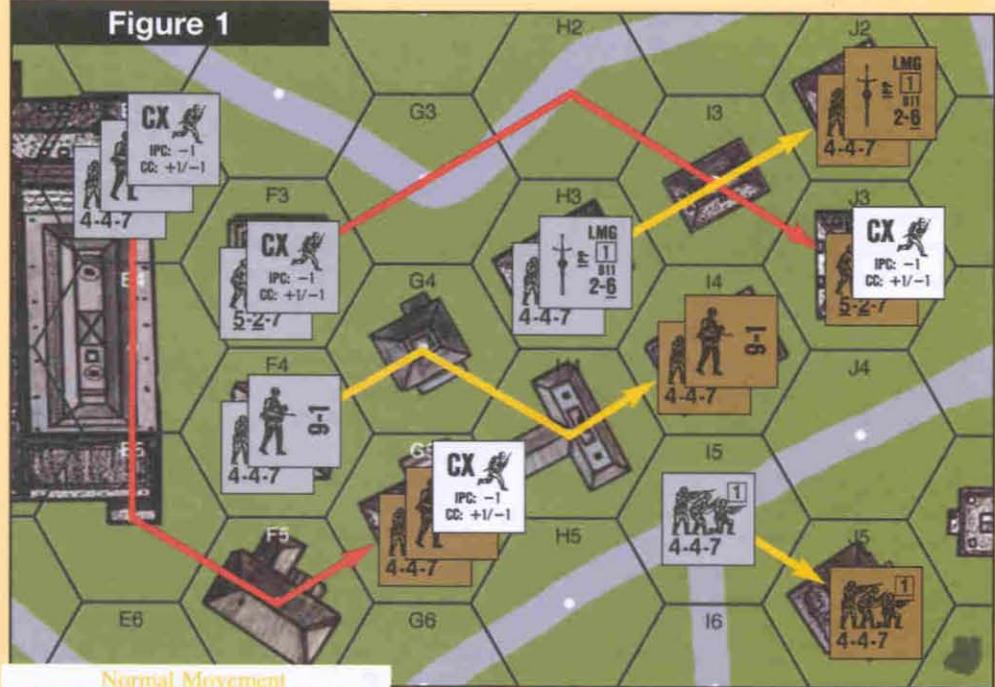
The 4-4-7 with MMG in I4 spends 2 MF to enter J3; because the five-PP MMG reduces the squad's MF by two, the squad cannot Assault Move to J3. The 4-4-7 could declare Double Time which would increase its MF by two but reduce its IPC by one for a net of one extra MF allowing it to enter K3 after J3. Assume 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 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

Figure 1



Subsequent First Fire) and doubled due to Point Blank Fire and attacks on the 8 FP column with a +2 DRM (+3 stone building, -1 FFNAM). On an original DR of 7 the 4-6-7 passes its PPF NMC by the highest possible amount, so it Pins, and the Russians must take a PTC (a 9 on the 8 FP column), with the attack leaving 4 Residual FP.

Finally, the Russian 4-2-6 in H6 moves I6, J6, and K6 where the German player again declares Final Protective Fire. The FG's FP is halved (due to Subsequent First Fire), halved again (due to being Pinned), and doubled due to Point Blank Fire and attacks on the 4 FP column with a -1 DRM (-1 FFNAM). The German's luck runs out, however, as

they roll an original DR of a non-doubles 10 which means the 4-6-7 fails its PPF NMC by 3 (becoming replaced by a 4-4-7 2nd line unit if the German ELR is 2 or less) and is flipped to its broken side and marked with a DM counter. Additionally, the MMG malfunctions and is flipped to its malfunctioned side. The shot still occurs, however, but results in no effect as the final result is a 9 on the 4 FP column. A 1 residual FP marker is placed (the MMG malfunctioned so it leaves no residual FP).

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

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

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

A broken unit may rout only if under DM. A leader already stacked with a broken unit before it routs may elect to rout with the broken unit even though he is not broken. If the leader does so, he is eliminated if the broken unit he is stacked on top of 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 fire on it that hex with at least one FP. A unit in melee cannot interdict nor can a CX unit nor can a lone leader with a MG. 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 turn 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. 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

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

A unit advancing into a hex that requires all its MF must become CX. For example, a Russian 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 (woods or building), unless it is 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.

