

ASL HJÄLPSIDA

LOS goes behind

an obstacle if highest \Leftrightarrow is $>$ obstacle

LOS is blocked by:

6+ hindrance
LOS obstacles $>$ highest \Leftrightarrow level

Berserkers

must charge the nearest unit (in hexes, not MFs), use shortest route (in MFs, including bypass), move as a stack if in same location, don't carry >1 PP, ignores friendly leaders, no multi location FG.

Must rout

if in normal range and LOS of known enemy unit, or ADJECENT to known, armed, unbroken enemy unit.

Backblast terrain

Building, rubble, pillbox, cave,

Concealment terrain are:

wood, rubble, building, brush, grain, marsh, orchard.

Search casualties: If $dr \leq 1$

-1 per stealthy concealed DEF unit
-1 per HS > 1 concealed DEF HS
+X concealed DEF leader (not alone)
+1 per lax concealed DEF unit

Number of blind hexes:

1 for each full level of the obstacle,
+ 1/5 range from firer to obstacle (FRD)
-1 for each full level elevation advantage greater than 1 over the obstacle
+/- the difference in elevation of the target and the base level of the target.
Obstacle high (FRD)

Encircling fire

must be able to result in a NMC (plus all DRMs), or secure a hit if ordnance.

Routing restrictions

may not move adjacent to a known enemy unit or towards a known armed enemy unit in LOS.

To interdict you must:

Be in LOS and Normal range, capable of 1 FP without any hindrance or positive DRM, nor have FP halved for any reason.

Wall Advantage:

May claim WA if armed, unbroken and not a vehicle with in-hex TEM (exc. Cactus, olive, height, on bridge (exc. Roadblock)), in entrenchment/pillbox/cave, above wire/panji, with enemy unit in same location. Broken/unarmed units may join other units status.

WA is mandatory if unable to claim in-hex TEM. Emplacement, gunshield, Height, friendly AFV (with WA) doesn't count.

Pinned, TI, immobile cannot voluntarily claim/forfeit WA.

Claim during set-up, end of RPh (attacker first), MPh/Aph, losing HIP, when enemies forfeit.

Immune to PIN:

Cavalry, vehicle, in water obstacle, berserk, heroic, aerial, climbing.

PIN/cowering:

No ROF
PIN: no intensive fire.

Immune to cowering:

SMC, berserk, Fanatic, Fire Lane, IFE, Canister, British Elite and First Line, Finns, Sniper, Ordnance, OBA, vehicular fire. Use Random selection on FG.

Smoke dispensers:

Once per player turn
AFV/PRC Not yet fired
+1 if BU (not sN in CC)

sD: Smoke dispenser

Place dispersed white in hex.

sP: Smoke pot

Must be CE. Place dispersed white in hex.

sM: Smoke mortar

1-3 range, in TCA and LOS.
Case A (change if fire)
+2 if moving/motion
Add hindrance

sN: Nahverteidigungswaffe

Must be BU. Place dispersed white in hex.

Vehicular Smoke Grenades

Vehicle with MA
CT AFV must be CE
1 dr for unarmoured vehicle or BU OT AFV
 <3 for CE AFV
Place $\frac{1}{2}$ " smoke

Becomes DM

the turn it breaks, and broken unit:
if attacked by WP, enough FP to possibly result in a NMC; hit by ordnance, location attacked by sniper, non-smoke FFE resolved OR ADJECENT to a known armed enemy unit.

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Concealment $dr < 5$; drms are:

+X unit size, +Z leadership (unless alone),
+1 Lax,
-Y TEM and Hindrance (not hex sides),
-1 Stealthy.

Deliberate immobilization:

Gun/LATW, no MG/indir. fire.
Range < 7 , no acquisition.
Base TK# $>$ lowest AF.
+5 hit DRM, immobilised if hull hit

SW destruction

If IFT = KIA, roll dr on same column. KIA \Rightarrow destroys, K \Rightarrow malf.

If CC DR eliminates and die = 1, roll dr \leq black CC# to destroy SW.

Seasons of orchard are April through October.

Seasons of grain are April through September, but only for movement in April and May.

LATW:

Range:	0	1	2	3	4	5
PF:	10	8	6	4		
PSK:	11	9	8	7	4	
BAZ 43/44	11	9	8	7	4	
BAZ 45	11	10	9	8	6	4
PIAT	11	9	7	5		
MOL-P	10	9	8	6	4	

Armour factor:

③ = Superior turret
③ = Inferior turret

Panzerfaust:

Available after sept -43.
Check dr 1-3, 6=PIN (broken if already pinned)

drm:

+1 in aug/sept -43,
-1 in -45.
+1 HS/crew, +2 SMC
+1 vs non-AFV, +1 if CX.

Range:

1 hex pre june -44
3 hex in -45
TH DR 12= Casualty Reduction

AFV MGs

BMG/CMG/AAMG range:
8 12 8
No firelane or ROF

Point blank DRM:

Does not apply if:
Firer is non-stopped or in motion.
Target is non-stopped or in motion.
Using AREA target type.