

15. HEAT OF BATTLE

15.1 HEAT OF BATTLE: A Heat of Battle DR which follows any Original MC or Rally (not Self-Rally) DR of 2. Unarmed units, Cavalry, PRC, Heroes, crews (including both inherent and Temporary Crews), Human Wave units, berserk units, Climbing/Swimming/Wading units, and units in boats/on Parachute counters are not subject to Heat of Battle (HoB).

The +1 DRM for a broken unit applies even if the unit rallied as a result of the 2 DR which allowed the HoB DR. A Final Heat of Battle DR of 5 or 6 results in both Hero Generation and Battle Hardening.

The HoB DR is subject to the following cumulative DRM.

HEAT OF BATTLE		HEAT OF BATTLE DRM	
DR	Results		
≤ 6	Hero Creation (15.21)	-1	Elite, British, Finnish (each)
5-8	Battle Hardening (15.3)	+1	Broken, Inexperienced (each)
9-11	Berserk (15.4) †	+1	French, Partisan
≥ 12	Surrender (15.5) *	+2	Russian, Allied Minor
		+3	Axis Minor, Italian
		+4	Japanese

* Non-elite Italian/Axis Minors Surrender on a Final HoB DR ≥ 10.

* Treat as Berserk if: Japanese, Gurkhas, Partisans, Fanatics, Commissars, SS vs Russians, or subject to No Quarter (15.5).

* Treat as Battle Hardening if: Japanese in Pillbox (G1.62) or Cave; or if Assaulting/Evacuating side in a Beach Location/on a Pier.

† Treat as Battle Hardening if: no Known enemy units in LOS, Japanese in Pillbox (G1.62) or Cave; its closest Known enemy unit is in Ocean or if Assaulting/Evacuating side in a Beach Location/on a Pier; or if Terrain Restrictions (15.45) block a Charge to the Known enemy unit(s).

15.2 HEROES: A Hero is a SMC with a Strength Factor of 1-4-9. If it fails a MC, the hero is wounded and the counter flipped to the wounded side where it displays a Strength Factor of 1-3-8 and must undergo a Wound Severity dr (17.11). If a wounded hero fails a MC it is eliminated; a hero never breaks or goes berserk and is not subject to Cowering or enforced Pin results [EXC: Minimum Move (4.134), Wounds (17.2), Collapsed huts (G5.5) ATMM Checks, PF Checks]. A hero's current printed Morale Level is never lowered by any cause, but could be increased.

15.21 HERO CREATION: A hero is created from other Personnel by a subsequent Final HoB DR ≤ 6. A leader which becomes heroic automatically rallies (a 10-2 or 10-3 leader would be considered a 1-4-10 hero; 1-3-9 if wounded). A leader that becomes heroic is marked with a generic Hero counter (1-4-9X or 1-3-8X if wounded) as a reminder that it retains both its leadership benefits and heroic qualities. A heroic leader may not combine his heroic DRM with his leadership DRM. A MMC which creates a hero is not affected in any way (other than possibly Battle Hardening).

The hero shares the MMC's fire/movement status at the time of creation.

15.23 WEAPONS USE: A hero may use a non-MG SW as if he were a leader but applies a -1 DRM to its To Hit or IFT DR. In addition, a hero uses a MG (at full FP, but a single hero may not declare a Fire Lane) or other SW normally requiring two men to fire by adding +1 to its To Hit or IFT DR as appropriate, which is negated by the heroic DRM.

A hero forfeits his own inherent FP during any phase in which he uses a SW. A hero may fire any Gun ≤ 82mm that normally requires a crew as if it were captured and being fired by an enemy crew (21.11 & 21.12), but his heroic DRM does not apply. If firing a Gun > 82mm, it may fire only once per Game Turn and only during the MPh/DFPh. A hero is the only unit which may fire an AFV AAMG while a Rider. A hero cannot change the CA of a NT weapon [EXC: if its M# is ≥ 9].