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 an attack that occurs during the CCPh between opposing units in the same hex. There are no TEM modifications to a CC attack DR, and neither SW nor PBF apply. Unlike fire attacks, CC is considered simultaneous, unless an ambush occurs, so both sides attack the other even if one or both is thereby eliminated.

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,

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).

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 kill 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 FP to the FP of the unit it is stacked

on top of (players are free to rearrange their stacks prior to commencement of CCPH). A leader may direct the CC of the MMC it attacks and defends with (and any other units which join 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 DRM 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). The ambushing side resolves all of its attacks in that CCPH first; only surviving enemy units may attack back after being ambushed.

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 units in the hex must be attacked. Remove the Melee counter as soon as no unbroken unit remains.

Remove all Pin counters at the end of the CCPH.

3.9 Turn Record Chart: The previous DEFENDER now becomes the ATTACKER and inverts the counter being used to track the turn 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. To keep track of turns, use an MMC from a nationality not in play; use the unbroken side for the side that moves first and flip to the broken side for the side that moves second.



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.

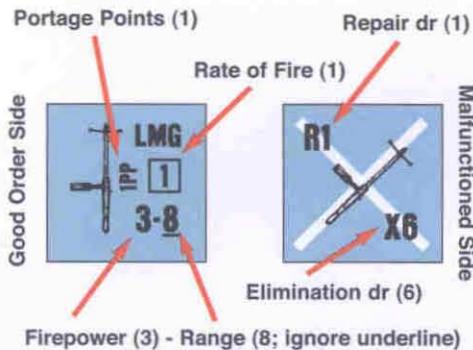
The three German 4-4-7s advance into the H4 building location with the two Russian 4-5-8s. Both sides have Ambush drm of zero, and their respective Ambush drs of 3 for the German and 5 for the Russian result in no ambush. The German must declare all his attacks first. Each of his squads may only attack 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.



4.0 Support Weapons

A unit can possess any number of SW. A SW may not move by itself; it must be carried by a unit at some cost in PP (see 1.2.4). An unbroken unit may pick up and drop SW at any point in its move provided it has sufficient MF to do so, although no SW can be portaged more than once per MPh. An unbroken unit may drop possession of a SW at no MF cost during its MPh or APh. If a unit drops possession of a SW at the start of an allowed phase prior to expending MF, that SW is assumed to have been unpossessed (and hence not portaged by any unit) at the start of that phase. Units must drop SW in excess of their IPC before they can rout. If a unit drops possession or is eliminated, its SW is left unattended in the same location and must be recovered to be possessed. Good Order Infantry may claim possession of an unpossessed SW 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 SW 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 Infantry Portage Capacity (IPC) of a MMC or SMC. SW 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 in order to increase the IPC of the latter by one provided that they start the MPh together and move as a stack.

SW may be voluntarily destroyed by their possessing unit during PFPPh or DFPh, but such an action counts as use of a SW. SW may also be destroyed when a final IFT DR results in a KIA of the possessing unit. Make a subsequent dr on the same column as the IFT attack for each SW possessed by that unit. If the final dr is a KIA, that SW is destroyed, if it is a K then that SW is malfunctioned. A captured SW has its ROF lowered by 1 and its B# or X# lowered by two, and a SW used by an Inexperienced MMC has its B# or X# lowered by one (both effects cumulative with other penalties).

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



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 at 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).

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#, the MG is malfunctioned and flipped over after making its attack. The B# of a MG using Subsequent First Fire is lowered by two.



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.



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 or was pinned or broken prior to completing the placement attempt. Should a placing unit survive all resultant Defensive First Fire, Subsequent First Fire, and PPF 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.

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 and 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 lesser 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 12. 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.

