

FOURTH EDITION



R. Mac Gowan

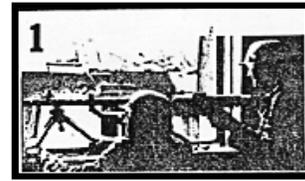
# Squad Leader

SQUAD LEADER IS AVALON HILL'S TRADEMARK NAME FOR ITS WORLD WAR II INFANTRY COMBAT GAME

## FOURTH EDITION

## GAME SET I

This is intended to be an exact match of the content of the TAHGC *SQUAD LEADER 4<sup>th</sup> Edition Rulebook*, first published by TAHGC back in 1977. Minor reformatting modifications have been made, additional counter images inserted, and other changes have been made. The graphics utilized were generated via VSQL graphics for the SQLA 'VSQ' module for Rodney Kinney's *VASSAL Game Engine* ([www.vassalengine.org](http://www.vassalengine.org)). *VASSAL* is the standard PBEM interface for *SQUAD LEADER* and *CROSS OF IRON* play-by email and real time server play of these titles. As of August 1998; the *SQUAD LEADER* Series game titles became the property of HASBRO, which in turn were licensed to Multiman Publishing. A ► or ★ denotes you should consult the consolidated Q & A Booklet for any pertinent clarifications or further explanation of a rule. Information between brackets [ ] following a rule number indicates the rule has been modified [i.e.: altered/changed, replaced, and/or eliminated altogether] by another rule in one of the expansion gamettes that follow. If the rule change has an underline, then only that section of the paragraph with an underline appearing has been affected by the modification. The rulebook to find these modifications are identified as: SQL, COI, COD, and GIA along with the newer rule number.



## 2. UNIT COUNTERS

**2.1** The die-cut cardboard pieces (henceforth referred to as unit counters) represent infantry squads, their officers and NCOs (henceforth collectively referred to as *leaders*) and various support weapons used in the play of the game. The numbers on the unit represent that unit's capabilities and characteristics. The following diagram illustrated the symbolization found on the *front* of the basic *SQUAD LEADER* infantry and Support Weapon units. Symbolization on the back of these counters will be explained later.

## MMP COI4TH SOFTCOPY CREDITS

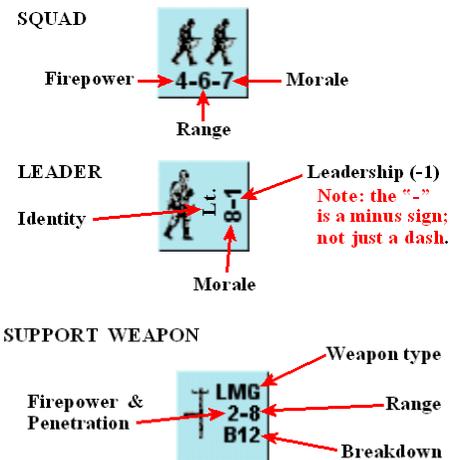
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## 1. INTRODUCTION:

*SQUAD LEADER* is a very detailed, and therefore complicated, game. In fact, *SQUAD LEADER* is more of a game system, than a game. Having mastered this system the player will be able to simulate (or "game") any comparable scale action of WWII in Europe. To help the player past these necessarily extensive rules we have resorted to *Programmed Instruction* which requires that the player read only a limited portion of the rules in order to play a pre-selected scenario. In this way the player can become proficient with the rules in building block fashion as he plays the game. It is important that players take the *P.I.* approach seriously; reading the rules gradually as they progress from one prepared scenario to the next. Despite every effort to maintain playability, there is still much which must be trusted to the player's memory. "Biting off more than one can chew" is a guaranteed way of finding total frustration.

It is suggested that players familiarize themselves with the game components as they read rules sections 2-21 for the first time. Ignore the parenthetical numerical references for now. Then reread sections 2-21, referring to the numerical references where necessary and studying the provided explanatory diagrams. Refer to the numerous charts on the infantry (white) side of the Quick Reference Data Card and then proceed to play Scenario 1 to get the feel of play. When satisfied with your mastery of the game mechanics proceed to Scenario 2 as per the rulebook.

The important thing to remember is that the provided scenarios do not comprise the game you've just bought. They are your *tools* to master the *SQUAD LEADER* game system. Use them wisely.



**2.2 FIREPOWER** is the basic strength a counter can attack with in combat.

**2.3 RANGE** is the number of hexagons away from the hex of the firing unit that the counter can reach with its normal firepower factors. Range to a target is calculated as the least number of hexes from the firing unit to the target hex inclusive regardless of actual number of hexes crossed by the *Line of Sight* (hereafter referred to as *LOS*- see 7).

**2.4 MORALE** is a relative rating of a unit's ability to withstand punishment before "breaking" and running for cover. This is the point at which their will to survive overcomes army discipline.

**2.5 IDENTITY** is the name and rank of the leader unit for identification purposes only.

**2.6 LEADERSHIP** is the relative rating of a leader's tactical competence and ability to get the best out of his men. This modifier, usually *negative*, is *added* as a *modifier* to the morale or firepower *dice rolls* of any squads influenced by the leader.

**2.7 WEAPON TYPE** shows the type of support weapon in use. Support weapon counters must be manned by a squad counter to be operative, although in some cases a leader may man a support weapon alone with the same or lessened effect. The term "MG" will be used hereafter to indicate a form of Machine Gun support weapon. Enemy MGs may be captured and used by either side.

**2.8 PENETRATION** is a capability unique to machine guns which allows their fire to be fully effective against all units in a number of target hexes as opposed to regular firepower of a squad which effects only one target hex. The hexes penetrated must be in a straight line along the *Line of Sight*. Hence a MMG with a penetration factor of 4 could fire through four hexes with equal effect in each hex. The penetrated hexes need *not* be adjacent nor in the same "hex row" (See 17.5-6). A penetration factor does *not* allow a MG to fire *through* a building or woods terrain feature into another hex however. The *penetration factor* of a MG is *always lost* when firing from one level of elevation to a different level of elevation.

**2.9** The *BREAKDOWN* number determines whether a weapon suffers temporary malfunction while firing (18.1).

### 3. THE MAPBOARD

**3.1 GAME SET I** uses only one mapboard, the city board 1. The description of terrain types is found on the *Terrain Effects Chart* (hereafter referred to as TEC) which is located on the back cover of this rulebook.

**3.2** Superimposed over the mapboard is a hexagon network used to determine movement and range.

**3.3** Within each hexagon (hex) is a white dot (or square) which marks the absolute center of that hex. As all firing is done from center of hex to center of hex, these dots become the reference points for determining the *Line of Sight* (7.)

**3.4** Note that while Game Set I uses only one mapboard, all the board sections are isomorphic and can be butted together in any fashion to form larger playing areas.

**3.5 GRID CO-ORDINATES:** Each hex has its own identifying grid co-ordinate printed in the top center of the hex. The full grid co-ordinate is composed of the board number, hex row letter, and the hex number within that row. For example, hex 2BB5 contains the hill symbol "Δ538." Whenever two boards are butted together the half hexes of each board edge combine to form an entire hex. If only one of these half hexes contains a grid co-ordinate the combined hex is considered part of the board containing the grid co-ordinate. If neither or both hexes contain a printed grid co-ordinate the hex derives its board number and row letter from the northeastern most board in the mapboard configuration. The row position number would be either 0 or 10 depending on the co-ordinate of the adjacent hex in the identifying row.

**3.6** The sidewalk or path illustrations (**example: hex 1BB5**) and the difference in color of the paved roads of the city (IC4) and dirt roads (IB5) of the countryside play no role in the game and are included for aesthetic purposes only.

**3.7** Board edge half hexes are playable and have the same effect as full hexes.

**3.8** Terrain Effects and Movement Costs of hexes containing more than one terrain feature are *cumulative*. Therefore it costs infantry 4 MF to enter hex 2I9 and fire into that target hex will be modified by +3 to the dice roll.

### 4. SEQUENCE OF PLAY:

For purposes of definition we will refer to the player moving first in the turn as the *attacker*; the player moving second as the *defender*. Each game turn consists of two complete 8 phase player turns, representing 2 minutes of actual time.

**4.1 RALLY PHASE:** Both players may attempt to repair malfunctioning support weapons and rally broken units.

**4.2 PREP FIRE PHASE:** The attacking player may now fire any of his units at enemy units within the attacking unit's LOS. Place a Prep Fire marker on those units which fire.

**4.3 MOVEMENT PHASE:** The attacking player may now move those *unbroken units which did not fire* during the Prep Fire Phase.

**4.4 DEFENSIVE FIRE PHASE:** The defending player may now fire any of his units at enemy units currently within their LOS, or who moved, in the preceding Movement Phase, through their LOS.

**4.5 ADVANCING FIRE PHASE:** The attacking player may now fire any of his units which moved during the Movement Phase at 1/2 firepower. He may also fire at their *full firepower* those units which neither Prep Fired or moved. Units which Prep Fired may not fire in the Advancing Fire Phase. Remove all Prep Fire markers.

**4.6 ROUT PHASE:** Broken units of *both* sides must seek cover in woods or buildings, moving player routing his units first. Those already in such cover need not move *unless* adjacent to an enemy unit.

► **4.7 ADVANCE PHASE:** The attacking player may now move any or all of his non-broken infantry units one hex (regardless of prior fire or movement status). The hex advanced into *may* be occupied by enemy units. This is the *only* time you may move an *infantry* unit into a hex occupied by an enemy unit. (**EXCEPTIONS: 27, 53.4, 56, 57**)

**4.8 CLOSE COMBAT PHASE:** Units of *both* sides occupying the same hex *must* attack those enemy units on the Close Combat Table.

**4.9** This ends the attacking player's turn. The defending player now becomes the attacking player, inverts the Turn counter and repeats steps 4.1-4.8. At that point one complete *game* turn is finished and the turn counter is reinverted and advanced one box on the Scenario Turn Record Chart.

### 5. MOVEMENT:

Each hex represents a distance of 40 meters. The terrain scale is abstracted to capture the correct "feel" of many different terrain obstacles on the flow of a tactical battle.

**5.1** During the Movement Phase portion of your turn you may move all, some, or none of your units *which did not fire during the Prep Fire Phase*.

**5.2** Units are moved in any direction or combination of directions up to the

limit of their *Movement Factors* (hereafter referred to as *MF*). The die has nothing to do with movement. Basically each unit is permitted to move a number of hexes equal to its movement factor, although this may be increased, decreased, or restricted by leaders (5.44), terrain (5.5), presence of enemy units (5.6), items carried (5.7), or fire from enemy units (16.1).

**5.3** Units may move over and stack on top of other friendly units. Movement factors cannot be transferred from one unit to another, nor can they be accumulated from turn to turn.

**5.4** Only vehicles have separate MF allotments printed on their counter. All other counters have a uniform movement capability based on their unit type:

**5.41** Every squad counter has 4 MF.

**5.42** Every leader counter has 6 MF.

**5.43** No support counter has a MF of its own. They must be "carried" by squad, leader, or vehicle counters to move.

**5.44** If a squad(s) spends the *entire* Movement Phase stacked with a leader it would receive a 2 MF bonus.

**5.5** Every time a unit moves into a hex it expends a number of its MF for that turn, dependent on the terrain within that hex. The cost in MF to enter a hex is shown on the (update when final) and is also summarized on the Quick Reference Data Card.

TERRAIN	COST
*Open Ground, Shellhole, Wheatfield	1 MF
*Onto Road from a non-road hexside	1 MF
*Onto Road from a road hexside	1/2 MF
*Woods	2 MF
*Enter any Building	2 MF
Move within Building	2 MF
Over Walls or Hedges	1MF +COT
COT= Cost of Terrain moved into.	

**5.51** Walls and hedges are printed directly on the hexsides themselves. When crossing such a hexside, a unit pays a one MF penalty *plus* the normal cost of the terrain in the hex moved into.

**5.52** The MF cost for moving into a road hex is 1/2 MF only if the hex is entered through a hexside crossed by the road.

**5.53** The MF cost of *infantry* entering Open Ground (hills), road, buildings, and woods hexes is doubled while moving onto a higher terrain hex than previously occupied. There is no additional penalty for moving along the same level of high terrain hexes. There is *no* additional or lessened cost for moving from higher to lower terrain. Note however that there is no terrain elevation differentiation (other than two story buildings) on mapboard #1 which is the only board used in Game Set I.

**5.54** Terrain effects are cumulative for units moving into or through hexes containing more than one type of terrain. (**EXCEPTION: infantry moving into shellhole along road**).

**Exception:** Hex 3I10 costs 2 MF to enter from hexes H9, I9, and/or J9. It would cost 4 MF to enter from H10, J10, or off the board because the moving units would be moving to a *higher* elevation. The road leading into the hex does *not* negate the movement cost of other terrain in the hex (*also see hex 3I1*) although it would enable units *leaving* the hex to do so at the road movement rate.

**5.6** Infantry units may move up to and around enemy units with no restrictions (**EXCEPTION: 16.1**), but may only move into a hex occupied by an enemy unit during the *Advance Phase* (**EXCEPTIONS: 27.2, 56.8, 57.1**).

► **5.7 SUPPORT WEAPON:** Squads and leader counters may carry support weapons at varying costs to their own movement factors. These *portage* costs per weapon are shown on the *Support Weapons Chart*. The portage cost for carrying a support weapon is the same regardless of the distance traveled. An infantry unit can pick up (or drop) support weapons at any point in its move providing it has sufficient MF to do so. Notice that the portage cost of the same weapon may be different - depending upon whether it is carried by a squad or leader counter. A *squad may carry up to 3 portage points at no cost* to its own Movement Factor. A leader may carry 1 portage point of support weapons at no cost to his own Movement Factor. A unit loses one MF for each portage point carried over these normal portage capabilities

**Example:** A squad carrying two LMGs and a flamethrower (4 portage points) may expend only 3 Movement Factors during the Movement Phase. If accompanied by an officer (himself carrying two portage points of weapons) that same squad could expend 5 MF during the Movement Phase.

► **5.71** A leader may never carry Support Weapons in excess of 3 leader portage points.

► **5.72** The portage capability of a unit may *not* be combined with that of other units. **EXCEPTION: A weapon can be carried by only one unit at a time and the portage cost for that weapon must be paid by that unit. Therefore two squads may**

not move a HMG any further than one squad. However, a leader spending its entire Movement Phase with a squad may still impart a movement bonus to the squad, even if the leader is itself carrying 3 portage points of support weapons.

**5.73 [ GIA 142.22 ]** Regardless of movement penalty due to terrain and/or weapons portage a squad/crew can always carry up to 5 portage points one hex during the Advance Phase. A Leader may always carry up to 3 leader portage points one hex during the Advance Phase.

► **5.74** Any squad carrying 4 or more portage points or a leader carrying 2 or more leader portage points during a Movement Phase may not fire a support weapon in the ensuing Advancing Fire Phase.

**5.75** No infantry unit may fire more than one type of support weapon in the same fire phase. LMG, MMG, and HMG are all considered one type of support weapon.

**5.76** Unless otherwise specified, when referring to portage costs these rules will always refer to squad usage costs.

## 6. STACKING

► **6.1** Each player may stack no more than 4 of his infantry units (only 3 of which may be squads) plus a maximum of 10 portage points of support weapons per hex. (*EXCEPTIONS: 27.2, 56.8, 57.1*).

**6.2** In Close Combat situations both sides may occupy the same hex up to their normal maximum stacking limit. Once Close Combat has ended with one side victorious, any excess support weapon counters must be eliminated with the victorious player given the choice of which weapons to remove.

► **6.3** Players may exceed stacking limits during movement so long as hexes are not overstacked at the end of the Movement Phase.

5.7 SUPPORT WEAPONS CHART					
PORTAGE COSTS			OPERATION CAPABILITIES		
Support Weapons	Squad/Crew	Leader	Captured Use	Squad	Leader
LMG	3	1		F (17.1)	1 MG at 1/2 firepower
MMG	4	A	Yes		E
HMG	5	A			(17.3)
Flamethrower	2	2	C, D, H	1 D(22.3-5)	1 C(22.4)
Demolition Charge	1	1	C, D, H	1 D(23.3-4)	1 C
Panzerfaust	½	1	C,D,H	4 (37.3)	1 (37.33)
Bazooka	1	2	No	2 (37.4)	1 E (37.43)
Radio	1	2	No	NA	1 (46.1)
Anti-Tank Gun	B (48.4)	NA	Yes-G	1 (48.7)	NA
105mm Howitzer	*5		No		
Mortar (63.6)			D, H		
Notes:	A- Two leaders may carry one MMG/HMG 1 hex per Movement Phase B- Any squad may push 1 hex during Movement Phase C- Must have a leadership modifier of -2 or -3 D- Must be Assault Engineer E- Any two leaders may fire at full strength F- One MG or 4 firepower factors at no cost, or any two MG's in excess of 4 firepower G- Must be a Crew Unit H- Must be American Unit *- For stacking purposes only				

## 7. BASIC LINE OF SIGHT (LOS)

The concept of sighting, or “who can see (and fire at) what,” is discussed below only as it applies to mapboard #1 of Game Set I. Other, more advanced, rules will be presented in Section 43.

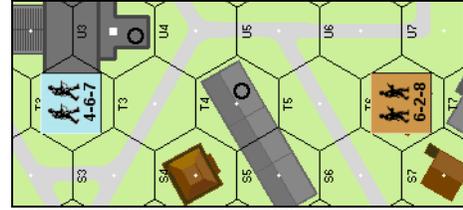
► **7.1** All sighting is assumed to follow a straight line measured from the center of the firing hex to the center of the target hex. Any rubber band or a piece of string stretched taut will suffice to check the LOS although a transparent straight edge works best. If the obstacle can be observed on both sides of the string the LOS is blocked. If any disagreement arises as to whether a LOS is obstructed it should be resolved with a friendly roll of the die.

► **7.2** LOS in Game Set I is considered unobstructed unless it passes directly through a woods or building symbol (not necessarily a woods or building hex). Such symbols present in the firing or target hex do not obstruct LOS. The presence of infantry units in a hex does not necessarily block LOS through that hex. Fire may be traced through infantry units without affecting them if the firer prefers (*EXCEPTION: 17.6*).

**7.3** LOS extends into woods or building symbols but not through them into hexes beyond the hex containing the first woods or building symbol encountered (*EXCEPTION: Elevation Differences, 7.4*).

**7.4** Buildings which cover 3 hexes or more are considered to be multi-story

structures and units in such buildings may trace LOS over buildings of 2 hexes or smaller and woods. The hex directly behind a building or woods in direct LOS from the firing hex is considered a *Blind Hex* and cannot be fired upon.

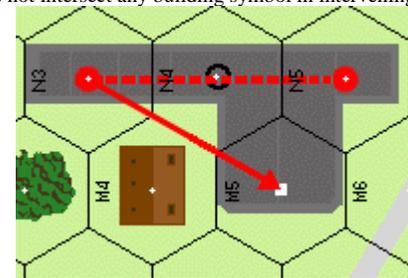


**Example:** A unit in T2 could fire over the building in T4 at a target in T6 due to its height advantage. It could also fire at T3 and T4, but not T5 which is a *blind hex* caused by the obstacle in T4.

**7.5** Multi-story buildings obstruct all LOS in Game Set I regardless of elevation.

**7.6** Units on ground level may see over intervening obstacles to multi-story buildings. Note that this is the converse of 7.4. Fire from units at ground level to targets in multi-story buildings could not come from a “blind hex” as described in 7.4.

**7.7** Units in the same building may not see or fire at each other unless they are adjacent or the LOS does not intersect any building symbol in intervening hexes.



**Example:** The LOS from IN3 to IN5 is obstructed; the LOS from IN3 to IN6 is not.

**7.8** Units may always fire into any adjacent hex regardless of terrain (*EXCEPTION: 56.3, 57.4*).

**7.9 [ RE: see SQL 57. ]** Units in a multi-story building are considered simultaneously on both the upper and lower level. While firing at or from such a hex either player can choose whether he wants the occupants of the building to be considered on the upper or lower floors for purposes of resolving his attack. However, if a MG chooses to fire from the upper level at a different level target it loses any penetration factors it would be entitled to were it firing along the same level; a unit firing from ground level would be unable to “see over” intervening obstacles.

## 8. FIRE COMBAT PRINCIPLES

**8.1** Fire Combat is the process by which a unit applies its firepower factors against opposing units within its LOS. Fire Combat is resolved on the *Infantry Fire Table* located on the *Quick Reference Data Card*.

► **8.2** No infantry unit may use its inherent and support weapon firepower more than once per player turn (*EXCEPTION: Close Combat 20*). You may fire all, some, or none of your units in a given player turn.

**8.3** Fire combat is directed *uniformly* against all the occupants of a hex with the outcome of such fire affecting all units in the target hex. A hex may be attacked any number of times by Fire Combat during a turn.

**8.4** A squad may never split its own inherent firepower between different hexes but it could fire one or more of its support weapons separately at a different hex (even if in an entirely different direction).

**8.5** Units in the same hex do not have to fire at the same target hex but if they do they must combine their fire into one dice roll (*EXCEPTIONS: 22.3, 34.3, 36.3, 37.47*).

► **8.6** Units may combine their firepower factors to form “Fire Groups” to attack the same target hex in one combined attack only if the firing units are in the same or adjacent hexes. It is possible to have a virtually unlimited “string” of adjacent hexes. Units in adjacent hexes do not have to combine their firepower factors but have the option to do so. A *Fire Group* can consist of from one to an almost infinite number of attacking units.

**8.7 [See Optional Rule Page 22]** A player does not have to predesignate all

attacks; i.e., he may await the outcome of an attack prior to committing the fire of other units.

**8.8** Although all units in a target hex are affected equally by the results of Fire Combat some may escape harm while others break. If a KIA result occurs *all* squad and leader units in the hex are eliminated. But if a morale check results, then all the squads and leaders in that hex must take an *independent* morale check – LEADERS FIRST. The dice are rolled separately for each unit undergoing a *Morale Check* (12.1).

**8.9** When morale checks are called for by the Infantry Fire Table they are resolved immediately prior to resolving any other fire attack on that hex.

## 9. FIREPOWER MODIFIERS

**9.1 POINT BLANK FIRE:** The *firepower factor* of a unit is doubled whenever the target hex is adjacent to the firing unit. (**EXCEPTION: CLIFFS 44.1**).

**9.2 LONG RANGE FIRE:** The firepower factors of a unit are halved when the target hex exceeds the printed range of the firing unit. Attacks are not allowed beyond double the printed range of the firing unit.

**★9.3 MOVING FIRE:** The firepower factors of a unit are halved when the firing unit has moved during that player turn (**EXCEPTION: Flamethrowers, 22.8**). The firepower of Support Weapons which did not move but which are manned by infantry which did is also halved.

**9.4 AREA FIRE:** The firepower factors of a unit are halved when the target unit is beneath a *Concealment* counter (25.8).

**9.5** Firepower modifiers are cumulative.

**Example:** A unit moving adjacent to an enemy unit would have its firepower halved (Moving Fire), and doubled (Point Blank Fire) with the end result that it would use its normal firepower.

## 10. FIRE COMBAT RESOLUTION

**10.1** Total all the firepower factors of the Fire Group.

**10.2** Check to see if any *Firepower Modifiers* serve to halve or double the firepower of the *Fire Group*.

**10.3** Determine the proper column on the Infantry Fire Table. Firepower factors of 1 to 36+ are printed in large black numerals at the head of each column. Use the rightmost column which does not exceed the total adjusted firepower factors of the Fire Group. Excess firepower factors are lost.

**10.4** Check to see if any dice roll modifiers apply due to the effects of terrain, target characteristics, or leadership and roll two dice.

**10.5** After adding any modifiers to the dice roll cross index the adjusted dice roll with the correct firepower column to determine the results of the Fire Combat.

**10.6** The results of combat are interpreted as follows:

Result	Meaning
KIA	All in the target hex are eliminated
M	All squads and leaders in the hex must take a Morale Check. Leaders check first.
(#)	(1 or 2 or 3 or 4) – Same as “M” but with the added penalty that the number shown is added to the Morale Check dice roll.
–	No effect

**Example:** A fire group of two 4-6-7 squads, a MMG (4-12) and a leader with a -2 leadership rating fire at three non-moving squads and a leader, which are 7 hexes away in open terrain. The firepower of the two squads is halved due to the long range modifier, leaving the Fire Group with a total of 8 firepower factors. The dice roll is an 8 which is modified by adding -2 for the leader's direction of fire, resulting in an adjusted dice roll of “6”. A “6” under the 8 Firepower Column results in a +1 Morale Check.

## 11. TERRAIN EFFECTS MODIFIERS

**11.1** The terrain of the *target* hex may change the effectiveness of the Fire Combat by adding a modifier to the dice roll. The effects of these modifiers are *cumulative*.)

Terrain Effects/Target	Target hex
in open terrain, moving <sup>++</sup>	- 2
in open terrain, non-moving	0
in woods, shellhole	+1
in wood building	+2
in stone building	+3
behind hedge <sup>+</sup>	+1
behind stone wall <sup>+</sup>	+2
in wheatfield, moving or non-moving	0

**11.2 \*** The modifiers for hedge and stone walls apply only if the hedge or wall forms a side of the *target* hex through which the LOS is being traced.

**11.3 \*\*** The modifier for firing on a moving target in open terrain is used only during the Defensive Fire Phase against units moving in the preceding Movement Phase (16.5).

**11.4** The other terrain in a road hex determines the terrain effects on combat of a road hex.

► **11.5 WALLS AND HEDGES:** Walls and hedges do not appear on board 1 but are readily recognizable on the other boards as the gray or green symbols conforming to hexsides. An example of a wall hexside is 3P6-3P7. An example of a hedge hexside is 3Y2-3Z2.

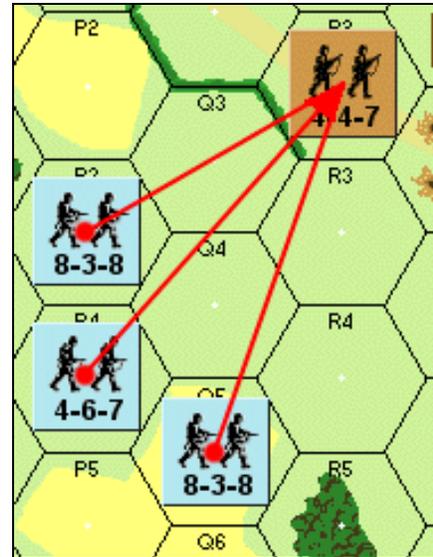
**11.51** A LOS may be traced through a wall or hedge hexside *only* if the LOS ends or originates in the hex formed by that wall or hedge hexside, or if either the firing or target unit hex has a *height advantage* (7.4).

**11.52** Units moving across a hedge or wall hexside pay *additional* movement penalties as listed on the appropriate Movement Chart.

► **11.53** The dice roll of fire traced across a wall or hedge hexside into the hex formed by that hexside is modified as listed on the Terrain Effects Modifiers Chart (11.1), *unless* the target unit occupies higher terrain than the wall or hedge hexside (*Example: 3V4*). The modifier of a hedge or wall hexside is in addition to any modifiers for terrain inside the target hex.

**Example:** Fire traced across a wall into a woods hex would have an overall modifier of +3. Similarly, fire traced across a hedge hexside into an open ground hex at moving units would have an overall modifier of -1 (+1 for hedge, -2 for moving in the open).

**11.6** If the fire of a *multi-hex* Fire Group is directed against a target such that not all of its LOS lines cross the terrain *modifier* (Covered Arc, (29.4), walls, hedges) *no* terrain modifiers apply to the dice roll of that Fire Group. Note this refers only to terrain or counters which *modify* fire across a particular hexside, not to terrain which *blocks* LOS or which the target occupies (such as woods or a building).



**Example:** The units in hexes P3, P4, Q5 have formed a Fire Group to fire on hex R2 with one combined dice roll. There is no terrain modifier. The +1 modifier for the hedge does not apply because the LOS from hex Q5 does not cross the hedge hexside. If only hexes P3 and P4 were firing, there would be an additional +1 modification to the dice roll.

## 12. MORALE

In most battles the number of men Killed in Action is quite small when compared to those who fled or sought personal safety at the expense of their assigned mission. In no small way, morale is the heart of the issue, for beneath the surface of any organized army lurks a terrified mass of men who long for home and peace.

**12.1** All squad and leader units have a basic morale rating printed on the counter. If this number or less is rolled with two dice during a *Morale Check* the unit passes the Morale Check.

**12.2** Only two events, enemy fire or loss of a leader, can cause a unit to make a Morale Check (**EXCEPTION: 32.5, 36.11**).

