SASL QRDC 1

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ENEMY ROUT (10)

1) to a Good Order ENEMY leader
2) out of all FRIENDLY unit´s LOS
3) out of all FRIENDLY unit´s range
4) into rally bonus terrain Location
5) into Location with highest TEM
6) into VPO Location

ORDER OF ENEMY ACTIONS

In PFPh when rollig for ENEMY Actions, start at the **north** edge and work towards the south, hexrow by hexrow. Start with the closest to FBE in each hexrow and then the second nearest and so on. If there are multiple ENEMY occupied Location in the same hex, start with the highest. If a Location has multiple units that must have different Actions use the following order:

1) Infantry possessing functioning Gun
2) Infantry possessing functioning HW
3) All other Infantry units
4) AFV with functioning arnament
5) Other AFV
6) Other vehicle

AC drm (cumulative)

-1	S? is in/ADJACENT-to VPO
-1	S? is in stone building
-1	Per level the S? is above the hex´s base level
-1	If ≥ 1 already-Activated ENEMY unit is within two-hexes/the same building as the S?
+1	S? is on a Village mapboard (boards marked with ”v” on Table A9) [EXC: in Advance Attitude]
+2	S? is on a City mapboard (boards marked with ”c” on Table A9) [EXC: in Advance Attitude]

AUTOMATIC ACTIONS (6.3)

BERSERK CHARGE, each berserk ENEMY unit uses A15.43 to determine its charge. Should > 1 target exist choose: Location with least US#; in the greatest TEM.

UNARMED MMC, should take the safest rout in an attempt to exit of the EBE.

ENEMY GUARD, Good Order ENEMY HS/crew will try to exit off the EBE, safest route possible, using Double Time. A squad will deploy when taking prisoners.

IN FLAME LOCATION, Good Order ENEMY unit in Flame Location receives a Move Command {A4}.

HUMAN WAVE, ENEMY Infantry in a Human Wave receives a Move Command (4.321, 4.323-.33).

ENEMY FT UNIT, Good Order ENEMY with FT, without a Target receives a Move Command until it has a Target within FT´s (long) range. Use Assult Move into Location with best TEM when getting in range of FRIENDLY unit. A FT with a Target in range receives a Fire Command: Target in FT´s normal range; Target in VPO Location; Location with most Known Infantry Targets; easiest-to-kill vehicular Target.

OVERSTACKED LOCATION, Use Random dr among all Good Order units [EXC: MMC with HW] to determine the unit(s) that must leave in ether MPh or APh (whichever occurs first).

VEHICLE IN MELEE, A Good Order Mobile ENEMY vehicle receives a Move Command {A4c}.

MOTION VEHICLE, Each Good Order ENEMY vehicle/platoon in Motion reveives a Move Command {A4c} [EXC: if Panicked, it must spend 1 MP to Stop as the only action].

GUN/VEHICULAR CREW, Good Order ENEMY crew not possessing a HW will move/advance to Recover any unpossessed Gun within 6 hexes, nearest functioning ENEMY one takes priority; otherwise try to Recorver any unpossessed HW, ENEMY takes priority. [EXC: vehicular crew will attempt to re-man vehicle].

SELF PRESERVATION, Good Order, armed Activated ENEMY unit(s) has Fire Command at ADJACENT or same-Location Target [EXC: Target in Melee]. If ≥ 2 Targets, use Spraying Fire if possible: Good Order Target; Acquired Target of the firer; Location with most Know Targets (US#); Location with the most Targets-in-lowest TEM/easiest-TH; Target in VPO; Location with most Known Target SMC; Location with the most FRIENDLY possessed Weapons.

IMPROVED POSITION, Good Order ENEMY Infantry in an IP with a Target has a Fire Command. If no Target, such unit in Hold Attitude does nothing; if in Advance Attitude the unit rolls for an Action normally.

ENTERING IP, If ENEMY is in same Location as IP but not receiving it´s TEM, the unit enters the IP.

HEAVY WEAPONS, In any fire phase the unit possessing a HW does one of the following: assemble the HW if it is currently dm and a Target is avalible; Fire a functioning HW at a Target; If neither of the above apply, unit rolls for an Action as normal.

ACQUIRED TARGET, A non-Panicked ENEMY unit with an acquired Target has a Fire Command (S6.314 – S6.3143). **Vehicle:** takes an Action DR, if instructed to fire, an acquired target takes priority. **Vehicular/Gun Target:** See S6.3142. **Tracking:** A Good Order ENEMY unit will ”track” an acquired Target if the Target enters a new Location in the tracker´s LOS.

RECOVERY/ENTRY, A moving ENEMY Infantry unit will attempt to Recover an unpossessed same-Location Weapon. An ENEMY MMC in an abandoned vehicle Location attempts to re-enter (D5.42).

INFANTRY SMOKE GRENADES, Good Order MMC with SMOKE Exponent that is ordered by a Move Command to enter Open Ground in LOS and range of a FRIENDLY MMC where FFMO applies, attempts to place SMOKE to cover its movement.