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

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

Nationality Chart

German Squads



German Half-Squads



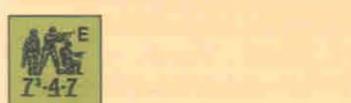
Russian Squads



Russian Half-Squads



American Squads



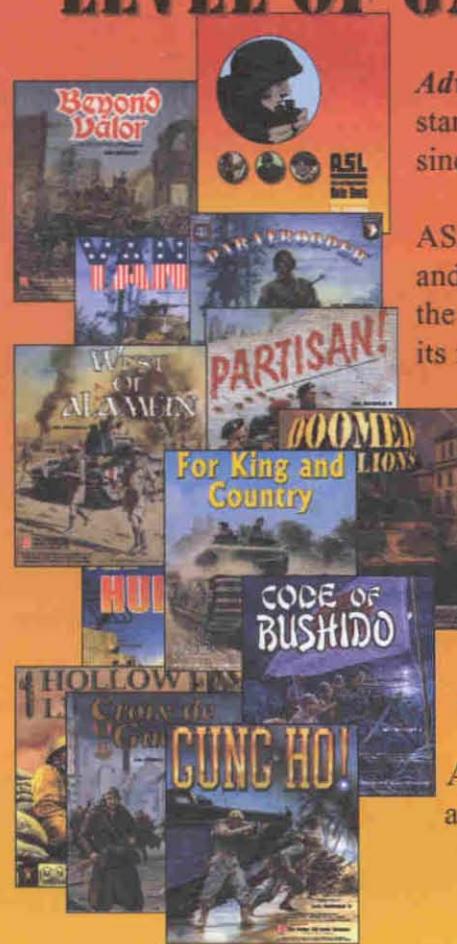
American Half-Squads



Leaders (SMC)



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RETAKING VIERVILLE



ASL SCENARIO S1

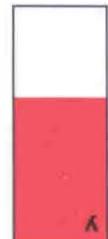


VICTORY CONDITIONS: The Americans win at game end if there are no Good Order German units in buildings N5, N6, M4, and L3

Scenario Design: John D. Johnson

VIERVILLE, FRANCE, 7 June 1944: On D+1, the 101st Airborne found itself embroiled in a two-fold effort: consolidating its units which were scattered all over the Cotentin Peninsula and establishing a firm eastern perimeter to protect the American landing at Utah Beach. Vierville, which lay a few miles inland from Utah Beach, had been liberated by American units on D-Day. Vierville was a major traffic thoroughfare since the southwesternly road which passed through Vierville led from Utah Beach to the German strongpoint of St. Come du Mont. On the morning of June 7, elements of the 2nd Battalion, 506th PIR moved out from Vierville towards St. Come du Mont, leaving Vierville virtually unoccupied. The Germans took this opportunity to launch a series of counterattacks on Vierville in hopes of cutting the road to St. Come du Mont.

BOARD CONFIGURATION:



(Only hexrows A-V are playable)

BALANCE:

- ★ Remove L3 from the required buildings in the Victory Conditions.
- ✚ Add one 5-4-8 to the German Turn 3 reinforcements.

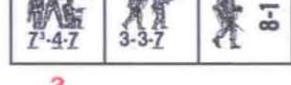
TURN RECORD CHART

★ AMERICAN Sets Up First	+	1	★	2	★	3	★	4	5	END
✚ GERMAN Moves First										



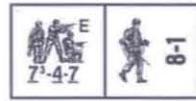
Elements of 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5]

Set up on road hexes N3, N4, M5, L5 with no more than one MMC per hex:



3

Enter on Turn 1 along north edge:



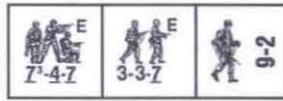
3

Enter on Turn 2 along north edge:



2

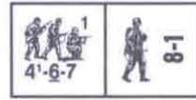
Enter on Turn 3 along north edge:



2 2



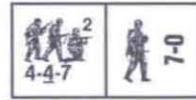
Elements of 1058th Grenadier Regiment [ELR: 3] enter on Turn 1 along east edge:



3



Elements of 919th Grenadier Regiment enter on Turn 1 along west edge:



3

Elements of 6th Fallschirmjäger Regiment enter on Turn 2 along east edge:



3

Elements of 6th Fallschirmjäger Regiment enter on Turn 3 along east edge:



2

SPECIAL RULES:

None.

