

ASL Play Both Sides (ASL PBS) is a set of rules designed for the solo player who wishes to play regular ASL scenarios (or Campaign Games) playing both sides. It may seem odd that a player would need rules when playing both sides. However, when not playing against a fully automated AI (like in SASL, for example) much of the fun of ASL is lost. This is due especially to some distinct traits of ASL that are lacking when playing solo. These are, in my opinion:

- Difficulty in handling the MPh and Defensive First Fire attacks; one of the most engaging aspects in ASL is the interactive nature of this phase. The uncertainty about when (and if) the enemy will react to enemy movement of is one of the main features that often determines strategy in an ASL scenario.
- Difficulty in handling hidden information: HIP units, Concealed units and Dummy stacks, hidden Minefields... These elements are totally lacking when playing both sides. Removing these would deprive the defender of a big advantage and make actions like *Searching* or *Mopping Up* totally useless.

ASL PBS rules are therefore meant to specifically address these two areas. While not creating an AI that handles the “opposing” side, they can still help the player in such situations. When you lack opponents (like in my case) but you want to play regular ASL scenarios, I think that these rules can bring back some of the original enjoyment.

However, be warned: these rules can slow down the game. Sometimes they can slow it down *a lot*. As a general rule, the bigger the scenario, the slower it will become. Nevertheless I played a full Kampfgruppe Peiper Campaign Game with these, and it worked out very well. My advice is to try out ASL PBS with a small scenario (containing no more of one, maximum two, ordnance weapons per side). This will give you an idea of how the rules work and see if they fit your taste.

It is also possible to use only part of the rules. If you have no problem playing both sides, but wish more “thrill” with Minefields, you could simply use the Minefields rules and skip all the rest. The same holds true for HIP and Dummy Concealment counters. Personally I do like the “First Fire” rules, as they always keep me guessing on how the “opponent” will reply to my moves; these are at the same time the most articulated rules.

## How the rules work

As said before, you control both sides for most actions. These include:

**RPh:** you will make decisions for both sides and make Rally attempts (weapon repairs, etc.) as you think is most advantageous.

**PFPh:** you will make decisions for the ATTACKER and perform your attacks as you see fit. Here you may also decide to reveal some of your HIP units, but that is not guaranteed and is handled by the PBS rules.

**MPh:** at the very start of the MPh there are a couple of decisions that you can make for the DEFENDER. These are about a “special” form of Fire Lane (called “Voluntary Fire Lane”) and the possibility of revealing HIP units before the ATTACKER moves. Again, this is not guaranteed. The rationale here is that, before the ATTACKER moves, the DEFENDER has the possibility of “examining the battlefield” and make small improvements of his defensive setup.

After that, the ATTACKER moves and the DEFENDER’s actions are totally governed by the PBS rules. You, as the ATTACKER, will try to force the DEFENDER to fire as you would like him to (like in a regular FtF match), zapping your Half-Suads around to draw fire, trying to fool your “opponent”. Here the PBS First Fire rules will kick in and hopefully keep you guessing. The DEFENDER’s “decision tree” can be pretty articulated at times, and this is the area where the game can be slowed down.

**DFPh;** here you take control of the DEFENDER attacks and perform them as you see fit.

**RtPh, APh, CCPh:** you control both sides here. I was tempted to write rules for the DEFENDER’s CC attacks, but in the end I thought it was not worth the effort. It is pretty reasonable to allocate CC attacks (depending on each side’s strategy). Yet, I am open to suggestions.

**HIDDEN INFORMATION:** much of the fun (as well as Fog of War) in ASL lies in hidden information. The PBS rules take care of this. The concept I use here is that of “limited intelligence”. This means that you know that something can be in a certain area, but you are not sure it is there, nor that it will react. Please, note that I used the word “area”, and not “hex”. This is a key concept here.

In many solo attempts, for example, one way to setup HIP units is to simply allocate two or three possible hexes and then randomly choose one when a fire opportunity arises. While this can work, I find that it deprives the player of most of the uncertainty related to HIP units. With the PBS rules, the player defines an “area” where a HIP units can appear (and this area can be changed too during the course of the game). Since it is pretty wide, you cannot be sure where the HIP units will be. You have therefore a “limited” intelligence: you know that a Gun might be hiding around there... but you do not know where. This restores normal game mechanics so common in FtF games: use baits, search, secure locations.

## A new tactical dimension

I discovered that the SASL PBS rules also add a new tactical dimension that I find very intriguing. Since you do not control Defensive First Fire, the way units will behave depends a lot on how you set up your defensive position in each turn. This is something that must be taken into account. It is very similar (in the result) to assigning “orders” to your units and then “see” how they behave.

Concealment becomes much more important, since a Concealed unit will hold fire much more often than an unconcealed one. Positioning a weak AFV upfront may cause it to attempt a Motion Attempt to get out of the way when faced by superior armour, leaving that position undefended. I find all of this very thematic.

As a consequence, the MPh becomes very important and you have to keep in mind that where your units will end their movement will, in turn, determine how they will behave when it comes the time for their Defensive First Fire attacks.

All of this does require some planning ahead. But the fact that you still control Defensive First Fire (i.e., the DFPh) leaves some room for corrective measures and keeps the game balanced.

## What is not in the rules

Despite 24 versions, these rules are not complete yet. The most evident things that have been left out are:

- Aircraft attacks during the ATTACKER’s MPh
- OBA Pre-Registered hexes.
- Boresighting.

I have some ideas on each of these but have to test them “on the field”. These should be the main addition to the next version.

There are, however, other things that are already planned for next version. I would like to remove all Tables from the body of the rules (I find they are quite useless there). Additionally, there are some aspects that are catching my attention to see if they work good as they are in the current version. These are:

- Subsequent First Fire (it was heavily changed in this version).
- Reaction Fire attacks (they occurred too little times to say that the rules work ok as they are now; more testing is needed).
- Footnotes: I want to add footnotes to better explain why some rules are as they are.

I am also happy I could simplify the Defensive First Fire procedure against Berserk units and units conducting Human Wave or Banzai charges. This is another point I have to work upon: maybe some rules may be simplified. Much also depends on your comments and suggestions.

Obviously the ASL PBS rules cannot substitute for a live opponent. However, I do think they can be a useful tool to enjoy playing a lot of ASL stuff that could remain (at least in many cases) unplayed. The main purpose is to have fun, so if something does not fit your taste, there is nothing wrong in doing it another way. If you are an experienced ASL player, these rules will surely not show your level of experience when

conducting Defensive First Fire. But they still model a quite good opponent. And I am very curious to know your opinions, comments, and ideas for improvement!

### Counters & Aiders

I have crafted some informational counters that can be useful when playing ASL PBS. Note that these are not required. In most cases you may use any substitute counter. Probably, only the HIP counters are the most useful counters (but you can also use any unused nationality Concealment counters, and use two successive letter-coded counters to represent the same HIP unit). Minefields counters are also pretty useful (since they have an orientation arrow, which is needed here) and you have counters to distinguish Road mines from “regular” mines). Please, note that Minefield counters come in two colour: use one colour for AP mines and the other colour for AT mines.

Place your HIP units on the Cloaking display given in ASL.

There are also a couple of aiders. Again, these are not required, although they can be helpful (especially the OFTC aider, where you can “easily” keep track of the TH# required, TH DRMs, OFTC drms).

### Where to start

The best way to have a taste of how these rules work is to start with a small, infantry-only scenario. Next, try out the various sections separately: play one scenario that adds a couple of minefields, then one that use Dummy stacks or HIP. Finally, add some ordnance; for example, play a scenario that adds one tank to one side and a Gun (or LATW to the other side). This is the best way to introduce the rules gradually.

### Is this for SK too?

The short answer is “Yes”. You can use these rules with SK. The long answer is that you will probably find many rules references that make no sense in SK (like the reference to Fire Lanes... there are no Fire Lanes in SK...). The good news is that you can simply ignore them.

### Support the ASL PBS rules

If you think I am doing a fine job, please support these rules. You can do this in two ways:

- **Send me your feedback and suggestions.** I will continue to invest time into this project, and there will be further revisions (and additions). Any idea that you may come up that could enhance these rules is really welcome.
- **Donate.** This has been a hard year for many of us. My job has been reduced to a meager 30-40% of what was before. I know that this situation is becoming very common lately. I have also seen many posts on Facebook of gamers selling games because they are in need of money. I can only imagine how difficult such decision can be. I am sure that you, as gamers, can well understand. So, if you think I am doing a good job, any donation is welcome. My **PayPal** account is [info@andreamassimo.it](mailto:info@andreamassimo.it)

You are obviously free to share these rules, or even change them as you see fit. These are not available for download yet because I would prefer to complete the missing pieces first.

### A note on Concealment Rules

The Concealment Rules contained here are an adaptation of the rules made by Mike O’Leary, and credit for these rules go to him. His idea of *Shifting* units is very brilliant!

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**NOTE:** rules in **blue text** received less testing than the other rules (usually due to a condition being more rare during a scenario). The **red text** denotes important changes with respect to the previous version. Rule numbering is not final; please report any incorrect reference (this for the *highlighted changes version* only).

## DEFINITIONS

**A. TARGET CLASS:** the Target Class is based on characteristics of the moving vehicular unit *and* the possibility of *harming* it (i.e. Eliminating, Immobilizing or Shocking it) on a specified highest TK DR [EXC: a Possible Shock result is not taken into consideration].

**Class** Can be *harmed* (see above) with a final TK DR of...

A  $\geq 6$

B 5

C 3 or 4

D cannot be harmed (disregarding a CH)

**A.1 SPECIAL AMMUNITION:** For the purposes of Class determination, any Special Ammo is taken into account only if its Availability number is  $\geq 5$ .

**B. NON TARGET:** an unarmed and unarmored vehicle is not considered a Target unless one of the following applies:

- it is towing a Gun or carrying PRC, or
- VC are based on EVP or CVP *and* such vehicle/its-passengers count towards VC fulfillment.

**C. BUMP:** whenever the ATTACKER wishes to enter an enemy-occupied Location during the MPh, he is said to be performing a *Bump*. The intention of entering an enemy-occupied Location must be declared as soon as the moving unit is ADJACENT to the Location it wishes to enter, and the unit must be able to actually enter the DEFENDER's Location (i.e. it cannot be bounced back). This requirement applies equally to both Infantry and Vehicular movement.

**D. BASE FP & MINIMUM FP:** a First Fire attack can occur only if the firer is able to attack with the *Minimum FP* required. The *Minimum FP* is calculated on a "base" of 2FP flat. Shift one column to the right for each +1 DRM and one to the left for each -1 DRM. Only attacks that can reach the "base" FP are resolved.

**E. DRM EQUIVALENT:** any IFT column in excess of the *Base FP* is treated as an equivalent DRM of -1. This is important for Activation Ranges and some types of attacks. The rules must specify when DRM Equivalent is applied.