15.24 HEROIC DRM: A hero/any FG he is part of (providing the hero is firing at Normal Range of either his inherent FP or his weapon counter) may deduct one from its IFT/CC resolution DR. This DRM is cumulative with that of any applicable leadership DRM/additional heroes present in the same attack. Unlike a leader, a hero's IFT DRM is not contingent on being in the same Location with all other members of the FG or in combination with another unit. A hero is considered Stealthy, and may use his DRM for Clearance attempts. The heroic DRM is NA for FT/DC attacks.

15.3 BATTLE HARDENING: An armed Personnel Unit can also benefit from a form of Unit Substitution whenever it rolls a 5-8 Final HoB DR. This Battle Hardening effect improves the unit in Class by exchanging it for an unbroken, unpinned unit of the same size but the next higher quality. When substituting a unit of the next higher quality, none of the numbers of its Strength Factor can decrease and, if given a choice between two different unit types of the next higher class, must use the one which gains the least. Battle Hardening can be refused. A leader which becomes Battle Hardened is exchanged for the next higher grade leader. Finnish/Japanese 9-1 leader becomes a 10-0 leader (often refused). An already elite or partisan MMC (or best possible leader) which is Battle Hardened also becomes Fanatic.

15.4 BERSERK: Berserk units are created from Infantry by a Final HoB DR of 9-11. Mark units with a Berserk counter when they go berserk. A broken unit which goes berserk is automatically rallied.

15.41 LEADER CONSEQUENCES: When a leader goes berserk, he must (after first resolving any fire attack vs any other targets in that Location) attempt to change any friendly units (not immune to berserk status), even if not subject to that same attack, in the same Location to berserk status also. Each such unit must take a Berserk-NTC subject to the berserk leaders's modification. If they pass the NTC, they become berserk; if not, there is no change to their status. After the Berserk TC, the leader forfeits his leadership DRM until he returns to normal.

15.42 MORALE: Berserk units assume a base Morale Level of 10. If a berserk unit fails a MC, it is not broken, but suffers Casualty Reduction.

A berserk unit never takes a PAATC, nor a LLMC/LLTC, and never breaks cowers, or becomes pinned except due to PF/ATMM Checks, Minimum Move, Wounds, or Collapsed huts. A berserk unit never has its Morale Level lowered by any cause and automatically loses any CX, TI, Concealment or pinned status. However, a berserk unit never receives the leadership benefit of a friendly leader even if this deprives Good Order units of such benefits.

15.43 CHARGE: At the start of the MPh, each berserk unit that can must charge the nearest (in hexes, not MF) Known enemy unit in its LOS and must (if able to) enter its Location during that MPh in an attempt to destroy it in CC. If equidistant, the ATTACKER may choose which of those hexes he will charge. If multiple berserk units of the same side occupy the same Location, at the start of the MPh (or during/at-the-start-of-their MPh), they must move together, as one combined stack (even if overstacked) unless they will require different MF expenditures to exit their Location (i.e., due to crest status, entrenchments or similar) or one is wounded and one is not.

15.431 CHARGE MECHANICS: All berserk units have eight MF [EXC: wounded SMC]. A unit which becomes berserk while still moving must use the remainder of its MPh to charge. The unit's MF allotment for the rest of that MPh is eight minus whatever MF it has already expended, also decrease MF due to PP carried in excess of its IPC (4.4, 4.42) during that MPh.

At the start of (or during) its MPh before charging, a berserk unit must abandon any SW (or Gun) which individually costs more than 1 PP or which in combination with other 1 PP SW is in excess of its IPC, but may use them in the DFPh/AFPh prior to that (and may still possess SW/Gun it cannot charge with until it expends any MF), and must still carry those it can retain (DC can only be Thrown, and only Placed if it becomes berserk during the Placement MF expenditure). A berserk unit never qualifies for Assault Movement, nor may it move in the APh, it may Dash across a road.