**12.21** An immediate Morale Check must be made on every unit in a target hex which has just received a “M” or “#” result on the Infantry Fire Table. Leaders are

checked first.

► **12.22** Any leader (whether previously broken or not) failing his Morale Check, or killed/seriously wounded by a sniper (96.4), causes all other units stacked with him in the hex to suffer a second Morale Check. This occurs immediately after the combat check and is a normal “M” check regardless of the strength of the Morale Check which broke the leader. No dice modifiers other than that from an additional unbroken leader in the same hex would affect the Morale Checks.

**12.3** Units which pass their Morale Check are unharmed. Those which fail a Morale Check are immediately inverted and classified as *Broken* units. A broken unit that fails its Morale Check is removed from the game.

► **12.4** A leader may *not* apply his leadership rating to his own Morale Check; i.e., an 8-1 leader must roll an 8 or less to pass a “M” Morale Check.

**Example:** Two Russian 4-4-7 squads and a leader with a morale of 8 and -1 leadership rating occupy the same target hex. A Fire Group has fired on the hex getting a +1 Morale Check on the Infantry Fire Table. The officer needs a morale roll of 7 or less because his morale rating has, in effect, been decreased by the +1 Morale Check. The officer rolls a 4 and passes his Morale Check. The two squads now need morale rolls of 7 or less also as the +1 Morale Check and the officer’s leadership cancel each other out. The dice rolls are 6 and 11. One squad “breaks” and is inverted. Now a second Fire Group fires on the same target hex and achieves a “M” result on the Infantry Fire Table. The officer needs an 8 or less to pass the Morale Check but rolls a 9 and breaks. Both squads in the target hex must now undergo two normal “M” Morale Checks. They need 7’s or less to pass the Morale Check. The broken squad rolls a 7 and 3 and survives, although still a broken unit. The other squad is not as fortunate and rolls an “8” and “9”. The first roll “breaks” the squad and the second eliminates it. (See 13.6)



Squad

Morale Factor



Leader

### 13. BROKEN UNITS

**13.1** Broken units are inverted and may not fire at enemy units or engage in any type of combat.

**13.2** A broken unit may not remain adjacent to an enemy unit. Broken units which find themselves adjacent to an enemy unit (even if broken) must move away in the next Rout Phase; broken units of the *moving* player routing first.

**13.3** [ see GIA 142.5 ] Broken units have the same MF they held in their normal, unbroken state. A broken squad stacked with a leader (whether broken or not) *throughout* the Rout Phase in question has 6 MF; otherwise it has 4 MF.

► **13.4** Broken units automatically seek cover in buildings or woods. If a broken unit is not in such cover or is adjacent to an enemy unit at the beginning of a Rout Phase it must immediately move (*rout*) to such cover at maximum speed, consistent with the following restrictions:

► **13.41** A *routing* unit may not move towards *known* enemy positions., It may never advance toward an enemy unit in such a way as to *decrease* the range in hexes between the broken and enemy unit.

► **13.42** A *routing* unit may not cross an open ground hex (unless behind a wall or hedge) in *both* the LOS and *normal* range of any unbroken enemy unit.

**NOTES:** *Wheatfield and shellholes, are not open ground. Broken units could remain in such hexes until a possible route to a woods or building hex exists but must seek better cover in the following Rout Phases if it is possible.*

**13.43** Provided the above two conditions are met, a routed unit will take the shortest route (measured in MF), to suitable cover.

### 14. RALLYING OF BROKEN UNITS

**14.1** Broken squads of BOTH sides may attempt to *RALLY* during the Rally Phase of either player turn if an unbroken friendly leader unit is *present in the same hex*.

**14.2** To rally, a broken squad must roll its morale number *or less* with two dice. Any leadership modifier of the unbroken leader in the same hex would be added to the dice roll. Remember, *adding* a minus modifier to a dice roll actually *subtracts* from the overall dice roll.

**14.3** A broken *leader* may attempt to “self-rally.” Broken leaders do not need the presence of an unbroken leader to attempt to rally, but their own leadership modifier does not apply to their rally attempt.

**14.4** If the only leader stacked with broken squads is himself broken, squads may not attempt to rally *unless* the leader succeeds in rallying himself first. The rallied leader could then attempt to rally any broken units in the hex during the same player turn.

**14.5** If more than one leader is present in a stack of broken units only one has to

► **13.44** Upon reaching a woods or building hex a routed unit must stop and make no further movement until rallied, or an enemy units moves adjacent. If subsequently fired upon the broken unit *may* (but doesn’t have to) rout again in the next Rout Phase.

**13.45** A broken unit which does not reach a woods or building hex at the end of the first Rout Phase must continue to rout in the following Rout Phase until it reaches a woods or building hex.

**13.46** Broken units *already in a building or woods hex may elect* to stay in the target hex rather than rout to other cover *unless* the target hex is adjacent to an enemy unit. Once this decision is made however the broken unit may not move until *Rallied* (14.1), *fired* upon, or an enemy unit ends its movement adjacent to it.

**13.47** Any broken unit unable to fulfill the above requirements is eliminated.

**13.5** Broken units abandon all support weapons they may have been carrying prior to routing. Abandoned MGs are subject to capture and use by both opposing and friendly forces. Other support weapons are eliminated if captured by opposing forces (**EXCEPTIONS:** 41.2, 50.4).

**13.6** Broken units, if called upon to take another Morale Check, suffer no inherent penalty simply because they are broken. They would check with the number printed on their reverse (broken) side. However, if they fail this Morale Check, thus breaking again, they are eliminated.

**13.7** Units may voluntarily “break” anytime by announcing their intention to do so.



**Example:** Broken unit “A” is eliminated because it is surrounded by open ground (13.42) in the LOS of the enemy unit at F6. Note that hex F9 is a “blind hex” and might have given the broken unit a route to cover were it not for the fact that such a move would decrease the range between the broken and enemy unit from 4 hexes to 3 (13.41). Broken unit “B” may rout to the building in D4, even though it might appear to be advancing on the enemy position at F6. Closer examination reveals this to be a legal move, the range remaining constant at 3 hexes. Broken unit C has only one choice, rout to D8.

be unbroken to attempt to rally the others. Furthermore, any leadership modifiers of the good order leader would affect the rally dice roll of the broken leader as well.

**14.6** Any unit attempting to rally which has been fired on by 1 or more firepower factors *since the preceding Rally Phase* (regardless of the effect of that attack) must roll “*Desperation Morale*” to rally during that player turn. *Desperation Morale* is “4” less than normal morale. Hence a unit with 9 normal morale, would have a “Desperation Morale” of “5”. Any leadership modifiers in effect would be added to the dice roll. Players finding it difficult to remember which broken units have been fired upon since the preceding Rally Phase may wish to so indicate them by placing a “DM” counter on top of the fired on units. Remove all “DM” counters at the *end* of each Rally Phase.

**14.7** There is no penalty for units which attempt to Rally and fail (**EXCEPTION:** 18.3 & 111.93). Thereafter, they are treated as a broken unit.

### 15. LEADERSHIP

Squad leadership is the key to success on the infantry battlefield. A greatly

outnumbered unit can often neutralize a superior force if its combat cadre are superior. The squad leader is the cutting edge of a combat group and the following rules reflect his pivotal role.

**15.1** All leader units have a leadership rating which may affect a squad's performance. These ratings are usually expressed as a negative number, or simply 0 indicating no change to the dice roll. There is even one leader with the dubious leadership rating of +1 who adds a +1 detriment to the dice roll performance of any units it is stacked with. In all cases, leader units must be stacked in the same hex with a squad to influence its performance.

**15.2** The leadership rating may be used to modify the Fire Combat dice roll of any single Fire Group per player turn, provided all firing units of the Fire Group are in the same hex as the leader and that the leader does not move in the Movement Phase after giving such benefit in the Prep Fire Phase.

**15.3** Leadership ratings do not modify the dice rolls of certain support weapons. These weapons are identified by the symbol (Δ) on the various combat tables.

**15.4** Two leaders may not combine their leadership ratings in order to get a larger Fire Combat modifier. No more than one leader can direct the fire of any Fire Group.

**15.5** If a leader breaks or is eliminated he immediately ceases to give any morale or fire direction benefit.

**15.6** The leadership rating modifier of a leader applies to all Morale Checks taken by units in the same hex other than the leader himself.

**15.7** As in fire direction, the leadership modifiers for Morale Checks and Rally Attempts are not cumulative; i.e., the modifiers of 2 or more leaders in the same hex cannot be added together to get one combined modifier for Morale Checks or Rally Attempts. The owning player may choose which leadership modifier to apply when 2 leaders are present in the same hex.

**15.8** Any leader unit stacked with a broken unit at the beginning of the Rout Phase may elect to move with the broken unit as it routs to cover. If it elects to do so, the leader unit must remain with the routed unit(s) for the entire duration of the Phase. The non-broken leader could conceivably carry up to 3 portage points of support weapons. No other movement of non-broken units is allowed during the Rout Phase.



## 16. DEFENSIVE FIRE PRINCIPLES

**16.1** The defending player should keep careful watch over the moving player during his Movement Phase. As the moving player moves his units through a defender's LOS, the defending player should note which hexes the attacker is moving through which the defender's units could fire on. At the end of the Movement Phase the defending player may return any enemy units which just moved through a hex in the LOS of one of his units to any target hex which they traversed during the just completed Movement Phase. Stacking limits are temporarily ignored. A "track" counter may be immediately placed in those hexes moved through by the attacker in the defender's LOS as a reminder to both players that the attacker actually moved through that hex. (See 19.3)

**16.2** The defending player may now fire all his units at any target hexes within each firing unit's LOS. The Fire Combat is resolved in the normal manner with the results affecting all units in the target hex – whether they moved during the just completed Movement Phase or not.

▶ **16.3** Upon the resolution of each defensive fire, those units which the defender moved back to a target hex which have not been broken or eliminated are returned to the positions they held prior to the outset of the Defensive Fire Phase, or moved to the next target hex along its line of march which it traversed in the preceding Movement Phase for any further defensive fire by other defending units which have not yet fired during the Defensive Fire Phase.

▶ **16.4** Defensive fire against moving units must be made in a target hex in which the target unit expended MFs or MPs – not in most cases at the hex from which the unit starts its Movement Phase. Defensive fire can be made at any unit in LOS which does not move.

**16.5** Fire Groups in the Defensive Fire Phase get a special -2 modifier to their Fire Combat dice roll against all units which moved in an open ground target hex

during the just completed Movement Phase. The modifier does not apply to other units which may be in the hex which did not move.

**16.6** In a situation where both moving and non-moving units exist in the target hex, Fire Combat is still resolved with a single dice roll, but the -2 modifier for movement in the open applies to those units which actually moved.

**Example:** Fire Combat dice roll is a 7. The units which moved would suffer the consequences of a "5" dice throw while those in the target hex prior to the Movement Phase would be attacked by a "7" dice roll.

▶ **16.7** Defensive Fire against vehicles of any kind is conducted at once, rather than at the end of the Movement Phase. Fire against moving vehicles must be resolved before the vehicle leaves the intended target hex. The moving player must give the defender ample opportunity to declare his fire before moving on, announcing his Movement Points expended in each hex as he moves. The defender may never move a vehicle back to a target hex. Of course, a vehicle which ends its move in the LOS of an enemy unit can always be fired on later during the Defensive Fire Phase.

An example of Defensive Fire is given in section 17, and an alternate system is provided in the Optional rules.



Lt. Stahler, a 4-6-7 squad, and a LMG occupy hex M4. In the Russian Movement Phase, squad A charged Stahler's position while squads B and C moved into the woods in hex H2. The German player, using his Defensive Fire option, has chosen to fire at Squad A in hex L3 and Squads B and C in hex G4.

The Fire Combat dice roll is a 7. The fire is resolved as follows:

**Against Squad A:** By waiting until Squad A has moved adjacent, Stahler has doubled his firepower factors to 12 for Point Blank Fire. The dice roll is modified by -4 for moving in the open and Lt. Stahler's leadership rating. This yields a net 3, which is a KIA result.

**Against Squads B and C:** the Germans squad's firepower has already been used against Squad A, but the LMG fire penetrates to hex G4 which is the second target hex. Although this results in only 2 factors of firepower, the net -4 modifiers are still in effect and both units must undergo a +2 Morale Check (net 3 DR on the 2 IFT column). Subsequent Morale Checks reveal that B passes his Morale Check and may move into the woods in H2 where it was originally moved. C breaks and must remain in G4 until the Rout Phase, when it will rout into the nearest cover in hex G3.

**Against Squad D:** No further Fire Combat can take place because the LMG has used up both its penetration factors. Note however, that Squad D is in the LOS of the firing units and if the machine gun was a MMG (4-10) with a higher penetration factor, it could attack squad D at half firepower for Long Range fire using the same Fire Combat dice roll, although only the -2 leadership modifier would apply because Squad D did not move nor it in open ground. In addition, +1 would be added to the dice roll due to the woods in the target hex for a net modifier of -1.

**Against Squad E:** Regardless of the type of MG use, Squad E cannot be fired upon because the woods in A4 prevents any penetration.



## ▶ 17. MACHINE GUNS

**17.1** A squad may fire any one MG or two LMGs at no cost to its own firepower.

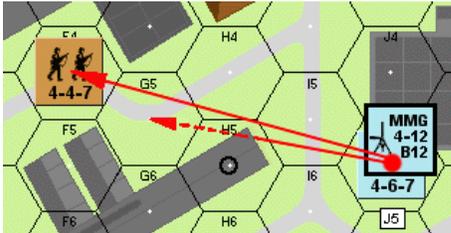
**17.2** A squad may fire any combination of two MGs with normal MG firepower effect in excess of 4 factors, but in so doing forfeits its own inherent firepower for that turn.

▶ **17.3** A leader may fire any one MG at half firepower factor. Two leaders may fire any one MG at full firepower factor.

Leaders cannot apply their leadership modifier to the "TO KILL" roll of MGs being used under their direction against AFVs. A leader manning an MG alone would have no effect against an AFV.

17.4 When a leader mans a MG it forfeits any leadership modifiers it may have exerted over other firing units in the same hex. The leadership modifier does affect its own fire however *provided* its fire is *not* added to that of other units in a single dice roll.

▶ 17.5 Note that MGs have a penetration factor which enables them to fire on that many target hexes with the *same dice roll* and *firepower* using a single Fire Combat resolution. Each target hex must be along the same LOS of *any one* designated enemy occupied target hex. A *target hex* is defined as any hex containing an enemy unit which is being attacked by Fire Combat of at least 1 firepower factor. Note that a MG need trace a LOS to the center of only one target hex. All other *hexes* crossed by that LOS are subject to the same fire combat dice roll *provided* the MG could trace a separate clear LOS to that hex center *were it firing only at that hex*.



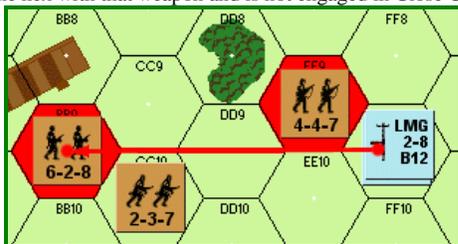
**Example:** The German MMG is firing at the unit in target hex F4. Note that the MMGs penetration factor and LOS would enable it to attack hexes I5, H4, and E4 as well were there enemy units in those hexes. The fire is ineffective in G5 because it can not trace a separate LOS to that hex center were it firing only at that hex. Fire would also be ineffective against H5 because it is a building hex and although the LOS does not actually cross the building symbol, units in H5, if fired on, receive the +3 modifier of the building. If the MG were to affect units in H5, the building would, by definition, stop all penetration, eliminating F4 as the intended target hex.

17.6 Machine Guns, like normal infantry fire (7.2) may fire through friendly units at a target hex without affecting those friendly units. However, once the MG firepower is used against a target hex, all other hexes beyond that target hex along that LOS are subject to the *same* attack dice roll used against the initial target hex, whether occupied by friendly or enemy forces.

**Example:** Using the example in 17.5 the German MG could fire through theoretical German squads in H4 and I5 without affecting them. However, after firing on the enemy in F4, E4 if occupied would become the next target hex and would be attacked by the same dice roll used against F4, although the dice roll *modifiers* would change the final result.

17.7 In cases where a LOS is traced exactly along a hexside fire passes through one of the adjoining hexes (firer's choice) and any units therein are subject to fire as one target hex. Subsequent penetration fire along the same hexside *must* penetrate all occupied hexes on the same side of the hexside along which the LOS is being traced.

▶ 17.8 Any unbroken unit may destroy support weapons at *no cost* to its own fire or movement abilities during any phase of its *own player turn* provided it ends the Phase in the same hex with that weapon and is not engaged in Close Combat (20).



If the LMG fires *through* hex EE9 at target BB9 it can *not* fire into hex CC10. The range is 4 hexes and the LMG has used its two penetration factors in the red shaded hexes.

17.9 MGs, like infantry and other infantry support weapons may fire in any direction with no detriment due to the facing of the counter (**EXCEPTION: AT Guns 48.7**).



## 18. FATE

Unforeseen occurrences often tip the scales of combat. Whether it be an unexploded shell, a forgotten mine, a well hidden sniper, or any of a myriad number of the infinitesimal factors of war, there is no denying the role of fate in any conflict. The following rules attempt to capture in small measure this effect.

★▶ 18.1 **BREAKDOWN:** Whenever support weapons are fired there is a chance

they will malfunction, overheat, or simply run out of ammunition. Anytime their *Breakdown number* or greater is rolled (prior to modifier adjustments) during an attack in which they fire, those weapons malfunction and are inverted. The fire from those weapons is resolved but no subsequent fire is allowed from the support weapon counters until they are repaired in a Rally Phase and re-inverted. A support weapon's Breakdown number is listed on the counter itself after the letter "B". Breakdown affects all *firing* support weapons in a Fire Group simultaneously and reflects the likelihood of all such weapons running out of ammunition simultaneously.

▶ 18.2 To *repair* support weapon roll one die *at the start* of each Rally Phase. A die roll of 1 repairs the counter. A die roll of 6 removes it permanently from the game. Any other roll results in no change during that player turn. To attempt to repair a support weapon it must be in the same hex as an unbroken squad or leader counter which is not in melee (engaged in Close Combat) at the start of the Rally Phase. Neither side may repair a *captured* broken support weapon.

18.3 **SPECIAL MORALE RULES:** Any infantry unit attempting to *Rally* which rolls a unadjusted 12 has taken unexplained additional casualties and is eliminated. In addition, should a broken leader roll a "12" while attempting to rally, all other friendly units in the same hex must immediately undergo a *normal* Morale Check (12.1).

▶ 18.4 If when making a *Morale Check* for a *Russian* infantry units (even if already broken), due to enemy fire, a "2" is rolled (prior to modifier adjustments) the unit becomes *Berserk* with the following "heroic" consequences:

▶ 18.41 The Berserk unit is immune to all Morale Checks for the remainder of the scenario. It must be eliminated to be stopped. Replace it with a red counter of the same type so that it can be easily distinguished.

▶ 18.42 A Berserk unit must charge the nearest (in hexes, not MF) enemy unit *in its LOS* during its Movement & Advance Phase in an attempt to destroy it in Close Combat. The charging unit must take the *shortest* route (in MF) to the enemy unit. It may fire during the Defensive Fire and Advancing Fire Phase but not during the Prep Fire Phase.

▶ 18.43 A Berserk unit is given 6 MF if it is a squad and 8 MF if it is a leader. A Berserk squad may move 8 MF if stacked with a Berserk leader for the *entire* Movement Phase. Berserk units may *not* carry support weapons if in so doing it would decrease the number of MF they have available for movement.

18.5 If a *leader* unit becomes *Berserk* there is a chance that all unbroken units stacked with him in the target hex will join him in Berserk status. To become berserk they must roll equal to or less than *Desperation Morale* (14.6) taking into account any leadership modifiers of the Berserk leader. There is no penalty if they fail this Desperation Morale Check.

## 19. PROCEDURES OF MOVEMENT AND FIRE

To capture the "snap decision" nature of infantry combat, *SQUAD LEADER* utilizes the following rules in attempt to create realism and suspense. They should be rigidly adhered to.

19.1 Whenever a unit moves into a hex it must pay the MF cost of moving into that hex. The moving player is not allowed to take the unit back to its starting point and begin again.

19.2 Whenever a unit is moved and the moving player withdraws his hand from the counter, that unit may move no further.

▶ 19.3 Neither side may make "potential" LOS checks with a straight edge except when resolving Fire Combat during one of the Fire Phases. Such checks must be preceded by a declaration of firing units. Should the LOS check reveal a blocked LOS, the declared firing units must still fire into that hex even though all results will be ignored. This penalty reflects the unlikely chance of meaningful damage when the target is only glimpsed for an instant. If support weapons are involved the attack must still be made to check for possible weapon breakdowns.

▶ 19.4 All infantry units are moved one at a time *unless* a squad(s) is utilizing the extra MF gained by moving with a leader (5.44), (**EXCEPTION: 32.51**) in which case the leader must accompany the unit in a stack throughout the Movement Phase.

## ▶ 20. CLOSE COMBAT

Inevitably the impersonal, far ranged weapons of modern war must be cast aside for bayonet and rifle butt as men close with their enemies in the ultimate death grip. Here it is room to room where the grenade reigns supreme over the heaviest machine gun. In such close quarters no mercy is expected or given and the battle is prolonged to the last breath.

★▶ 20.1 Close Combat is an alternate type of fighting which can occur only during the Close Combat Phase between opposing units in the same hex. There are *no* terrain modifications to Close Combat dice rolls.

20.2 Unlike regular Fire Combat, Close Combat is considered *simultaneous* and *both* sides fire on the other – even if one or both sides is eliminated by opposing fire.

20.3 In Close Combat, the firepower factors of attacking units are compared to the firepower factor of the enemy units being attacked in order to arrive at a ratio of attack to defense strength known as *odds*. For example, if two 6-2-8 squads attack a 4-6-7 squad the odds would be 12-4 or 3-1. Fractions are always rounded down in favor of

the defender.

**Example:** 6 to 4 would become 3-2, 11 to 4 would equal 2-1, 4 to 15 would equal 1-4, etc. Once odds are determined the *Close Combat Table* on the *Quick Reference Data Chart* is consulted to determine the *Kill Number* for those odds. If the Kill Number or *lower* is rolled the attacked units are eliminated. The dice must be rerolled for each separate Close Combat attack.

► **20.4** You may divide your Close Combat attacks in any manner you wish so long as no unit attacks more than once per Close Combat Phase. You may attack all or only some of the enemy units in the hex. You may combine all your Close Combat into one attack or break it down into smaller combats. All Close Combat attacks must be designated prior to *any* Close Combat dice rolls.

**Example:** Assume both players have three squads with a firepower of 4 each in the same hex. Both players could choose to divide their combat in the following ways:

- A. One big 1-1 attack (12-12) involving all 6 units OR
- B. Three Squads against one at 3-1 (12-4) OR
- C. Three separate 1-1 attacks (4-4) against each squad OR
- D. A 2-1 attack (8-4) against one squad and a 1-2 (4-8) against the other two, or a 1-1 (4-4) against one of the other two.

► **20.5** LMGs are the only support weapons which can be used in Close Combat. They add to the firepower of an attacking unit but are not included in the firepower of a defending unit when determining Close Combat odds. LMGs have no penetration factor when utilized in Close Combat.

► **20.6** The leadership modifier of each leader in the same hex may be applied to one predesignated Close Combat dice roll per player turn.

**20.7** Close Combat attacks may *not* be made against a leader *unless* the leader began the Phase as the only enemy unit in the hex.

**20.71** If at the end of the Close Combat Phase, all friendly squads which started the phase in the hex are eliminated, then any leader units in the hex are eliminated also.

► **20.72** A leader which begins the Close Combat Phase alone in a hex with enemy units is given a nominal firepower attack and defense strength of 1. The leader may *not* use *both* his nominal firepower strength *and* man a LMG, but his leadership modifier does affect his Close Combat Attack dice roll.

► **20.8** If units of both sides remain in the hex after all Close Combat attacks have been executed, those units are “locked in Melee” and may not leave the hex until one side or the other has been completely eliminated.

► **20.81** Units locked in *Melee* cannot fire out of the hex during any subsequent Fire Phase, or conduct any other activity other than Close Combat.

**20.82** New units may be brought into the Melee hex within the Limits of stacking during their Advance Phase.

► **20.83** The *Melee* hex may be fired on using Fire combat from units outside the hex but such fire affects *both* friendly and enemy units alike.

**20.84** As long as a *Melee* exists in a hex support weapons cannot be captured in that hex.

► **20.9** Broken units play no role whatsoever in Close Combat. Should one appear in a *Melee* hex it is eliminated.

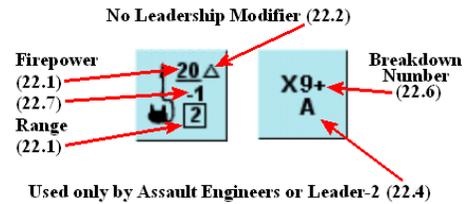
## 21. PREPARE FOR PLAY

**21.1** Consult the Scenario being played and lay out the specified mapboard sections(s) in the configuration called for by the Board Configuration diagram.

**21.2** Consult the Scenario *Turn Record Chart* to determine which side sets up first and then punch out the necessary unit counters and place them on the mapboard within the areas call by the scenario.

**21.3** Check the scenario card to determine whether there are any *Special Rules* applicable to that scenario.

**STOP! You have read all that is necessary to play the initial scenario: “The Guards Counterattack”. Play it several times to familiarize yourself with the subtleties of basic SQUAD LEADER infantry combat before advancing to the more involved scenarios which follow.**



## 22. FLAMETHROWERS

► **22.1** Flamethrowers are support weapons with a range and penetration factor of 2 hexes and a firepower factor of 20. Flamethrowers have *no long* range and receive no firepower modifiers for Point Blank Fire; they *always* attack with 20 firepower factors, unless the target is concealed in which case it is halved under the provisions of AREA fire.

**22.2** Flamethrower attacks are resolved on the Infantry Fire Table but receive no dice roll modifiers of any kind including those normally applied due to terrain, defensive fire vs. moving infantry, smoke and/or leadership.

**22.3** Flamethrowers may never combine fire with other units - even other flamethrowers.

**22.4** Only Assault Engineers (8-3-8) or leaders with a leadership modifier of -2 or -3 may operate a flamethrower, and may *not* fire other *support* weapons while doing so.

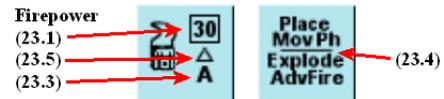
**22.5** A squad may utilize its inherent firepower in the same fire phase during which it utilizes its flamethrower. However, the squad must fire at the same target as the flamethrower; even though the flamethrower must utilize a *different* dice roll for its attack. The flamethrower dice roll must be thrown prior to the squad's inherent small arms firepower dice roll.

**22.6** If the dice roll for any flamethrower Fire Combat is 9 or more it is considered out of fuel and is removed from the game *after* that Fire Combat has been resolved.

► **22.7** Whenever a flamethrower occupies a *target* hex the Fire Group attacking the flamethrower target hex qualifies for an additional -1 fire modifier to the attacking dice roll.

**22.8** Unlike other weapons, flamethrower attacks are not halved during the Advancing Fire Phase, even if the attacking unit moved during the Movement Phase.

**22.9** Whenever a flamethrower scores a KIA on the Infantry Fire Table all support weapons in the target hex are eliminated also.



## 23. DEMOLITION CHARGES

**23.1** A demolition charge is considered a Support Weapon and explodes in the target hex with a force equivalent to 30 factors on the Infantry Fire table.

**23.2** Only *Assault Engineer* Squads (8-3-8) or leaders with a leadership modifier of -2 or -3 may *place* a Demolition Charge.

► **23.3** Demolition Charges may be placed on the target hex from any adjacent hex reached by the engineer or leader carrying the charge. (**EXCEPTION: Demo charges may not be placed from a lower to a higher elevation across a cliff (44.1) hexside.**) The charge must be placed on the target hex during the Movement Phase of the owning player. The unit placing the charge need not remain adjacent to the target hex. To be *operably placed*, the Engineer Squad or leader which placed the charge must survive all enemy Defensive Fires against the *placement hex* without breaking. If it breaks in the placement hex the Demo Charge remains in the broken units placement hex and does not explode.

**23.4** If properly placed, the charge will explode anytime *during the following Advancing Fire Phase* at the owner's option and is removed from the game.

**23.5** All dice roll modifiers for protective cover such as the +3 for a stone building are utilized. Leadership modifiers *do not* affect the dice roll of the exploding charge. *Concealed* (25.2) units are attacked at half strength (15 firepower factors).