**F. THREATENING A VICTORY LOCATION:** a moving ATTACKER's unit is said to be *Threatening a Victory Location* (TVL) when:

- it is within three hexes of a DEFENDER-controlled Location, Building or Hex that the ATTACKER has to Control as per current VC (or from offboard if VC are based on Exit VP), *and*
- it could enter *and* Control such Location/Building/Hex (or exit offboard) in its current MPh/APh (as required by Victory Conditions). In this case, Control also refers to the ability of engaging *all* enemy units in that Location in CC. [EXC: if the only Location being Threatened is occupied by unbroken DEFENDER's units, a Scouting unit will still be considered as Scouting until the US# of all ATTACKER's units ADJACENT to the Threatened Location is equal to or greater than the US# of the DEFENDER's units in that Location].

Late CX declaration is taken into account but ESB is not.

**G. SCOUTING:** this term is used to identify a HS/Crew that is currently manning no SW/Gun. Inherent SW are disregarded unless the HS/Crew is carrying a PF and is within PF range of an enemy vehicle, or is carrying ATMM/MOL and is adjacent to an enemy vehicle [EXC to all: a HS/Crew manning no SW that can TVL (F.), Berserk units, or a unit making a Human Wave or Banzai charge are never considered as a Scouting unit; but also see the EXC in F.].

## 1. FIRST FIRE

As each ATTACKER's unit moves, the DEFENDER units are checked for First Fire attacks. There are two types of First Fire attacks: IFT First Fire Attacks and Ordnance First Fire Attacks. First Fire attacks are triggered *after* any Minefield attack, Voluntary Firelane, and HIP (in the order given here) activation (along with HIP automatic attack).

First Fire attacks include Subsequent First Fire attacks, although a unit using SFF, FPF, or IF is subject to further restrictions as per *Continuing Attacks*; 8.

**1.1 IFT FIRST FIRE ATTACKS:** these comprise all attacks made on the IFT, either by Infantry (/SW) or by AFV/armed-vehicles/Guns that do not require a TH DR. These include attacks by vehicular MG, FT and IFE-capable Guns that choose to attack on the IFT (5.11).

**1.2 ORDNANCE FIRST FIRE ATTACKS:** this comprise all attacks that require a TH DR, including LATW and Mortars, as well as IFE-capable Guns that choose to use the TH/TK process (5.11).

**1.3 MULTIPLE MF/MP EXPENDITURE:** movement or actions that cost more than one MF/MP can cause only *one* PFF or OFTC check. In such a cases always base any PFF or OFTC check on the most favourable DRM for the DEFENDER (or on the 1<sup>st</sup> MF/MP expended if this makes no difference).

**1.4 ORDER OF EXECUTION:** the order of execution of First Fire attacks for the various weapon types depends on the type of target:

Target Unit	Attack Priority
Armored with no Vulnerable PRC	a) Ordnance capable of firing AP, APCR, APDS, HEAT (including LATW and MG firing as Ordnance; 2.23)
	b) Ordnance capable of firing HE only (including Mortars)
Armored but with Vulnerable PRC	a) Ordnance capable of firing AP, APCR, APDS, HEAT (including LATW and MG firing as Ordnance; 2.23)
	b) units/weapon attacking on the IFT
Unarmored & vehicular	a) Ordnance capable of firing HE only (including Mortars)
	b) units/weapons attacking on the IFT
Non-vehicular	a) Ordnance with HE only (including IFE-capable Guns where IFE is most effective; 5.11)
	b) other Ordnance (including IFE-capable Gun where the TH/TK process is more effective; 5.11)
Non-vehicular	a) units/weapons attacking on the IFT
	b) Mortars benefitting from Air Bursts or benefitting from a negative TH DRM
Non-vehicular	a) units/Weapon attacking on the IFT, Ordnance with HE ammunition only
	b) other Ordnance (including ATR attacks on the IFT, Canister and HEAT if allowed)

**SFF, FPF & IF:** First Fire attacks include Subsequent First Fire attacks, although a unit using SFF, FPF, or IF is subject to further restrictions as per 4.-6.

## 2. IFT FIRST FIRE PROCEDURE

### 2.1 FIRE DISCIPLINE

*Fire Discipline* determines the Activation Range of the DEFENDER's units. Make a 1d10 and consult the table below. The *Activation Range* table used (either *Interdiction* or *Suppression*) is determined by this dr.

**dr** Result (Table used to determine activation)

$\leq 3$  Interdiction Activation Range

$\geq 4$  Suppression Activation Range

**drm:** -3 drm if previous dr (in the same MPh) yielded an *Interdiction* Activation Range result.

**2.11 MULTIPLE UNITS:** when a Location contains more than one unit, the Activation Range for the entire stack is determined by the unit with the longest Normal Range. The same applies to units with weapons with different Normal Range (such as vehicular MGs, like BMG, CMG and AAMG).

**2.111 HS/CREW/SMC WITH MG:** an HS/Crew/SMC manning a MG uses the MG Activation Range. If the MG's range is not listed on the Activation Table, use the Normal Range that is *equal or less* to the MG's Normal Range. Note that, starting with the "8" Normal Range, there is no difference between *Suppression* and *Interdiction* Range.



*Example: An HS manning a Russian 2-6 LMG uses the "6" Normal Range row. That same HS manning a Russian 4-10 MMG uses the "8" Normal Range row.*

**2.12 MODIFIERS:** the Activation Range may be modified by *DRM Equivalent* (E.). It may also be modified by a Leader/Hero (due to his DRM modifying the attack); this, however, does not mean that such a Leader/Hero will automatically participate in the attack (see *Hold Fire Doctrine*; 2.52 and *Leader Direction*; 2.6).

**2.13 MG ACTIVATION RANGE:** the activation range of an SW-MG is that of its manning infantry, unless manned by a SMC or HS/Crew [*EXC: MG Fire Discipline*; see also 2.111].

## 2.2 IFE/MG FIRE DISCIPLINE

All types of MG that are outside Activation Range (including vehicular MG and MG manned by a SMC or HS/Crew) and IFE-capable Guns are triggered to attack whenever one of the following conditions apply:

- The final DRM is  $\leq 0$ , or
- The Final DRM is +1 and the owner is able to make a 1d10 dr  $\leq 4$  [*EXC:  $\leq 6$  if the Interdiction Activation Range Table has been selected*].

**2.21 MODIFIERS:** *DRM Equivalent* does not modify such activation range. To determine the final DRM applying to the attack, Leadership or Heroic DRM is accounted for (unless the Leader/Hero cannot direct or participate in the attack).

**2.22 JOINING IN:** the manning unit will add its IFP to the MG attack whenever there are no infantry units within the unit's Normal Range (or within 4 hexes, whichever is greater). The addition of the firer's IFP may be mandatory if *Minimum FP* is not reached.

**2.23 MG vs AFV:** Infantry-manned MGs will usually attack a target that can be affected on the IFT. However, an infantry-manned MG will make an *OFTC* to attack an enemy AFV if such is a Class B or better target.

**2.24 VEHICULAR CMG:** a CMG of an armed-vehicle that currently has an acquired target, will attack a different target only if one of the following conditions apply:

- the target is subject to a negative DRM and is ADJACENT, or
- the target unit is subject to a negative DRM and can *TVL* (F.), or
- the target is carrying a LATW that could affect the firer (barring improbable hits/CH) in the following AFPh.

If the firer has no current acquisition, the CMG fires as per normal activation. [*EXC: even if the firer has a different Acquired Target, if it is triggered for an OFTC to fire at the new Target, then the CMG attacks that target first*].

**2.25 FIRE LANE:** an MG will attempt to place a Fire Lane upon exhausting its ROF by making a 1d6 dr  $\leq 0$  ( $\leq 1$  if *Interdiction Range* is in effect). This dr is subject to the following dr:

drm	CAUSE
-1	per each enemy MMC/SMC that still has to move and is within 2 hexes from the Fire Lane.
-1	if the Fire Lane is placed along a Road or across a Bridge.
-1	If Voluntary Fire Lane is declared

**2.251 VOLUNTARY FIRE LANE:** The DEFENDER may, at the start of the MPh, declare that a MG will use a Voluntary Fire Lane by placing a Fire Lane counter on the MG. Such an MG will attack a moving Target even if its movement would not cause the MG to attack just to place the Fire Lane (see 2.252 if the unit is also Concealed). A dr is still required to actually place the Fire Lane. If the 2.25 dr is failed, no attack is made and the MG is not marked for First Fire.

**2.252** A *Concealed* unit marked for Voluntary Firelane, will make the 2.25 dr prior to actually attacking (and thus prior to any eventual *Conditional First Fire TC*). If it passes the dr, it will not make the *Conditional First Fire TC* and will attack with the MG to place the Fire Lane (manning Infantry might attack too, depending on *Hold Fire Doctrine*).

**2.3 SNAPSHOT:** the DEFENDER will attempt to use a Snapshot attack whenever *Interdiction Range* is in effect and the Snapshot attack is better than a regular attack (or the Location entered by the moving unit is out of LOS).

## 2.3 PRIORITY FOR MULTIPLE FIRERS

If more than one unit/stack has LOS to the target, resolve Activation (and attacks) with the following priority:

- Mortars benefitting from Air Bursts, or with a negative TH DRM,
- Attacks with a Final DRM  $\leq -1$  (best attacks first),
- unconcealed firer,
- closest,
- stack with smallest US# (including Heroes and Vehicles that could attack the target on the IFT, but disregarding other SMC),
- random.

It is possible that further attacks will be canceled, depending on the target status after the first attack or because of other events. If a Location contains units that cannot form a FG (e.g. Infantry and an AFV) the unit capable of attacking with less FP attacks first.