AFTERMATH: Small units from the 1st Battalion, 506th PIR rushed to Vierville and threw themselves into a pitched battle with the Germans. The tide of the battle changed several times as each side received reinforcements. Ultimately, the firepower and determination of the American airborne troops proved too much for the Germans, who gave up their brief hold on Vierville after a tough fight.



WAR OF THE RATS

ASL SCENARIO S2



VICTORY CONDITIONS: The Germans win at game end if they control buildings F8, L6, and O6.

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2*	3	4	5	6	END
◆ GERMAN Moves First							

BALANCE:

★ Replace two 4-2-6s with two 4-5-8s in the Russian force.

◆ Replace the Russian 9-2 with a 9-1.



(Only hexrows A-P are playable)

Elements of 62nd Army [ELR: 3] set up south of hexgrain A9-K4-P4:



4-4-7	4-2-6	C	8-1	8-0	7-0	MMG	LMG
5	5					2	

Ad hoc "shock group" [ELR: 3] enter along south edge on a dr < the current Turn number:



5-2-7	9-2	LMG
3		

Elements of 94th Infantry Division [ELR: 3] set up north of the hexgrain A9-K4-P4:



5-4-8	4-6-7	9-2	9-1	8-1	8-0	MMG	LMG	FT	DC
4	7					3		2	

SPECIAL RULES:

1. German 5-4-8 squads have their Smoke Exponent increased by 2 (i.e., they place a Smoke counter on a dr ≤ 4 .)

AFTERMATH: The Germans continued to try and take the city in a bloody battle of attrition. Gains were measured in terms of rooms and floors of buildings, with any German penetration met by an immediate counterattack from an ad hoc force of up to 100 men. By forming these specialized shock groups for the task at hand, the Russians were able to withstand the German onslaught.

SIMPLE EQUATION



ASL SCENARIO S3

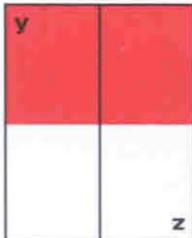


VICTORY CONDITIONS: The Americans win immediately if they Control ≥ 25 building hexes on mapboard z.

Scenario Design: Ken Dunn

AACHEN, GERMANY 12 October 1944: The battle for the city of Aachen had been raging since October 10th. A complicated series of maneuvers designed to encircle the city from both the north and the south had been occupying the attention of the American command. These few units committed to the frontal assault on Aachen had some tough going. Not only were the Aachen defenders numerically superior, but they were fighting on their home soil for one of the cherished Nazi symbols: Aachen, home of the First Reich.

BOARD CONFIGURATION:



(Only hexrows A-P on board y
and hexrows R-GG on board z
are playable)

BALANCE:

⊕ Add one German MMG to the German force.

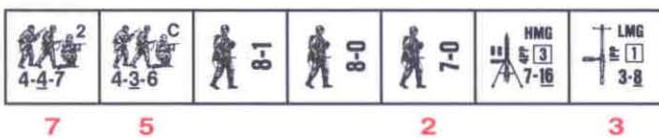
☆ Remove one German 4-4-7 from the German force.

TURN RECORD CHART

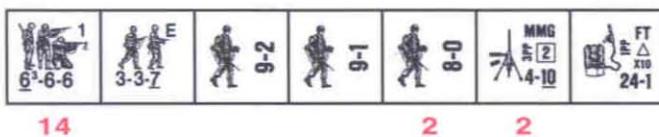
GERMAN Sets Up First	1	2	3	4	5	6	7	END
AMERICAN Moves First								



Elements of 404th Regiment, 246th Volksgrenadier Division [ELR: 3] setup on board y in hexes numbered ≤ 2 and on board z:



Elements of 3rd Battalion, 26th Infantry Regiment [ELR: 3] set up on board y in hexes numbered ≥ 7 :



SPECIAL RULES:

1. The Germans may secretly pre-designate 2 buildings anywhere within their setup area as "fortified." These buildings receive an additional +1 to the regular building TEM (i.e., a stone building would be +4 and a wooden building +3). The fortified nature of the building 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.