**23.6** An Assault Engineer Squad may utilize its inherent firepower in the same Advance Phase during which its Demolition Charge explodes but the squad must fire at the target hex containing the placed Demolition Charge.

**23.7** Whenever a Demolition Charge scores a KIA result on the Infantry Fire Table all support weapons in the target hex are eliminated also.

**23.8** Demo charges, like all support weapons, malfunction on an effects dice roll of 12.



## 24. SMOKE

**24.1** Smoke counters are not support weapons but serve to reduce visibility in the hex in which they're placed. As such, smoke counters are not "carried" around the mapboard but remain stacked off the board in the amount specified by the scenario to be used as wished.

**24.2** Only Assault Engineer Squads may place Smoke counters. Each Squad may place one smoke counter per turn.

▶ **24.3** Smoke may be placed in *any* hex in or adjacent to an Engineer squad as the *first* action conducted during the owner's Prep Fire Phase. The Engineer unit placing the Smoke may still move and/or fire normally.

**24.4** Smoke counters do not count against stacking limits.

**24.5** Units may move into or through a Smoke filled hex after paying an *additional* 1 MF penalty.

▶ **24.6** Any Fire Group which traces a LOS into, out of, or through a smoke filled hex suffers a + modifier to the Fire Combat (*TO HIT dice roll for heavy guns 33.3*) dice roll. This modifier is equal to the roll of one die. Smoke has no effect on Demolition Charge, flamethrower, or *Artillery (46.5) Combat attack resolution.*

**24.7** The smoke modifier die roll is made *after* the Fire Combat dice roll of each Fire Group and affects only the fire of that Fire Group.

**24.8** Once played, a smoke counter stays in place until the beginning of the next Prep Fire Phase of the player who laid it, at which time it is removed.



## 25. CONCEALMENT

There is no hidden *movement* as such in Game Set I of *SQUAD LEADER*. All pieces remain in view on the playing board at all times. However, by placing Concealment counters of top of a unit(s), a certain amount of guesswork and the "fog of war" is created.

**25.1** A Concealment counter is *not* considered a support weapon and does *not* count against stacking limits.

**25.2** A unit or stack of units underneath a concealment counter cannot be inspected by the opposing player, and must be treated as if it were an opposing squad until proven otherwise.

▶ **25.3** Concealment counters can be placed on top of any squad or leader, even if broken, at the end of that unit's complete *player* turn in which it has neither moved, fired, made smoke, been fired upon resulting in a Morale Check, or been adjacent to an enemy unit (**EXCEPTION: units in bunkers, 27.5 & 57.1**). Placement of concealment counters is limited to woods or building hexes (*except during night scenarios, 49.5*).

▶ **25.4** Concealment counters must be removed immediately when *any* unit *beneath* the concealment counter fires, moves, makes smoke, is fired upon resulting in a Morale Check, attempts to entrench (*54.2*) or becomes adjacent to any enemy *infantry* unit following the conclusion of any Defensive Fire or Advance Phase.

**25.41** Concealment counters do not affect attacks against unconcealed friendly units moving into or through the same hex with concealed units. Such units would be fired on at full strength; any concealed units in the same hex would undergo the same fire combat dice roll but at half firepower.

**25.42** Should one or more *concealed* units wish to move (or fire) even while other concealed units in the same hex held their position, *all* units in the hex would lose their concealment status.

**25.5** A concealment counter would *not* have to be removed due to an opposing unit in an adjacent hex if that unit was eliminated or broken by Defensive Fire.

**25.6** The only time that Concealment counters can be placed other than by the provisions of 25.3 is when a scenario allocates a number of Concealment counters which must be placed on the board during set-up.

**25.7** Concealment counters can also act as "dummy" or "Blank" counters in the scenarios in which they are allocated by placing them beneath another Concealment counter - thus giving the impression of a stack of real counters beneath a Concealment counter. Any number of Concealment counters may be placed in a stack.

**25.8** Any Fire Group firing into a target hex containing a Concealment counter does so with halved firepower under the provisions of *Area Fire (9.4)*. (**EXCEPTION: 25.41**).

**25.9** All Concealment counters in a target hex are removed if an attack on that hex results in other than: "No Effect," regardless of the success or failure of any

resulting Morale Check.

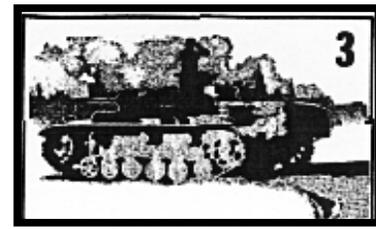
## 26. FANATICISM

Fanaticism is a special rule used only in scenarios 2 and 3 but is included here as reference for use when devising your own scenarios.

**26.1** Sometimes due to terrain, position or special circumstances a group of units will be classified as "fanatic" and receive a special -1 dice roll modifier for all Morale Checks and Rally Attempts. This is equivalent to raising the morale rating of affected units by one. Fanaticism is used only when called for by the scenario in play.

**26.2** In Scenarios 2 and 3 the fanaticism benefit *applies only to Russian units inside* the Tractor Works. The fanaticism benefit is gained and lost solely through occupation of the factory. Russian units which enter or start the game inside the building are fanatic; those outside or which leave the factory have no fanaticism benefit.

**STOP! You have read all that is necessary to play Scenario 2; "The Dzerzhzinsky Tractor Works". We advise you to play it at least once before reading further. Then proceed to Scenario 3 which also utilizes only the rules you've learned to date.**



## 27. SEWER MOVEMENT

Sewer Movement takes place beneath street level and thus creates, in effect, a second hex below each board level hex. This additional dimension allows units utilizing Sewer Movement to temporarily move through hexes containing enemy units because due to the added dimension created by Sewer Movement these hexes now actually amount to two separate hexes. Sewer Movement is restricted to those scenarios specifically calling for it.

**27.1** Infantry units may use Sewer Movement only if they *start* their Movement Phase *in* a sewer entrance hex (Marked by a O). An example of a Sewer Entrance hex is 1AA5. They must announce their intention to use Sewer Movement prior to movement or the defender may fire upon them as if they were taking a normal move.

**27.2** Units utilizing Sewer Movement may move only three hexes per Movement Phase - and must end the Movement Phase on a Sewer Entrance hex. Sewer Movement can take place only during the Movement Phase - not the Advance Phase. This is one of the few instances in which infantry units may move into an enemy occupied hex during the Movement Phase.

**27.21** Squads must be accompanied by a leader to utilize Sewer Movement.

**27.22** Once Sewer Movement is announced the owning player may move his units as a combined stack to any Sewer Entrance hex of his choice within 3 hexes providing he rolls a "4" or less with one die. Leaders do *not* modify this die roll. A die roll of "5" or "6" results in the units becoming lost and ending their Movement Phase off the board. In the unit's following Movement Phase the stack is placed on a Sewer Entrance hex of the *opposing* player's choice within 6 hexes of its starting point.

**27.3** Units using Sewer Movement pay no terrain movement cost the turn they execute Sewer Movement. All support weapons may be carried through sewers with the exception of HMG's, mortar's, 105's, and Anti-Tank guns.

**27.4** Units using Sewer Movement are immune to all fire directed against them during the Movement Phase in hexes other than the sewer entrance hex in which the units ends its Movement Phase.

**27.5** A unit which ends its Sewer Move without being adjacent to an enemy in the same building automatically is covered by a concealment counter causing all fire against it to be halved as Area Fire. The concealment counter is removed if the unit fires or moves in the Advancing Fire or Advance Phase.

**27.6** A sewer entrance may be rendered unusable for the duration of the scenario by exploding a Demolition Charge in that hex.

**27.7** Units utilizing Sewer Movement which end their Movement Phase in any enemy occupied Sewer Entrance hex are subject to the following:

- A. The defender in the Sewer Entrance hex may Defensive Fire against the units in the sewer at Point Blank range with no terrain modifiers and the -2 modifier for moving in the open.
- B. If they survive, the units in the sewer would be allowed *normal* Advancing Fire (*Point Blank, Moving*), but the defender would get the +3 stone

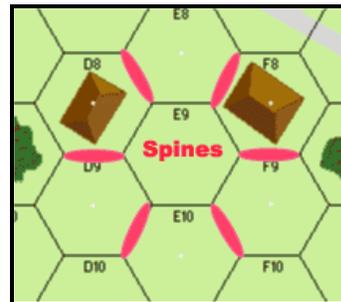
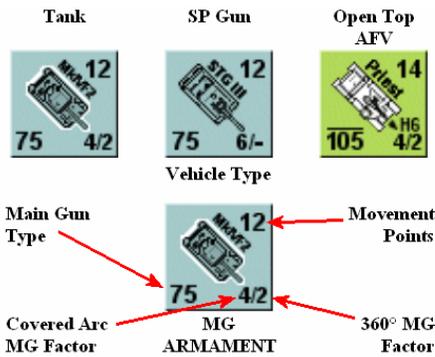
building modifier.

- C. Broken Sewer Movement units are immediately eliminated.
- D. Survivors of the Defensive Fire & Advancing Fire exchange are locked in a normal Melee situation and attack each other in the following Close Combat Phase.

**STOP! You have read all that is necessary to play Scenario 3A. We advise you to play it at least once before advancing to the more involved scenarios which follow and will introduce the complexity and challenge of armor support.**

**28. ARMORED FIGHTING VEHICLES (AFV'S)**

Below are the basic type of tanks and Self-Propelled Guns (hereafter referred to as *SP Guns*) found in *SQUAD LEADER*. Halftracks and trucks, whose rules vary considerably, will be dealt with later prior to the scenarios in which they are introduced. Tanks, SP Guns, and halftracks are collectively referred to as *AFV's (Armored Fighting Vehicles)*. Tanks are turreted vehicles and are recognized by the white band around the AFV symbolic of a movable turret. AFV's printed on a white background are "open top" AFV's and subject to infantry fire from above (46.54 and 47.8).



The spines of hex E9 are overprinted in red.

**28.1 MOVEMENT POINTS:** The movement ability of AFV's varies greatly from one to the next and is expressed in *Movement Points (MP)* printed in the upper right hand corner of the counter. AFV's utilize Movement Points in exactly the same manner as infantry expends MF's, but do so utilizing their own *Vehicle Movement Costs Chart (30.4)*.

**28.2 MAIN GUN TYPE:** The size of the main armament of the AFV in millimeters which determines the column used on the *AFV Kill* and *Infantry Fire Tables*. If there is a line over scoring this number it may only fire HE ammunition. All other guns may fire either AP or HE ammunition. An asterisk (\*) denotes main armament which is less effective in hitting targets at long range. There is no range limitation to the main armament of a tank or SP Gun.

**28.3 VEHICLE TYPE:** Used for identification purposes only.

**28.4 MG ARMAMENT:** Some AFV's have machine guns in addition to their main armament. All AFV MG's have a normal range of 8. The left hand number refers to MG firepower and penetration factors which can fire only in the *Covered Arc (29.4)*, and at the same target hex as the main gun. The rightmost number refers to MG firepower and penetration factors which can fire in any direction regardless of the Covered Arc.

**29. VEHICLE STACKING AND PLACEMENT**

**29.1** Only one vehicle of any type may be placed in the same hex. No two vehicles may end their turn in the same hex, but during the turn any number of vehicles may pass through the same hex. A vehicle moving through a hex containing another vehicle or wreck pays a 2 MP penalty per vehicle/wreck in the hex in addition to the normal cost of entering that hex.

▶ **29.2** Only three infantry units (only two of which can be squads) and up to 5 portage points of support weapons may stack *beneath* a vehicle. In addition, all vehicles may *carry* passengers *on top of* the vehicle (31.1, 51.1).

**29.3** Friendly infantry units in the same hex as a vehicle must be either *riding* on the vehicle as a *passenger (31.2)*, (stacked *on top of* the vehicle counter) or advancing alongside it (stacked *beneath* the vehicle counter).

**29.4** When placing a vehicle it is important to consider the direction it is facing as this defines its *Covered Arc* which is used in both movement and fire resolution. The Covered Arc is formed by placing the SP Gun or tank gun barrel in direct line with a protruding hexside *spine* of the firing hex. The Covered Arc then consists of the hexside to the immediate right and left of the gun barrel. These hexsides are extended to the limit of the LOS from the firing hex. All hexes between these two converging hex rows form the *Covered Arc*. If placement of the AFV is ambiguous the opponent may select which of the two equidistant *spines* shall be used to determine the Covered Arc. In the case of a vehicle whose gun barrel is not clearly discernible or is non-existent an arrow (>) printed on the counter is utilized to determine the Covered Arc

for Movement purposes.

30. VEHICLE MOVEMENT COST CHART		
	Cost for AFV	Cost for Truck/Jeep
* Requires die roll, See 39.1		
** Halftracks not allowed		
COT = Cost of Terrain moved into		
Unload Passengers	2 MP	2 MP
Along Road (through Hexside Intersected by the road)	½ MP	½ MP
Open Ground, wheatfield	1MP	6MP
Through a hex containing a wreck or vehicle	2 MP/vehicle + COT	2 MP/vehicle + COT
Onto higher terrain than previously occupied	4 MP + COT	4 MP + COT
Woods*	6 MP**	Not Allowed
Wood Buildings*	4 MP**	Not Allowed
Over Walls/Hedges	No Additional Cost	Not Allowed
Smoke Filled Hex	1 MP + COT	1 MP + COT
Any hex outside Covered Arc (29.4)	2 MP + COT	4 MP + COT
Shellhole, Entrenchment	No Additional Cost	4 MP + COT
Stone Buildings, cliff hexsides	Not Allowed	Not Allowed

30

**. AFV MOVEMENT**

**30.1** Vehicular counters may not enter stone building hexes under any circumstances.

**30.2** Vehicles may expend up to their full allotment of Movement Points each turn in accordance with the cost of terrain moved into as described on the *Vehicle Movement Costs Chart*.

**30.3** Vehicles may always move one hex per turn regardless of MP costs on the *Vehicle Movement Costs Chart*.

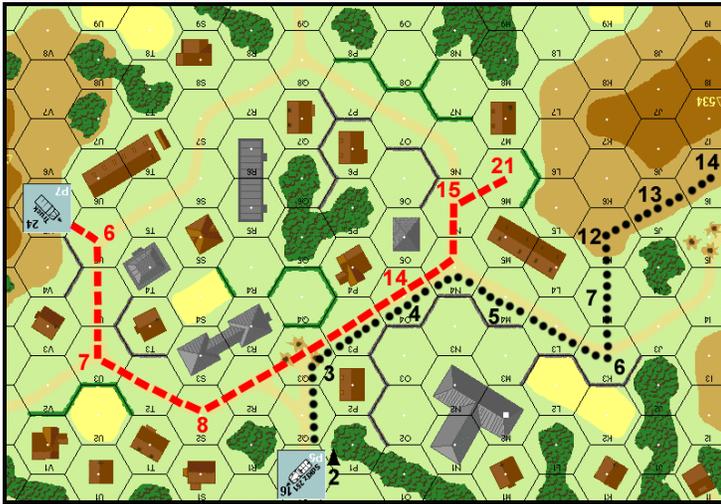
**30.4** All vehicular movement takes place in the Movement Phase. *No vehicles may move in the Advance Phase.*

▶ **30.5** Vehicles may change their facing (and thus their Covered Arc) freely *after* moving into a hex, but must move in the direction of their Covered Arc with the front of the vehicle facing the hex moved into.

**30.6** Vehicles may freely move through hexes containing friendly infantry units.

▶ **30.7** Unlike infantry units AFV's may move into an *enemy occupied hex* during their *Movement Phase (35.1)*. However, they must pay double the normal cost (4 MP/AFV + COT) to move into a hex occupied by an enemy AFV.

**30.8** A vehicle may not end its movement in the same hex with another vehicle unless it is destroyed or immobilized while moving through the hex. Wreck/Vehicle combinations have no more effect on LOS blockage than a single vehicle. A vehicle while in the same hex as a wreck or vehicle receives no LOS blockage from that wreck or vehicle.



EXAMPLE: The black numbers in each hex refer to the *total* number of MPs expended by the halftrack to get there. The red numbers refer to the total number of MPs expended by the truck.

### 31. TRANSPORTING INFANTRY / TANKS AND SP GUNS

▶ **31.1** All AFV's may *carry* a maximum combination of two infantry units (only one of which can be a squad) plus up to 5 portage points of Support Weapons with no reduction of the AFV Movement Points.

**31.2** Units being transported are placed on top of the AFV counter. Units placed underneath the AFV counter are *not* being transported but are on foot.

**31.3** The AFV may not move during the turn in which infantry board the vehicle, but may move both before and after debarkation on the turn in which the infantry debark. The *vehicle* must pay a two MP penalty to allow units to debark however, *unless* the debarking units are *broken*.

▶ **31.4** Infantry may board a vehicle with no extra movement penalties but may move only to the same or an adjacent non-enemy occupied hex during any *Movement Phase* in which they debark. Infantry may *not load or debark during the Advance Phase* nor ride any AFV which is reducing a wooden building to rubble (58.4).

**31.5** Infantry carried on a tank or SP Gun may not fire while being transported (although they could engage in Close Combat if attacked by opposing infantry). However, recently debarked infantry could fire at half strength in the Advancing Fire Phase.

**31.6** Transported infantry which breaks as a result of enemy fire immediately dismount into the same or any non-enemy occupied adjacent hex (owning player's choice) where they are treated as any other broken unit. Broken units may not board a vehicle.

▶ **31.7** If a tank or SP Gun fires any armament, or is hit by non-infantry type fire but not eliminated while transporting infantry, the riding infantry immediately dismount into the same or any adjacent non-enemy occupied hex. The vehicle *does* have to pay the 2 MP cost for any infantry which are *forced* to dismount.

**31.8** If an AFV is destroyed all its passengers are eliminated.

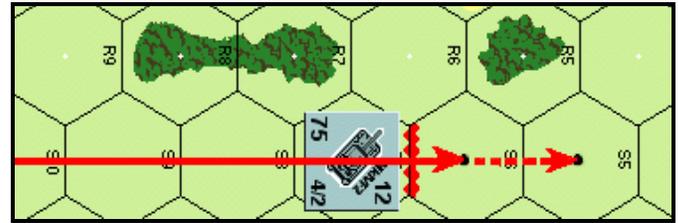
**31.9** AFV's may start or enter scenarios with passengers already mounted where applicable.

### 32. AFV'S AS COVER

**32.1** [ RE: see GIA 144.96 ] Attacks against *passengers* on a tank or SP Gun receive a +2 dice roll modifier if the fire was directed against them across the *Covered Arc* (29.4) at the same or lower elevation. If the fire is directed against them from side or rear or higher elevation there is no such modification.

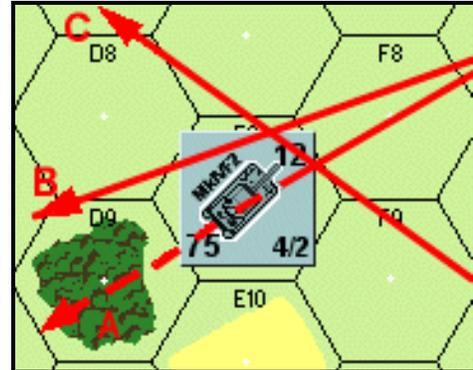
**32.2** There is no -2 dice roll modifier for defensive fire on passengers moving in the open. (EXCEPTION: 46.54 Artillery FFE).

**32.3** [ RE: see GIA 144.2 ] The LOS of any firing unit which crosses a vehicle outline is affected as if the vehicle were a stone wall on the second hexside of the vehicle hex through which the fire is traced (11.51). *EXCEPTION: Vehicles never block LOS traced from an adjacent hex. Vehicles occupying the hex behind a wreck would be considered "hull down" if the attacker's LOS crosses the wreck outline.*



Example: The vehicle affects LOS of the attacker as if it were a wall along the red hexside. All fire into hex S8 would receive a +2 dice roll modifier (or be considered *hull down* (41.1) in the case of AFVs); all fire into hex S9 would be *blocked unless* from a higher elevation.

**32.4** [ RE: see GIA 144.2 ] Vehicular counters must be placed in the exact center of each hex such that the Covered Arc is defined and no part of the counter extends outside the hex. Fire which crosses the vehicle counter, but not the vehicle outline itself, is not blocked.



Fire A is blocked; Fire B and C are not.

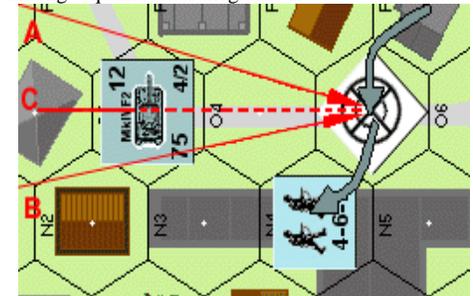
**32.5** Units *beneath* an AFV counter (i.e., on foot in the same hex) receive a +1 dice roll modifier to all attacks made against them. If the AFV is eliminated all units beneath the AFV counter must take a normal Morale Check. Otherwise infantry *beneath* an AFV counter are unaffected by *anti-tank* attacks. (EXCEPTION: *Flamethrower and Demo Charges*).

**32.51** Units beneath an AFV counter may move with (19.4) the AFV up to the limit of their normal movement allowance so as to maintain the terrain effect modifier benefit derived from being *beneath* the AFV counter *throughout* the Defensive Fire Phase provided they begin and end the Movement Phase beneath the AFV counter.

**32.52** Defensive fire on infantry moving in the open under an AFV counter would be subject to *both* the -2 modifier for moving in the open and the +1 modifier for being beneath an AFV counter, thus resulting in a net modifier of -1.

▶ **32.6** [ RE: see GIA 144.2 ] Vehicles present no LOS obstacles (32.3) during the Defensive Fire Phase if they have moved in the preceding Movement Phase.

**32.7** [ RE: see GIA 144.2 ] Units attempting to move behind a line of adjoining vehicles or vehicles and LOS obstructions could still possibly be fired on between the vehicles during the Defensive Fire Phase but the vehicle would constitute sufficient cover to prevent the firer from gaining the "-2" dice roll modifier for a target moving in open ground if the LOS crosses the vehicle *counter*. This would also apply to a building-tank-building sequence. See diagram below.



Assume firer is on same level as target hex. Fire A gets a -2 dice roll modifier. Fire B is even. Fire C is blocked

### 33. AFV COMBAT -

**33.1** [ RE: see GIA 144.411 ] AFV's (tanks and SP Guns) unlike infantry may fire their main armament only in a forward direction known as their *Covered Arc* (29.4).

**33.2** AFV's, like infantry, may fire their *main armament* only once

**(EXCEPTION: M-10)** per player turn and if they fire any weapon in the Prep Fire Phase *may not move* in the Movement Phase. Some fire may be performed in the same player turn after movement at a penalty to fire accuracy (33.31).

▶ **33.3** AFV combat resolution is a two step process. First the **TO HIT TABLE** must be consulted to determine if the Tank or SP Gun main armament hit its target. The “Target Type” and “range to target” are cross indexed to determine the **Hit Number** which must be rolled equal to or less than to hit the target. Russian firing units use the red Hit Numbers; all other units use the black Hit Numbers. If the Hit Number is not achieved the target is missed and there is no second step of combat resolution.

▶ **33.31** The Hit Determination dice roll can be modified by various weapon types and/or situations. These modifiers apply to whatever relevant phase the AFV fires in. Note that SP Guns/Anti-Tank Guns can only fire within their Covered Arc in any Fire Phase, but may *pivot* within the hex during their Movement Phase so as to fire in the Advancing Fire Phase (Case G), and may likewise change facing during the Defensive Fire Phase (Case I). A SP Gun can *not* fire its main armament in the same player turn it moves to a new hex. All AFVs may fire their MG armament at half

**33.42** There is no dice roll modifier to the “To Kill” roll for trucks and jeeps.

**33.5 Target Facing** is determined as depicted in the following diagram depending on which target hexside is crossed by the firing unit’s LOS. If the LOS of the firing unit runs exactly along a hex spine of the target hex which determines facing, the target facing will be that *least* favorable to the attacker. In the example below both target facings would be “Side.”

**TO HIT TABLE 33.3 Δ**

Target Type/Range	1-6	7-12	13-24	25+
Infantry in bldg., shellholes, entrenchments	8 8	7 6	6 5	5 2
Infantry in woods	8 8	6 6	5 4	4 2
Infantry in other	9 9	8 7	7 6	6 3
Vehicle is hull down	7 6	5 4	4 3	3 2
Vehicle in woods/bldg.	9 9	8 7	7 6	6 3
Vehicle in other	10 10	9 8	8 7	7 4
AT Gun	6 5	5 4	4 3	2 -

**AFV KILL NUMBER MODIFIERS 33.41**

Vehicle	DRM
Halftracks	-5
Priest	-2
M-10	-1
M4A4, T34, MkIV	0
M4M52, SU122, STG III	+1
SU152, Brumbar	+2

**HIT DETERMINATION DICE ROLL MODIFIERS 33.31**

Case	Description	Modifier
A	Firing during Defensive Fire Phase vs Moving Target	+2
B	* gun firing at target over 6 hexes away	+2
C	* gun firing at target over 12 hexes away	+4
D	Tank firing outside Covered Arc	+2
E	Tank firing during Advancing Fire Phase after pivoting within hex during Movement Phase	+1
F	Tank firing during Advancing Fire Phase after moving to a new hex	+5
G	SP gun/AT gun/Howitzer firing during Advancing Fire Phase after pivoting within hex during Movement Phase	+3
H	Target is concealed	+2
I	SP gun/AT gun/Howitzer firing during Defensive Fire Phase after pivoting within hex during same Defensive Fire Phase	+4
J	Target is in adjacent hex	-2
K	Target is in same hex	-2

\*Only applied to main armament of firing AFVs marked by an asterisk on the counter

**AFV KILL TABLE 33.4 Δ**

Target	AP AMMUNITION					HE AMMUNITION					SPECIAL WEAPONS					
	MMG/HMG	50cal/20mm	37	50	75/76	37	50	75/76	105	120	150	H6	PF	BAZ	FT	DC
AFV Front	-3	-3	2	3	6	-1	0	2	4	6	8	8	7	3	3	9
AFV Side	-3	-2	3	6	8	1	2	3	6	7	10	10	8	4	4	10
AFV Rear	-2	-1	4	8	10	2	3	4	8	9	12	11	10	6	6	11
Truck/Jeep	NA	NA	8	10	10	10	11	12	12	12	12	11	10	10	10	12

NA - See 51.4 (Use IFT instead)

strength after moving to a new hex.

**33.32** All Hit Determination Dice Roll Modifiers are cumulative except cases B and C taken together; and those penalties for *pivoting and movement* to a new hex since *movement* into a new hex allows free changing of the Covered Arc (30.5). A TO HIT dice roll of ‘2’ prior to modification results in a *possible* hit even if the needed final TO HIT number is less than 2. Roll a third die, and add +1 for every number less than 2 originally needed for a hit. Any result less than a 6 is a hit.

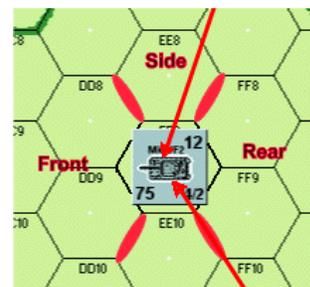
**EXAMPLE:** Assume a necessary TO HIT number of 0. To achieve a hit, the firer must get a ‘2’ dice roll and then roll a ‘1’, ‘2’, or ‘3’ on a third die’.

**33.33** Leaders stacked with tanks or SP Guns do *not* modify the fire of the tank or SP Gun in any manner.

**33.34** When a tank fires outside its Covered Arc (Case D), the facing of the firing counter is changed so that the target is now within its Covered Arc. *Note:* do not confuse this movement of the counter with Case E which refers to a tank that changed facing within its hex during the Movement Phase.

▶ **33.4** Assuming the AFV target has been hit, the **AFV KILL** table must be consulted to determine whether the shell penetrated the target armor. Cross index the firing weapon type and ammunition with the **Target Facing** to determine the AFV Kill Number. The Kill Number is the number you must roll *equal to or less than* to eliminate the vehicle.

**33.41** Some AFVs have better armor protection than others. Therefore, it is necessary to apply Modifiers to the attacker’s dice roll on the **AFV Kill Table**.



**33.6** AFV counters whose Main Gun Type is over scored may fire only HE ammunition. All other AFV's may fire either HE or AP. American 105's also have the option to fire *HEAT*, (63.3) and is so noted on the counter by the abbreviation H6. The main armament of AFV's with an asterisk (\*) is less effective in hitting targets at long range due to low muzzle velocity, or a crude gun laying system.