## 2.4 CONDITIONAL FIRST FIRE

In some situations First Fire is not automatic, but requires a TC, called *Conditional First Fire Task Check* (CFFTC). Only units that fail their TC will First Fire. All units make their TC with a ML of 7. Leadership DRM does not apply. Units in the same Location make a single TC with the result applying to all. There is no other consequence for failing a CFFTC and such TC does not cause loss of Concealment. Such TC is required when anyone of the following conditions is satisfied:

- The target unit is *Scouting* (see Definitions), or
- the target units has used Assault Movement [*EXC: if placing a DC with AM, an adjacent DEFENDER will consider that movement as "normal" movement*], or
- the firer is Concealed
- the firer is adjacent to other unbroken DEFENDER's units that could be affected by the firer.
- the target is Cloaked

This TC is subject to the following DRM:

DRM	CAUSE
-2	The moving unit used AM [ <i>EXC: if placing a DC</i> ], or is performing a <i>Bump</i>
-2*	The moving unit is <i>Scouting</i> . *Apply an additional -1 for each TC beyond the first
-1	MG firing at Long Range
+1 <sup>†</sup>	Final IFT DRM is 0 [ <i>EXC: 0 vs Scouting unit</i> ]
+2 <sup>†</sup>	Final IFT DRM is -1 [ <i>EXC: 0 vs Scouting unit</i> ]
+4 <sup>†</sup>	Final IFT DRM is $\leq -2$ [ <i>EXC: +1 vs Scouting unit</i> ]
+1	Moving unit is ADJACENT to anyone DEFENDER's units, is Unconcealed and is not <i>Scouting</i>
+2	Moving unit is <i>Threatening a Victory Location</i> not adjacent to the firer
+1	Target contains > 1 MMC

<sup>†</sup> NA vs Cloaked-Dummy or Dummy stack at Night

## 2.5 HOLD FIRE DOCTRINE

Determine, for the current unit/stack if *Hold Fire Doctrine* is enforced. Roll a 1d10 to and consult the table below:

dr	Result
< 4	Hold Fire Doctrine enforced
drm:	
-2	if there are enemy Infantry/Unarmored units within the firing unit's IFP/SW Range (to a maximum of 6 hexes) that have yet to move [ <i>EXC: target is placing a DC</i> ]
-1	the target unit is ADJACENT [ <i>EXC: target is placing a DC</i> ]
-3	target unit is a SMC with no SW. Add to this drm the reversed Leadership Modifier (or Heroic DRM) of the SMC
-3	vs. s <i>Scouting</i> unit

If the result is *Hold Fire Doctrine enforced*, not all units in a stack (or IFE and MGs on a vehicle) will fire. The DEFENDER will attack with the units/weapons that are able to reach the *Minimum FP* required. If more than one unit/vehicular-MG/IFE is equally able to reach it, attack with the following priority: unconcealed, not manning a SW, not using Sustained Fire, unit/weapon with the lowest FP, unit manning lowest-FP MG, manning other SW, random.

**2.51 ADDING MORE UNITS FOR MINIMUM FP:** if a single unit/weapon is not able to reach the *Minimum FP* required for that attack, other units/weapons must be added. Add units so as to attack with the smallest number of units/weapons and smallest FP, adding HS/Crews that are manning a SW last. Note that a HS/Crew manning a LATW/Gun has further restrictions as per 5.13 and 5.14.

**2.52 HOLD FIRE & LEADER DIRECTION:** a Leader (see 2.6) will always direct a MG if such participates in the attack. If more than one MG is present, the Leader will direct its attack only if it is the highest-FP MG he can direct. If no MG is present, a Leader will direct the attack only if the majority of units (in FP) participates in the attack. Note that a Leader that, due to his DRM, modified the Activation Range, may be excluded *if Minimum FP is reached without its assistance*. Once a Leader is added (or excluded), the firers are determined and the attack is carried over.

**2.53 AUTOMATIC HOLD FIRE DOCTRINE:** if the ATTACKER is Infantry performing a *Bump*, or is a lone SMC as described in 5.23, the *Hold Fire Doctrine* is automatically enforced (no dr is necessary).

## 2.6 LEADER DIRECTION:

A Leader will direct fire of a MG and, therefore, any attack where the MG participates in. If a Location contains more than one MG, a Leader will attempt to direct them all. If this is not possible, he will direct the MG with the highest FP. If a MG is not added to an attack, a Leader will direct that attack only if the majority of the units (in FP) are attacking (see also *Hold Fire Doctrine* for Leader Direction; 2.52). A Leader may also direct fire from a LATW/Light-Mortar if there is no MG that he can direct and such LATW/Light-Mortar is due to attack.

## 3. ORDNANCE FIRST FIRE PROCEDURE

All Ordnance weapons with LOS to a target can theoretically be eligible to fire at the same target. Ordnance weapons are checked one by one (and subject to an *OFTC* if eligible) for possible attacks. For the purposes of these rules, Ordnance comprises all weapons that require a TH DR, and therefore include LATW and MG used as Ordnance (see also 2.23, MG vs AFV, for further restrictions when firing MG as Ordnance).

### 3.1 ORDNANCE FIRE TASK CHECK (OFTC)

**3.11 TRIGGERING AN OFTC:** an enemy moving target (either Infantry or vehicular) triggers an *OFTC* when anyone of the following conditions apply:

- The ATTACKER enters a new hex, or performs a VCA change exposing a more vulnerable facing;
- The ATTACKER places Smoke (with either Smoke Dischargers or Smoke Grenades).
- The ATTACKER expends a Start/Stop MP;
- The ATTACKER could gain HD or exit LOS with its next MF/MP expenditure;
- The ATTACKER moves adjacent.

**3.12 SAME-FIRER ATTACK LIMIT:** if a vehicular target ends its MP with any MP remaining, an *OFTC* is made (and a Bounding First Fire may be declared) for each Case J DRM change in the TH [EXC: *if the moving vehicle keeps ROF, it can use the next MP(s) to fire again; also, the DEFENDER may use its ROF normally, depending on how many MP are spent.*]. After that, no *OFTC* can be made, nor can the vehicular target declare a BFF shot, unless it begins expending MP again.

*EXAMPLE: The ATTACKER moves an AFV in LOS of a DEFENDER's Gun and the TH DRM is +4 (J2). The DEFENDER makes the OFTC but holds Fire. Now the AFV stops (expending another MP) and the DRM is +3 (J1).*

*The DEFENDER makes another OFTC but holds fire again. Assume that the moving AFV has still 8 MP left. These 8 MP may trigger only one more OFTC, and this will occur on the very next "delay" MP, where the TH DRM will be +2. If the Gun holds its fire again, no further OFTC is allowed, neither can the moving AFV declare a BFF shot after that point. However, if the AFV begins expending MP again, an OFTC (and eventual BFF) may occur.*

**3.13 DIFFERENT-FIRER ATTACK LIMIT:** After an attack is completed, additional Ordnance attacks by a different unit on the same MF/MP expenditure is performed only if:

- The firing unit as a greater TK# or IFT (for attacks on the IFT) attack value, or
- The moving unit is *Threatening a Victory Location*, or
- The moving unit is performing a *Bump*.

If none of the above applies, a different firer will make an *OFTC* only on a subsequent MP/MF expenditure.

**3.14 INTENSIVE FIRE:** To attempt Intensive Fire the Target must be a Class B or better Target. An *OFTC* must still be made to allow a shot. In addition, the firer must be able to pass the *Sustained/Intensive Fire* dr.

**3.15 APCR, APDS & HEAT AMMUNITION:** a DEFENDER will use Special Ammunition (such as APCR, APDS, HEAT) only if their usage can make a lower-class Target a Class A Target. If no Target, in the enemy OB, can be treated as a Class A Target, then the usage of Special Ammunition is made whenever Target Class increases (e.g. from Class C to Class B).

**3.16 CANISTER AMMUNITION:** Canister Ammunition may be used only if the target has a  $US\# \geq 3$  and is subject to a IFT DRM  $\leq 0$  if the Depletion Number is  $\leq 7$ , or vs Human Wave and Banzai charges. Increase the DRM needed to allow Canister fire for every increase of 1 in the Depletion Number (e.g. if the Depletion Number is 8, a DRM of +1 allows Canister Fire, +2 with a Depletion Number of 9, and so on.) Canister is treated as any other IFT attack (and thus may be subject to a Conditional First Fire TC).

**3.17 ATT vs. ITT:** Ordnance will use Area Target Type to attack an unarmored Target (instead of the Infantry Target Type) whenever an attack on the ATT has a greater chance of hitting the Target, and the DR required for a hit on the ITT is  $\leq 4$ , and an Original DR of 5 on the IFT would cause a NMC or better result. All three conditions must apply.

### 3.2. PRIORITY FOR MULTIPLE FIRERS

The order of execution depends on the nature of the target.

Against unarmored Targets priority is:

- firer with acquisition on target,
- non-Intensive-firing,
- Mortars and Guns that can only fire HE,
- closest,
- within CA,
- best TH#,
- random.

Against armored Targets priority is:

- firer with acquisition on target,
- firer with a flank/rear shot (if facing is more vulnerable),
- non-Intensive-firing,
- closest, within CA,
- best TH#,
- best TK#,
- Mortars and Guns that can only fire HE attack last.

### 3.3 OFTC RESOLUTION

An *OFTC* is made for each armed Vehicle/Gun/LATW by rolling a 1d10 die and comparing the result with the *OFTC Table*. Note that, vs an Infantry Target, the 2.4 *Conditional First Fire Task Check* is not required. All modifiers are factored into the *OFTC Table*.

**3.31 OFTC DETERMINATION:** calculate the Final TH# and subtract all DRMs that apply to the attack [EXC: for a vehicular Gun the DRM for case A is not included in the calculation if the moving



unit is a stopped vehicle within 6 hexes, or an armed vehicle within 2 hexes of the firer and also in its side/rear CA (either stopped or non stopped), or the attack is a DI attempt]. Compare the number obtained with the OFTC Table to see the highest number that must be rolled with a 1d10 to actually attack the Target.

**3.32 OFTC GUIDELINES FOR INFANTRY & VEHICULAR TARGETS:** When attacking an Infantry Target, follow the procedure outlined in 3.21. When attacking a Vehicular Target, follow the procedure outlined in 3.22. Each target type has different requirements and exceptions. See also 3.4 for die roll modifiers applying to an OFTC dr.

**3.321 OFTC VS INFANTRY TARGET:** Ordnance will attack an Infantry Target if anyone of the following conditions apply:

- The Infantry Target is ADJACENT, or
- The Infantry Target is carrying LATW that could affect (barring improbable hits/CH) the DEFENDER's vehicular firer in the AFPh, or
- The Infantry Target is TVL and there is no Class B or better target that could TVL in that MPH.
- The firing weapon is a Mortar or a Gun that can fire only HE and there is no armed-unarmored vehicular target (see also the definition of Target) that has yet to move and is at a range  $\leq 12$  hexes, or has already moved/fired and could be attacked during Final Fire.

If none of these conditions apply, Ordnance may nevertheless attack an Infantry target if:

- There is no vehicular target that is a Class B (or better) target that has yet to move and is at a range  $\leq 12$  hexes, nor that has already moved/fired and could be attacked during Final Fire, or
- The Infantry Target is subject to a TH DRM of  $< -2$  and has a US#  $\geq 3$ , and there is no Class B (or better) target that has already moved/fired that could be attacked during Final Fire.