AFTERMATH: Although Aachen's defenders were a mixed bag, Hitler had ordered that they fight to the last man. Retreat or surrender was not an option. This attitude of the Germans, combined with their superior numbers, almost stalled the American advance. However, the men of Colonel Corley's 3rd Battalion developed a pattern that was repeated by the Americans at every stronghold. They would neutralize enemy fire using machine guns and then, under this cover, flamethrower operators would advance and eliminate the position. In this way, the Americans made good progress against the resourceful and resolute enemy.

WELCOME BACK



ASL SCENARIO S4



VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 10 VPs off the west edge on/between II-Y1. Each squad is worth 2 VP, each half-squad is worth 1 VP, each "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP.

Scenario Designer: Chas Argent

HOSINGEN, LUXEMBOURG, 16 December 1944: The 110th Regiment of the 28th Infantry Division had been tasked with the defense of a narrow ridge running between the Our and the Clerf rivers in Luxembourg. The Regiment sat astride Route N16, a road known to the Virginians of the 28th as "Skyline Drive," one of only a few paved roads in the Ardennes. For fifteen miles the Regiment lay sprawled along the length of the ridge in a series of fortified strongpoints, often reinforced with armor and anti-tank assets. One such strongpoint was the town of Hosingen, where Company K, along with Company B of the 103rd Engineer Combat Battalion, was posted. At 0525 on December 16th an intense artillery barrage commenced which set several buildings ablaze and damaged some trucks but otherwise left the Americans unscathed. A thick fog obscured anything beyond a few hundred yards and as the morning progressed the Americans began to hear Germans bypassing their positions to the north and south. These were units of the 77th Grenadier Regiment which had assembled in the woods east of town prior to the bombardment and were now on the move to seize the bridge at Clervaux. Around 0730 the fog began to lift and shortly thereafter the Grenadiers attacked Hosingen in an effort to take control of the vital roads leading west.

BOARD CONFIGURATION:

BALANCE:

★ Increase the required VP from "10" to "12" in the Victory Conditions.

✚ Remove one FT from the American force.



TURN RECORD CHART

★ AMERICAN Sets Up First	+	1	2	3	4	5	6	END
✚ GERMAN Moves First								



Elements of K and M Companies, 3rd Battalion, 110th Regiment and B Company, 103rd Engineer Combat Battalion [ELR: 3] set up in hexes numbered ≥ 4 :

2	2	3	10-2	8-1	8-0	8-16	4-10	24-1	2



Elements of II Battalion, 77th Regiment, 26th Volksgrenadier Division [ELR: 3] enter on Turn 1 along the east edge:

14	2	2	2	2	2	3

SPECIAL RULES:

- Each Rally Phase the ATTACKER makes a DR. If the DR is ≥ 10 , snow begins falling; if it is currently snowing and the DR is ≤ 3 then it stops snowing. When it is snowing a +1 hindrance exists for all attacks which are ≥ 6 hexes away.
- All American 7-4-7s have their Smoke Exponent increased by 2 (i.e., they place a Smoke counter on a dr ≤ 5).

AFTERMATH: The American position had been bolstered by Company M's heavy weapons as well as machine guns the Engineers had removed from trucks and positioned as part of the defense. The initial attack failed to gain foothold in the town, and the Germans had to bypass Hosingen while follow up attacks were made to take it. Though heavily outnumbered, surrounded and possessing only one day's supply of ammunition, the Americans held Hosingen against an entire German regiment until the morning of the 18th. Remarkably they suffered only twenty casualties while inflicting hundreds upon the Germans, but a lack of ammunition and supplies eventually forced their capitulation. As the survivors marched off to captivity they could take consolation in the knowledge that they had at least made the German's return trip to Luxembourg a costly one.

CLEARING COLLEVILLE

ASL SCENARIO S5



Scenario Design: Pete Shelling



VICTORY CONDITIONS: The American player wins at game end if there are no Good Order German MMC in a stone building hex ≤ 3 hexes from M5.