**33.7** A tank or SP Gun cannot use its MG factors in an attempt to destroy another tank or SP Gun. A halftrack could use its MG armament on the "MMG/HMG" column of the AFV Kill Table against any AFV. The M16 with its quad 50 armament could roll 4 times on the 50 cal column when firing at an AFV but all 4 dice rolls must be made against the same target and any dice roll of 12 would malfunction all four machine guns. A MG firing at a vehicle does *not penetrate* past the vehicle.

**33.8** AFV's may not combine fire with any other AFV or infantry, even if adjacent.



Crew Counters

**33.9** Whenever a tank or SP Gun is destroyed by hostile action (**EXCEPTION: Close Combat**) there is a chance that the crew will escape alive and functioning. Therefore, whenever a tank or SP Gun is eliminated invert it and roll two dice. A dice roll equal to or less than the Survival Number printed on the wreck counter results in the crew surviving. A crew counter is then placed immediately on top of the wreck counter. It is treated as "moving infantry in the open" and subject to the -2 dice roll modifier regardless of fire phase, for the balance of that fire phase. If it survives the remainder of the fire phase it is immediately moved beneath the wreck or to any adjacent hex not occupied by enemy units.

### ▶ 34. AFV'S VS. INFANTRY

**34.1** SP Guns and tanks may use both their MG's and main armament against infantry.

**34.2** The main armament must first secure a "hit" against the infantry on the *TO HIT TABLE* utilizing any dice roll modifiers described in 33.31. If a hit is secured, the weapon size (rounded down) of the firing AFV is found in small red numbers alongside the Firepower factors on the *Infantry Fire Table*. This amount of infantry Firepower is the equivalent of the hit produced by the main armament. Roll two dice on the Infantry Fire Table, adding any dice modifier due to terrain or situation.

**34.3** After resolving fire effects of the main armament, the AFV may roll again on the Infantry Fire Table utilizing its MG attack factor. In this manner it is possible for an AFV to break an infantry unit with its main armament, and break it again with MG fire - thus eliminating it.

**34.4** Even if the main armament misses, an attack can still be carried out with only the MG Firepower factors of the AFV.

**EXAMPLE:** Assume a T-34 with a 76mm gun is firing on a squad in a stone building at a range of 8 hexes. A "6" or less is needed to score a hit with the main armament and is rolled. This hit is equal to 8 firepower factors on the Infantry Fire Table. The dice roll is a "5" which is adjusted to an "8" due to the protection of the Stone building - resulting in a Morale Check. Regardless of the effect of the Morale Check, the tank may fire again using its MG factor of 4 on the Infantry Fire Table.

▶ **34.5 [RE: see GIA 145.6]** If the AFV fires at a concealed target, it is considered AREA fire and must be halved. In this case, a hit from one "70mm" shell normally equal to 8 factors of infantry fire would be equal to 4 instead. Similarly, a tank using Point Blank Fire would have its infantry firepower equivalent doubled. A tank having secured a hit in the Advancing Fire Phase after moving in the Movement Phase would *not* halve the effect of its main armament. It paid its penalty for movement by the +5 modification on the TO HIT TABLE (33.31, Case F).

**34.6 [RE: see GIA 145.1]** Note that an AFV firing its *main armament* on moving infantry in the open during the Defensive Fire Phase must add 2 to its TO HIT dice roll due to the moving target (33.31, Case A). If hit, however, it would get to subtract 2 from the subsequent "effect" dice roll on the Infantry Fire Table. AFV MG's always deduct 2 while firing on moving infantry in the open in the same manner as any other MG or infantry fire.

**34.7** The Covered Arc MG (left-hand number) firepower factor of an AFV is halved as Moving Fire if the AFV has either moved into a new hex or pivoted (changed its Covered Arc) within a hex during that player turn. The 360° MG firepower factor (right-hand number) is halved *only if the AFV has moved into a new hex* during that player turn. The covered Arc MG and 360° MG firepower factors of an AFV may be used to attack the same or a different target hex. If they attack the same target hex they must be combined and resolved with one dice roll. However, if the main armament fired the Covered Arc MG factor can be used only against the same target hex fired upon by the main armament.

▶ **34.8 [RE: 64.44 COI]** The 360° MG factor represents more than a 360° field of fire. It is also an abstracted calculation of the exposure risked by members of the AFV crew in manning external armament. AFV's which use their 360° MG factor are

vulnerable to enemy fire in the immediately following enemy fire phase. Indicate their vulnerability by placing a *CE (Crew Exposed)* counter on top of the AFV. Infantry fire may then be directed at the CE AFV regardless of fire phase and need *not be adjacent* to be effective (36.1). All such fire receives a +2 modifier due to the wall-like nature of the AFV. The -2 modifier for moving in the open does *not* apply. Morale Check results are ignored. If a KIA results it forces the AFV crew to undergo an immediate Morale Check. Failure of the Morale Check results in abandonment and consequent destruction of the AFV. Remove the CE counter at the end of the next *enemy* fire phase.

▶ **34.9 [RE: 148.4 GIA]** *CANISTER:* German MKIVF1 may fire *Canister (C7)* instead of HE ammunition. Canister is effective only against infantry, trucks, and jeeps. Canister has a range of 3 hexes but no long range effect beyond those 3 hexes nor any Point Blank doubling effect. Canister has a penetration factor of 3 and an infantry firepower equivalent of 20. Canister fire must be rolled for on the TO HIT Table, but otherwise is treated as MG fire.

**34.91** The German player must specify if he is firing Canister prior to rolling the "To Hit" dice.

**34.92** A "TO HIT" Canister dice roll of 7 or more results in that gun having no Canister rounds for the balance of the scenario. Treat that and all subsequent rounds as HE.

### 35. OVERRUNS

▶ **35.1** Unlike infantry, AFV's may execute a form of attack during the Movement Phase by moving on top of or through *enemy* infantry units and/or truck/jeep in any type of terrain. This type of attack is referred to as an OVERRUN and is resolved on the Infantry Fire Table immediately as the AFV enters the hex. AFV's may *not* Overrun other AFV's.

**35.2** Any number of AFV's may Overrun a target hex but each Overrun attack must be executed separately.

**35.3** A tank or SP Gun executing an Overrun attacks with the equivalent of 16 firepower factors on the Infantry Fire Table. *Armed Halftracks (47)* may overrun with 8 firepower factors. Should an AFV lose either its main armament or MG firepower due to a *malfunction (38.1)* its overrun firepower factor is halved. Should it lose all of its armament due to malfunction it may *not* attack but may still move onto or through enemy positions. Overruns vs. trucks or jeeps are modified by -5 to the dice roll.

**35.4** All Terrain Effects Dice Roll Modifiers (11.1) normally associated with the Infantry Fire Table would apply with the exception of the -2 modifier for infantry moving in the open which is used only during the Defensive Fire Phase.

**35.5** Tanks and SP Guns using Overruns may *not* carry passengers into the target hex.

**35.6** The Overrunning AFV must survive all defensive fire from any source *prior* to entering the target hex in order to execute the Overrun attack. The unit(s) being overrun would be immune to Anti-Tank defensive fire while in the *same* hex as the Overrunning AFV.

All open-topped AFV's and those without a Covered Arc MG factor executing an Overrun wishing to use MG firepower (35.3) in the Overrun are considered to be in a CE status in the hex immediately preceding the Overrun hex and for the duration of that Movement (& Defensive Fire) Phase.

**35.7** If the target hex is open terrain, the infantry in the Target Hex may not execute defensive fire against the overrunning vehicle *unless armed with Anti-Tank weapons*. Any *adjacent* infantry in *other than* open terrain may defensive fire vs. the overrunning vehicle (36.1).

**35.8** Vehicles executing an Overrun attack suffer no additional movement penalties but may execute only one Overrun attack per turn. An Overrun attack *must* be executed against the *first* enemy occupied hex moved into during the Movement Phase. Any other enemy units moved over during the turn are considered to have found cover within their hex and are ignored. Should the AFV *end* its Movement Phase in the same hex as an opposing infantry type unit, that infantry unit(s) and its support weapons are moved to an adjacent hex of its choice immediately *after* the current Defensive Fire Phase. Any AT Guns, mortars, or 105's in the Overrun hex are eliminated. Other infantry support weapons in the Overrun hex are eliminated *only if* a KIA results [RE: see GIA 143.7]. If movement to an adjacent hex is not possible due to the presence of enemy units, stacking limits, the board edge, or cliff hexsides the unit(s) is eliminated.

**35.9** Overrunning AFV's may not fire any weapons during the *player* turn in which they execute an Overrun attack.

### ▶ 36. INFANTRY VERSUS AFV'S

Assuming infantry has only its inherent small arms and no special anti-tank support weapons, it may attack tanks or SP Guns in either the *Defensive Fire Phase* or the *Close Combat Phase* using the procedures outlined below.

▶ **36.1 DEFENSIVE FIRE PHASE METHOD:** AFV's may be attacked during the DEFENSIVE FIRE PHASE by infantry squads occupying *non-open ground hexes* which the vehicle was adjacent to during the Movement Phase.

▶ **36.11** All leaders and squads adjacent to the AFV which wish to attack it must first pass a “PRE-AFV ATTACK” *Morale Check*. Unlike other Morale Checks, there is no penalty for failing to pass the Pre-AFV Attack Morale Check. Units which fail this Morale Check may still fire on other targets (including passengers on the tank) with no additional detriment. Any leader in the same hex which does *not* fail the Pre-AFV Attack Morale Check may apply his leadership factor to other units taking the Pre-AFV Attack Morale Check.

▶ **36.12** Units which pass the Pre-AFV Attack Morale Check may attempt to immobilize the AFV by rolling equal to or less than the AFV Immobilize Number on the Defensive Fire AFV Immobilize Numbers Table. (See 39 for effects of immobilization.) Pre-AFV Attack Morale Checks are always normal “M” checks.

### 36.12 PRE-AFV ATTACK MORALE CHECK

Location of Firing Units	Dice Roll Required
Leader unit only, any non-open ground hex	2
Squad in wheatfield	2
Squad in small building, shellhole, entrenchment	3
Squad in woods or large building (3 hexes)	4

**36.13** [ see GIA 144.75 ] Even if the attempt to immobilize the AFV fails, the attacker may utilize the same dice roll on the *Infantry Fire Table* to determine the effect on any vulnerable passengers (not infantry beneath the AFV counter) on the fired AFV. Attacks against passengers are subject to the usual restrictions of infantry fire.

**36.2 CLOSE COMBAT PHASE METHOD:** AFV’s may also be attacked during the CLOSE COMBAT PHASE by enemy infantry moving onto the AFV during the Advance Phase.

▶ **36.21** In order to advance into the Close Combat hex, the attacking infantry must pass a “PRE-AFV ATTACK MORALE CHECK” as explained in 36.11.

▶ **36.22** If there are enemy infantry in the same hex (even as passengers) with the AFV, the attacking infantry must ignore the AFV and engage in Close Combat vs. the opposing infantry. The outcome of this Close Combat plays no part in the AFV’s ability to move or fire in its turn. Even if the AFV moves away, the infantry of both sides remain in the Close Combat hex.

**36.23** Units which pass the PRE-AFV ATTACK MORALE CHECK and who moved onto the AFV during the Advance Phase may attack the AFV and eliminate it with any dice roll equal to or less than the squad firepower factor. If the attempt is made by a leader counter rather than a squad, the dice roll needed to destroy the AFV is a 2 (after leadership modification).

▶ **36.24** If the attack is unsuccessful all attacking units (unless engaged in Close Combat with enemy infantry) are immediately returned to the hex from which they advanced during the Advance Phase.

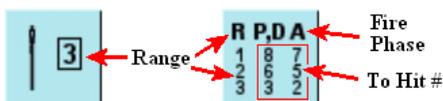
**36.3** In both types of attacks, (Defensive Fire or Close Combat) each attacking squad must attack separately - even if located in the same hex with other attacking units.

**36.4** Leaders may apply their leadership dice roll modifiers in both types of attacks but each leader may direct only one attack (including his own if he elects to use it) regardless of the number of attacking units in the same hex.

## 37. SPECIAL INFANTRY WEAPONS VS. AFVS

**37.1** Infantry armed with special Anti-Tank weapons need not take a Pre-AFV Attack Morale Check to attack an AFV.

**37.2 FLAMETHROWERS:** Flamethrowers may attack AFV’s in any fire phase and automatically hit any vehicle within range. They roll on the AFV Kill Table using the Flamethrower column. Regardless of the dice roll of the flamethrower attack on the AFV, the attacking player may use the same dice roll a second time on the 20 firepower factor column of the Infantry Fire Table to determine the effect of fire on any infantry also in the target hex.



**37.3 PANZERFAUST:** Each panzerfaust counter represents one anti-tank device which is removed after use regardless of degree of success.

▶ **37.31** A panzerfaust has a maximum range of 3 hexes with varying TO HIT Numbers dependent on range and whether the firing unit moved that turn. Terrain dice roll modifiers imposed for firing at an AFV behind a wall hexside (+2 - hulldown) are added to the TO HIT dice roll - *not* the AFV KILL TABLE dice roll. An abbreviated version of the PANZERFAUST TO HIT Table is reproduced on the

back of the counter.

### 37.31 PANZERFAUST TO HIT TABLE

Range	Prep or Defensive Fire	Advancing Fire After Movement
1 hex	8	7
2 hexes	6	5
3 hexes	3	2

**37.32** If a hit is secured, consult the panzerfaust column of the AFV KILL TABLE to determine the number that must be rolled equal to or lower than to eliminate the vehicle.

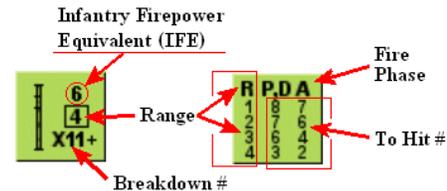
**37.33** A leader can fire a panzerfaust at full effect provided he neither operates or directs any other form of fire (*EXCEPTION: Close Combat*) during that player turn.

**37.34** Leadership modifiers apply to the Panzerfaust TO HIT TABLE but not to the AFV KILL Tables for panzerfaust attacks.

**37.35** A panzerfaust counts as 1/2 a LMG for stacking, movement, and squad firepower usage purposes. Therefore, if it had them a squad could carry up to 6 panzerfaust at no cost and fire up to four and still be able to use its own inherent infantry firepower. Under no circumstances could it fire more than four panzerfaust in one player turn.

**37.36** A panzerfaust is ineffective against infantry *unless* the infantry target is in a wood building. The panzerfaust, *if it hit*, would have the effect of negating the normal +2 dice roll modifier cover benefit of the wood building, for any other fire against that hex during that specific firing phase, but the panzerfaust itself has no direct effect on infantry.

**37.37** A panzerfaust may not be fired from inside a vehicle or bunker (56).



**37.4 BAZOOKA:** The bazooka can be used over and over again as long as it has ammunition (37.45).

▶ **37.41** A bazooka has a maximum range of 4 hexes with varying TO HIT Numbers dependent on range and whether the firing unit moved that turn. Terrain dice roll modifiers imposed for firing at an AFV behind a wall hexside (+2 - hulldown) are added to the TO HIT dice roll, not the AFV KILL TABLES dice roll. An abbreviated version of the Bazooka TO HIT table is reproduced on the back of the counter.

### 37.41 BAZOOKA TO HIT TABLE

Range	Prep or Defensive Fire	Advancing Fire After Movement
1 hex	8	7
2 hexes	7	6
3 hexes	6	4
4 hexes	3	2

**37.42** If a hit is secured, consult the Bazooka column of the AFV KILL TABLE to determine the number that must be rolled equal to or lower than to eliminate the vehicle.

**37.43** Any two leaders can fire a bazooka at full effect provided neither operates or directs any other form of fire except Close Combat during that player turn. Only one leadership modifier may affect the fire however.

**37.44** Leadership modifiers apply to the TO HIT TABLE but not to AFV KILL TABLES for bazooka attacks.

**37.45** If while firing the bazooka a non-modified “11” or “12” is rolled on the TO HIT dice the bazooka is out of ammunition or malfunctions and is removed from play after resolving the current attack.

**37.46** A bazooka is equivalent to LMG for stacking, movement and squad firepower usage purposes. No squad may fire more than 2 bazookas per player turn. A squad may fire two bazookas and still be able to fire its own inherent infantry firepower.

**37.47** A bazooka can also fire HE ammunition for use against infantry targets. When firing on infantry use the Bazooka TO HIT TABLE (37.41) and if a hit is secured, roll for effectiveness on the 6 column of the Infantry Fire Table adding all necessary modifiers for terrain and situation. Bazooka attacks must be carried out separately; i.e., the bazooka firepower factor cannot be added to other firepower factors for use in a single combined attack.

**37.48** ♦ A bazooka may not be fired from inside a vehicle or bunker [♦EXC:

Backblast, see GIA 146.1—23].

Repair & Eliminate Numbers



38. FATE VERSUS ARMOR

38.1 Whenever an AFV, regardless of nationality, fires its main armament there is a chance it will malfunction or run out of ammunition. Anytime a “12” is rolled (prior to modifier adjustments), on a “TO HIT” dice roll that gun has malfunctioned and is so marked by placing a MALFUNCTION counter on the AFV. The “TO HIT” dice roll in which the “12” was rolled is resolved, but no subsequent fire can be attempted from the main armament until it is “repaired”. To “repair” the gun you roll one die at the start of each Rally Phase until it is repaired or eliminated. A die roll of “1” restores the gun to working order. A die roll of 6 indicates the disorder can’t be corrected for the duration of the game. After rolling “6” on a repair attempt flip over the malfunction counter to show its DISABLED status. The AFV may continue to move and fire its MG normally.

38.2 AFV MG’s may malfunction in the same manner as above with a “12” dice roll on the Infantry Fire Table. The malfunction/disabled status applies to all MG armament in the AFV - both Covered Arc and 360°.

38.3 If while executing an Overrun Attack, an AFV rolls a “12” (prior to modifier adjustments), the infantry is assumed to have planted a lucky grenade bundle and detracked the vehicle. The AFV is then immobilized for the remainder of the scenario. (See 39. for further effects of immobilization).



Morale Check



Morale Check Numbers by nationality

39. IMMOBILIZATION

39.1 AFV’s are subject to breakdown after entering a woods or wood building hex. Each AFV entering such a hex must roll for possible breakdown with one die. A roll of “6” breaks down an American or Russian AFV, while a “5” or “6” breaks down a German AFV. A “Broken” tank is considered immobilized and an immobilized counter is placed on it.

39.2 Whenever an AFV is immobilized, its crew must undergo a Morale Check. If it passes the Morale Check it may remain in the AFV and man its weapons. If it fails the crew does not break, but does abandon the vehicle. The AFV then becomes a wreck. It is treated as “moving infantry in the open” and subject to the -2 dice roll modifier for the balance of the fire phase. If it survives the remainder of the fire phase it is immediately moved beneath the wreck or to any adjacent hex not occupied by enemy units.

39.3 Whenever an already immobilized AFV is hit but not destroyed by an AT weapon its crew must also take the Morale Check described above.

39.4 Immobilized AFV’s may not pivot within a hex, but turreted AFV’s may fire their main armament and co-axial MG outside their Covered Arc (case A). Even after firing in such a case, the immobilized vehicle does not change its “Covered Arc”.

40. WRECKS

40.1 Whenever any vehicle has been destroyed flip it over so as to replace it with a wreck counter.

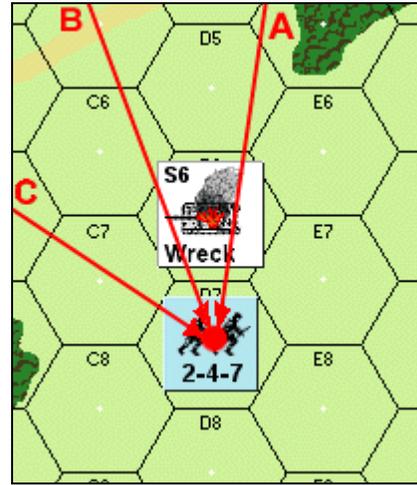
40.2 Wrecks do not inhibit movement of non-vehicular counters, and do not count towards vehicular stacking limits.

40.3 Functioning vehicles may end their Movement Phase in the same hex as a wreck, but receive no LOS obstruction or protection from the wreck. Vehicles may move into wreck hexes at an additional movement cost of 2 MP per wreck. In addition, a wreck or vehicle on a road hex negates that road for other vehicles - forcing them to pay the MP cost of the other terrain in that hex (usually open ground).

40.4 A wreck may be removed during the following Rally Phase by a functioning tank or SP Gun, which starts its turn in an adjacent hex and neither moves or fires during that player turn. The pushing AFV must then end its next turn in the hex previously occupied by the wreck(s).

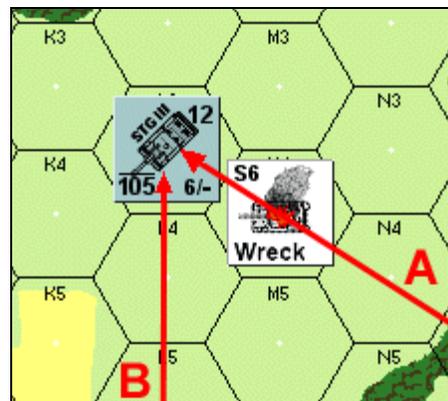
40.5 A wreck affords “cover” for infantry in the same manner as a functioning AFV (32). Any “smoke” outline on the wreck counter would have the same effect as the vehicle outline itself.

40.6 Other AFV’s can take cover behind a wreck also. Whenever anti-tank weapons fire across a wreck at a vehicle in an adjacent hex, the target is considered “Hull Down” (41.1).



LOS As Depicted Above	LOS Without Woods in Hex 3
1. Hex 1 has a clear LOS to hexes: 2	2,
2. Hex 2 has a clear LOS to hexes: 1,3	1,3,4,5,6,7,8,12
3. Hex 3 has a clear LOS to hexes: 2,4,8	2,4,8
4. Hex 4 has a clear LOS to hexes: 3,5,6,7,8	2,3,5,6,7,8
5. Hex 5 has a clear LOS to hexes: 4,6,8	2,4,6,8
6. Hex 6 has a clear LOS to hexes: 4,5,7,8	2,4,5,7,8
7. Hex 7 has a clear LOS to hexes: 4,6,8	2,4,6,8
8. Hex 8 has a clear LOS to hexes: 3,4,5,6,7,9	2,3,4,5,6,7,9
9. Hex 9 has a clear LOS to hexes: 8,10,11,12	8,10,11,12
10. Hex 10 has a clear LOS to hexes: 9,11,12	9,11,12
11. Hex 11 has a clear LOS to hexes: 9,10,12	9,10,12
12. Hex 12 has a clear LOS to hexes: 9,10,11,13	2,9,10,11,13
13. Hex 13 has a clear LOS to hexes: 12	12

EXAMPLE 1: Fire A which crosses the wreck will be modified by adding +2 to the dice roll. Fire B and C does not cross the wreck and therefore is not modified.



EXAMPLE 2: The STGIII is Hull Down from fire A which crosses the wreck

counter. Fire B does not cross the wreck counter and thus the target is not considered “Hull Down” against its attack.

#### 41. MISCELLANEOUS ARMOR INFORMATION

**41.1** “Hull Down” is used in the “TO HIT” number calculation and refers to a situation wherein the bottom half of an AFV is blocked by terrain or obstruction. An AFV is considered “hull down” if it is directly behind a wall (not hedge), or wreck, even if fired on from above.

**41.2** AFV crews can fight and operate as a normal infantry squad (firepower factor of 2). Such crews can man any AT Gun (even if captured) or one MG at full effectiveness. *Unlike other squads, crew squads may not use their own firepower rating while manning a support weapon.*

**41.3** A tank or SP Gun may fire smoke *instead* of its main armament *at the outset* of the Prep Fire Phase only. The AFV cross indexes the range to the target hex with the “Infantry in Other’s” Target Type on the “TO HIT” Table to determine the dice roll required to effectively place the smoke in the target hex. The target hex cannot be its own or an adjacent hex. AFV’s firing smoke *cannot* fire their MG’s first. Once placed, smoke has the same effects as described earlier (*See 24*) for engineers.

**41.4** All German tanks and SP Guns are equipped with *smoke dischargers* that place smoke in the same hex as the firing tank *during* any friendly Fire Phase. Each vehicle’s smoke dischargers can be utilized only once per game, and counts as the vehicle firing its main armament, but does not prohibit the AFV from firing smoke normally at a later time, nor from movement during the following Movement Phase.

**STOP! You have read all that is necessary to play Scenario 3B. We advise you to play it at least once before advancing to the more involved scenarios which follow.**



Scenarios 4-6 take you to the open countryside of “Mother Russia” utilizing the three other game boards. Many new rules and terrain features will be introduced in the order of their appearance in the scenarios making it imperative that the reader proceed in an orderly fashion and not move directly to new scenarios without reading the pertinent text.



#### 42. HIDDEN INITIAL PLACEMENT

Even the use of Concealment counters gives partial information as to where an enemy unit isn’t. Therefore, in scenarios where the bookkeeping problems are not large *Hidden Initial Placement* is allowed as a *supplement* to the *Concealment (25)* rule. Unless specifically listed by the scenario in play *Hidden Initial Placement* is allowed only with the consent of both players.

**42.1** In some scenarios, one side may be allowed “Hidden Initial Placement”. That player does not place his hidden units on the board in the view of his opponent, but instead records their locations secretly on scrap paper. Such units can be recorded hidden only if in woods or building hexes. Units which don’t start the scenario hidden are placed on the board in full view.

**42.2** Hidden units remain off the board until they move, fire, make smoke, attempt to entrench, or are adjacent to an enemy unit at the conclusion of any Defensive Fire or Advance Phase.

**42.3** Once a hidden unit is revealed by any of the methods of 42.2 it may not regain hidden status. It may acquire a Concealment counter as in 25.3.

**42.4** Opposing units may fire blind into a suspected enemy position but such fire is halved as Area Fire. Any hidden units in a target hex are revealed if an attack on that hex results in other than “No Effect”, regardless of the success or failure of any resulting Morale Check.

**42.5** Should any *non-AFV* unit move into an opposing hidden unit’s hex during the Movement Phase, that unit must immediately stop moving and *end* its Movement Phase in the last hex occupied before entering the hidden unit’s hex. A *non-AFV* unit may never move into an enemy occupied hex during the Movement Phase.

**42.6** Should an *AFV* move into an opposing hidden unit’s hex during the Movement Phase the moving player must be so informed and execute an Overrun Attack on the hidden unit *if* it is the first enemy unit moved over by that *AFV* that turn. Barring immobilization the *AFV* may continue its move. Regardless of the effect of the attack the hidden unit loses its “hidden” status immediately *after* being moved over by the *AFV*.

**42.7** *AFV*’s may start a game *concealed* in a woods or wood building hex only if using *Hidden Initial Placement*. *AFV*’s can be concealed only at the start of a scenario. Units so placed at the outset of a scenario do *not* have to roll for immobilization due to that placement. Fire on concealed *AFV*’s is not halved as AREA FIRE. *Hidden Initial Placement* merely allows them to set up without being spotted.

#### 43. ADVANCED LINE OF SIGHT (LOS)

The *Advanced LOS* rules take elevation further into account to allow units to fire *over* intervening obstacles in much the same manner units in multi-story buildings were allowed to fire over one story buildings and woods (7.4).

**43.1** Game Set II introduces three levels of hills which, when added to the two story buildings already described, comprise all the elevation categories in *SQUAD LEADER*.

**43.11** A Level One hill hex is light brown and equivalent to the height of a small building or woods on ground level. An example of a Level One hill hex is 2G3.

**43.12** A Level Two hill hex is medium brown and equivalent to the height of a large building or woods, or a small building on a Level One hill hex. An example of a Level Two hill hex is 2I4.

**43.13** A Level Three hill hex is dark brown and equivalent to the height of woods on a Level Two hill hex. An example of a Level Three hill hex is 2J4.

**43.14** When a hex contains more than one elevation level, units therein are considered on the elevation level containing the hex center dot.

**43.15** Unless it contains other terrain features a hill hex is considered open ground in regard to effects on movement and combat.

**43.2** A *crest line* is formed in every hex where two different elevation levels meet. The crest line serves two functions:

**43.21** Units moving across a crest line into higher terrain than previously occupied must pay an increased movement cost for moving into that hex.

**43.22** A crest line pinpoints the slope of a hill so as to clarify when a unit is eligible for an elevation LOS advantage (43.5).