**3.322 OFTC VS VEHICULAR TARGET:** Ordnance will usually always make an OFTC to attack an enemy moving vehicular target, with the following exceptions:

- Vehicular Ordnance will not make an OFTC (and therefore no attack) if the Target cannot harm the firer with a TK DR  $\geq 5$  (based on the current facing), unless VC are based on EVP/CVP, or it/its passenger could TVL, or the Target has Passengers, or if the Target could with its next MP expenditure enter a more vulnerable facing of the firer where it could affect it with a TK DR  $\geq 5^1$ .
- A vehicle that becomes immobilized/bogged by its MP expenditure does not trigger an OFTC.
- If the Target is a Class C or D Target, the firer will make a Motion Attempt or DI attempt (depending on range; see 3.5) if the Target itself is able to Immobilize, Shock or Eliminate it with a final TK DR  $\geq 5$  [EXC: a non-vehicular Gun will always make a DI attempt if within allowed range and the TH needed for such DI attempt is  $\geq$  the TK needed to Immobilize, Shock or Eliminate it].

**3.323 MOTION FIRER:** a Motion firer will behave as a non Motion vehicle. The "doubling" of the lower DR (where applicable) is represented by a +4 TH DRM equivalent for OFTC purposes. If the OFTC is failed the firer will make a Motion Attempt to change CA to less vulnerable facing and place SD.

### 3.4 MODIFIERS TO THE OFTC

The following die roll modifiers apply to an OFTC die roll. Check the footnotes since some modifiers apply exclusively to Vehicular targets, while others to Infantry targets. If not otherwise specified, a drm apply both to an Vehicular and Infantry target.

drm	Cause
-1 <sup>V</sup>	Target presents a side/rear/unarmored facing*
-1	Firer has a ROF of $\geq 2$ [EXC: NA for Intensive Fire or SW MG]
-1 <sup>V</sup>	Target is within firer's side/rear facing. If the First Fire attack is executed, the firer also changes VCA/TCA so as to bring the moving vehicle within its front target facing* [EXC: an Infantry Target with no LATW does not force a

CA change; if in Terrain requiring a Bog Check only TCA changes if possible]

+2	HE fire vs a Class C/D vehicular Target or non-HE fire vs Class D vehicular Target
-2	Target is performing a Bump and fire from same-hex would be subject to case E
+4 <sup>VX</sup>	Target is non-stopped and the next hex entered could not decrease neither the TH nor the TK probability [EXC: does not apply to Reaction Fire Ordnance attacks, nor if target is performing a Bump when ADJACENT to the Bumped Location]
+1 <sup>V</sup>	Second PF check by Squad
-2 <sup>V</sup>	Next MP expenditure, disregarding possible entry of Woods/Building/Rubble, would bring Target out of LOS or into HD, or into a less vulnerable firer's aspect [EXC: NA if hit possible only on a 2 DR]
+4	Motion firer with non-stabilized Gun
+x	If the firer has a 1/2 acquisition (or is a Mortar with a 5/8 acquisition) on a different Target (an empty hex is not considered a Target), x is double the DRM applying to the already acquired target [EXC: if the moving target is a vehicle moving within firer's side/rear CA, or is closer than the acquired Target and within 6 hexes, this drm does not apply]
-1	If Air Burst applies
-2	If Target could, with its next MF/MP expenditure, move below the firer's minimum range
+4 <sup>I</sup>	The moving unit used AM [EXC: if placing a DC]
+4 <sup>I</sup>	The moving unit is Scouting
-1 <sup>I</sup>	Moving unit is ADJACENT to anyone DEFENDER's units and is Unconcealed and is not Scouting
-2	Moving unit is Threatening a Victory Location not adjacent to the firer
-1 <sup>I</sup>	Target contains $> 1$ MMC
+1 <sup>I</sup>	Cloaked-Dummy or Dummy stack at Night

#### footnotes:

- \* if the facing is more vulnerable than the front facing
- V Applies to a Vehicular Target only
- I Applies to an Infantry Target only
- X 0 DRM upon revealing a HIP stack

### 3.5 MOTION ATTEMPT

An armed vehicle that faces a Class C or D Target that can Eliminate, Immobilize or Shock it with a TK DR  $\leq 5$ , will attempt to immobilize it with a DI attack (if within allowed range) and/or make a Motion Attempt. Such DI attack or Motion Attempt is made only after other eligible units have performed their OFTC.

**3.51 DI vs MOTION ATTEMPT:** a DI attack is always attempted before a Motion Attempt. Such Motion attempt is made only if the required OFTC for the DI attack is failed (or the firer cannot perform a DI attack, or the DI attempt would be successful on a TH DR  $\leq 2$ ). The +5 TH DRM for a DI attack is not calculated into the OFTC (see the 3.31 exception).

**3.52 MOTION ATTEMPT REQUIREMENTS:** The Motion Attempt is required if the Target is non-Stopped within 6 hex range or Stopped at anyone range. [EXC: if the moving vehicle is a Class C Target, it must first make a 1d10 dr  $\leq 6$  to make a Motion Attempt; on a dr  $\geq 7$  it will instead make an OFTC in an attempt to attack it normally (unless it performed a DI attack previously); also, if the DEFENDER is HIP/Concealed no Motion attempt is made; if the DEFENDER does not fire, nothing happens].

To make a Motion Attempt, the firer must pass a TC (7ML), and such TC is made for each Location entered or MP expended for other activities (i.e. a CA change, Stopping, etc.). If the moving vehicle expends more than one MP for moving into a Location (i.e. due to Terrain Cost), only one dr is made and this must be made on the MP that maximizes the chance of success. Once it is determined that the DEFENDER will make a Motion Attempt, such Motion Attempt is actually made only after any attack caused by that MP expenditure; if

the ATTACKER is eliminated/Shocked/Broken or abandons the vehicle, the Motion Attempt is canceled. The dr is subject to the following modifiers:

DRM	CAUSE
+4*	Case J2 applies (*0 if Stopped)
+2*	Case J1 applies (*0 if Stopped)
+3	If HD or in Bog Terrain with TEM of +1 or greater
+1	For each friendly AFV/Gun that has the moving target in LOS and is capable of harming it
-1	If moving vehicle is within 2 hexes
-1	If moving vehicle is within side/rear facing (if facing is more vulnerable)
-2	If moving vehicle expends a Stop MP

**3.53 DIRECTION:** when performing its Motion Attempt, the DEFENDER will use either Forward or Reverse Motion; determine the direction considering the following priorities (for its upcoming MPH): out of LOS, increasing TH DRMs, Hull Down, random.

**3.54 SMOKE:** a vehicle performing a Motion Attempt will also attempt placement of Smoke via its Smoke Dischargers (or with Smoke Granades if Smoke Dischargers are not available). Such attempt is allowed on the same DEFENDER's MP expenditure and is made even if the Motion dr is failed<sup>iii</sup>. This attempt must coincide with the Motion Attempt (thus it is not made if the TC allowing the Motion Attempt is not passed).

#### 4 CONTINUING ATTACKS

The same target unit may be attacked more than once on a MF/MP expenditure, either by the same attacker and/or by other attackers, depending on the status of the target unit after it has been attacked (and the current Victory Conditions).

**4.1 ENDING ATTACKS:** First Fire attacks end when all of the Target units are either Pinned, Broken, Stunned, Shocked Immobilized or eliminated. [EXC: In a scenario where Victory Conditions are based on CVP, the DEFENDER will continue to attack a Broken unit in an attempt to eliminate it].

**4.2 MANDATORY ATTACK BY SAME FIRER:** if the requirements of 4.1 are not met, the same firer will automatically attack the same target with either SFF/FPF, multiple ROF, Intensive/Sustained Fire. This mandatory attack is made prior to checking for attacks by other units. It does not require additional Activation checks (e.g. Conditional First Fire TC, OFTC, etc.), but is subject to all of the restrictions applying to Subsequent First Fire, Final Protective Fire, Intensive/Sustained Fire.

**4.3 ATTACKS BY OTHER FIRERS:** if the Target is still eligible to be attacked (4.1), the next unit/stack is checked. To actually attack, a 1d10  $dr \leq 6$  must be made. The following drm apply:

drm	Cause
+1	for each successive attack
-x	negative DRM applying to the hypothetical attack
-1	if the Target is unbroken and ADJACENT to any DEFENDER's unit or is TVL.

If the dr is passed, then the normal procedure for either IFT or Ordnance attacks is followed. If the dr is failed, this ends the attacks caused by that MF/MP expenditure.

**4.4 SUBSEQUENT FIRST FIRE:** Subsequent First Fire attacks are treated as normal First Fire attacks and thus follow the same Activation procedure [EXC: Mandatory attack by same firer; 4.2]. However, disregarding any ATTACKER's adjacent unit (but see also 4.423), if there are other ATTACKER's units that still have to move, and are at distance that is (choose the lower value that applies)

- $\leq$  that of the closest in-LOS ATTACKER's unit +2, or
- $\leq$  DEFENDER's unit Normal Range +2 (of either IFP or SW),

SFF is dependent on a 1d10 dr [EXC: automatic Subsequent First Fire – 4.422 & 4.423; see also 4.41-43 for special cases and additional exceptions]. Ordnance attacking with the TH/TK process is never subject to this restriction, since it does not use Subsequent First Fire; it

is however bound to the Intensive Fire limitations (4.6). On a 1d10 die roll  $\leq 6$  the DEFENDER will SFF. The following drm apply:

drm	Cause
-1	FFMO applies
-1	FFNAM applies (even if final DRM is positive)
-1	Per each moving unit > 1 MMC
+1	target is ADJACENT
+2	vs. a Scouting unit.

The Minimum FP must be reached and, if using SW, the actual usage of SW subject to Sustained Fire must be checked before calculating the FP used in the SFF attack. If a unit eligible for SFF has MGs that have not fired yet, it will attack with that MG first (as normal First Fire) unless Minimum FP cannot be reached (in this case both the unit and its MG attack as SFF). For the same reason, if a unit possesses a SW that is marked with First Fire, but the unit is not, that unit will first attack with its IFP (assuming that minimum FP can be reached).

**4.41 SFF BY LATW/MORTAR-ARMED SQUAD FIRER:** a squad possessing a LATW/Mortar that is due to attack with SFF will instead use its LATW/Mortar (if otherwise allowed) and retain its SFF capability. An OFTC is still required. If failed, the unit will use SFF normally.

**4.42 SFF EXCEPTIONS:** the following situations override 4.4 for Subsequent First Fire determination:

**4.421 BUMPED UNIT:** a unit/stack subject to a Bump will not use Subsequent First Fire until the enemy unit enters his Location, unless able to obtain at least a K result on a DR of 5 (this to possibly avoid FPF). For a unit subject to a Berserk/HW/Banzai charge see 5.25.

**4.422 DC ATTACK:** a unit/stack subject to a DC placement attempt vs. its Location will automatically use Subsequent First Fire if this may prevent the placing unit to complete its placement.

**4.423 ADJACENT UNITS:** when the ATTACKER moves his unit(s) adjacent to a DEFENDER's unit, that DEFENDER's unit/stack will automatically use Subsequent First Fire vs. the adjacent moving unit as soon as the IFP of all adjacent ATTACKER's units is  $\geq$  the IFP of the DEFENDER's (counting each ATTACKER's SMC and each negative Leadership/Heroic DRM as 1 IFP).