The charging unit must take the shortest route (in MF) to the enemy unit, including the use of Bypass (counting Wire as 1 MF for purposes of this calculation). If, in the act of charging the nearest Known enemy unit in its LOS, the berserk unit moves into the LOS of a closer (in hexes) Known enemy unit, he charges that unit from that point instead. Similarly, if it moves into a concealed enemy's Location and reveals it (12.15) while charging another unit, the berserker must remain in this hex and attempt to eliminate all enemy units therein instead.

Should the only Known enemy unit no longer be in his LOS in the interim, the berserk unit still charges toward the Location originally occupied by that unit. If it still sees no Known enemy unit, it ends its move after entering that Location, and the berserk status is removed at the end of that MPh. Otherwise it continues its charge to the now nearest Known enemy unit.

If a unit(s) becomes berserk when moving together with non-berserk unit(s), the berserk unit(s) must split up from them and conduct its charge before the non-berserk unit(s) may continue its MPh.

A non-moving unit(s) can become berserk during the MPh (e.g., Leader Consequences, FB, DB, or due to sniper causing LLMC) and if the unit has not yet fired, moved, or is marked with Opportunity Fire, it will charge and temporarily suspend any moving unit(s) MPh until the charge has been conducted (as per A25.235 Broken Human Wave Units).

15.432 CC MOVEMENT ENTRY: A berserk unit must enter a Known enemy occupied Location during the MPh if it has sufficient MF and, as such, may possibly force any DEFENDING Infantry to attack the berserker with FPF. If the only Known enemy unit is a lone SMC, a berserk MMC will immediately conduct an Infantry OVR (4.15) with neither the NTC nor increased MF normally required and without the option of the SMC entering a new hex. A berserk unit cannot be taken as prisoners and does not take prisoners. Berserk units are always Lax (11.18) in CC.

15.44 NO ENEMY IN LOS: If a unit suffers a berserk result, but has no Known enemy unit in its LOS at that time (see also 15.45), the result is changed to Battle Hardening.

15.45 TERRAIN RESTRICTIONS: A berserk result can be changed to Battle Hardening instead, if the only Known enemy unit(s) cannot be reached due to Terrain Restrictions as Water Obstacle, cliff, blaze.

A berserker will also return to normal if the only Known enemy unit(s) or the last seen-Location-with-an-enemy-unit, is behind Terrain Restrictions, making it impossible to reach, by a berserker (only Good Order units may Climb and travel across Water Obstacle).

If a bridge is eliminated, a berserker will stop/not-move and returns to Good Order at the end of its MPh, if Terrain Restriction now applies.

15.46 RETURN TO NORMAL: A berserk unit loses its berserk status and returns to Good Order whenever it (or the group it attacks with) eliminates all Known enemy unit(s) in its Location with either TPBF (halved) or FT during the AFPh or CC, or if at the end of a charge there is no Known enemy unit in its LOS (15.431 & 15.45).

15.5 SURRENDER: A Final Heat of Battle $DR \geq 12$ causes the affected unit to become broken if it is not already, and Disrupted (19.12), and to Surrender immediately to any ADJACENT Known Good Order armed enemy Infantry/Cavalry as if they shared the same Location. If no such enemy unit is ADJACENT, the unit is only Disrupted instead *[EXC: Units subject to No Quarter; Japanese, Gurkhas, Partisans, Fanatics, and Commissars never surrender by the RtPh method nor do SS vs Russians (20.21); nor do they become Disrupted whether thusly ADJACENT or not. They instead become berserk on a Final Heat of Battle $DR \geq 12$].*

Add the following errata to the ASL Rule Book:

25.235 BROKEN HUMAN WAVE UNITS: A HW unit that is broken during a HW Impulse and is subjected to HOB will if it becomes Berserk, conduct its Berserk Charge before the next HW Impulse is conducted (if any), if the broken unit instead becomes Battle Hardened it will simple resume to be a HW unit (a created Hero will become a HW unit).