**43.3** Hills block LOS in the same manner as buildings or woods. A unit on “ground level” could only fire into the initial crest line hexside of a Level One hill in its LOS. His fire could penetrate no further into Level One terrain any more than it could penetrate through two woods hexsides.

**43.4** A unit cannot see over intervening obstacles unless it has a height advantage over the height *equivalent* of the obstacle. Therefore a unit on a Level One hill hex is not high enough so see *over* any woods or building symbol on ground level. It is high enough however, to see over *walls, hedges and vehicles on ground level*.

**43.5** A viewing unit on a hill can see units at a lower elevation only if it traces its LOS through a crest line before crossing a hexside.

**43.6** Assuming a unit has sufficient height advantage to fire over an obstacle the hex immediately behind the obstacle is considered a “blind” hex and cannot be seen *unless* the blind hex is at an elevation equivalent to or higher than the height of the obstacle. There are two exceptions:

**43.61** Crest lines do *not* create a blind hex if the firing hex is part of the same hill as the crest line in question. **EXCEPTION: A cliff hexside resulting in a drop of 2 or more levels to the adjacent hex would create a blind hex.**

**43.62** Large buildings (3 hexes or more) have a “blind Zone” of two hexes directly behind them rather than the one hex blind zone of small buildings and woods (7.4).

**43.7** A unit on any level elevation can see anything on the same level (barring intervening obstacles including *higher* crest lines) regardless of the position of equal or lower crest lines relative to his position. **Example: A unit on 2Y4 could see a unit on 2Z6.**

**43.8** As high-to-low LOS procedures are the converse of low-to-high it would be pointless to list the other half of the elevation principles. It is sufficient to point out that whenever unit “A” has a clear LOS to unit “B”, that unit “B” also has a clear LOS to unit “A”.

**43.9** The “profile” relationship between different terrain types and elevation is depicted graphically in the diagram on Page 15. Should you become confused, study of the profile and the accompanying examples will quickly resolve any questions you may have.

#### 44. RURAL TERRAIN TYPES

**44.1** [ see 142.211 ] **CLIFFS:** Hill hexsides tinged in black are impassable cliffs. No unit may move across such a hexside. Fire procedure across a cliff hexside is identical to that across any crest line unless the firing and target units are adjacent

hexes in which case the Point Blank Fire of the *higher* unit(s) is *tripled*. The fire of the lower unit(s) would remain doubled as normal Point Blank Fire. An example of a cliff hexside is 3D3-3C4.

▶ **44.2 WHEATFIELDS:** The yellowish or buff colored hexes are wheatfields. Movement through a wheatfield is identical to movement in open terrain. An example of a wheatfield is hex 3AA10.

▶ **44.21** Wheatfields are an obstacle to sight but not to fire. Units can see into a wheatfield hex but not through it *unless* they have a height advantage in which case wheatfields do not obstruct LOS in any manner. Therefore, units on the same level as the wheatfield could fire into a wheatfield hex normally but penetrating fire *through* more than one wheatfield hexside is calculated at half strength as Area Fire.

**44.22** Barring other LOS obstacles vehicles in or behind a wheatfield are always visible regardless of viewer's elevation.

▶ **44.23** Units moving through a wheatfield are *not* subject to the -2 dice roll modification to defensive fire regardless of the firer's elevation.

**44.24** Wheatfields are subject to seasonal variation and exist only in those scenarios taking place during June through October. Wheatfield hexes "out of season" are treated as open ground.

**44.3 SHELLHOLES:** The brown splotch marks with a dark brown core are easily identifiable as shellholes. Shellholes have no special effect on infantry movement or LOS but do affect combat and vehicle movement. An example of a shellhole is 3Y3. Additional shellholes cannot be created during the course of a game. Those depicted on the map are the result of prolonged shelling.

**44.31** If infantry target unit is in a shellhole add 1 to the attacker's dice roll.

**44.32** If the infantry target is fired on while moving (Defensive Fire Phase) through a shellhole hex the normal -2 dice roll modification would apply but is adjusted to a total modification of -1 due to the cover afforded by the shellhole.

## 45. OFFBOARD ARTILLERY

The presence or absence of offboard artillery is intended as the "great equalizer" in *SQUAD LEADER* just as it often was on the battlefield. Every scenario includes the "Optional upon Agreement of both players" variation. Should either player feel the provided scenarios are imbalanced he is free to choose the type and number of artillery *Fire Missions* to add to the weaker side. The play balance question thus addressed, his opponent may then choose the side. Other tradeoffs such as Sewer Movement (27) or Fanaticism (26) may be bartered amongst the players but varying degrees of artillery support will most likely provide the common currency of exchange.

**45.1** Offboard artillery is often randomly introduced into a scenario to better portray the quandary of the platoon leader who was rarely "in the know" as to how much or what kind of artillery could be spared for his sector of the front. The random artillery selection process is referred to as an artillery *module*. An artillery module is granted to each side for each radio counter listed on its Order of Battle unless otherwise specified.

**45.2** The player(s) receiving the artillery module rolls one die for each radio counter on the following table to determine the type of artillery available.

45.2 MODULE ARTILLERY SELECTION TABLE

Die Roll	German	Russian	American
1	80+mm	70+mm	80+mm
2	80+mm	80+mm	80+mm
3	80+mm	80+mm	100+mm
4	100+mm	120+mm	100+mm
5	120+mm	120+mm	150+mm
6	150+mm	150+mm	150+mm

For ease of reference we have listed the "sizes" in the manner they are referred to on the Infantry Fire Table. To be more precise the "rounded off" figures refer to the German 81mm Mortar, Russian 152mm Howitzer, American 105's, etc.

**45.21** [RE: COD 107.42 BATTERY ACCESS:] Having selected the caliber of your artillery support, you complete the module by determining the number of *Fire Missions* you can receive from that support. Invert and mix the "chit" counters numbered 1 through 4 and secretly draw one counter. The number drawn is the maximum number of *FFE* counters (46.4) you can place. Put the counter aside separately so that you can verify your *Fire Mission* usage when the scenario is over. Each time a *FFE* attack is resolved is considered one *Fire Mission*.

**45.3** Whenever artillery capabilities are added to a scenario by agreement of both players, a radio counter should be added to that side's Order of Battle for each module made available.

**45.4** If both sides have offboard artillery capability, one or both sides may wish to engage in 'Counter Battery Fire' to silence the opposing offboard artillery. To engage in Counter Battery Fire your artillery must be equal to or larger than the caliber of the opposing offboard artillery (all artillery calibers are rounded *down* to the nearest multiple of 10: **Example:** American 105mm howitzers would be rounded down to 100.). Counter Battery Fire counts as a *Fire Mission*, and can be executed in any Prep

Phase provided *radio contact* (46.1) has been *maintained* in the preceding Rally Phase, and opposing artillery has already fired at least once during the scenario.

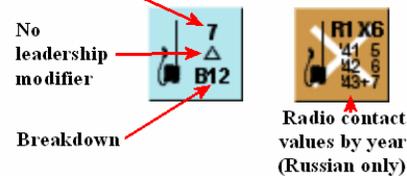
45.4 COUNTER BATTERY FIRE TABLE

Dice Roll	Result
2	Enemy Artillery Destroyed
3-5	Enemy Artillery Disrupted
6-12	No Effect

**45.41** The owner of *disrupted* artillery must immediately roll one die. The result of that die roll is the number of game turns which must elapse before the artillery may attempt to fire again. Disrupted artillery loses radio contact and may not attempt to reestablish contact until the turn in which it is once again free to fire.

**45.42** A player engaging in Counter Battery Fire may deduct 1 from the dice roll for each *consecutive* turn of Counter Battery Fire called in by the same leader. Therefore, if the *same* leader was calling in his third consecutive Counter Battery Fire he could deduct 2 from the dice roll. Each turn of Counter Battery Fire constitutes a *Fire Mission*.

Radio contact value



## 46. ARTILLERY FIRE MECHANICS

### 46.1 ARTILLERY FIRE MECHANICS

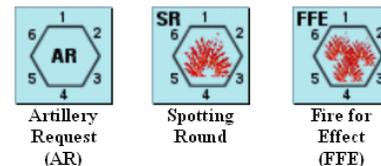
▶ **46.1** Artillery may not be used unless the owning player has established and maintained radio communication with the supporting batteries. Only unbroken leaders in the same hex with a functioning radio counter may attempt to establish or maintain radio contact. Each leader with *exclusive* use of one radio may call down only one *Fire Mission* per *player* turn regardless of the number of *Fire Missions* or *Artillery Modules* possessed by his side. Operation of a radio and subsequent artillery spotting does not alter a leader's fire direction or movement capabilities.

**46.11** *Radio Contact* may be attempted by either player only during the *Rally Phase*. To *establish* radio contact, leaders must roll equal to or below the radio contact value for their nationality and time frame.

46.11 RADIO CONTACT VALUES CHART

Nationality	Time Frame	Number Required
German	All Scenarios	7
American	All Scenarios	9
Russian	1941 Scenarios	5
	1942 Scenarios	6
	1943-45 Scenarios	7

**46.12** Once established, radio contact must be *maintained* in succeeding Rally Phases. To *maintain* radio contact, roll on the Radio Contact Values Chart again but *deduct* 2 from the dice roll. If unable to *maintain* contact, the next radio attempt will be to *establish* contact, and as such not be subject to the favorable dice roll modification.



**46.13** Having successfully established radio contact, end the *Rally Phase* by placing an "Artillery Request" counter on a hex in your leader's LOS that you wish to be the center of the barrage. This ends further artillery preparation until the following *Close Combat* phase.

**46.2** During the *initial Close Combat* Phase following radio contact, either player may replace his Artillery Request counter (flip over) with a blue "Spotting Round" (SR) counter and dice for initial spotting round location as follows:

**46.21** Roll one die to determine accuracy of initial round. If the die roll is a "1" or "2" for German or American artillery, the SR lands on target. Russian artillery must

roll a "1" to land on target. If the Spotting Round does not land on target, proceed to 46.22 to determine the hex in which the SR lands.

**46.22** Roll one die and consult "Direction of Error" diagram. The die roll equals the direction from the intended hex that the spotting round will land.



**46.23** The direction of error thus found, roll one die again to determine the extent of the error. The result is the number of hexes away from the intended hex in the errant direction that the initial Spotting Round lands. If it lands within the LOS of the requesting leader pick up the blue Spotting Round counter and replace it with a red Spotting Round in the appropriate hex. This ends further artillery preparation until the following Rally Phase.



**Example:** A German mortar battery has just landed an initial spotting round after rolling a "4" for accuracy, a "2" for direction, and a "3" for distance.

**46.24** If a spotting error forces the initial spotting round off the game board, or the round lands in a hex out of the LOS of the requesting leader, the round is lost and the owning player must wait until the next Close Combat Phase to plot an initial Spotting Round. Flip over the Blue Spotting Round counter to the Artillery Request side.

**46.25** A spotting round has absolutely no harmful effect on any unit in the hex in which it lands.

**46.3** In the first and all succeeding Rally Phases following placement of the initial spotting round either player (providing his radio contact is maintained) may perform 1 of 4 operations:

**46.31** He may openly *correct* his artillery up to 3 hexes in the direction(s) of his choice by moving his *red* spotting round 3 hexes in any manner; *OR*

**46.32** He may leave his *red* spotting round where it is or move it up to 3 hexes; and replace it (flip it over) with a "Fire For Effect" (FFE) counter; *OR*

**46.33** He may move an already placed FFE counter up to 3 hexes in the direction(s) of his choice, or replace it with a red spotting round and move it up to 3 hexes; *OR*

**46.34** He may remove his spotting round or FFE and place another Artillery Request counter in any hex in his LOS.

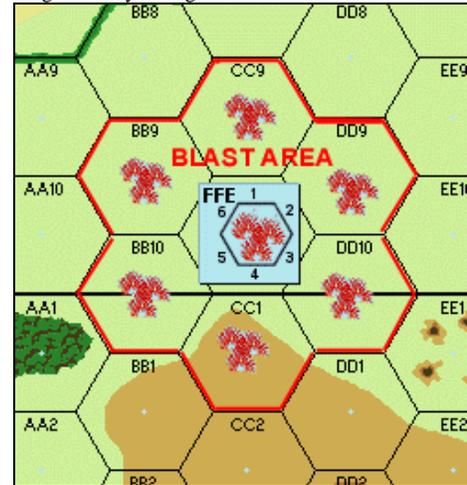
**46.4** A FFE counter, once placed, *must* result in the represented artillery landing with full effect in:

- The Prep Fire Phase (if this is your *player* turn), *OR*
- The Defensive Fire Phase (if this is your *opponent's player* turn).

► **46.5** In the appropriate phase as designated in 46.4 the artillery lands with equal effect in the FFE hex and its six adjacent hexes. This 7 hex "Blast Area" is hit with the HE equivalent on the Infantry Fire Table. Hence, if this was a 105mm Howitzer

barrage you would look under the 16/100 column of the Infantry Fire Table and roll individually for each hex in the blast area as if they were being subjected to infantry fire. All Terrain Effects dice roll modifications apply, including those for walls and hedges *if* the wall or hedge hexside is between the unit and any hex of the blast area.

**46.51** Artillery fire during the Defensive Fire Phase affects not only those units in the *Blast Area* at the time of fire, but all units which moved through the *Blast Area* during the immediately preceding Movement Phase. Such units are "brought back" to the first hex of the *Blast Area* that they *entered* in the preceding Movement Phase (See 16; *Defensive Fire*). If the moving unit survives it may retrace its previous movement to the hex it occupied prior to the Defensive Fire through another hex of the Blast Area it Phase. However, if that movement takes it through another hex of the Blast Area it would undergo artillery fire again in that hex.



**46.52** Artillery fire on units moving through an open ground hex in the Blast Area would be subject to the usual -2 dice roll modifier for moving in the open.

**46.53** Any support weapon in the target hex is also eliminated by a "KIA" result of any artillery fire on that unit's hex. Support weapons alone in a hex of the Blast Area must also be rolled for on the Infantry Fire Table.

► **46.54** Vehicles in the Blast Area are effected only by "KIA" results on the Infantry Fire Table. Utilize the Artillery Barrage vs. Vehicles dice roll modifiers when calculating artillery attacks on a vehicle. Vehicles are *not* subject to the -2 dice roll modifier for moving in the open against an artillery barrage, but passengers *do* receive the -2 detriment, unless in a halftrack. Although Morale Check results on the Infantry Fire Table do not affect vehicles, they do affect all passengers except those in halftracks. Halftrack passengers are affected only by the destruction of the vehicle. Attacks vs. non-halftrack passengers utilize the same dice roll applied against their vehicle but it is modified only by the -2 "moving in the open" modifier mentioned above.

46.54 AFV Modifiers vs. FFE Attacks

Vehicle	Modifier
non-armored vehicles	-3
open Top AFVs	-1
Tank	+1
SP Gun	+2

**46.6** No artillery actions other than those cited in 46.2 take place during further Close Combat phases. Rolling for *initial* spotting round location is the sole artillery operation in the Close Combat Phase.

► **46.7** Spotting rounds (or FFE counters) can be called for and corrected *only* if the leader unit with radio contact has a *clear* LOS to *both* the hex in which the spotting round is intended to land and the hex it currently occupies (if already on the board). Walls, hedges, wheatfields, or vehicles never block a leader's observation (LOS) of a spotting round or FFE. Smoke does block observation attempts in and through the smoke hex.

**46.71** Should the radio contact be lost while a FFE counter or spotting round is currently on the board, these counters are removed and the entire process repeated once radio contact is reestablished.

**46.72** If all allocated fire missions have been used, no further spotting rounds may be called for.

► **46.8** Radios are considered a support weapon in all respects and can be carried by any one squad at a cost of 1 portage point or by a leader at a cost of 2 portage points.

**46.81** Radios are subject to breakdown and repair in the same manner as other Support Weapons. An unadjusted dice roll of "12" breaks down any radio counter.

► **46.82** If one or more radios are eliminated, any other friendly radios in the scenario may use the remainder of the eliminated radio's artillery module. However,

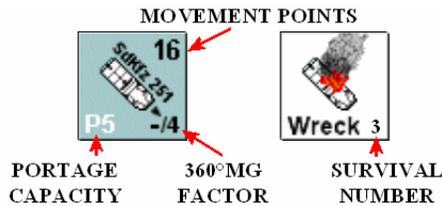
only one Fire Mission per artillery module per radio can be executed in the same player turn.

▶ **46.9** Artillery may be used to place smoke instead of the standard High Explosive fire of a FFE. Merely place a smoke counter in each hex of the Blast Area. As is the case of all smoke placement it must be done at the very beginning of the fire phase before other units fire. Smoke has the same effect as described earlier in section 24, and is removed at the beginning of the owner's next Prep Fire Phase. Placing smoke counts as a fire mission.

**STOP!** You have read all that is necessary to play Scenario 4. We advise you to play it at least once before advancing to the more involved scenarios which follow.



## 47. Halftracks



**47.1** The provisions of 31.1-31.4 pertaining to the transporting of infantry with tanks and SP Guns also apply to halftracks, as do the provisions of 32.3-32.7 pertaining to the use of AFV's as cover.

**47.2** Halftrack counters are provided in the game both with and without MG armament. Players must pay special attention to the scenarios to see whether the scenario specifies MG armament for any listed halftracks. Whenever an *armed* halftrack is destroyed there is a chance the crew may escape. Invert the counter and roll two dice. A dice roll equal to or less than the Survival Number printed on the Wreck results in crew *survival* (see 33.9).

**47.3** Unarmed halftracks have an inseparable, inherent driver and assistant driver crew which share the fate of the halftrack. If eliminated, all inherent drivers, passengers, and unmounted support weapons in the vehicle are also eliminated.

**47.4** Transported infantry may also fire their inherent firepower and transported LMG's from the halftrack at no detriment, but no other support weapons may be fired from a halftrack. Transported leaders may direct the MG fire of the halftrack as well as any fire from infantry in the halftrack but may direct only one fire attack per player turn.

**47.5** If the halftrack moves, all fire from the halftrack during the owner's player turn is halved under the provisions of Moving Fire. If the halftrack or any of its passengers fire during the Prep Fire Phase it may not move during the following Movement Phase.

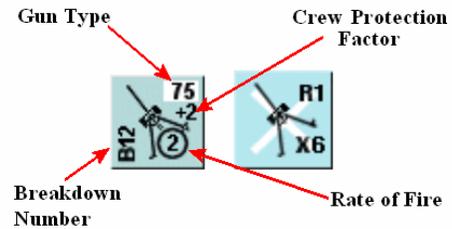
**47.6** Passengers in a halftrack are immune to normal infantry and LMG fire. MMG and HMG within normal range automatically hit halftracks but do not harm the passengers unless a kill is obtained against the halftrack on the AFV Kill Table.

▶ **47.7** Infantry firing its own weapons from a halftrack loses the immunity from infantry fire outlined in 47.6 during the following opposing enemy fire phase, but would still receive a +2 dice roll modification to all infantry and MG fire directed against them due to the wall-like nature of the halftrack's armor. Any MMG or HMG firing on a halftrack carrying exposed infantry must first declare whether they are firing on the infantry with the Infantry Fire Table or the Halftrack itself with the AFV Kill Table.

▶ **47.8** If fire is directed against passengers in the halftrack from an adjacent hex of higher elevation, the halftrack fails to protect the riding infantry as outlined above in 47.6 and 47.7.

**47.9** Infantry that breaks while being transported may elect to remain in the halftrack during the Rout Phase, since being in a halftrack is considered as cover. However, the halftrack would not be allowed to advance towards the enemy until the broken infantry rallies or leaves the vehicle. Broken infantry inside a halftrack would have to roll Desperation Morale to rally if the halftrack was fired on in any manner since the preceding Rally Phase, even if such fire is ineffective against a halftrack (47.6).

## 48. Anti-Tank Guns



Anti-tank Guns (hereafter referred to as AT Guns) are treated as semi-immobile SP guns.

*Rate of Fire* indicates the number of times the gun may fire (attack) in a fire phase. Regardless of the rate of fire, it may fire in only *one* fire phase per player turn.

*Gun Type* indicates the size of gun for use on both the AFV Kill Table and the Infantry Fire Table. *Crew Protection Factor* represents the protection for the gun crew afforded by the gun shield against high explosive and infantry-type fire. The Crew Protection Factor is added to the dice roll of any attack against the gun crew which crosses the gun's Covered Arc.

▶ **48.1** Anti-tank guns are destroyed *automatically* if hit by a shell 37mm or larger. A hit of less than 37mm would not affect the gun but could affect the crew. Special weapons (bazooka, flamethrower) affect the AT Gun as if it were a Halftrack on the AFV Kill Table. Normal infantry fire has no effect on an AT Gun.

**48.2** The gun crew is affected only by fire resolved on the Infantry Fire Table. The *same* dice roll used to obtain the hit on the gun on the *TO HIT TABLE* is modified by +2 (assuming the shot crossed the Covered Arc) on the Infantry Fire Table to determine the effect on the crew. AP hits on the gun do not affect the crew in any manner. All units firing at AT Guns on the *TO HIT TABLE* (33.3) must use the "AT Gun" row of that table.

There is no terrain modifier to the "TO HIT" dice roll against an AT Gun regardless of terrain. All AT Gun/howitzers are assumed to have standard protective emplacement signified by the "AT Gun" row on the "TO HIT" table. If other units are in the same hex with the AT Gun the same dice roll used to attack the AT Gun is modified for any effect it might have on other units in the hex.

**EXAMPLE:** Assume an AT Gun, crew and squad occupy a stone building. A MKIVF2 tank fires at a range of 6 hexes and rolls a "7". The tank missed the AT gun (needed a 6), but hit the infantry (needed an 8). The tank rolls again on the 8 (75mm) column of the Infantry Fire Table and rolls a "4". This dice roll is adjusted to a "7" for the infantry squad (+3 stone building) and a "9" for the crew (+3 building, +2 AT Gun shield). The infantry squad must take a "1" Morale Check, the crew is unaffected.

**48.3** An AT Gun can jam and be repaired in the same manner as a MG except that an unbroken crew counter must be present to complete the repair.

▶ **48.4** An AT Gun can be pushed during the *Movement Phase* one hex in any direction by a squad or crew counter provided they do *not* fire during that *player turn* or make any other movement (other than disembarking from the vehicle towing the AT Gun) during the Movement Phase. The gun cannot be pushed into a hill hex of higher elevation than presently occupied, but can be manhandled over walls, hedges and into buildings and woods. An AT Gun can be placed in any hex except the *upper story* (57.6) of a multi-story building.

**48.5** A crew counter could "pivot" an AT Gun up to 3 hexsides within the same hex during the *Movement Phase* but if it fired during that *player turn* (Advancing Fire Phase) it would be treated as a pivoting SP Gun and suffer the +3 modification to its dice roll on the *TO HIT TABLE*. The crew could also pivot the gun within the same hex during the Defensive Fire Phase but any fire during that phase would suffer the +4 modification to its dice roll on the *TO HIT TABLE* (33.31, *Case I*).

▶ **48.6** An AT Gun may be towed by any truck, jeep or halftrack. Neither the gun nor the vehicle can fire during the player turn in which it is being hooked up, moved, or unhooked. All vehicles towing an AT Gun must pay *double* the normal movement costs. No vehicle may tow a gun over a wall or hedge.

▶ **48.61** A vehicle may load an AT Gun during any Movement Phase by moving into a hex containing an AT Gun with at least half of its MP remaining. The AT Gun counter is then placed on *top* of the vehicle to indicate that it is in tow. No further movement is allowed during that turn.

▶ **48.62** A vehicle may unload an AT Gun at the beginning of any Movement Phase provided it has all of its MP for the phase remaining. It must then move out of the hex containing the AT Gun (*unless* the AT Gun is itself pushed into an adjoining hex by the accompanying squad or crew; 48.4) and may continue to move until it has expended half of its MP for that turn.

▶ **48.63** An AT Gun may be hooked up or unhooked only if an unbroken crew or squad counter is present in the hex in which the action takes place. The necessary crew or squad counter must have started the Movement Phase in the hex.

**48.64** A vehicle may never occupy the same hex as an AT Gun at the end of a Movement Phase unless the AT gun is being towed by that vehicle or has been

Overrun in which case the AT Gun is eliminated. An AFV *moving through* (but not Overrunning) the AT Gun hex does no damage to it. But if the AFV ends its turn in the same hex the AT Gun is abandoned by its crew and subject to capture or elimination.

**48.7** An AT Gun may only fire within its Covered Arc but may engage as many different targets within its Covered Arc as its rate of fire will allow. AT Guns, like AFVs, may not move during the Advance Phase and if they fire during the Prep Fire Phase may not move for the balance of that player turn. (even if they used only part of their rate of fire).

**48.8** Only a crew counter can operate an AT Gun.

**48.81** AT Guns can be captured and used by opposing crews only.

**48.82** Leadership modifiers do not affect the firing of an AT Gun.

**48.83** AT Guns can fire HE against infantry targets.

► **48.9** An AT Gun counts as a support weapon for stacking purposes. A *towed* AT Gun does *not* count against the stacking limits of a vehicle.

**STOP! You have read all that is necessary to play Scenario 5. We advise you to play it at least once before advancing to the more complicated and realistic scenarios which follow.**



Starshell

## 49. NIGHT RULES

Night actions were common throughout World War II. Knowing how to take advantage of a bright moon and available cloud cover became an important weapon in every SQUAD LEADER'S battle to survive.

► **49.1** During night scenarios units may fire only if the target is in *both* the firing units' LOS and within the *Night Visibility Range* of the firer for that *player* turn (**EXCEPTIONS: 49.2, 49.7**).

**49.11** The *Night Visibility Range* for the entire *game* turn is determined at the end of the *first Rally Phase* of each Game Turn by rolling two dice. The resulting number is the inclusive number of hexes away from an observer that *moving* units can be seen (barring LOS obstacles) for the balance of that *game* turn.

**49.12** The rolled Night Visibility Range is always *increased* by 3 when attempting to observe *moving* vehicles.

**Example:** If a 7 is rolled then any moving infantry unit 7 or less hexes (any moving vehicle 10 or less hexes) away from an observer would be seen provided LOS was not blocked.

**49.2** Units which have fired during the same or immediately preceding *player* turn may give away their location to opposing units with a clear LOS by gun flashes. Such units are subject to fire even if beyond the Night Visibility Range of the firing unit. However, fire beyond the Night Visibility Range is halved as Area Fire.

► **49.3** Concealment counters in night scenarios are *not* removed due to the presence of adjacent enemy units. Concealment counters remain in place and effect even during the *first* player turn of night Close Combat situations.

**49.4** During night scenarios “?” counters are removed if a unit under the “?” fires or *moves* into an *illuminated* hex in the LOS of an unbroken enemy unit. Mere Movement during night scenarios does not remove the Concealment counter. Even an entire stack of Concealment counters can be moved, but if effectively fired on by an enemy unit, or if moved into an illuminated hex in the LOS of an enemy unit all the “?” counters involved are permanently removed.

**49.5** “Real” units may always “grow” another Concealment counter at the *end* of their *player* turn provided they have neither moved, fired, been fired upon resulting in a Morale Check, or been in Close Combat during the just completed *player* turn. Such placement is *not* limited to woods or building hexes or by the presence of adjacent enemy units as it is during daylight scenarios (25.3).

**49.6** At the end of the Rally Phase if opposing units are within the LOS and the Night Visibility Range of an unbroken leader that leader may place a *starshell* within 5 hexes of its own position. The starshell counter is removed *after* the following Close Combat Phase. Firing a starshell has no detrimental effect on a leader's fire or

leadership abilities.

**49.7** A *starshell illuminates* the entire mapboard area within 3 hexes of the starshell counter as if it were a daylight scenario. Units outside the illuminated area with an unblocked LOS may still fire into the illuminated area with no additional penalty.

**49.8** Unlike daylight scenarios, routing units *may* cross open ground terrain in the LOS of enemy units, *unless* the hex in question is illuminated by a starshell.

**STOP! You have read all that is necessary to play Scenario 6. We advise you to play it at least once before advancing to the more complicated and realistic scenarios which follow.**



## GAME SET III

Scenarios 7-12 deal with Western Front combat. Many new squad capabilities, weapons, and fortifications are introduced in the order of their appearance in the scenarios making it imperative that the reader proceed in an orderly fashion and not move directly to new scenarios without reading the pertinent text.



## 50. THE AMERICANS

The American fighting man was both tactically and psychologically different from his German or Russian counterpart. He broke under fire quicker than either of the other two; but he also rallied quicker. Furthermore, his lack of tactical sense often caused him to attempt bizarre and often unwise attacks on the enemy. He loved mechanical gadgets of any kind and was incredibly fond of captured equipment. The following rules are employed to reflect these traits of the GI.