Example: a German 467 Squad stacked with an 8-1 Leader moves adjacent to a Russian 447 stacked with an 8-0 Leader. For the purposes of 4.423, the German is assumed to have a total "IFP" of 6 (4 IFP for the squad, 1 IFP for the Leader, 1 IFP for a Leadership of -1), and the Russian of 5 (4IFP for the Squad and 1 IFP for the Leader).

**4.43 MANDATORY SFF ATTACK:** if there are no other units left to move that can be attacked by that unit, the unit automatically uses Subsequent First Fire (i.e. no 4.4 dr is needed).

**4.5 FINAL PROTECTIVE FIRE:** the DEFENDER will use FPF only if it passes a TC (1TC for units with a Morale  $\leq 6$ ), applying a DRM equal to the Final DRM of the Attack. A unit will not use FPF if his breaking would cause elimination for FTR or Surrender, or if his breaking would leave a Victory Location devoid of DEFENDER GO units in the Victory Location or at a distance (from the Victory Location)  $\leq$  that of the unit using FPF. Only one FPF attack (and TC) is made even if the target unit expended > 1 MF to enter the Location.

**4.6 SUSTAINED/INTENSIVE FIRE:** when an MG/IFE/Ordnance is instructed to use Sustained/Intensive Fire, it will actually attack only if it passes an usage dr that depends on its current B# (thus taking into account Ammunition Shortage):

B#	dr needed to use Sustained/Intensive Fire
12	$\leq 4$
11	$\leq 2$
$\leq 10$	$\leq 1$
drm:	
-1	target is adjacent
-x	negative DRM applying to the attack (if any)
-1	firer subject to a DC placement attempt



## 5. SPECIAL FIRERS/TARGETS

**5.1 SPECIAL FIRERS:** always check if a unit triggered to attack falls in one of the following categories. The procedures indicated here takes precedence over the normal First Fire procedure.

**5.11 IFE-CAPABLE GUNS:** a IFE-capable Gun (either vehicular-mounted or not) will always attack a non-vehicular Target on the IFT. When firing at an unarmored vehicular Target, it will use the TH process when such is more effective vs that Target (as per IFE vs TK table). Depending on the type of attack chosen, such a Gun attacks in the appropriate segment (1.4).

**5.12 MG/LATW vs AVF BUMP:** a MG/LATW will attack an AFV if subject to a *Bump* and the vehicle is a Class B or better target *and* the TK DR needed is greater than the DR needed to harm the AFV in CC; otherwise the unit will wait to attack the AFV as CC Reaction Fire. The OFTC will be made as soon as the vehicle becomes adjacent and declares the *Bump*. If *Street Fighting* in the ADJACENT Location can apply, consult the relevant section to see if the AFV is attacked by CC Reaction Fire instead.

**5.13 HS/CREW WITH LATW FIRER:** a HS/Crew manning a LATW (not Gun) should generally use its LATW to attack an enemy vehicle; therefore such an HS/Crew will fire its IFP only if the target is within 2 hexes and is subject to a drm of  $\leq -1$ , or is ADJACENT. Minimum FP requirements still apply. If required to attack with its IFP, such HS/CREW will instead attack with its LATW if a DR of 7 would result in a hit (no OFTC is necessary).

**5.131 ATR:** an ATR is triggered to fire at a moving Infantry Target as if it were an MG. However, it must also abide to the restriction of Ordnance attacks vs. Infantry targets, even if it is not required to make an OFTC.

**5.14 GUN CREW & (LIGHT) MORTAR HS/CREW FIRER:** a Gun Crew manning a Gun as well as an HS/Crew manning a (light) Mortar that fails its OFTC vs Infantry (or one that can fire AP ammo only, or that cannot make an OFTC due to restricted CA or Range restrictions) will attack an Infantry unit with its IFP if the target is within 2 hexes and subject to a drm of  $\leq -1$ , or is ADJACENT. Minimum FP requirements still apply.

**5.15 FIRST FIRE BY MOLOTOV-ARMED FIRER:** usage of Molotov Cocktails requires a 1d10 die roll. Only a unit that rolls  $\leq 7$  will actually use Molotov (i.e. make a MOL Check) [EXC: *Mandatory MOL attack*; 5.153]. In a FG, the unit making the MOL Check is the unit that has the greatest chance of obtaining MOL (not manning a SW, lowest quality, random).

**5.151 vs. UNARMORED TARGETS:** the 5.15 die roll is modified by a drm equal to the (reversed) DRM applying to the MOL Check dr. Additionally, Apply a -1 drm per each unit  $> 1$  MMC in the Target Location, and a -1 drm per each *final* negative DRM applying to the attack.

**5.152 vs ARMoured TARGET:** the 5.15 die roll is modified by a drm equal to the (reversed) drm that apply to the MOL Check, as well as by any (reversed) DRM on the TK Table (including Rear Armour and Elevation Advantage TK Modifications (Cases A and B: C7.21-22)). Apply a -2 drm if the firing side has currently no Ordnance (including LATW) that can treat the enemy AFV as a Class A Target (based on the AVF's front Target Facing).

**5.153 MANDATORY MOL ATTACK:** a unit/stack unable to reach the *Minimum FP* will automatically make a Molotov Check if such would grant enough FP for satisfying the *Minimum FP* requirement.

**5.2 SPECIAL TARGETS:** always check if Target of an attack falls in one of the following categories. The procedures indicated here takes precedence over the normal First Fire procedure.

**5.21 BELOW MORTAR MINIMUM RANGE:** a target that is below a Mortar minum range will be attacked normally by the Mortar owner (i.e. as if he was not manning a Mortar).

**5.22 CE CREW/PASSENGER TARGET:** If the moving unit has vulnerable PRC, a unit will attack it on the IFT whenever it can attack it with the *Minimum FP* required regardless of activation range, provided the target is within normal range of the firer IFP/SW. Note

that a TC for Conditional First Fire (as well as for *Hold Fire Doctrine*) might also be required.

**5.23 LONE SMC TARGET:** when attacking a lone SMC, always attack with *Hold Fire Doctrine*, unless he is carrying a SW, has a "minus" modifier, or it is a Leader that could end its MPh in/adjacent to Broken units; in this case determine *Hold Fire Doctrine* normally.

**5.24 SMOKE-PLACING INFANTRY TARGET:** an Infantry unit that uses AM *and* fails its Smoke Placement dr by rolling a 6 (thus ending its MPh) does not trigger Defensive First Fire, unless it is subject to FFMO/FFNAM.

**5.25 BERSERK/HW/BANZAI INFANTRY CHARGE:** the rules presented here do not apply when attacking an enemy unit who is making a Berserk/Human-Wave/Banzai charge. In such a case the DEFENDER will fire as he sees fit with either IFT or Ordnance attacks.

## 6. STREET FIGHTING

**6.1** An Infantry unit capable of attacking a Moving vehicular Target in an ADJACENT Location will use Street Fighting. Street Fighting is attempted *after* any IFT or Ordnance attacks by that unit have been made [EXC: *if the CC DR required to affect the moving vehicle is equal to or greater than the TK DR needed to affect it, Reaction Fire is attempted first. See 6.4*]. To use Street Fighting a unit must make a  $1d10 \text{ dr} \leq 6$  [EXC: *no attempt is made if the vehicular target could be affected on a 2 CC DR only*]. If multiple units are eligible to attack, use the following priority: not in a Victory Location, best chance of success. The following drm apply:

drm	Cause
+3	If target can only be affected on a Final CC DR $\leq 5$
+1	If target can only be affected on a Final CC DR $\leq 6$
+4	If Wire/Panji is present in the attacked Location
+x	X is <i>half</i> the FP (FRU) of any attack the unit would be subject to (e.g. +2 for a 4FP attack, +3 for a 6FP attack, and so on). Round any fractions <i>down</i> .
-1	If the Target can be affected on a Final CC DR of 7
-2	If the Target can be affected on a Final CC DR of 8

**6.2 EXCEPTIONS:** a unit that must leave a Victory Location/Building *and* be subject to any type of attack in the Vehicle's Location (e.g. Residual Fire, Mines, OBA), or that would enter Wire/Panji will not use Street Fighting unless at least one unit remains in the Victory Location/Building.

**6.3 SMC:** a SMC (Leader/Hero) will automatically participate in the attack *unless* he must leave a Victory Location/Building and be subject to attacks or movement restrictions as per 6.2. In this case the SMC must make his own dr to actually attack.

**6.4 PROCEDURE:** when the Target would be subject to both Ordnance *and* Street Fighting attacks, first determine the unit(s) using Reaction Fire. Next, carry out the Ordnance/Reaction Fire attack depending on the best TK chances as outlined above.

**6.5 ENTRY OF ENEMY LOCATION:** a vehicle entering an enemy Location without performing an OVR is automatically subject to CC Reaction Fire attacks up to the normal First/Final Fire capabilities (no dr is needed). The principles of order of resolution between Ordnance and Reaction Fire attacks (6.1 and 6.4) apply normally.

## 7. MINES

The following rules are used whenever one side receives *hidden* AP or AT Mines. Known minefields are placed as per standard rules.

**7.1 MINEFIELD STRENGTH:** when allotted mines, a side will determine the total number and strength of minefields normally, receiving minefields counter as usual. He will also receive *one* Dummy counter for each 24 Factors received (FRD but minimum of one). For this purpose, an AT mine is equivalent to 3 AP minefield factors.

**7.2 AP/AT MINEFIELDS SETUP:** a player sets up on map each minefield counter received (including Dummy minefields); It is not important the strength of each counter as this will be determined when each minefield is revealed. For this purpose use only *unknown* minefield counters.

**7.3 MINEFIELD AREA:** each counter represents an area where mines may be activated. It is movement of enemy units within this area that may trigger mines. The side owning a minefield does not trigger mines and may freely move in a minefield area. Once revealed, mines attack friendly and enemy forces equally.

**7.4 MINEFIELD PLACEMENT:** when placing a counter on the map, it is important to position an unknown Minefield counter properly since this determines the minefield area. The “bottom” of a minefield counter must be placed pointing either to a *hexspine* or to a *hexside* and determines an area three hexes deep and seven hexes wide. See the two illustrations below to see the minefield area for each particular placement; the minefield area comprises all hexes containing a blue dot, as well as the hexes containing the Minefield counter itself [EXC: the area of a Road AT Minefield is different].