ENEMY LEADER ACTIONS, Good Order ENEMY Leader not in a Location with ≥ 1 broken units without Self Rally capability or in the same location as an ENEMY Leader will use his MPh/APh to move closer to/enter a Location within 5 hexes containing broken unit(s). **Direction:** Leader should take the safest route avalible, he will use Double Time if it is possible to reach the Location by the end of the APh. **Location selection**: if > 1Location: in the Leader´s LOS; within the same building as the Leader; closest Location (in MF); Location with most (US#) broken units; Location out of LOS/range of all FRIENDLY Weapons; Location with the highest in-hex TEM. **APh:** Will enter Location with more (US#) broken units. **Fire Direction:** Use Leader´s fire direction in the same Location, if no Fire Command in the same Location a ”-”-modifier Leader will move towards the closest Location where he can direct fire. **No Actions:** If non of the preceding Actions are applicable, a Leader does nothing.

ACTIVATION OF S? (3.31, 3.32)

S? is checked for Activation immediately when one of the followng conditions is met.

HOLD ATTITUDE:

a) the S? is attacked resulting in a concealment-loss result on the IFT [EXC: a S? is an ineligible target for a sniper].

b) by the proximity and net IFT DRM of a moving/routing/advancing FRIENDLY Target*.

c) if the Location of the S? is successfully Searched or Mopped Up.

d) if a Flame appears in its Location (a Blaze eliminates a S?).

e) whenever the conditions of Long Range Activation are met.

* See each nationality´s table {x1} for range and corresponding net IFT DRM.

ADVANCE ATTITUDE:

S? in Advance Attitude can be activated in the same way as a S? in Hold Attitude. Additionally during S? movment Activation occurs whenever it is within 16 hexes and in LOS of FRIENDLY ground unit, and the S?:

a) moves/advances in such a manner that would normally result in its concealment loss as if it were an Infantry unit.

b) enters a Location ADJACENT to a FRIENDLY ground unit (regardless of the TEM of the S?´s Location). Any ENEMY unit Activated may retain concealment if not performed an concealment-loss activity.

LONG RANGE ACTIVATION (5.32)

Activation conditions:
* the moving unit(s) is non-vehicular
* If fired upon from the S?´s Location, the moving unit(s) would have a Final IFT DRM of ≤ -2
* the S? Is ≤ 16 hexes from the moving unit(s), but is otherwise ineligible for Activation due to it being beyond the range listed in case A of the ENEMY´s AC table {x1}

An original Long Range Activation DR of 2 results in Activation (1x squad {x2}, 1x HMG [EXC: .50 cal HMG on subsequent dr of 1] , 1x leader {x3 -1 DRM}). S? is not removed if not Activated.

COMMAND CONTROL (16)

CMD#:
* A leader/crew has a CMD# one > its current Morale
* A squad/HS has a CMD# equal to its current Morale
* A vehicle has a CMD# one > its current Morale

CMD DRM: (cumulative)

-1	if non-Stopped
-1	if in Convoy/Column/platoon formation
-1	if the unit has an Acquired Target
-1	CE AVF
-1	SMC possessing functioning radio/field-phone & OBA is avalible.
-1	Japanese Leader

AUTOMATICALLY IN COMMAND:
* berserk/broken/held in Melee/under Recall/Heroic/in Ocean Location/on a boat
* passenger/rider is in Command if transport has passed its CMD DR. If becomes Infantry it must pass a CMD DR
* If spotter passes its CMD DR the unit(s) it is spotting for is also in Command but only for Spotted fire

MOVE TOWARD VPO/IN VPO (9.25)

Mission without VPO or when all VPO is currently ENEMY controlled.
Move toward the closest FRIENDLY unit instead:

1) in LOS
2) not stacked with another FRIENDLY unit
3) in Good Order
4) closest (in MF/MP)

IN VPO:
move toward the closest VPO instead:

1) FRIENDLY Controlled
2) containing least amount of FRIENDLY units (US#)
3) in LOS
4) Location with highest Inherent TEM

TERMS & DEFINITIONS

HW	SW with ≥ 3 PP/Gun
Panic	A non-Good Order condition

PROHIBITED LOCATIONS (9.26, 3.323)

An ENEMY S? or Activated ENEMY unit will not enter:
* a FFE blast area
* a Known Minefield [EXC: if it is in/ADJACENT to a FRIENDLY VPO]
* Overstacked (or would become from ENEMY entrance) [EXC: Activated ENEMY unit only]
* ≥ 2 ENEMY units [EXC: S? Only]
* ≥ 4 Residual/Fire-Lane FP (if Infantry) [EXC: if FP is in/ADJACENT to FRIENDLY VPO]
* a Water Obstacle
* Offboard [EXC: FBE; unless so directed by its MSR/RE]

ENEMY Aph (11.1 - .2)

HOLD ATTITUDE:
* advance into ADJACENT FRIENDLY Location
* if Target avalible, advance into Location with TEM > current TEM and at least 1 Target, not leave/drop VPO/HW.
* if no Target avalible, advance into Location with TEM ≥ current TEM and ≥ 1 Target will be avalible, same restrictions as above.
* Otherwise do not advance

1) FRIENDLY Controlled VPO Location
2) Location with unpossessed HW
3) highest inherent TEM
4) highest building Location
5) Location with Target in least TEM avalible from it
6) Location with most Targets avalible from it

ADVANCE ATTITUDE:
* advance into ADJACENT FRIENDLY Location
* advance into a Location that is closer to the nearest FRIENDLY Controlled VPO [EXC: possessing a functioning HW with a Target; if in VPO Location]

1) FRIENDLY Controlled VPO Location
2) Location with the highest inherent TEM
3) Location with highest hexside TEM
4) Location with the most Targets avalible from it
5) Location with (most) unpossessed Weapons