**50.1** American *squads* (not leaders) are *not* subject to *Desperation Morale*. American squads *always* Rally with a dice roll equal to their normal morale plus any leadership modifiers in effect.

**50.2** Only American elite units (8-4-7) and leaders with a -2 or -3 leadership modifier may man flamethrowers, and place Demo Charges. American elite units (8-4-7) may place smoke in the same manner as German Assault Engineers (24) only if given that capacity by the scenario in play.

**50.3** Only Crew units may man Anti-Tank Guns, mortars, or howitzers.

**50.4** American units of the *correct* type may operate all captured Support Weapons except radios. In contrast, Russian and Germans may operate captured MG's (**EXCEPTION: 41.2**) and AT Guns (*assuming they have crews*).

**50.5** American Support Weapons were functionally more reliable and accompanied by greater quantities of ammunition. To reflect this Americans may repair malfunctioned American equipment with a die roll of 1 or 2 as opposed to the required die roll of 1 for other nationalities.



## 51. Trucks

**51.1** A truck may carry one squad, one leader, and up to 7 portage points of Support Weapons (not counting towed guns). Otherwise transporting infantry with trucks is identical to the procedure used by AFVs (31.2-6, 31.8-9, 32.3-4).

**51.2** Trucks may never enter an enemy occupied hex.

**51.21** Trucks, unlike AFV's, may be captured and used in the same manner as a captured MG, except that a hex occupied by an enemy truck may not be moved into during the Movement Phase.

**51.22** Infantry units which move into a hex containing an enemy truck during the

Advance Phase automatically capture that truck. After noting the identity of the captured truck on scrap paper, the captor may use the captured vehicle as if it was his own, but the vehicle operates with two less MPs while under his control. If opposing non-passenger infantry is in the same hex it would first have to be defeated in Close Combat.

**51.3** [ RE: see GIA 144.2 ] Unlike AFVs, units do *not* receive a terrain effects modifier for being *underneath* a truck counter. Truck *outlines do* serve to block same level LOS (32.3, 32.7) as if the truck were a stone wall on the second hexside of the vehicle hex through which the fire is traced.

**51.4** [ RE: see GIA 144.32 ] Trucks can be eliminated by either heavy weapons fire on the AFV KILL TABLE or infantry fire on the Infantry Fire Table. Any infantry or MG fire resulting in a KIA destroys the truck. Fire against soft vehicular targets on the IFT can also result in the vehicle being immobilized or wrecked if it fails a Morale Check called for by the IFT. A vehicle which fails a Morale Check required by the IFT must take another normal MC. If the vehicle passes the second MC, it is considered immobilized. If the vehicle fails the second MC it is considered a wreck. All soft vehicles have a normal 'morale' rating of "8". Any passengers on board the vehicle would have to take a separate MC as called for by the IFT. An immobilized vehicle may be repaired as per 66.3 except that the repair dice roll necessary is a 4 or less instead of a 2. In order to attempt a repair dice roll, the vehicle must be placed beneath a crew, passenger, or other friendly unit attempting to make the repair, and subject to fire as per 66.31. Soft vehicles without an inherent crew counter (unarmed), passengers or other friendly units may not attempt repair.

**51.41** An eliminated truck is flipped over to become a Truck Wreck.

**51.42** [ RE: see GIA 144.32 ] All passengers on an eliminated truck are eliminated. All infantry beneath (on foot) the truck counter would have to take a normal Morale Check, unless the fire was from a MG in which case all infantry in the target hex are eliminated.

**51.5** Passengers on a truck are subject to fire of any type and from any direction. There is *no* -2 dice roll modifier for infantry weapons firing on a moving truck during the Defensive Fire Phase.

**51.6** Truck *wrecks* are eliminated and removed from the board if the truck WRECK is destroyed on the AFV KILL TABLE. Infantry (or MG) fire resulting in a KIA does *not* eliminate a truck *wreck*.

**51.7** Trucks are considered inherently manned by a driver and need not be occupied to be moved. The driver is part of the vehicle and shares its fate.



## 52. JEEPS

**52.1** A jeep may carry any two officers *and* one support weapon; *or* any one *crew* squad. In addition, a jeep may always tow a gun.

**52.2** A crew squad or manned MG may fire from a jeep. However, as is the case with all vehicles if it fires in the Prep Fire Phase it may not move in the Movement Phase, and if it moves in the Movement Phase its firepower is halved in the Advancing Fire Phase.

**52.3** If a jeep is destroyed it is removed from the board. Jeep wrecks do not exist.

**52.4** Jeeps present no obstacle at all to LOS, nor dice roll modifiers for fire directed through them.

**52.5** Except as modified above, Jeeps are treated exactly the same as trucks in all respects.

**STOP! You have read all that is necessary to play Scenario 7. We advise you to play it at least once before advancing to the more complicated and realistic scenarios which follow.**



## 53. WIRE

**53.1** Barbed wire is not a Support Weapon but belongs to the category referred to as *fortification* counters. Fortification counters are placed prior to the start of a scenario in the numbers specified by the scenario, cannot be moved, and do not count against stacking limits.

**53.2** Wire may be placed on any non-building hex.

**53.3** Wire cannot be moved onto by infantry units in the Normal Movement Phase. Infantry can advance onto a wire hex only during the Advance Phase (*Exception: 53.4*).

**53.4** Infantry units may only move *off* a wire hex during the Movement Phase. Each unit leaving the wire must roll one die and the resulting number is the amount of MF they lose getting out of the wire. The leaving unit must also pay the normal cost of the terrain moved into. However, leaving units *may always move one hex*, even if directly onto another wire hex. However, all units must have sufficient MF to carry any support weapons in excess of their normal portage capability or they must leave those weapons behind. Any unit whose MF loss die roll equals or exceeds its movement capability can not carry any Support Weapons off the wire hex.

**53.5** Each squad *in* a wire hex may elect to attempt to clear the wire away by rolling *equal to or less than* its firepower factor with two dice during the Prep Fire Phase. Each squad must roll separately, but if successful the wire in that hex is immediately removed.

**53.51** A leader in the wire hex may add his leadership modifier to one squad's *clearance* die roll.

**53.52** All units engaging in wire clearing attempts may neither move or fire during that *player* turn regardless of the success or failure of the wire clearing attempt.

**53.53** A Demolition Charge can double as a bangalore torpedo and thus be used to clear a wire hex. All procedures of Demolition Charge placement (2.3) apply and a KIA result successfully removes the wire during the Advancing Fire Phase.

**53.54** Artillery bombardment is generally ineffective against wire entanglements but occasionally a heavy shelling cleared such obstacles. Wire counters can be removed from the target hex with a KIA result during artillery bombardments of 80mm or more.

**53.6** Barbed wire neither blocks LOS or modifies fire directed at or through it.

**53.7** Trucks and jeeps may *not* enter wire hexes.

**53.8** Tanks and SP Guns may move on or *through* wire hexes with no detriment and by so doing immediately remove the wire counters.

**53.9** A Halftrack may move onto a wire hex but must stop in the hex and may not continue until its next Movement Phase. The wire counter is still removed immediately.



## 54. ENTRENCHMENTS

**54.1** Entrenchments (foxholes) belong to the fortification category (53.1). Entrenchments specified by the scenario are placed in any non-building/bunker hex prior to the start of play. Once placed, entrenchments may never be moved.

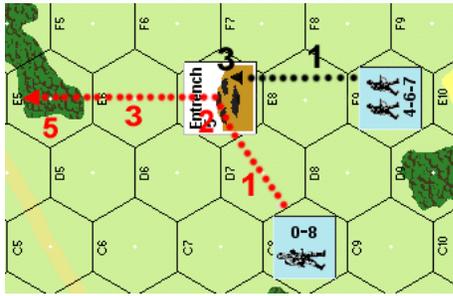
**54.2** Entrenchments *in excess of those specified* by a scenario may be placed *during* play in the following manner. Each unbroken squad which begins its *player* turn in a non-building, non-bunker hex may roll two dice during the Prep Fire Phase. If the resulting dice roll is equal to or less than "5", an entrenchment counter is placed *over* all units in the squad hex at the end of the Prep Fire Phase. Entrenchment dice rolls must be made separately.

**54.21** A leader in the same hex may add his leadership modifier to one squad's entrenchment dice roll but in doing so forfeits its right to move or direct other activities, during that *player* turn.

**54.22** Infantry units attempting to entrench may neither move or fire during that *player* turn regardless of the success or failure of the entrenchment attempt.

**54.3** Entrenchment hexes have the same stacking capacity as a regular hex. Units *in* entrenchments are placed *underneath* the entrenchment counter while units in the hex but *not* in the entrenchment are placed *on top of* the entrenchment counter. Vehicles and Anti-Tank guns/howitzers may never be placed under an entrenchment counter.

**54.4** It costs no extra MF to move into a previously constructed entrenchment hex but it does cost 1 MF extra to *enter* (beneath) the entrenchment and 1 MF to move from underneath an entrenchment counter to placement on top of the same entrenchment counter.



**Example:** The leader moved through the entrenchment hex without entering the entrenchment itself. The squad, on the other hand, expended 2 MF in E7 to enter the entrenchment. Should the enemy Defensive Fire into E7 its dice roll would be modified by -2 against the leader and +2 against the squad.

**54.5** Entrenchments are no movement hindrance to AFVs but trucks and jeeps must spend 4 MF plus the cost of the other terrain in the hex as they move into an entrenchment hex.

**54.6** Infantry units may fire any Support Weapons except flamethrowers and Anti-Tank Guns/howitzers from inside an entrenchment. The firepower of these weapons is not affected in any way.

**54.7** Entrenchments offer varying degrees of protection from fire for units inside (beneath) them, depending on the type of weapons being used against them. This protection takes the form of modifications to the attacker's dice roll as follows:

### 54.7 Entrenchment Modifiers

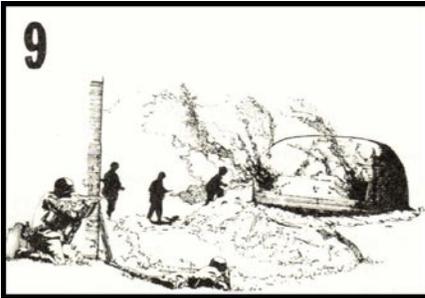
ATTACK TYPE	MOD
Flamethrower	+0
Infantry fire, HE fire, Demo Charge	+2
Overruns, Offboard Artillery, Indirect Fire	+4

*An abbreviated version of this table is found on the back of the Entrenchment counter.*

**54.8** Any intervening walls or hedges forming a side of an entrenchment hex blocks the LOS of units *inside* the entrenchment to all non-adjacent hexes on the same or lower level.

**54.9** Broken units may rout into an entrenchment hex in the LOS of an enemy unit without being eliminated. Broken units may even remain in an entrenchment hex until a route to a woods or building hex exists.

**STOP! You have read all that is necessary to play Scenario 8. We advise you to play it at least once before advancing to the more complicated and realistic scenarios which follow.**



## 55. MINEFIELDS

**55.1** Mines belong to the fortification category (53.1). There are no mine counters. Rather the location and strength of available mines are recorded on a piece of scrap paper at the outset of the scenario. The scenario provides a player with a certain number of minefield factors. The player secretly records the hex(es) and number of minefield factors allotted to each hex. Mines may be placed in any non-water hex regardless of terrain. He may place as many factors in each hex as he desires providing the total minefield factors allotted to all hexes does not exceed the amount granted by the scenario. The actual disposition of minefields is not revealed until a unit moves into a minefield hex.

**55.2** Whenever an infantry unit (enemy or friendly) enters a minefield hex the owning player must announce how many minefield factors occupy the hex and immediately attack the *moving* unit with that many factors on the Infantry Fire table. There are *no* modifications of any type to the minefield attack dice roll.

**55.21** If the first "minefield assault" does not break or eliminate the unit, it has the option to stay in the target hex or attempt to continue its normal movement.

**55.22** Units are also attacked by the minefield whenever they *leave* a minefield hex. Thus, a unit can be attacked *both* as it enters and leaves a minefield. Units broken by minefield attacks as they attempt to *leave* a minefield hex are considered still in the minefield hex after the attack.

**55.23** A unit which fails a Morale Check due to minefield assault is considered to be in the minefield target hex which made that attack.

**Example:** Assume a unit moves from one minefield hex directly to another. It would undergo two minefield attacks to move 1 hex. If it survives the first attack, it is automatically considered in the hex moved into, but must still undergo an entry minefield attack in the minefield hex moved into.

**55.24** Morale Checks due to minefield assaults are subject to leadership modifiers if a leader is present in the target hex at the moment of attack. Similarly, if a leader breaks due to a minefield assault, all units in the same target hex at that instant must take a *normal* Morale Check.

**55.3** Minefield assaults affect only *moving* units (*EXCEPTION: 55.24*).

**Example:** Assume 3 squads in a minefield hex. One leaves. Only the leaving unit would undergo minefield assault even though two other units occupy the same target hex. The other two units would be immune to minefield assault as long as they don't move.

**55.4** Broken units in a minefield must rout to cover *only* if the minefield is in open terrain or adjacent to an enemy unit. Units routing from a minefield hex would be subject again (55.22) to minefield attack.

**55.41** Broken units *outside* a minefield do *not* have to rout into or through a minefield hex on their way to "closest cover" if the presence of the minefield is known to the owner of the routed unit.

**55.42** Non-broken units in a minefield can fire and engage in Close Combat normally.

**55.5** Any squad in or adjacent to a minefield hex may attempt to *clear* the minefield by rolling less than or equal to its *firepower* factor with two dice during the Prep Fire Phase. Mine clearance dice rolls must be made separately. Two or more squads may *not* combine their firepower factors for one mine clearance attempt.

**55.51** A leader in or adjacent to the minefield hex may add his leadership modifier to *one* squad's mine clearance attempt but in so doing forfeits its right to move or direct other activities during that player turn.

**55.52** Units attempting to clear mines may neither move or fire during that *player* turn regardless of the success or failure of the mine clearance attempt.

**55.6** Vehicles entering or leaving a minefield hex undergo attacks on the Infantry Fire Table in the same manner except that only a KIA result affects the vehicle. The minefield assault dice roll is modified by the Minefield vs. Vehicles Modifiers.

### 55.6 MINEFIELD VS. VEHICLES MODIFIERS

Vehicle	Modifier
Truck/Jeep	-3
Halftrack	-1
Others	0

**55.61** Trucks and jeeps which receive a KIA result are eliminated.

**55.62** AFVs which receive a KIA result are *immobilized* and must roll the dice a second time to determine whether the AFV blows up. Repeat the minefield assault which immobilized the vehicle. If a second "KIA" results, the vehicle is eliminated and replaced by a wreck. Note that even if an immobilized AFV does not explode, its crew must still undergo a Morale Check (39.2).

**55.63** Passengers are immune to minefield attacks unless the carrying vehicle is eliminated. Passengers which disembark into a minefield hex must undergo minefield assault as if they were entering the minefield hex.

**55.7** Minefields may be cleared by detonation by any artillery FFE barrage which results in a KIA result in that hex.

## 56. BUNKERS

Stacking Capacity



Covered Arc Defense Modification



Non-Covered Arc Defense Modification



**56.1** Bunkers belong to the fortification category (53.1) and can be placed only at the outset of a scenario as directed in that scenario *in* any non-building, non-woods hex. Only one bunker may be placed per hex. The bunker factors (read from left to right) are as follows:

**Stacking Capacity:** The number of squads, leaders *and* support weapons which may be placed *inside* a bunker. Ignore normal stacking limits.

**Example:** A bunker with a stacking capacity of 3 could contain 3 squads, 3 leaders, and 3 support weapons simultaneously.

**Covered Arc Defense Modification:** The number added to the dice rolls of the attacks against the bunker which are traced through the Covered Arc of the bunker.

**Non-Covered Arc Defense Modification:** The number added to the dice rolls of the attacks against the bunker which are not traced through the Covered Arc of the bunker.

**56.2** Units in the bunker are placed *underneath* the bunker counter. Units on top of the bunker are considered outside it and receive no protective benefit from the bunker. The bunker itself presents no obstacle to LOS.

**56.21** Units outside a bunker must obey normal stacking restrictions but the bunker and its occupants do not count against these limits.

**56.22** It costs 1 MF to enter (or leave) a bunker during the Movement Phase once in the hex. If the bunker is not entered, the cost of entering the bunker *hex* is that of the other terrain in the hex. *Either* side may enter or leave a bunker during their Advance Phase.

**56.3** Fire *from* a bunker may be traced only through the Covered Arc. A bunker can never be moved or pivoted in any way so as to change the Covered Arc.

**56.4** No vehicles, mortars, or howitzers may be in a bunker. One AT Gun can be placed in a bunker but cannot be moved. TO HIT dice rolls vs. the AT Gun are made on the AT Gun classification.

**Example:** Range of 6; TO HIT Dice Roll: 7; The bunker is hit; the AT Gun is not. Reroll on the IFT to determine effect on occupants of bunker.

**56.5** SPECIAL ATTACKS: FFE of offboard artillery is modified by the Non-Covered Arc Defense Modification.

**56.51** AP ammunition has no effect on bunkers. HE ammunition must first dice on the TO HIT Table under the "Infantry in Buildings" classification. If a hit is scored, redice on the Infantry Fire Table and apply the appropriate defense modification as determined by whether or not the shot crossed the bunker's Covered Arc. Only the contents of a bunker can be destroyed—never the bunker itself.

**56.52** Flamethrowers must add the Non-Covered Arc Defense Modifier to their attacks if their LOS does not cross the bunker's Covered Arc. If the LOS *does* cross the Covered Arc there is *no* modification to the flamethrower dice roll.

**56.53** The Defense Modifier of Demo Charge attacks is determined by the hex occupied by the engineer when placing the charge. If the engineer occupies one of the two adjacent hexes *in* the bunker's Covered Arc the attack is modified by the Covered Arc Defense Modification. If placed from any of the other remaining adjacent hexes it is modified by the Non-Covered Arc Defense Modification.

**56.54** AFV Overrun attacks against bunkers are modified by the Non-Covered Arc Defense Modification.

**56.6** Broken units may rout to and rally in a bunker hex as if it were a building. Broken units inside a bunker need not rout even though enemy units are adjacent or on top of the bunker.

**56.7** Attacks against a bunker hex affect both the units inside and on top of the bunker but only those under the bunker receive any dice roll modifications due to the bunker.

**56.8** Opposing units may both occupy a bunker hex without combat so long as one side is in (under) the bunker and the other side is outside (on top of) the bunker. Similarly, units may move on top of an enemy bunker during the Movement Phase provided no enemy unit is also *on top of* the bunker.

**56.81** Units on top of the bunker counter have the *option* to engage in Close Combat with units inside the bunker by moving inside during the Advance Phase. Units inside the bunker may never force Close Combat on units on top of the bunker. Once initiated however, Close Combat must be fought to a conclusion.

**56.82** Units inside a bunker cannot leave the bunker while an opposing unbroken unit is on top of the bunker; even to reinforce an already existing Close Combat on top of the bunker.

► **56.83** Units inside a bunker may not fire on units on top of the bunker although they may continue to fire through the Covered Arc.

**56.9** Concealment counters inside a bunker do *not* halve attacks on the occupants, their sole function is to conceal the total number of real counters in the stack. The occupants of a bunker can not be examined by an opponent except to verify the source of fire coming from inside the bunker.

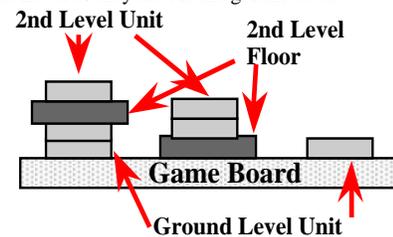
**STOP! You have read all that is necessary to play Scenario 9.**



## 57. UPPER BUILDING LEVELS

► **57.1** Buildings of 3 or more hexes have already been defined as multi-story Level Two obstructions, but prior to now occupying units were subject *to* and could administer fire *from* either ground level or upper story elevation simultaneously. Henceforth, each multi-story building hex will consist of both an *upstairs* and *downstairs*. For simplicity we will limit floor designations to *ground level* and *2nd level*. No unit may occupy both levels simultaneously. Due to the added vertical dimension formed by the 2nd level, each multi-story building hex now contains in effect two hexes. Each of these two hexes may contain up to normal stacking limits.

**57.2** Units in a multi-story building hex are considered on the ground level unless they are placed *on top of* a 2nd level counter. The 2nd Level counter in effect forms the "floor" between the ground level hex and the upper level hex above it. 2nd Level counters are not placed on the mapboard except when occupied by another unit. The floor remains inherently present despite the absence of the 2nd Level counter. The counter is used only to show units on the upper level. Movement and Attack costs are the same for the 2nd Level as they are for the ground level.



**57.3** Movement between ground level and the 2nd Level of the same hex is made via *staircase*. Each multi-story building has 1 or more staircase hexes. A staircase hex is any hex containing a square white center where the center dot should be. Movement up or down a staircase costs 2 MF. Thus, placing or removing a 2nd Level counter costs 2 MF even if a counter never moves from its original mapboard hex.

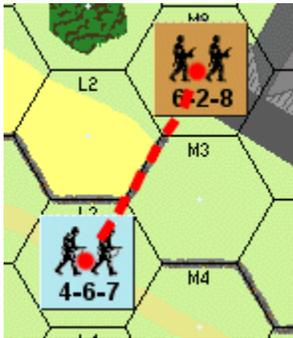
**Example:** It would cost a unit 4 MF to move to the upper level of a staircase hex during the Movement Phase if it started the turn adjacent to the staircase on ground level.

**57.4** Units in non-staircase hexes may not fire or enter into Close Combat with enemy units above or below them on a different level. Units which start *their* Advance Phase already in or adjacent to a staircase hex may advance during the Advance Phase up or down stairs and enter into Close Combat with opposing units.

**57.5** Broken units on the 2nd Level do not have to rout unless adjacent to enemy units also on the 2nd Level or if in a staircase hex with enemy units on the ground level, and vice versa.

**57.6** Neither vehicles nor AT Guns may occupy the 2nd Level of a building.

**57.7** 2nd Level differentiation outmoded the original LOS rules (7.4) for multi-story buildings. Players must visualize that units on 2nd Level counters may now see and fire over ground level obstacles (keeping in mind the one hex blind zone) and conversely receive such fire in return, but units on ground level of the same building could not. *Being on a 2nd Level counter is equivalent to being on a Level Two hill hex for LOS purposes.* Therefore, there would be no fire combat dice roll modifier for firing across a wall or hedge hexside into an adjacent 2nd Level hex.



**Example:** Fire is traced across the wall hexside into the ground level stone building. Total modifiers for the attack are +5 (+2 for wall, +3 for stone building). If firing on the upper level or from M4 the same attack would be modified by +3 for the building only.

**57.8** Attacks against multi-story building hexes must now be specified as the “upper” or “lower” target hex.

► **57.81** FFE attacks affect both upper and lower levels but with separate effects dice rolls except that a KIA result rubbles all levels. Flamethrower attacks affect the non-target floor as Area Fire. Demolition Charge attacks affect the non-target floor as Area Fire unless a KIA result occurs against the target floor in which case both levels are rubble.

**57.82** If a flamethrower fires from within a building up or down a flight of stairs, the effects of the fire do not apply to the firing hex.

► **57.9** Movement between 2nd Level and ground level of the same non-staircase building hex is possible in the following manner:

**57.91** Changing levels *without* a staircase is permitted only during the Movement Phase by infantry units carrying no more than 2 portage points each of support weapons.

**57.92** Units changing levels in this manner may not make any other movement or fire including Close Combat during the balance of their *player* turn.

**57.93** Units changing level in this manner lose all protective terrain dice roll modifiers they would normally be entitled to during the Defensive Fire Phase and are also subject to the -2 dice roll modification for moving in the open.

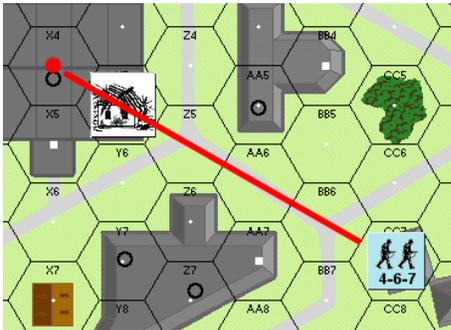


## 58. RUBBLE

**58.1** Any artillery FFE, HE, Minefield, or Demo Charge attack against a building resulting in a KIA (after modification) results in structural damage sufficient to collapse the building in that hex. All occupants of both levels (including support weapons) are eliminated and any 2nd Level capacity of that *hex* ceases to exist. Invert the 2nd Level counter to place a Rubble counter on the hex.

**58.2** Movement through a rubble counter costs 2 MF, and the terrain effects dice roll modifier remains +3, the same as that for a stone building. Vehicles may not enter a rubble counter.

**58.3** Rubble is a Level One LOS obstruction equivalent to that of a one story building or ground level woods.



**Example:** Hex X4 would normally be immune to any fire other than adjacent infantry or offboard artillery. However, opposing units could now fire through the rubble at hex X4's 2nd Level. (The converse is also true.) The 2nd Level of hex X4 would still receive a +3 dice roll modifier to any attacks upon it, however.

► **58.4** A tank or SP Gun which moves into a wooden building creates a rubble counter in *that* hex. If not immobilized other tracked AFVs may move through the rubble counter without rolling for immobilization. AFVs may not move through a rubble hex containing a vehicle which was immobilized attempting to move into that hex. The rubble counter still generates the same movement costs and terrain modifiers as a wooden building however. An immobilized AFV in a rubble hex may not change its Covered Arc.



Hex	Dice
Wdn	8+
Stn	9+
Dif	10+

## 59. FIRE

**59.1** Fires can be started and continue to exist in any building hex. A fire in a hex is assumed to affect all levels of that building in the hex.

Fires may be started in woods and wheatfield hexes in the same manner they start in buildings except that such fires are limited to scenarios taking place from June to October. Woods fires spread to adjacent woods hexes on a dice roll of 7 or more; grain fires spread to adjacent wheatfield hexes on a dice roll of 6 or more. Fires may spread to adjacent hexes of different terrain types on a dice roll equal to or greater than the spread number required by the type of terrain that the fire may spread to.

**59.2** A flamethrower starts a fire in a building target hex any time it scores a KIA result on that target hex.

**59.3** Offboard artillery and HE attacks may possibly cause a fire after rolling a KIA result (after modification). To determine if a fire does indeed result, repeat the attack in which the initial KIA was rolled. If KIA is rolled a second time, fire breaks out.

► **59.4** Fire may spread to any adjacent building hex in the first and all succeeding player turns *after* it appears. Roll two dice at the end of the *Advancing Fire Phase* for each building hex adjacent to a fire counter and refer to the Spreading Fire Table.

59.4 SPREADING FIRE TABLE

Adjacent Hex is:	Die Roll Needed
Same Wooden Building	8-12
Same Stone Building	9-12
Different Building	10-12
Wood Hex	7-12
Grain	6-12

An abbreviated version of the Spreading Fire Table is printed on the back of the Fire counters.

► **59.5** Fire counters remain in effect for the duration of the scenario.

► **59.6** Units in a fire hex must leave in the immediately following Rout Phase or be eliminated. Unbroken units would have the option of “breaking” voluntarily or moving one hex during the Rout Phase. No unit may move into a fire hex.

**59.7** Fire, due to attendant smoke, blocks all LOS through the fire *hex*, regardless of elevation.

**59.8** Units may *not* “set” fires unless specifically allowed by the scenario in play.

**STOP! You have read all that is necessary to play Scenario 10. We advise you to play it at least once before advancing to the more complicated and realistic scenarios which follow.**



## 60. RIVER CROSSINGS

The following rules were designed specifically for Scenario 11, but with proper adjustments can be used in designing your own amphibious scenarios.

**60.1** The southernmost board edge and all south edge half hexes are considered part of the river. No movement is allowed on these partial hexes.

► **60.2** American units entering the game must cross the river (board edge) during the American Movement Phase. The first *full* hex moved onto ends that unit's Movement Phase.

**60.3** Due to a shortage of Assault Boats the Americans must roll two dice prior to each Movement Phase. The resulting number is the maximum amount of squads which can be landed that turn on the river edge. Any number of leaders may land in a given turn. Each squad may land with *one* support weapon.

**60.4** The first two rows of full hexes along the Rhine River are obscured by mist as if under a smoke counter until the mist *burns off* (60.5). Mist has the same effect as smoke.

**60.5** The American must roll one die at the start of each Game Turn starting with turn 2. A die roll of "1" results in the mist being burned off and ceasing to exist.