Illustration 1: minefield positioned pointing to a *hexside*:

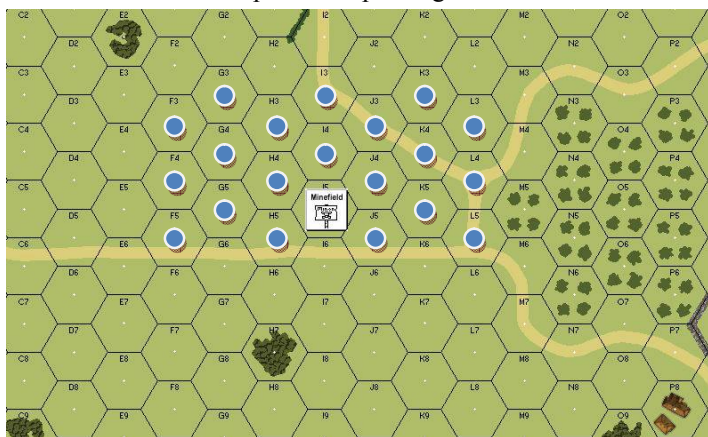


Illustration 2: minefield positioned pointing to a *hexspine*:



**7.5 ROAD MINEFIELD:** this is a special form of Minefield and can only be used with AT/AP Mines. To setup a Road Minefield, place the unknown Minefield counter on a Road hex. In this case the facing of the Minefield counter is not important; it is its placement on a Road hex that defines it as a Road Minefield. The minefield area of a Road AT Minefield comprises all Road hexes that are within three hexes of

the unknown Minefield counter along *the same* road as well as all eligible *non-Road* hexes that are adjacent to the Road. See illustration 3 below.

Illustration 3: the minefield area is represented here by red dots that are placed within three hexes of the minefield counter *and* along the road; the blue dots are placed on *non-Road* hexes adjacent to the “mined” road. Note that F5, K4, M4 and M7 are not included in the minefield area.



**7.6 OVERLAPPING AREAS:** two or more overlapping minefield areas of the same type have no particular effect. If the overlapping areas contains different types of mines (AT and AP), the hexes there the two areas overlap may activate both AT *and* AP mines. AT mines are always checked before AP mines. If mines are activated in a hex that is common to two or more same-type minefield areas, determine randomly to which minefield area the activated mines belong (this is important for minefield area removal).

**7.7 TRIGGERING MINES:** whenever an ATTACKER's unit of the appropriate type enters a Location in a minefield area, there is the possibility that mines are triggered and the minefield is revealed (and attacks). Note that the possibility of the existence of mines is independent on how many times a Location is entered.

**7.71 ENTERING A MINEFIELD AREA:** when a unit enters an AP minefield area, make a DR. On a DR of 11 the unit has entered a minefield. Randomly select one of the minefield counters in the owning side OB and place it face up in the Location. The unit is then attacked normally and the minefield area belonging to the just-revealed unknown Minefield counter ceases to exist [EXC: if the terrain has an inherent or hexside TEM  $\geq 1$  and is within LOS & Normal Range of a DEFENDER's unit, or is in/adjacent to a VC Location (including offboard), or is a Road hex in an Road Minefield, mines are triggered on a DR of 10].

**7.72 CG STRATEGIC LOCATIONS:** in many CG there are Locations that are not Victory Locations but are nevertheless important for Perimeter or Setup Area determination. Such Locations are often defined as *Strategic Locations*, although the terminology may vary from CG to CG (they may be Locations with a certain TEM, or road intersections, Foxholes, etc.). In a CG, these Locations are treated as Victory Locations for increased minefield activation (7.71).

**7.73 PROHIBITED LOCATIONS:** a Location containing any unit (either friendly<sup>iii</sup> or enemy, including an abandoned enemy SW/Gun/Vehicle/Entrenchment/Pillbox in the same OB as the Minefield) cannot trigger mines unless that Location could be exited without triggering Mines (e.g. via a Tunnel, connecting Trench, interior Building hexside).

**7.8 DUMMY MINEFIELDS:** dummy minefields have no special purpose other than allowing a side to declare more minefield areas and so cover a wider front. No area may ever generate a Dummy Minefield. Therefore there will usually be more areas than the available Minefield counters. When all available Minefield counters have been placed on map, other still existing minefields area cease to have any effect and are removed.

**7.9 REVEALING MINES:** all Locations in a minefield area may contain mines, even if some unit already moved through it. The only way to mark a Location as free of mines is by Searching (A12.152 & A12.33) *[EXC: each searched hex counts as two hexes, even in Terrain features that already treat each searched hex as two, such as Bamboo]*, Clearance (B24.74; every hex of a minefield area is treated as a “Known” minefield for this purpose), Flail Tanks (B28.7). OBA/Bombs can reduce the strength of a minefield even if not yet revealed (mark the hex accordingly in case mines are later revealed in that hex). When searching, make a DR (7.71) exactly as if entering mines *[EXC: in this case mines are revealed on an 11 DR only]*; make one DR for every two hexes searched (minimum of one DR). If mines are revealed, determine the exact placement Location randomly.

**7.91 BOMBARDMENT:** Bombardment may reveal mines if the required MC is failed. Make a DR for each hex where the MC was failed. On a DR of 11 mines are revealed (and removed). On any other DR that hex cannot contain mines and is marked accordingly.



## 8. CONCEALMENT

The following rules are an adaptation of Mike O'Leary's Solo rules.

**8.1 POTENTIAL DUMMY STACKS:** whenever a side receives Concealment counters in his OB, these Concealment counters are used to represent *Potential Dummy Stacks*. Such stacks are different from other Concealed units in that they have the ability to *Shift*. Use different-color Concealment counters (e.g. Black or Grey Suspect counters from SASL) to represent these Concealment counters.

**8.2** Provided no enemy unit sets up onboard, the side receiving Concealment Counters in his OB may conceal any/all of his units with that different-color Concealment counters (instead of using his nationality Concealment counters). Real units concealed by such Concealment counters gain the ability to *Shift* too. The Concealment counters in the OB are used exclusively to create Dummy Stacks.

**8.21** If a side receives Concealment counters in his OB, and the other side sets up on board, the Concealment counters received are used both to create Potential Dummy Stacks and to Conceal real units; only these stacks/units will have the ability to *Shift* (i.e. no "free" different-color Concealment counters are received).

**8.22 NIGHT:** Cloaking counters (E1.4) received by a Scenario Attacker are used the same way, even if such Scenario Attacker is allowed to setup on board [EXC: a Cloaking counter may represent any number of units (as per normal rules) and may Shift independently on how many real unit it contains; the number of real units represented by a Cloaking counter does not affect Shift]. Placing a Starshell does not cause the placing unit to lose its ability to *Shift*.

**8.3 SHIFTING:** Potential Dummy Stacks may *Shift* (either in part or totally) with any other Potential Dummy Stacks within the following limitations:

- The number of counters that *Shift* must be the same in the two stacks [EXC: this limitation does not apply to the content of a Cloaking counters].
- Two stacks may *Shift* only if within 8 hexes of each other (16 hexes if both stacks are vehicular or one stack is vehicular and the other one is represented by Concealment counters only). On Deluxe mapboards ranges is 4 and 8 respectively.

**8.31** *Shifting* is the attempt to exchange locations with any Potential Dummy Stack and can be made at the start of the MPh/Aph, provided no friendly unit has yet moved/advanced. To be able to *Shift* each unit/stack must make a *Shift* DR and consult the table below for the outcome:

DR	Result
≤ 0	Shift allowed. This Shift does not incur the +1 modifier for subsequent shift attempts.
1-6	Shift allowed.
7	Shift allowed. No other units may attempt to Shift this phase.
8-10	Shift unsuccessful. No other units may attempt to shift this phase.
≥ 11	No other units may attempt to shift this phase. Stack loses its quality as Potential Dummy Stack (and is removed).

The following DRM apply to the *Shift* DR:

DRM	Cause
+1	for each Shift made in this phase.
+1	if either Location is within LOS of an enemy unit.
+1	Normal Size Gun, Small vehicle*.
+2	Large Gun, Normal Sized vehicle*.
+3	Large Vehicle*.
+4	Very Large Vehicle*
-X	X is the TEM of the worst of the two Locations (Air Burtst, Emplacement NA).
-1	if a LV Hindrance applies at all ranges > 0 (Light Dust and Night LV are NA).
-1	if Scenario allot a number of Dummies ≥ the number of MMC/Vehicles [EXC: NA at Night].
-2	Night.
+3	If adjacent to an enemy unit

\* if one or more of these DRM apply, only the worst is used

**8.311 SHIFTING AT NIGHT:** eligible units under a No Move counter may *Shift*, if otherwise allowed. Real (i.e. non Dummy) units/stacks may *Shift* only with real units sharing the same "No Move" Status, or with Dummy Stacks (regardless of the Dummy Stack "No Move" status).

**8.32 AUTOMATIC REMOVAL:** all Potential Dummy Stacks are immediately removed when there is no unit that can *Shift* (i.e. all units have been revealed or a covered by "normal" Concealment counters).

## 9. HIDDEN INITIAL PLACEMENT (HIP)

**9.1 HIP STACK:** The side receiving HIP divides the forces he desires to set up HIP in stacks. Units that will setup in the same Location must be combined into one stack [EXC: a HIP Gun/Vehicle must form its own stack and is not combined with other units]. Place each stack on a letter-coded box of the HIP chart.

**9.11 FORTIFICATION:** a HIP stack may also contain a Fortification and such Fortification is revealed when the HIP stack is revealed. The presence of a Fortification in the HIP stack limits the Locations where the HIP stack may be revealed, as such Locations must be eligible Locations for that Fortification type (e.g. a HIP stack containing a Foxhole may not activate in a Building Location).

**9.2 BEHAVIOUR:** For each HIP stack the player receives two same-type HIP counters that determine the behaviour of that stack (either Control, Ambush, or Surprise Attack) and place anywhere them on the map [EXC: there is only one counter for Control Behaviour. This counter can be placed anywhere on the map, and cannot move]. Note that Surprise Attack comes in two types: Long or Short. Each HIP counter has a radius of 6 hexes (3 hexes on Deluxe mapboards) and represent the area where a HIP unit may appear (within any limitation for the allowed setup area).

**9.3 REVEALING DURING THE MPh:** when the ATTACKER moves, a DR is made to see if any HIP units appear. This DR is made:

- For every odd MF expended by on-foot units (i.e. on the first, third, fifth MF (and so on)).
- For every 4 MP/MF (or fraction) expended by non on-foot units (such as vehicles but also including Cavalry, Wagons, Cycles, etc.).

Only one DR is made per Location entered, regardless of the number of MF/MP spent.

**9.31 REVEALING DURING THE APh:** when the ATTACKER advances, A DR is made but it can only reveal HIP units with Ambush or Control behavior in the Location moved into.

**9.32** The effect of this DR (for both 9.3 and 9.31) depends on the type of HIP counters on map, as per following table:

DR	Result
2	Reveal a HIP stack with Ambush behaviour
3	Reveal a HIP stack with Surprise Attack behaviour
5	Reveal a HIP stack with a Control behaviour

**9.322 EXCEPTIONS:** An enemy unit that is considered a Non Target (B.), or that is not eligible for a Mandatory Attack (4.2) or Attack by Other Firer (4.3) due to a previous Minefield attack, does not trigger HIP and thus no DR is made (neither in the MPh, nor in the APh).