COLLEVILLE, NORMANDY, 6 June 1944: The first few hours of Operation Overlord were characterized by massive confusion, especially at Omaha Beach; so little seemed to be going right that Bradley and Eisenhower were actually contemplating withdrawal from the Omaha beachhead. However, as more and more troops and material came ashore, those remaining alive from the first wave were forcing their way inland bit by bit. In the sector of the First Infantry Division—the “Big Red One”—the day’s objective was the village of Colleville. As more platoons and squads gradually made it off the beach and into the French countryside, they formed up in a draw leading to the town. Lack of radio communications and smoke from day-long artillery exchanges prevented the Navy from providing expected fire support, but with German fire coming from the area, the order to attack was given. Colleville had to be taken, and without further delay.

BOARD CONFIGURATION:



BALANCE:

⊕ Replace the German 6+1 with one German 8-0.

☆ Remove one 4-6-7 from the Turn 2 German reinforcements.

TURN RECORD CHART

⊕ GERMAN Sets Up First	1	2	+	3	4	5	END
☆ AMERICAN Moves First							



Elements of 726th Regiment, 352nd Infantry Division [ELR: 3] setup on or between hexrows H-R:



6



Enter on Turn 2 along the south edge:



4



Elements of Company G, 16th Regimental Combat Team, 1st Infantry Division [ELR: 3] setup on or west of hexrow T:



4



Enter on Turn 1 along the north edge on or west of N10 (see SSR 1):



3

?

Enter on Turn 2 along the north edge on or west of J10 (see SSR 1):



2

?

SPECIAL RULES:

- Prior to the U.S. Rally Phase in each of the first two turns the U.S. player rolls a die and consults the following chart to see how many 3-4-6 HS they receive that turn.

dr	Turn 1	Turn 2
1 to 3	4	5
4 to 6	3	4

AFTERMATH: Defended by the 726th Infantry Regiment, Colleville would change hands several times during the longest day of June, 1944. As the confusion on the beaches continued inland, coordinated attacks and counterattacks were rare. Small, company-sized groups on each side acted and reacted based on the limited information available to them. At about 1840 hours the 16th Regimental Combat Team finally got fire support from the Navy, just as they were re-taking the town. The 5-in. guns of the destroyer Harding leveled Colleville and killed 64 GIs—one the most tragic friendly-fire incidents of the war. On D+1 Colleville was finally cleared by infantrymen of the 16th Regimental Combat Team.

RELEASED FROM THE EAST

ASL SCENARIO S6



Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Russians win at game end if they control at least two of the following buildings: R2, L6, and D3.

TURN RECORD CHART

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



Elements of 2nd SS Division "Das Reich" [ELR: 4] set up on any hex numbered ≤ 9:

	E	9-2	8-1	8-0	MMG 2 5-12	LMG 1 3-8
	9				3	



Elements of 9th Guards Infantry Division [ELR: 3] enter on Turn 1 (and perhaps Turn 3) along the north edge (see SSR 2):

	E	9-1	8-1	8-0	MMC 2 4-10	LMG 1 2-6	DC 30-1
	14				2		

SPECIAL RULES:

1. Due to winter camouflage, Russian Infantry may Assault Move in Open Ground hexes without the FFMO penalty applying.
2. The Russian player may keep up to 5 MMC, 1 SMC, and 2 SW in tactical reserve. Tactical reserve units must enter on Turn 3, but may do so on the north and/or east edges of the map.
3. Increase the broken side morale of all German MMC by one.

AFTERMATH: With their tanks and other heavy equipment ineffective in this severe cold, the grenadiers of Das Reich had to face the eastern shock troops man-to-man. The Siberians proved superior in these conditions, with most of the firefights ultimately decided by cold steel and sheer bravery. After changing hands several times, the schools and museums of Istra were all but flaming ruins when the 9th Guards finally prevailed for good on December 11th. Soon the Russians would be advancing, pushing the freezing and defeated Panzerkorps back to the Istra River. On January 3rd, the Führer himself issued the order to halt the retreat—but the Russian capital was now out of danger for good.