**STOP! You have read all that is necessary to play Scenario 11. We advise you to play it at least once before advancing to the more complicated and realistic scenario which follows.**



## 61. SNOW

**61.1** Snow doubles Movement Phase terrain costs for infantry, trucks, and jeeps. AFV movement is not affected by snow.

**61.2** Movement through road hexsides is not affected by snow.

**61.3** All entrenchment attempt dice rolls are modified by +2.

**61.4** All minefield assault dice rolls are modified by +1.



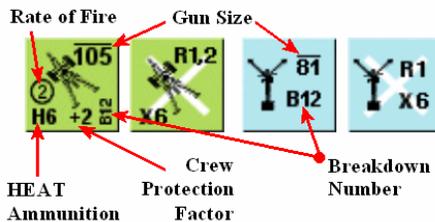
## 62. ROADBLOCKS:

**62.1** Roadblocks belong to the fortification category (53.1) and can be placed only at the start of a scenario in the numbers called for by the scenario unless otherwise stated.

**62.2** A roadblock counter is treated as a stone wall across the hexside to which it points. However, *no* vehicle may cross such a hexside.

**62.3** Roadblocks may be eliminated by a tank, SP Gun, or squad (on foot) which spends an entire player turn adjacent to the roadblock hexside without moving or firing. Remove the roadblock during the following Rally Phase.

▶ **62.4** Roadblocks may be removed by a KIA result Demo Charge attack.



## ▶ 63. [RE: 63. COI ] ON BOARD ARTILLERY

**63.1** The use of On-Board Artillery in no way detracts or affects the amount of offboard artillery support (45.2) allotted by a scenario.

**63.2** *DIRECT FIRE:* Individual Mortars and American 105 howitzers may fire direct provided they have a clear LOS to the target hex.

**63.21** Mortars have a *minimum* range of 10 hexes and a maximum range of 60 hexes at all times. They are *not* restricted by Covered Arc. Howitzers may fire direct at any range and *are* restricted by Covered Arc.

**63.22** *Direct* mortar and artillery fire against infantry targets is resolved in the same manner as AFV combat (33.3). The TO HIT TABLE must be consulted and if a hit is secured the effect is found on the Infantry Fire Table.

**63.23** Direct *Mortar* Fire against vehicles is resolved (after a hit has been determined) on the Infantry Fire Table using the Artillery Barrage vs. Vehicle Modifiers (46.54).

**63.24** Direct Howitzer fire against vehicles is resolved in the same manner as AT Gun attacks except that the howitzer must fire 105 HE not AP.

**63.3** *HEAT:* The American player may fire *HEAT* (H6) ammunition from his Priest and M4M52. HEAT has *no* effect on infantry but is very effective against vehicles.

**63.31** The American player must specify if he is firing HEAT *prior* to rolling the "TO HIT" dice.

**63.32** A "TO HIT" HEAT dice roll of 6 or more results in that gun having no HEAT rounds for the balance of the scenario. Treat that and all subsequent round as HE. A written record should be kept of which weapons have run out of HEAT ammunition.

**63.4** *INDIRECT FIRE:* On board artillery may also engage in indirect fire (i.e., fire on units to which it does not have a direct LOS). The procedure is the same as that for offboard artillery support (46) *except* that the blast area is limited to the hex occupied by the Spotting Round as opposed to the 7 hex cluster of an entire battery and there is no limit to the number of fire missions which may be called down. Two howitzers or mortars firing from the same hex may be directed against the same target hex and therefore roll twice to resolve each FFE.

**63.41** The *minimum* range for indirect howitzer fire is 20 hexes inclusive of the target hex.

**63.42** Howitzers performing *indirect fire* attack only once per turn regardless of their rate of fire.

**63.43** Indirect fire of on board artillery still requires radio contact to an unbroken leader with a clear LOS to the target hex. The artillery hex does not need a radio counter to receive radio contact. Such fire does not constitute a fire mission counting against offboard artillery allotment.

**63.44** The Priest and M4M52 may fire indirect in the same manner as a 105mm Howitzer.

**63.45** The M4A4 and M10 may fire indirect 75mm HE at a *minimum* range of 25 hexes inclusive of target hex. Indirect Fire from these two vehicles is halved as AREA fire however.

**63.5** A leader may not be in radio contact with more than one *artillery hex* per player turn. If the leader has established radio contact with offboard artillery hex may not attempt to direct any on board artillery indirect fire until he has broken the original radio contact. Each on board artillery site can be composed of no more than two mortars or howitzers.

**63.6** Mortars and 105mm howitzers are subject to the same stacking and movement rules as AT Guns except that Mortars are not towed, but carried aboard vehicles at a portage cost of 5 portage factors. Carrying a mortar does not double the movement costs of a vehicle as is the case when towing an AT Gun or howitzer.

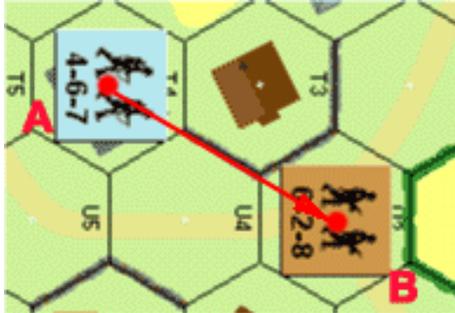
**63.7** When firing main armament at mortars or howitzers the TO HIT number is not found in the AT Gun row. Rather it is found in the correct infantry row, and its effect measured against the crew on the Infantry Fire Table. Any KIA result vs. the crew eliminates the weapon also.

The rules presented here for on-board artillery are only temporary and will be completely revised and expanded for those continuing with the advanced SQUAD LEADER gamettes, see Pg. 30.

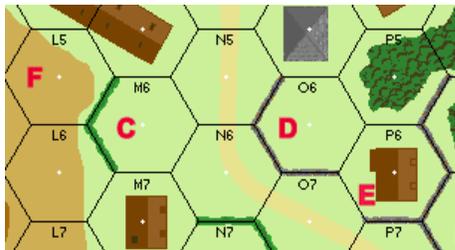
**STOP! You have read all that is necessary to play Scenario 12. After playing it at least once, feel free to go back to any of the previous scenarios and apply the more advanced rules you've learned in the course of gradual play. This ends Game Set III. Game Set IV shows you how to formulate your own scenarios, conduct Campaign Games linking several scenarios together, and additional add-on possibilities.**

## APPENDIX

**4.7** The one hex advance during the Advance Phase may include any Movement Penalties for entering or leaving a bunker or, entrenchment, or, changing levels in a staircase hex, *plus* the act of movement into the adjacent hex.



**11.5** A has a clear LOS to B but must add 2 to its dice roll. If B shoots at A, a net +5 is added to the dice roll (+2 wall; +3 stone building).



- \* C has a clear LOS to D but must add 2 to its dice roll.
- \* C has no LOS to E.
- \* F (a level one hill hex) has a clear LOS to E.
- \* C has a clear LOS to F with no modifications to its dice roll.

### OPTIONAL RULES

**7.1 HINT:** Moving units out of the way to check LOS with a straight edge can be a drag. For this purpose, as well as to provide additional terrain for scenarios of your own design, duplicate boards are available separately by mail. Send a self-addressed, stamped envelope to The Avalon Hill Game Company, 4517 Harford Rd., Baltimore, MD 21214 & ask for a current parts list.

**8.7** It is far more realistic, yet more cumbersome, to have players predesignate all attacks. Players should concur on which 8.7 they will utilize before starting play.

### 16. SEMI-SIMULTANEOUS MOVEMENT AND DEFENSIVE FIRE

In the basic rules, the attacker moved *all* his infantry units and then after movement, the defender “moved back” *all* the moving units and fired at them where he wished. This method gives the defender too much co-ordination and can be cumbersome if there are many moving units. As an alternate method, the whole procedure can be done “semi-simultaneously” as follows:

**16.1** The attacker must move all his units, either as individual units or stacks, *one at a time*. As he moves his units, the defending player should, as before, watch very closely as now he defensive fires *as soon* as the moving player has entered a hex that is within the LOS of one, or more, of the defending units. The defending player is not forced to fire; it is his option to do so.

**16.2** Should the defending unit wish to fire, *both the fire and its attendant effect are resolved immediately*. Should the moving unit or stack survive the fire, and any possible morale checks, it would then be allowed to complete its movement.

**16.3** Immediately after resolving defensive fire, the hex into which it was directed is marked with a *track counter*. This means that this particular hex is now under fire and is considered to be a *tracked hex*.

**16.4** Should any other units or stacks move into that *particular tracked hex*, they would be liable to the *same* defensive firepower of that *same* defending unit that had originally fired into that hex. Hence, the defending unit would be allowed to fire at every unit that moves through the particular *tracked hex* that had been fired into, using separate dice rolls for each stack that is fired upon.

**16.5** Since MGs penetrate into more than one hex, they have in effect, a *LINE OF FIRE (LOF)*, rather than just a *tracked hex*. This LOF can easily be defined by laying

a straight edge from the center of the *firer's hex* to the center of the *initial tracked hex*. Any moving unit which crosses the LOF may receive the fire of this particular machine gun, at the option of the firer, up to the limit of that MG's penetration.

**16.6** Once a MG fires into a *tracked hex*, establishing a specific LOF, it may not fire outside that LOF in this particular *FIRE PHASE*. That unit, or *Fire Group* has been committed for that *Phase*. If other enemy units move between a MG and its initial target hex, they can be fired upon only if the MG has penetration factors remaining. Once fired, a MG may not change its initial target hex in order to fire at a closer target.

**16.7** This joint, semi-simultaneous resolution of both the MOVEMENT PHASE and the DEFENSIVE FIRE phase continues until the attacker has moved all his units or stacks that he wishes to move, and the defender has made any defensive fires that he wishes to make, against the attacking player's units whether they moved or not.

**16.8** After *all* movement is finished, the defender may still defensive fire any of his units which did *not* fire during the actual hex-by-hex movement at any enemy units still within their LOS. Fire on such targets would still receive a -2 dice roll modifier if currently in an open ground hex which they moved to during the past Movement Phase.

**16.9** All other Defensive Fire rules apply, along with any selected optional rules that both players have agreed upon. The advantages of this mode of movement/fire resolution is that it enables the attacker to feint in an attempt to draw fire away from the actual point of the main attack. However, this method of resolution may slow down the game in many instances. Players should try both systems to determine the one they like best.

**17.5** It is easier to see a moving target in the open than a non-moving or cautiously advancing one. For additional realism, utilize the previously stated (17.5) rules for MG penetration, requiring the tracing of LOS from center of hex to center of hex for *non-moving* targets, but allow the MG penetration against any *moving* target in any target hex so long as the LOS crosses two *non-adjacent* sides of the target hex.

Applying this to our original example in 17.5, we now find that the MG in J5 could hit *moving* units in G5 after all. Units which low crawl or carefully plot their move across the street by advancing into G5 during the Advance Phase would not be considered moving during the German's Defensive Fire Phase and thus, not be subject to attack. Fire could still not penetrate H5 and affect occupants of H5 for the same reason cited originally *plus* the fact that the LOS is traced through two *adjacent* hexsides of the target hex.

**25.4** Concealed units which move may maintain their concealment status provided no enemy unit has a clear LOS to any hex through which they move.

**32.4 HINT:** Careful trimming with nail clippers of two non-adjacent corners of the vehicle counters allows one to fit the entire counter into the hex, such that there are no protruding sides. Do not trim the corners that lie along the axis of the vehicle as they are necessary to determine facing.

**53.52, 54.22, 55.52, 57.92, 67.3 TI** (temporarily immobilized) counters have been included to put *on top of* units engaged in these operations as a reminder of their prior commitments. ALL TI counters are removed at the start of the next Rally Phase.

**59.1** Fires may be started in woods and wheatfield hexes in the same manner they start in buildings except that such fires are limited to scenarios taking place from June to October. Woods fires spread to adjacent woods hexes on a dice roll of 7 or more; grain fires spread to adjacent wheatfield hexes on a dice roll of 6 or more. Fires may spread to adjacent hexes of different terrain types on a dice roll equal to or greater than the spread number required by the type of terrain that the fire may spread to.

## QUESTIONS:

We will answer questions pertaining to the *play* of this game free of charge but *only* when accompanied by a return envelope bearing first class postage. Questions referring to grid coordinates will *not* be answered – you must present us with a diagram of the situation. Questions pertaining to the design or history of the game will not be answered outside the pages of the *GENERAL* magazine.

### QUESTIONS & ANSWERS

**5.7** A squad carrying 2 portage points of support weapons move 2 clear terrain hexes, and drops the 2 portage points. Can it pick up new support weapons totaling 2 portage points, and then move an additional 2 clear terrain hexes?

**A.** No; that would constitute a total portage cost of 4, leaving the squad with only 3 MP to expend on movement.

**7.9** If the phasing player makes 2 attacks in the same phase against a multi-story building hex, can one attack be made considering the enemy units to be on the lower level, and the other attack considering the same enemy unit to be on the upper level?

**A.** Yes; until Upper Building Levels (57) are utilized, units are considered to inhabit both levels simultaneously.

**8.2** May a squad which uses its inherent firepower during the Prep Fire Phase fire a support weapon during the Advancing Fire Phase?

**A.** No.

**8.6** May passengers on adjacent halftracks form multi-hex fire-groups?  
A. Yes.

**11.** Are Terrain Effects Modifiers cumulative? **Example: Would AFV passengers get the +1 DRM for being in a woods hex in addition to any protective benefits of the armor?**

A. Yes. Note, however, that the +2 DRM for being behind a stone wall would not apply to infantry in a halftrack since they already have this DRM as provided by the halftrack. The halftrack itself, however, could use the stone wall +2 DRM against any MG fire directed at the halftrack itself – not the passengers.

**11.1** Does the “in building” modifier apply to units firing at adjacent units in the same building?

A. Yes.

**11.6** In the example of a Fire Group, if the center unit fires separately, can the two 8-3-8's still combine to form a Fire Group?

A. No.

**12.22** If two leaders in a hex with one infantry squad break, how many Morale Checks must each unit take?

A. The *first* leader checked takes only the MC called for by the IFT; the *second* leader would have to take the IFT MC and a normal MC, *if* the first leader broke. Assuming the 2nd leader also breaks, the squad would have to take the IFT MC and *two* normal MC.

**13.41** Can a routing unit rout towards an enemy position which is out of its LOS at the beginning of the rout phase, but which is in the LOS of other friendly units?

A. Yes.

**13.41** Is the following a correct alternate phrasing of 13.41? “A broken unit in the LOS of an enemy unit may not move closer to it even if it moves out of the enemy’s LOS.”

A. Yes.

**13.41** Are concealed units *known* enemy positions in the context of this rule?

A. No; as long as the enemy unit(s) elects to stay concealed, the broken unit is free to rout in its direction. The concealed unit could abandon its concealment in order to deny the routing unit that particular route, and in doing so would eliminate the routing unit.

**13.42** May you rout through a smoke-filled hex as if behind a hedge or wall?

A. Yes; in addition, AFV's, wrecks, entrenchments, bunkers, and roadblocks can serve to alter clear terrain for purposes of determining allowable rout route and defensive fire vs. adjacent AFV's.

**13.44** If the nearest building or woods hex already contains friendly units, can routing units rout into that hex and exceed stacking limits?

A. No, they may rout through the hex but not into it; all routed units in excess of stacking limits are eliminated. **NOTE: Broken units in a target hex in excess of stacking limits as a result of defensive Fire are not eliminated unless the overstacking still exists at the conclusion of the following Rout Phase.**

**14.6** Does Desperation Morale apply to the fire that caused the unit to break?

A. Yes, if it occurred since the preceding Rally Phase. DM applies only to those broken units which have been fired on during the preceding Player Turn.

**15.1** Can a player choose not to add a leader's leadership rating to a firegroup in its hex?

A. Yes. A player can't be forced to use the +1 leadership rating of a poor leader *except* in Morale Checks and Rally attempts where it influences all units in the same hex.

**15.2** If adjacent friendly infantry stacks have leaders in each hex, can the units in those hexes combine their fire into a multi-hex fire group and still use the leadership modifier?

A. Yes; *providing each hex* of the chain contains a leader, and the total leadership modifier does not exceed that of the least effective involved leader.

**16.4 (& 31.4)** If infantry debarks into an adjacent hex, may it be fired on in the hex it debarked from?

A. Yes; but it would receive a +1 DRM (Dice Roll Modification) for being beneath an AFV. If that hex happened to be in open ground, the -2 DRM for movement in the open would also apply for a net DRM of -1. If the passenger were to debark directly into an adjacent open ground hex only the -2 DRM for defensive fire would apply in that adjacent hex.

**17.5** Do shellholes, wheatfields, walls & hedges stop penetration?

A. Walls do, but only when on the same level as both the target and firer.

**17.5** Can MG penetration be used against the same target unit if it survives the first attack, but keeps moving along the LOS of the MG?

A. No. A unit can be attacked only once per phase by the same MG.

**17.7** If a LOS is traced exactly along a hex edge of a single smoke-filled hex, is the fire affected?

A. No, except in the case of penetrating MG fire where the smoke would affect all potential target hexes lying to that side of the smoke hexside. Of course, the firer could choose to trace his fire through the non-smoke adjoining hex and thus avoid the smoke altogether

**18.1** Assume a Russian LMG and MMG are in the same Fire Group and a '10' is rolled for the Fire Combat. Are both MG's out of action?

A. No, although you only use one dice roll to effect breakdowns of all participating support weapons, it should be obvious that only the LMG with a Breakdown number of 10 would be affected.

**18.42** Can Russian Berserk units carry support weapons?

A. Only those which will not detract from its maximum movement capabilities; e.g. a squad may carry up to three portage points, a leader only one portage point.

**22.1** If a flamethrower fires at an enemy 1 hex away, would it also hit a friendly unit in LOS 2 hexes away?

A. Yes, and using the same dice roll.

**22.7** If there are two flamethrowers in a target hex, is the Fire Combat dice roll adjusted -1 or -2?

A. -2.

**23.** Can regular units carry flamethrowers and demo charges as long as they don't use them?

A. Yes.

**25.41** Do concealed leaders add their benefits to friendly nonconcealed units fired on in their hex?

A. No, *unless* the leader gives up his concealed status, in which case all concealed units in the hex would lose their concealment status.

**27.3** Must a squad have the ability to move 3 hexes after adding any bonus for leader accompaniment and subtracting any excess portage costs in order to use sewer movement?

A. Yes.

**30.4** What does it cost for an AFV to pivot in the hex that it starts movement from?

A. 2 MP plus the Cost of Terrain in any hex moved into.

**31.7** If an AFV fires any armament or is hit by defensive fire while moving, must it pay the 2 MP cost for any infantry which are forced to dismount?

A. Yes.

**34.8** Can an exposed crew subject to a Morale Check benefit from a leader in the same hex?

A. No.

**35.1** If an AFV breaks down upon entrance of a woods or wooden building hex, does it still get to make an Overrun attack in that hex?

A. Yes, even if the crew fails its Morale Check and abandons the AFV. Note that in this event, the crew would be locked in Close Combat with any survivors of the Overrun attack.

**35.1** Can a unit on a smoke counter be overrun?

A. Yes; but the attacker suffers the smoke modifier to the Fire Combat dice roll equal to the roll of one die.

**36.22** If a passenger on an AFV is attacked in Close Combat, must the passenger dismount regardless of the result?

A. Yes.

**36.24** Can an infantry unit that succeeds in destroying a tank in Close Combat return to the hex it advanced from in the same player turn?

A. No. It does derive protection from the wreck (40.5) however.

**36.4** Can a leader make his own attack on an AFV and *not* apply his leadership rating so as to apply that rating instead to the attack of a squad he is stacked with?

A. No.

**37.31 & (37.41)** Is there any modifier for firing rocket shaped charge weapons at *moving* AFVs?

A. Yes, +2; Case A of the Hit Determination Dice Roll Modifiers applies.

**37.34** Can a leader apply his leadership modifier to *both* the bazooka or panzerfaust TO HIT roll and the inherent firepower roll of the squad firing the weapon?

A. No.

**40.2** Are stacking limits for infantry in a wreck hex the same as for a functioning vehicle?

A. Yes - except that no units may be stacked on top of a wreck as passengers, and AT Guns may be emplaced in a wreck hex.

**40.4** Is a wreck removed from the game or pushed to an adjacent hex?

A. Removed from the game.

**40.5** Item 40.5 says wreck afford cover like AFV's to infantry, but example 1 on pg. 13 shows Fire B not modified because it doesn't pass through the AFV outline while 32.7 indicates that AFV counters negate the -2 DRM for movement in the open. Which is correct?

A. Both are... 32.7 refers to movement behind a line of adjoining vehicles, or vehicles and LOS obstructions - a situation which does not occur in example 1 on page 13.

**41.2** May crews add LMG factors to attacking firepower in Close Combat?

A. No

**45.2** If a FFE counter is not removed, but rather used again the following turn, does this continued use over several turns count as just one Fire Mission?

A. No... each player turn that a FFE is resolved is treated as a new Fire Mission.

**46.7** If the leader's LOS to an FFE hex is blocked, what happens to the artillery fire?

**A.** The attack occurs as usual - the leader has to spot the target hex for placement or correction of the FFE - not for resolution.

**47.2** If an armed halftrack is eliminated, is the survival of passengers rolled for in the same manner as is done for the crew?

**A.** Yes, each unit including the crew rolls for survival separately. Any support weapons are eliminated. Passengers aboard an unarmed halftrack have the same chance for survival even though there is no inherent crew survival number printed on the counter

**47.4** Do passenger leaders benefit infantry beneath the vehicle?

**A.** Yes, but in the case of a halftrack, the leader would be considered exposed as if firing as described in 47.7.

**47.8** Is the crew of an M10, Priest, or other open-topped AFV subject to infantry fire from an adjacent hex of higher elevation in the same manner as a halftrack's passengers?

**A.** Yes, the crew would undergo any MC or KIA's called for on the IFT and, if broken or eliminated, the AFV would be destroyed.

**48.5** May an AT Gun rotate 3 hexsides before each shot during the Defensive Fire Phase or may it only rotate a total of 3 hexsides during a Defensive Fire Phase?

**A.** The latter.

**48.61** Can a vehicle load an AT Gun and crew in the same Movement Phase?

**A.** No. The vehicle must move into the AT Gun hex with half its MP remaining, and as stated in 31.7, infantry can board a vehicle only if that vehicle is stationary throughout that player's turn.

**54.4** When using Optional Rule 16, can a unit moving under an entrenchment counter be fired on in the entrenchment hex before it "goes under" the entrenchment?

**A.** No, the moving player is automatically given the benefit of the entrenchment as soon as he enters the hex and signifies his use of the entrenchment by stating the number of MF's he is utilizing in the hex.

**56.1** Which defense modification do you use if a multi-hex fire group is directed at a bunker in such a way that one hex's fire is traced through the Covered Arc and the other hex's fire is traced through the Non-Covered Arc?

**A.** Contrary to 11.6, in such a situation, the Fire Group must be split into separate fires. If they persist in firing as one Combined Fire Group, the defense modification used is that of the Non-Covered Arc.

**56.3** Is the Covered Arc for bunkers the same as that of AFV's?

**A.** Yes - this means that bunker counters can never be placed evenly in a hex the way vehicles are.

**57.2** How is rule 8.6 (forming fire groups from adjacent hexes) affected by the Upper Level differentiation?

**A.** Units on different levels are considered adjacent for purposes of forming Fire Groups only if the chain of adjacent hexes is connected by a stairway hex occupied on both levels.





## GAME SET IV

### DESIGN YOUR OWN

#### Random Scenario Construction

Perhaps the ultimate appeal of *SQUAD LEADER* is that it is not just a game with a finite set of circumstances. Rather, *SQUAD LEADER* has been structured into a game *system* by which players can reconstruct any tactical engagement of the Second World War in Europe. As such, the 12 provided scenarios are merely the tools, or stepping stones if you prefer, which help you master the rules of the *system* in orderly fashion, using the programmed instruction technique as your guide. It should be relatively easy, therefore, for any enthusiast of the period to design his own scenario based on his current popular reading. Even a minimum of research on the player's part should render ideas for a veritably infinite number of simulation possibilities. However, for those to whom the "game" is the thing and historical basis is unimportant, we offer the following scenario construction method utilizing randomly selected ad hoc forces.

1. Select any three boards and butt them together into one combined playing surface.

2. Secure a normal 52 card playing deck and draw one card to determine the nationality of the defender. The second card drawn will determine whether the Allied player is Russian or American.

First Card Drawn	Second Card Drawn
Black: Axis	Black: American
Red: Allied	Red: Russian

3. The third card drawn will determine the board on which the defender will start his forces. If the board which is drawn is not in play the defender may choose his starting board *after* the attack force selection process.

Third Card Drawn
Club: Board No. 1
Diamond: Board No. 2
Heart: Board No. 3
Spade: Board No. 4

4. The fourth card drawn will determine the game length in turns.

Fourth Card Drawn
Club: 4 turns
Diamond: 6 turns
Heart: 8 turns
Spade: 10 turns

5. The fifth card drawn will determine the composition of the defending forces. Compare the card drawn with the corresponding line of the *Random Selection Chart*.

6. The sixth card drawn determines the Victory Conditions as listed on the Random Victory Condition Chart.

CARD	VICTORY CONDITIONS
2	The attacker must be sole occupant at game end of any one building designated by the defender immediately after attack force allocation
3	The attacker must establish a continuous path of road hexes free of enemy fire across the width of the defender's board by game end.
4	The attacker must have more squads than the defender on the defender's board at game end.
5	Defending force must be totally eliminated.
6	The attacker must solely occupy any one building on the defender's board at game end and have lost <i>less</i> squads than the defender
7	The attacker must eliminate or force all defending units to <i>surrender</i> by game end. Use special rule 3 of Scenario 9 and add 10-3 leader

	counter to defense force if not already present.
8	The attacker must eliminate more enemy squads than he loses.
9	The attacker must exit 75% of force off the defender's opposite board edge by game end.
10	Night Scenario. Attacker must move at least one leader and three squads off the defender's opposite board edge. Defender may set up on <i>two</i> adjacent boards.
J	The attacker must be sole occupant at game end of largest building on defender's board. (The two buildings on 2V8 & 2W9 <i>together</i> constitute the largest building on board 2.)
Q	The attacker must be sole occupant at game end of largest building on defender's board. The defender gets random card draw on Random Selection Chart <i>after</i> Attack force selection. These reinforcements enter during the defender's Movement Phase of Turn 3 on any board edge of the defense board not connected to another board edge.
K	The attacker must be the sole occupant <i>or</i> the last side to occupy a <i>majority</i> of the buildings on the defender's board.
A	The attacker must exit at least 50% of its squads off the defense's opposite board edge. Defender may set up on two contiguous boards.
<b>Note: AFV's with crews count as 2 squads for victory purposes. Halftracks without crews count as 1 squad.</b>	

7. At this point, both players must concur that the scenario as presently constituted will result in a satisfactory game. If either player feels that the scenario is an unavoidable win for either side, the random selection process should be repeated until agreement can be reached.

8. Players agree on which numbered rule sections they will or will not utilize in the scenario.

9. *Both* players then secretly compose on paper the attacking force they feel is necessary to accomplish their victory conditions and privately add the *point value* (derived from the *Point Value Chart*) of all units in their force to arrive at an overall point cost of their force.

10. Players simultaneously reveal the composition and point cost of their attack force. The player with the *lesser* overall point cost attack force becomes the attacking players, gets the force he has selected, and sets up on any board(s) of his choice *other than* the one(s) occupied by the defender. The other player becomes the defender and sets up the earlier prescribed defending forces from the Random Selection Chart on the designated board(s). If both players select equal point cost attack forces, resolve the matter of side command with a die roll.

11. The defending player always sets up first. The attacking player always moves first.

12. No ordnance can set up within 12 hexes of a defender's position in or out of its LOS and no attacker may set up in hexes or half-hexes adjacent to the defender's board.

## RANDOM SELECTION CHART

If the defending nationality does not have sufficient numbers of a listed counter type (Example: Russian Demo Charge, Panzerfausts, Flamethrower) in its counter mix, the defender may substitute counters of his choice not exceeding the total point value of the unavailable unit(s). Substitution is made *after* attack forces are selected and the defending player decided.

Although the chart illustrates German forces, unit *types* are exchanged equally, ignoring individual unit values; i.e. a German 4-6-7 squad on the chart is the *selection* equivalent of a Russian 4-4-7 and an American 6-6-6, even though the respective point values of these units differ. For example, no additional forces would accrue to a Russian defender due to his LMG's being 2-6's as opposed the German's 2-8 LMG which is used on the chart.