**9.321 ACTIVATION DR INCREASE:** the DR needed for activating an Ambush or Surprise Attack behaviour HIP counter (only) is increased by one starting on the Game Turn after the first half of the scenario (FRU) has been played (i.e. a stack in Ambush behavior is revealed on a 3, and a stack in Surprise behavior is revealed on a 4).

Example: in an 8-Turns Scenario a HIP stack with Surprise (either Long or Short) behavior will activate with a DR of 3 up to (and including) Turn 4; from Turn 5 to the end of the Scenario that same stack will activate on a DR of 4. In a 9-Turns Scenario that same stack would activate on a DR of 3 up to (and including) Turn 5; from Turn 6 to the end of the Scenario it will activate on a DR of 4.

**9.33 PRIORITY:** if more than one stack is eligible for activation, the following priorities apply:

- Vs unarmored target: infantry, INF/MTR or Gun that can fire only HE, random.
- Vs armored target: Ordnance capable of firing AP/APCR/APDS/HEAT, random.

If more than one moving target type is present (e.g. infantry using Armoured Assault), base activation on the target type with greater US; greater VP value; random.

**9.331** If more than one HIP counter is present, the one (among the two) actually activating is determined as per following priority: closest eligible, random. Upon activating the unit(s) in the stack must attack the moving unit (see Automatic Attack; 9.5-.52). If the attack cannot be carried out, or if there is no eligible Location where to activate the stack, then the HIP stack is not revealed and remains HIP.

**9.34 REVEALING AMBUSH:** for a stack with *Ambush* behavior make a 1d6 dr and cross-index the result with the unit type in the stack (either Infantry or Gun/Vehicle) to determine the exact Location where the stack is activated with respect to the moving unit:

dr	Infantry	Gun/Vehicle
< 4	adjacent Location	at 1-hex range
≥ 5	same Location	at 2-hex range

Note that during the APH the HIP stack is automatically activated in the same Location as the moving unit (8.31).

If more than one Location is eligible, use the following priority: highest inherent TEM [EXC: for a NT Vehicle or Emplaced Gun, a Terrain where Case A is not doubled is preferable over one with higher TEM], highest hexside TEM, random.

**9.35 REVEALING CONTROL:** a HIP stack with *Control* behaviour may be only revealed in a Location that has to be occupied for VC purposes. Otherwise it is treated exactly as a stack with *Ambush* behavior (8.34). [EXC: a Gun/Vehicle activates like Infantry]. Such HIP counter can activate in any "Victory Location" anywhere on the map, regardless of the position of the actual counter.

**9.351 NO VALID ADJACENT LOCATION:** if there is no valid adjacent Location, a HIP stack with *Control* behavior is activated in the same Location as the moving enemy unit.

**9.352 AUTOMATIC REVEALING:** whenever there is only one Location where a HIP stack with *Control* behavior could activate, it is immediately placed on map under a Concealment counter.

**9.353 END GAME:** a HIP stack with *Control* behavior that is still unrevealed at Game end, is automatically revealed after the Scenario is completed. Randomly select the Location if more than one exists (this is important since it forces the other side to eventually secure, e.g. with Mop Up, buildings).

**9.36 REVEALING SURPRISE ATTACK:** a stack with *Surprise Attack* behavior is revealed at a distance that is dependant on its *Short* or *Long* attitude:

- *Long:* the stack is revealed at  $\geq 6$  hexes from the moving unit and within Normal Range (of either IFP/SW if Infantry).
- *Short:* the stack is revealed at  $\leq 5$  hexes from the moving unit and within Normal Range (of either IFP/SW if Infantry).

**9.361** If there is more than one Location where a Surprise-attitude stack may be activated, use the following priority: highest inherent TEM [EXC: for a NT Vehicle or Emplaced Gun, a Terrain where Case A is not doubled is preferable over one with higher TEM], highest hexside TEM, closest, with less hindrance to the target, random.; also, a Location that is at two hex range is preferable to an adjacent one. If no Location is eligible (either due to Terrain or Range) the stack is not revealed and remains HIP. A Gun/Vehicle cannot be activated in an interior Building/Woods hex [EXC: in a Factory or Woods-Road, or with LOS to an adjacent Woods-Road hex].

**9.4 AUTOMATIC WALL ADVANTAGE:** If able to declare WA, a HIP unit activated adjacent to an enemy unit will claim WA (it is assumed to have recorded its WA status).

**9.41 UPPER LEVEL LOCATIONS:** a HIP unit with *Control* or *Ambush* behavior can activate in upper level Locations (and such Locations are selected as per 9.361 priorities). A HIP unit with

*Ambush* behavior will activate in an upper level Location only if this is necessary to have LOS to its target. If possible, no HIP unit will activate in such a Location that would cause Upper Level Encirclement. Also, a Gun may never activate in an upper level Location.

**9.5 FIRST FIRE AUTOMATIC ATTACK:** when a HIP stack is revealed during the MPh, it automatically attacks the moving unit if this is a valid target. This mandatory First Fire attack is resolved prior to checking other units for First Fire triggered by the moving unit. If a CA must be specified, the CA must include the moving unit, but the final CA is determined with a random dr (9.63). Any VCA must initially coincide with the TCA [EXC: vehicles that cannot fire through their VCA].

**9.51 ORDNANCE vs VEHICULAR TARGET:** to activate the HIP stack, the vehicular target must be a *Class B* or better target and the required OFTC must be passed.

**9.512 ORDNANCE vs INFANTRY TARGET:** to activate the HIP stack, the required OFTC must be passed. The restrictions indicated in 3.321 for Ordnance attacks vs Infantry still apply [EXC: Ordnance activates and attacks Infantry even if there is a *Class B* or better vehicular target that has already moved/fired and could be attacked during Final Fire<sup>iv</sup>].

**9.52 INFANTRY vs INFANTRY/PRC TARGET:** IFT attacks are still bound by the *Minimum FP* requirement; if such *Minimum FP* cannot be reached, the stack remains HIP and is not activated. An IFT attack that would require a *Conditional First Fire Task Check* (e.g. Scouting units, units using AM) still requires the TC [EXC: Concealed Firer does not require such TC, since HIP units are Concealed by definition].

**9.6 VOLUNTARILY REVEAL:** the DEFENDER may voluntarily reveal a HIP stack at the very start of the ATTACKER's MPh, and the ATTACKER may do so at the very start of in his own PPh.

**9.61 VOLUNTARILY REVEAL IN THE MPh:** to do so, a DR  $\leq 4$  must be made (modified by the current Labor DRM). The actual Location is still determined as per normal rules but the player is free to choose which of the two HIP counters activates; the actual HIP counter is used as a reference for placement of the revealed unit/stack, and the closest enemy unit as a reference for Location determination (even if such unit is out of LOS). If the DR is not passed, place a Labor -1 on the Stack. Such Labor DRM may go up to -4 (use two Labor counters when needed).

**9.62 VOLUNTARILY REVEAL IN THE PPh:** to do so, a DR of exactly 3 is needed (no DRM apply) and if it fails the HIP counter cannot move in the MPh (mark it with a Prep Fire counter). No Labor DRM is gained for a failed attempt. If revealed, the stack is placed on the map as per 8.61.

**9.63 COVERED ARC:** The player is free to choose the CA (or combination of VCA/TCA) but a dr must be made to confirm this. On a dr of 5 rotate the CA (or TCA for turreted units) one hexspine clockwise, and on a 6 one hexspine counter-clockwise. Any case A TH DRM that would apply to the mandatory *First Fire Automatic Attack* (8.5) does not modify an OFTC.

**9.7 MOVEMENT OF HIP COUNTERS:** During the MPh, the owner may either move any HIP counters up to two hexes [EXC: a *Control Behaviour* HIP counter does not move] or attempt to change the HIP behaviour (or *Short/Long* range) for each HIP stack. There is no cost to move on the map, and the HIP marker can be moved into any terrain feature (even a Water obstacle). If changing box/status, it can move from *AMBUSH* to *SURPRISE SHORT*, or from *SURPRISE SHORT* to *SURPRISE LONG* (and vice versa). A HIP stack in *CONTROL* cannot move, but a stack in *AMBUSH* may move to *CONTROL*. To perform this movement, the player must be able to make a DR  $\leq 4$ . If the DR is failed, the HIP stack cannot change box/range, but it receives a -1 Labor (or flips a -1 Labor to its -2 side) that can be used for further actions in the following MPh. The Labor DRM may range from -1 to -4 (use two Labor counters when needed).

**9.8 INTERROGATION:** Interrogation may reveal HIP stacks. A Stack that is revealed is placed in the hex containing the HIP counter (or in the closest eligible Location).

**9.9 SECURING:** Location moved through or successfully Searched (as well as a Building Mopped up) can no more activate HIP stacks. Make a DR to see if Searched Locations reveal a HIP stack (make one DR regardless of the number of Locations searched). Note that this is different from Mines where simply moving through a Location is not enough to secure it. OBA/Bombardment/WP may reveal HIP stacks; make one DR (exactly as in the MPh) whenever a MC or better is obtained in an eligible HIP Location. If no HIP stack activates there, that Location is secured. However, other types of attacks cannot reveal a HIP stack.

**9.10 HIP OBSERVER:** when a side is allotted a HIP observer (e.g. for a Field Phone) such Observer is setup as per normal rules (i.e. record his HIP Location normally). The other side may attack with OBA/Bombardment/WP (only), Search (or move/advance into) the Location containing the HIP Observer normally. If any result that would reveal the Observer is obtained, make a 1d10 dr. On a dr of 1 the Observer has been discovered and the effects of the attack (or Search, move, advance) is carried out. On a dr > 1 that Location did not contain the Observer and the player is free to place the Observer in any other eligible Location but the Location attacked (moved into, etc.) is considered “secured” and cannot contain the Observer. *[EXC: if there is no other eligible Location the Observer cannot be moved and is revealed; also, if his OBA Module has currently a SR/FEE on the map, the Observer must be placed in a new Location from where he has los to the base level of this SR/FFE, or to any unit within the Blast Area of the FFE and its Blast Height].*

**9.11 JAPANESE HIP T-H HERO:** in a 1944-45 scenario the Japanese is assumed to have set up a number of HIP T-H Heroes as per G1.422 (provided the conditions of G1.422 are met). The number of available HIP T-H Heroes is equal to ½ (FRU) of available T-H Heroes (G1.421). In any case, the total number of T-H Heroes generated may not exceed the G1.421 limitations.

**9.11.1 ACTIVATION:** activation may occur during the enemy MPh, as well as during the Japanese MPh and APh.

**9.11.11 DURING THE ENEMY MPh:** a T-H Hero may be activated any time a Reaction Fire opportunity vs. an AFV arises. Such activation occurs on a DR of 12, and is made for every hex entered by the moving AFV (one DR per hex, regardless of MP spent), as soon as the vehicle enters the hex.

**9.11.12 DURING THE JAPANESE MPh:** make a DR at the start of the Japanese MPh. On a DR of 10 a T-H Hero is activated. Such Hero is activated taking as a reference one enemy AFV, with the following priorities:

- AFV with functioning MA; most VP-valued vehicle (including PRC); random.

Such T-H hero is created in an eligible Location at a distance from the just determined enemy AFV. To find the exact Location, perform a DR as if placing a SR (i.e. determine direction and distance). If the Location is not valid, or if it is at more than 8 MF from *anyone* enemy AFV, move the TH closer to the AFV used as a reference until a valid Location is found (or repeat the entire process if necessary). At this point the T-H Hero will charge the *closest* enemy AFV. In case of ties, apply the same priorities that were used to determine the *reference* vehicle.

**9.11.13 DURING THE JAPANESE APh:** make a DR at the start of the Japanese APh. On a DR of 11 a T-H Hero is activated. Determine the reference vehicle as per 9.11.12 and place the Hero in an ADJACENT eligible Location (choose randomly). Such Hero will use its APh to attack the enemy AFV in CC.



## 10. NIGHT RULES

**10.1 STARSHELLS:** the DEFENDER will attempt to place Starshell with all of his eligible units as per E1.921 usage restriction rules. Placement depends on the position and status of enemy unit. Follow the procedure indicated below for each unit eligible to attempt Starshell placement.

**10.2 CLOSEST ENEMY UNIT:** the method of placement depends on the position and distance of enemy units. The closest eligible unbroken enemy unit is taken as a reference to determine the placement method. When placing Starshells during the ATTACKER's MPh, only the enemy units that have still to move are considered (i.e. units that have already moved are disregarded).

**10.21 ELEGIBILITY:** the following types of enemy units are disregarded when determining the closest eligible enemy unit:

- Units that are already Illuminated, or that will be Illuminated by one or more Starshells placed during the current phase (see "Starshell/IR effect").
- Units under a No Move counter,
- Units that have fired and are within NVR [*EXC: a unit that would be treated within NVR due to a Gunflash only is not disregarded*]
- Units at  $\geq 9$  hexes range and outside NVR [*EXC: a unit that would be treated within NVR due to a Gunflash is not disregarded*]
- Units at  $\geq 12$  hex range.

**10.22** If more than one hex are at the same distance, determine randomly the enemy unit taken as a reference. The order of placement is unimportant (see "Starshell/IR effect").

**10.3 PLACEMENT:** the following section outlines placement.

**10.31 INITIAL PLACEMENT:** if the conditions for Initial Placement (E1.91) are met during the ATTACKER's MPh, each DEFENDER's unit will attempt to place Starshells in the same manner as a Leader.

**10.32 MMC/CE-AFV PLACEMENT:** an MMC or a CE AFV Crew will make a Starshell Placement Attempt at the start of the ATTACKER's MPh [*EXC: Initial Placement*].

**10.33 LEADER/ARMOUR-LEADER PLACEMENT:** a Leader (or Armour Leader) will make a Starshell Placement attempt at the start of the MPh only if able to place a Starshell using methods 1 or 2 (i.e. conditions a., b., or c. below apply). Otherwise such a Leader will wait and attempt to place a Starshell *during* the ATTACKER's MPh (prior to the unit making its next MF expenditure, but after its declaration of movement) with either method 1, 2, or 3 [*EXC: no Starshell Placement is attempted if the moving unit is Scouting*]. If more than one (Armour) Leader is eligible, the one that is closest to the moving unit will attempt placement. If none of the above applies, such a Leader will make placement as per *Late Placement*.

**10.331 LATE PLACEMENT:** any (Armour) Leader that, after movement of the last ATTACKER's unit, has not attempted a Starshell placement yet, will make its placement attempt at the start of the DFPh (when IR are fired). This is a deviation from the standard rules<sup>v</sup>.

**10.34 CLOAKED STACKS:** a Cloaked stack (containing real units) is assumed to have an usage number of 1 (i.e. Cloaked units will very rarely attempt Starshell placement) and make their placement attempt after non Cloaked units. Cloaked status is not lost when making a Starshell Placement attempt.

**10.35 SHIFT-CAPABLE STACKS** At Night a stack with the ability to Shift does not lose its Shifting ability when firing a Starshell.

**10.4 METHOD OF PLACEMENT:** once the closest eligible enemy unit is determined, the DEFENDER will use the *first* eligible placement method that applies (a, b, c, or d):

- a. If the closest enemy unit is within 2 hexes *and* out of NVR, the DEFENDER will use Method 1; if within NVR it will use method 2, or
- b. If the closest enemy unit is Known and within NVR (or is marked with a Gunflash, either Known or Unknown), at a range

between 3 and 8 hexes, the DEFENDER will use Method 2 to place the Starshell in the same Location as the enemy unit or along the LOS if placement in the same Location is not possible. In any case the Starshell must be placed within Normal Range (of either its IFP/SW).

- c. If the closest enemy unit is within 3 hexes (either Known or Unknown, either within or outside NVR) the DEFENDER will use Method 1<sup>vi</sup>;
- d. If none of the above applies, the DEFENDER will use Method 3, provided the enemy unit is within 8 hexes; the Starshell will be placed along the LOS to the enemy unit.

**10.41 PLACEMENT CANCELLATION:** If none of the above applies, no Starshell is placed. In case of cancellation, it is assumed that no placement attempt has been made and the DEFENDER's unit is free to attempt placement at another moment, if otherwise allowed.

**10.5 STARHSELL/IR EFFECT:** All Starshells placed during a phase [*EXC: during the MPh*] come into effect only *after* all units have attempt placement during that phase. This is also true for Stashells and IRs placed during the PFPh or DFPh<sup>vii</sup>.

**10.6 TRIP FLARES:** trip Flares are placed and revealed as HIP AP Mines. In addition, a hex eligible to receive a -4 drm to Trip Flare activation, will reveal a trip flare on a DR of 7

**10.7 HIP COUNTERS:** are not restricted by the No Move rules (i.e. a HIP counter may always move, and its contents may attempt to change behavior normally). HIP counters may not attempt Starshell placement.

# ASL PBS – SEQUENCE OF PLAY

The following Sequence of Play (SOP) indicates the steps that are to be incorporated in the ASOP. The letters **A** and **D** denote ATTACKER and DEFENDER.

## To be performed immediately regardless of Phase:

- Reveal Control Behaviour HIP units; 9.352 & 9.353.
- Potential Dummy Stack removal; 8.32.

## 1. RALLY PHASE

- **D** – HIP Activation Increase; 9.321 .

## 2. PREP FIRE PHASE

- **A** – Attempt to reveal HIP units; 9.62.

## 3. MOVEMENT PHASE

### Start of the MPh

- **D** – Attempt to reveal HIP units; 9.61; place Labor counters on units that fail.
- **D** – Attempt Starshell Placement; 10.32-33.
- **D** – Declare Voluntary Fire Lane; 2.251.
- **A** – Attempt to Shift; 8.3.
- **A** – Generate HIP T-H Hero that will attack in the MPh; 9.11.12.

### During the MPh

ATTACKER units prepare to move. As each unit moves or expends MF/MP:

- **D** – Check for Mines Activation; 7.7. Resolve any minefield attack.
- **D** – Attempt Starshell Placement by Leader; 10.33.
- **A** – Determine Fire Discipline for that MF/MP expenditure; 2.1. This will determine Activation Ranges (2.1-.24), Snapshot eligibility (2.3). See IFT attacks later in this SOP.
- **A** – Determine if moving unit can TVL; F.
- **D** – Check for HIP Activation (9.3-.41; 9.11); determine final CA (9.63) and perform Mandatory First Fire Attack (9.5-.512) as needed (including CFFTC/OFTC).
- **D** – Depending on the target/irer, determine if the moving unit can be subject to IFT or Ordnance Defensive Fire attacks (or both). Perform all required steps in the correct order (1.4) for each type of attack. Determine if an IFE-capable weapon will attack on the IFT or use the TH process vs. that target (5.11):

### *D – If ATTACKER is subject to IFT attacks:*

- Determine Activation Range; 2.1-2.24.
- Resolve any Voluntary Fire Lane; 2.251-.252.
- Determine firing units; 2.3.
- Determine if moving unit is a Scouting unit; G.
- If the moving unit is a Vehicular Target see 5.22 for attacks vs PRC and 6. For Reaction Fire attacks.
- Perform any required CFFTC; 2.4. Units that fail their CFFTC will attack. Those who pass their CFFTC will not attack.
- Determine if Hold Fire Doctrine applies; 2.5. Determine actual firing unit(s). Determine if firing unit(s) will use MOL; 5.15.
- If this is a SFF attack, determine if unit(s) actually fire; 4.4-.43. Determine if firing unit will use Sustained Fire; 4.6.
- If this is a PPF attack see 4.5 to determine if the unit does attack.
- Resolve attack, or determine next possible firing unit and repeat the process.
- Perform any subsequent Mandatory Attack by same firer; 4.2.
- Determine if moving target is attacked again by other firer(s) 4.3.

### *D – If ATTACKER is subject to ORDNANCE attacks:*

(Note: The following procedure is executed for *all* DEFENDER's units/weapons that have LOS to the moving unit)

- Determine the unit that act first (3.2) and its type of action. It can either be:
  - a) An attempt to attack the moving unit by making an OFTC. See 3.14 & 4.6 for possible IF usage, or 3.322 for possible DI attack, *or*
  - b) A Motion Attempt. Mark the unit with a "Motion Attempt" counter (3.5). All Motion Attempts will be resolved later, *or*
  - c) A DI Attack or Motion Attempt (3.5-.52). Mark the unit with a "DI or Motion Attempt" counter. This will be resolved later, unless the unit is the unit that has to act; in that case resolve the DI attempt, if failed, mark the unit with a "Motion Attempt" counter (that will be resolved later).
- Resolve the attack if the OFTC is passed
- Process next Ordnance unit that could fire.
- When all units have been processed, resolve any "Motion Attempt"; 3.5.

### End of the MPh

- **A** – Move HIP counters or change Attitude of HIP counters (9.7); place Labor counters as needed.

## 4. DEFENSIVE FIRE PHASE

- **D** – Attempt Late Starshell Placement; 10.331.

## 5. ADVANCE PHASE

### Start of the APh

- **A** – Attempt to Shift; 8.3.

### During the APh

- **D** – Check for Mines Activation; 7.7. Resolve any minefield attack.
- **D** – Check for HIP Activation of Control/Ambush HIP counters (only); 9.31