Tank selection must be limited to T34's, MKIVF2's, or M4A4's. SP Gun selections must be limited to SU122's, STG III/75's, or Priests. Other. AFV's could be selected only by substitution for unavailable units.

Each radio equals one module of random artillery support.

	♣												♦													
	2	3	4	5	6	7	8	9	10	J	Q	K	A	2	3	4	5	6	7	8	9	10	J	Q	K	A
	3	5	6	12	15	24	32	8		14	16	10	22	5	13	18	14	19		30	14	11	14	25	7	8
									7										6				3		1	
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					2		1		1		1				1		1			1	1	1	1	1		
		1	1	1		1	1	1		1	1	2	1			1	1	1	1	1	1	2		1	2	
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		1	1	1	1		2	2		1	2	3			1			2		3			2			
	1	1	1	2	1	1	1	2	1	2		1	2		1	2	1	1		3			1	4	1	
	2	2	2	1	2	3	4	3	2	2	3	2	4	2	2	3	3	3	2	3	4	2		3	1	
		2	2	2	6	8	10			6	6	3	6				4	7	2	4	6	5	5	8	3	
			2	2	2	4	6	2	3		4	2	3	2	2	3	3	6	2	4	5	3	4	6	2	
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	2	3	4	5	6	7	8	9	10	J	Q	K	A	2	3	4	5	6	7	8	9	10	J	Q	K	A

	♣												♦													
	2	3	4	5	6	7	8	9	10	J	Q	K	A	2	3	4	5	6	7	8	9	10	J	Q	K	A
	3	5	6	12	15	24	32	8		14	16	10	22	5	13	18	14	19		30	14	11	14	25	7	8
									7										6				3		1	
							1		1										1				1			
						1				1		1								1						
					2		1		1		1				1		1			1	1	1	1	1		
		1	1	1		1	1	1		1	1	2	1			1	1	1	1	1	1	2		1	1	
	1				1	1			1			1		1	1	1	2				3	2	2	1	1	
		1	1	1	1		2	2		1	2	3			1			2		3			2			
	1	1	1	2	1	1	1	2	1	2		1	2		1	2	1	1		3			1	4	1	
	2	2	2	1	2	3	4	3	2	2	3	2	4	2	2	3	3	3	2	3	4	2		3	1	3
		2	2	2	6	8	10			6	6	3	6				4	7	2	4	6	5	5	8	3	2
			2	2	2	4	6	2	3		4	2	3	2	2	3	3	6	2	4	5	3	4	6		2
										1	1	1	2										1	1	1	2
														2				3	4	1					1	
														1	1						1		1		1	
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										1													1			
	2	3	4	5	6	7	8	9	10	J	Q	K	A	2	3	4	5	6	7	8	9	10	J	Q	K	A

### POINT VALUE CHART

There are many alternative methods of devising your own scenarios. One of the easiest is a meeting engagement between two roughly equal forces. Predetermine the board configuration and selection possession of a terrain feature as the Victory criteria. Agree on rules to be used, set up boards, game length, and any point value handicap that should be granted due to less favorable terrain, moving second, or player inexperience. Both players then secretly select a combat force which does not

exceed a predetermined point value total (1,000 points a side makes for a good company level game) and set it up on their respective board.

Point values for each unit are shown in the chart below. Note that point values may change from one nationality to the next for the same or similar counters. This reflects *both* the relative availability and worth of that counter to the respective nationality. Point values are not necessarily gauged in strictly game terms.

	 <b>160</b>	 <b>130</b>	 <b>140</b>	 <b>150</b>	 <b>200</b>	 <b>90</b>	 <b>70</b>	 <b>30</b>	 <b>100</b>	 <b>120</b>
	 <b>25</b>	 <b>80</b>	 <b>20</b>	 <b>20</b>	 <b>30</b>	 <b>50</b>	 <b>65</b>	 <b>80</b>	 <b>100</b>	 <b>120</b>
	 <b>30</b>	 <b>20</b>	 <b>15</b>	 <b>50</b>	 <b>100</b>	 <b>15</b>	 <b>200</b>	 <b>80</b>	 <b>160</b>	 <b>35</b>
	 <b>150</b>	 <b>160</b>	 <b>145</b>	 <b>135</b>	 <b>190</b>	 <b>65</b>	 <b>50</b>	 <b>20</b>	 <b>15</b>	 <b>15</b>
	 <b>35</b>	 <b>70</b>	 <b>20</b>	 <b>30</b>	 <b>45</b>	 <b>65</b>	 <b>80</b>	 <b>95</b>	 <b>115</b>	 <b>135</b>
	 <b>30</b>	 <b>15</b>	 <b>40</b>	 <b>90</b>	 <b>30</b>	 <b>150</b>	 <b>65</b>	 <b>140</b>	 <b>200</b>	 <b>35</b>
	 <b>140</b>	 <b>145</b>	 <b>175</b>	 <b>100</b>	 <b>80</b>	 <b>40</b>	 <b>20</b>	 <b>60</b>	 <b>15</b>	 <b>145</b>
	 <b>50</b>	 <b>25</b>	 <b>15</b>	 <b>300</b>	 <b>40</b>	 <b>60</b>	 <b>80</b>	 <b>100</b>	 <b>120</b>	 <b>145</b>
	 <b>165</b>	 <b>65</b>	 <b>150</b>	 <b>35</b>	 <b>5/factor</b>					
	 <b>10</b>	 <b>15</b>	 <b>25</b>	 <b>30</b>	 <b>40</b>	 <b>50</b>	 <b>50</b>	 <b>70</b>	 <b>90</b>	

## CAMPAIGN GAME

The Campaign Game enables you, as a player, to assume the identity and share the fate of a *SQUAD LEADER* counter. Your intelligence and bravery in interaction with the cruel dictates of fate shall determine whether you can survive the campaign and advance through the ranks to a place of honor or whether you, too, shall be counted among the fallen.

### 1. CONCEPT

The Campaign Game involves playing a number of scenarios over a prolonged period of time. How you do in one will influence your chances for advancement and, indirectly, survival in the next. Scenarios utilized in the Campaign Game can be those provided with the game or of your own design. The only requirement is that they be agreed upon in advance by both players. Each Campaign Game will consist of six scenarios, although longer Campaign games can be agreed upon in advance.

**2.1** Enter the name of all planned scenarios and the starting rank of Corporal on each personnel file. Further recording must await the outcome of events.

**2.2** Record *as they happen* "points" awarded for Elan in the "Elan + Points" column and points for Cowardice in the "Cowardice Points" column.

**2.3** At the conclusion of each scenario add the points in the two columns together and record the result in the "Performance Total" column. **Example:** 7 Elan points plus -3 Cowardice points would yield a "+4."

**2.4** At the end of each scenario, if your performance total is +10 or greater, *subtract* 10 from the total and enter the next highest rank in the "Ending Rank" column.

If your Performance Total is -10 or less, *add* 10 to the total and enter the next *lowest* rank in the "Ending Rank" column.

If your Performance Total is between +10 and -10 enter your current rank in the "Ending Rank" column.

**2.5** At the start of the next scenario enter your last attained rank in the "Starting Rank" column and your adjusted "Performance Total" in the next "Performance Total" column. This is the strength you'll start the next scenario.

**2.6** You may never be promoted or demoted more than one rank per scenario played, although extra Performance Points do carry over to the next scenario where they are added into performance totals for that scenario in determining any change of rank at the end of that scenario.

**2.7** If you are "KIA" or "busted" below the rank of Corporal, you start the next scenario with a new identity and a rank of Corporal.

### 3. LEADER COUNTERS

**3.1** Your leader counter is chosen from those provided according to the rank you've attained at the start of the scenario. From the following list of ranks and attendant Morale & Leadership factors, it can readily be seen how early success is important in increasing one's chances for both survival & promotion. We do not intend to infer that rank bestows upon its holder greater tactical combat skills, but rather use it as a convenient way to keep "score" of an individual's accumulation of combat experience for the Campaign Game only. Standard American ranks are utilized for the sake of simplicity.

Rank	Morale	Leadership
Cpl.	7	0
Sgt.	8	0
1st Sgt.	8	-1
2nd Lt.	9	-1
1st Lt.	9	-2
CPT	10	-2
MAJ	10	-3

**3.2** Your personal leader counter is *added* to the counter mix of the scenario in play.

### 4. AWARDING PERFORMANCE POINTS

4.1 ELAN Points	
A. Destroyed or led a squad that destroyed an AFV without AT weapons	+6
B. Engaged in Close Combat resulting in elimination of all enemy in same hex	+3
C. Destroyed an AFV with AT weapons	+2
D. Rallied a broken squad (per squad)	+1
E. Directed fire which killed enemy squads (per squad)	+1
F. Part of victorious side in scenario	+1

4.2 COWARDICE Points	
A. Total cowardice in the face of the enemy (removed due to rolling a 12 on a Rally attempt <i>or</i> broke twice without rallying)	-8
B. His squad surrendered (rolled 12 on a Rally attempt while he was in the hex)	-3
C. His "breaking" caused a squad in same hex to break (per squad)	-2
D. A support weapon under his direction malfunctioned	-1
E. Broke under enemy fire (per occasion)	-1

### 5. VICTORY CONDITIONS

**5.1** At the conclusion of the Campaign Game players receive one Victory Point for each scenario they have won. They also receive one Victory Point for each rank attained beyond Corporal by their personal Leader Counter. The Leader Counter used to determine Victory Points must have survived the last scenario played. A broken leader is still considered to have survived; only KIA results remove a leader from the Campaign Game. Failing a Morale Check when broken or routing into clear terrain will remove the leader from the individual scenario of the Campaign Game but not from the following *series* of scenarios which constitute the Campaign Game.

**5.2** The winner is the side (or player in case of multi-player games) with the most Victory Points. Leftover Performance Points are used to resolve ties.

A Campaign Game Personnel Record Example					
Scenario	Starting Rank	Elan + points	Cowardice - points	Performance Total	Ending Rank
Guards Counterattack	Corporal			7	Corporal
Dzerzhzmsky Tractor Works	Corporal			7 + 6 = 13 - 10 = 3	Sergeant
Streets of Stalingrad	Sergeant			3 + 17 = 20 - 10 = 10	1st Sergeant
Hedgehog of Piepsk	1st Sergeant			10 - 11 = -1	1st Sergeant
Hill 621	1st Sergeant			-1 KIA	
Escape from Velikiye Luki	Corporal				

As can be seen the record of 1st Sgt. Johann Hillen was only average. He performed adequately during the attack of the Russian Guards, but not well enough to be noticed for promotion. In the desperate struggle for the Tractor Works his performance the ensuing fighting for the Streets of Stalingrad, Sgt. Hillen distinguished himself beyond a shadow of a doubt and won promotion to 1st Sgt. With even mediocre service at Piepsk, he could have won his battle commission, but Hillen was among those who broke and ran and his actions there more than wiped out his exemplary performance in Stalingrad. Determined to redeem himself in the bloody struggle for the ridge, 1st Sgt. Hillen was killed in action by a Soviet tank, thus another promising leader was lost on the steppes of Russia. But the war sweeps on and out of Munich on the next troop train arrives Corporal Otto Wetzberger to assume his role as *SQUAD LEADER*.

## DESIGN CREDITS

Historical Research & Design	John Hill
Game Development	Donald Greenwood
Production Assistant & MVP	Robert Medrow
Cover Art	Rodger MacGowan
Board Art	Scott Moores
Counter Art	Scott Moores, Richard Hamblen
Playtesting	Arnold Blumberg, Jim Stahler, Dale Wetzelberger, Bill Barr, Harvey Weston, R. Easton, J. Ferreira, W. Rose, R. Chiang, S. Heinowski, R. Harmon, S. Wilkenson, D. Payne, J. Everndin, W. Coates, G. Sipes, B. Milligan, P. O'Neill, C. Silverton.
Printing	Monarch Services
Composition	Colonial Composition

## MORE SQUAD LEADER

The *SQUAD LEADER* game system need not end with what is presented here. We have produced several gamettes for use with the *SQUAD LEADER* system. Each kit comes attractively boxed with additional mounted counters and mapboards which allow you to expand your games to include a greater variety of terrain, combatants, and weaponry. Published in a specific order, each gamette builds on the basic system and its predecessor in the series with additionally numbered rules, scenarios, and playing aids.

The first gamette in the series is *CROSS OF IRON* which contains 8 new programmed instruction scenarios and over a thousand counters representing all the vehicles, armor, and weapons of the Russian and German armies. *CRESCENDO OF DOOM* gives similar blanket coverage to the French, British, and several minor country armies with 12 additional scenarios covering the initial successes of the German blitzkrieg though Poland, Norway, Belgium, France, and Greece.

Special rules and counter for Italians, snipers, cavalry, paratroops, gliders, ski troops and the myriad of AFV types are just a small part of what awaits you in the evolving *SQUAD LEADER* game system. For further information and a list of those gamettes currently available, send a stamped, self-addressed envelope to: The Avalon Hill Game Co.

## FOURTH EDITION

These rules take precedence over earlier editions and players are urged to agree beforehand to abide by this edition of the rules, as several important discrepancies exist between the four editions. These rules are themselves subject to change by any of the expansion gamettes which follow in the continuing *SQUAD LEADER* series, but only when both players agree to abide by the optional rules in those gamettes.

## COMPARTMENT TRAYS

At last! The long suffered problem of unit counter storage for Avalon Hill games is solved. The Avalon Hill compartment tray fits snugly into the bottom of the bookcase style box. A clean plastic cover fits over the mold to prevent counter leakage. Each tray has sixteen 1.5" x 2.125" compartments 0.625" deep which will accommodate up to 400 unit counters and 4 dice.

The tray is also usable in the flat box games. By cutting off with a pair of ordinary scissors three of the four side panels of two trays another perfect fit is arranged for flat box games – this time with 32 compartments and 5 dice depressions.

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## THE GENERAL

Now that you know how to play the game the next problem is probably *who* to play it with. We can help you with that problem and many others only through your subscription to our bi-monthly gaming journal, *THE GENERAL*. In *THE GENERAL* you'll not only read all there is to know about this game, but will also learn about our dozens of other exciting simulation games of skill. Every full color, forty-eight page issue is jammed full of professional articles on the strategy and tactics of Avalon Hill gaming. Look and see what *THE GENERAL* offers:

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## DESIGNER'S NOTES

In many respects, the design of *SQUAD LEADER* was one of the most difficult game concepts AVALON HILL has undertaken. Infantry combat in World War II was incredibly complex. There was a vast array of different weapons, tactics, and national characteristics; each of which was unique in its own way. These differences usually reflected each combatant's national and cultural traits. Furthermore, there was the irrational aspect of all men. Under fire and stress, an individual man or squad could conceivably do anything. Examples of incredible cowardice alongside incredible heroics were commonplace. The infantry fighting of World War II was a melting pot of tactics, skill, nerve, luck, and sudden death. The results of a "mistake" were immediate... a group of bodies lying motionless in the street. There were indeed standard "battle drills" but more often results depended more on the nerve and skill of the actual squad leader who was there on the spot. It was his "instant decision" that usually made the difference between success and failure. Often his decisions, no matter how "right", could be warped by the unpredictable dictates of fate. It was the ultimate stress situation.

The actual "simulation" of this type of fighting has been done previously, but only on the complex and elaborate scale of highly detailed miniatures rules. Throughout the design of *SQUAD LEADER*, high emphasis was placed on playability. In many respects we wanted *SQUAD LEADER* to be a return to the earlier AVALON HILL concept of the "beer and pretzel" wargame. Yet, it was also to create a game that really captured the fluidity and unpredictable nature of infantry combat. To capture this and retain the playability that was wanted, we centered the basic design around the concept of "abstraction". This is a rather sophisticated design technique whereby the game designers are not as interested in "what actually happened," as they are in the effect of that event.

Once we centered our thinking on "effect", it became clear that no matter what actually happened on the infantry battlefield in terms of the participants, the possible "outcomes" were really quite limited. For example, it made no difference whether a squad was fired on by another squad, racked with a machine gun, shelled by a mortar, blasted by a hand grenade, overrun by armor, or "shocked" by the death of a veteran officer. One of three things would always occur. Either there would be no effect, they would be eliminated, or they would be discomfited. No matter what weapon is used against them, its effect had to be one of the aforementioned. Hence, if the combat system simply gave the battle results in terms of those effects, it would be possible to "factor in" any event in terms of effect. This simplified the matter of how to go about simulating combat. We could use a *combat resolution system* that would result in either "an elimination, a no effect, or some degree of

demoralization.” It was imperative that it be flexible enough to capture the entire spectrum of events. At this point, examine the Infantry Fire Table and consider the range of events. Since we use a two die system, there is basically a range of 11 different possibilities ranging from “1-in-36 super good” to “1-in-36 super bad” every time a *Fire Group* attacks. Furthermore, by linking that into a morale check system that *also* utilizes a two die roll range, the actual possible variance extends from a “1-in-1000” event to an *almost* “sure thing.” So much for showing how really sophisticated the “simple” *SQUAD LEADER* system is.

Another important consideration is the “level of command.” In most of the scenarios, the actual game player is the “company commander” with his fire groups being squads and platoons. Such a commander would have no control of when an individual throws a hand grenade, or exactly how that man or squad is going to attempt to destroy a tank. The only thing he can control is the placement of his squads and generally what he wants them to engage. He knows which of his subordinates are better than others, so he can assign the better leaders to the tougher or more critical tasks. Any other “decisions” are really out of his hands. He must trust to the tactical ability of his squads and NCOs and fate or, if you prefer, luck. For the first time we now have a game that truly captures this problem of command. Each counter represents from 4 to 10 men and exactly how or what they do in terms of weapon utilization is really quite random. You can only hope they keep their nerve, shoot straight, and generally follow orders.

The ground scale of one hex = 40 meters gave us a reasonably good playing area that would show the difference in effective range of weapons and the space to deploy up to a battalion. We also decided to completely abandon the standard “full” hex definition of terrain where all terrain effects completely fill the hex and everything is resolved on that basis. Instead, we decided to let the nature of the terrain be more natural; this meant a whole new method of determining Line of Sight and other peculiarities. But, the effort gave us a game board that is beyond a doubt the most realistic tactical display ever published. With all the buildings being unique in size and shape, there is an almost infinite combination of blind spots where a squad could hide, as well as an incredibly large number of unsuspected, but clear fire lanes.

In calculating the ranges of the various weapons, a certain amount of fudging had to be done, particularly when one is juggling such concepts as “weapon range, effective range, and tactical range.” Each one has a different connotation. As an example, weapon range is actually the distance that weapon could shoot with some accuracy, while effective range was its “best and most useful range.” “Tactical range” is the range at which it was most used against the enemy. This was often quite a bit shorter than either, due to the ever variable battlefield visibility factors of mist, smoke, etc. The game range we decided upon was somewhere between tactical and effective as our base, and then fudged from there. One point that counted for a lot of our forced fudging was the range of some of the shorter ranged weapons vs. the size of a “street.” No, by no stretch of the imagination were all European streets 40 meters wide. In reality, many were often less than 40 feet. But, all our streets, by ground scale, were gigantic boulevards! Wrong. So, some things like SMGs and Flame-throwers were liberalized so that you could fire effectively “across” a typical alley or street. But, what of the ever popular hand grenade? Since grenades are used under 40 meters range, they contributed to the devastation of Point Blank Fire and Close Combat. To do this, we simply assumed that grenades were common and would be used and “factored” them in by making adjacent and same hex combat very deadly.

Any knowledgeable wargamer will see at a glance that the terrain of *SQUAD LEADER* has been abstracted to better capture the “feel” of infantry combat. Obviously our buildings have been greatly enlarged. As such, they represent clusters of smaller residential homes, farmhouses and their outbuildings, apartment complexes, collective farms, etc. Similarly, the mapboard area itself has been abstracted in some of our scenarios. For example, don’t think for a minute that scenarios 1-3 accurately recreate the whole of the fighting in Stalingrad. The Dzerhezinsky Tractor Works alone was an immense complex that could not adequately be portrayed by 8 of our city mapboards! Indeed, the Germans didn’t succeed in breaking into the Tractor Works until October 14th after 200! German tanks had assaulted the outer defenses. Within 2 days, the Russian defenders of the 37th GUARDS DIVISION took 5,000 casualties out of an original complement of 8,000. Obviously, some of our scenarios give you only a small taste of the overall event.

In designing *SQUAD LEADER*, we tried to start with the actual tactics for a situation and reward their correct implementation. This immediately created certain problems. In setting up a defense with machine guns, it is imperative that they be set so as to fire across the axis of enemy advance so that one MG could conceivably cut down everybody that attempted to advance against the defense. This is a big advantage of a MG over riflemen. Previous board game designs “fired a stack” at another “stack,” or in other words, one hex against one hex. This would not give any real benefit to the “cross fire” concept that is so crucial in real infantry combat. So,

the idea of penetration was evolved, whereby one MG, if properly positioned, could kill an exorbitant number of clumsy attackers.

While discussing machine guns, let’s pose the question of what constitutes the difference between a light, medium and heavy machine gun. Once again, we came back to our basic “design cornerstone”; i.e., what is its effect? The conclusion we came to was that it was not necessarily bullet size, but most probably “rate of fire.” Hence, a “light MG” of 7.62mm could very easily have much more effect, with a high sustained rate of fire, than a 20mm “heavy” with a slow rate of fire. So, as far as killing infantry, the “little” 7.62mm gun could be classified as the “heavy.” This leads to a peculiar point; the German MG42 could conceivably be a light, medium, or heavy machine gun depending on how it was set up. Technically, it could fire 1000 RPM, but that would only be effectively done if it was set up on a solid tripod, with plenty of ammo and some quick change barrels handy. It was often used that way, and when done so was devastating. On the other end of the spectrum, it was often simply set up with a bipod and a small cylindrical drum of ammunition. In this configuration, it usually would only have an effective RPM of 150 or so, and would then be considered a LMG. So, in a way, the “heaviness” of a MG is almost scenario “defined.” But, this again, went back to our basic concept of “effect” rather than pure weapon classification, and the important thing is that it does work rather well with a minimum of hassles.

In addition to the concept of “penetration of MGs” the most unique idea of *SQUAD LEADER* is probably the key effect of the leader units. In many respects, it is the crucial element of the game. Once again, let us consider the “effect” of an infantry leader. In plain terms, a leader makes the squad “do better,” whatever they are trying to do. This could have been a rather “messy” thing to attempt to incorporate, BUT, by making the “do thing” die rolls so that “low numbers are good, high numbers are bad,” the problem was easily dealt with. Having the leaders subtract from the die rolls gave a uniform method of showing qualitative differences between a real “hot dog” platoon leader and the klutz, or the plain “doing my job” type. This, for the first time, really shows “why” the Germans were able to maintain a tactical supremacy for so long over their opponents. The Russians were usually well enough armed, and were certainly plentiful enough, but even the large 10 squad Russian companies were consistently outfought by the 3 or 4 squad German platoons. Why? In one word, leadership. And the game system shows that—the Russians never seem to have enough leaders to hold their units together as individual elements begin to rout off. The “minus benefits” of the German officers when firing are murderous. Very often a “-2” rating from an officer will make the difference between a KIA on a large stack or a morale check. This was the tactical edge. True, what really gives them teeth is that the German player has a “-1” or better officer behind every important machine gun position. Just one side having plenty of mediocre leaders vs. one that has a few is a dramatic edge. If you doubt their relevancy in the game, attempt to take one side, in *any* of the scenarios, with no leaders. In actuality, this leadership quality could have been very complicated to handle. But in this manner, by using the “die modifier” approach, it is a simple mechanism for a rather sophisticated idea.

It is important to understand that not every non-com or officer present in the game forces is represented by a leader counter. Indeed, every squad has an inherent “squad leader.” If that man is lost, another steps up to take his place. Rather, *SQUAD LEADER* leaders represent outstanding individuals who do more than fill a TO+E slot. These are the individuals who have the respect of their men gained by continuous leadership and performance “above and beyond the call.” For those who doubt our wisdom in giving such importance to these pieces, let me quote William Craig’s fine work *ENEMY AT THE GATES*, p.173, for one example illustrating the class of men we depict as leaders:

“A battalion led by Captain Mues cleared the area south of the town, reached the Volga, and turned north. It was Mues’ intention to shake hands in the center of Rynok with German units cutting into it from other directions. Fog and a light snow began to obscure vision but the aggressive Mues pushed on. Fearless, revered by his men as “immortal,” he was tracked by a Soviet sniper, who put a bullet in his brain. The attack stopped abruptly as Mues’ troops gathered around the stricken officer, now unconscious and near death. They ignored the bullets and cried over the man they loved.

An officer from another regiment finally came, lifted Mues in his arms and staggered away with the heavy burden. Soldiers who had fought with the captain through Russia broke down and collapsed. Others became fearful and timid as news of his death spread like a bushfire.”

Perhaps now you understand why the penalties for a broken leader are so harsh.

In deciding on a time span, once again we had to use a bit of abstraction. The given time span of “two minutes” is actually not a hard and fast rule. With a given movement of 4MP per unit, we have a squad covering only 160 meters in two minutes. In reality, even carrying the usual assortment of equipment, you could go farther, if all you did was move. But, if you consider all the possibilities: rally, move, fire, counterfire, fire again, and close combat, then maybe each turn is really four minutes long. So, there is a possible internal contradiction. Then, throw in the

whole problem of, "How long would it take for the actual platoon leaders to decide to do this?" and you begin to see how really "fudged" two minutes are. Finally, consider the nature of the tanks. We require them to hit a target before they can damage it. But yet, in a two minute span, a non-moving tank could probably fire four, five, six or more times. Hence, in a "two minute" definition *all* tanks would have almost a guaranteed hit, due to rate of fire levels. However, how realistic would it be to have *all* of our armor generating almost certain hits. In a "phased" game that would mean in a "tank vs. tank" fight, you might stand a very slim chance of ever getting to fire back. Then again, if you consider the problem of actually seeing the target from a buttoned-up tank, particularly some infantry scurrying about in a building. well, perhaps it would be rare that you would get a shot off at all. Of course there is the problem of the infantry leader, telling the buttoned-up tank where to shoot. In the game, we almost assume telepathic ability between the leaders and tanks. It is true many tanks had an external telephone on the rear, but then should a leader be required to be behind the tank to "direct" it against infantry targets? In the later Pacific battles *that* was exactly what was done. Not wishing to get the game that cluttered, we decided to stay with our telepathic leaders. But, the whole point of this discussion is the question of "time span." Perhaps it is better to junk the concept of this is "two minutes, and simply say, it is a module of time, such that the following events can occur and interact with one another.

While we are speaking of the tanks, we must admit that they have departed from the "simple playability" that was established by the infantry rules themselves. The "tank rules" are more complicated, and despite much "short cutting," they are indeed more cluttered. The basic problem is that the weaponry of the AFVs is simply much more varied in its effect on infantry than the infantry weapons. Most tanks can fire either high explosive or armor piercing, plus a variety of machine guns. Not to mention, a tank's most potent weapon against infantry: fear. The psychological effect of a 30 ton fire-belching armor-plated monster is terrifying to the average 200 pound soldier whose armor consists of a khaki shirt. You must also have a system that shows the whole spectrum of tank vs. tank vs. infantry vs. anti-tank vs. whatever. Once the iron behemoths are introduced into the game, the problems are much more varied than one infantry squad shooting at another infantry squad. We considered leaving the armor out as this *was* to be an infantry game. That would have been a simple solution and we were sorely tempted. But by 1944, the majority of actions were mostly combined arms, so to omit it would have been "copping out." So here we are. It was imperative to force tanks to "HIT" before damaging an enemy, or any tank vs. tank fighting in our own PHASE SYSTEM does not work. We also had to create some kind of problem for the tank attempting to accurately place an HE round into the midst of an infantry squad scurrying behind cover while squinting through a vision slit. Where there are tanks, there are also Panzerfausts, bazookas, mines and a whole host of anti-tank infantry devices we left out. Lastly, all tanks are not the same; they have different guns, different armor, and yes, even better chances of survival for the crew if destroyed. There will doubtless be those who will say we've carried this "fate" thing too far. Perhaps, but there is no excusing it away...like baseball...war can be a game of inches. The following quote, again from Mr. Craig's *ENEMY AT THE GATES*, p. 224, illustrates in a small manner why we included such things as crew survival factors:

"Pfluger waited patiently to spring a trap. He had stationed a 75-millimeter antitank gun to his right, out in no-man's land. When the first tank crawled up from the gully, the sergeant fired a purple Very light into the sky and the 75 roared. The

shell cut through the tank turret and passed into the open air before it exploded. Two Russian soldiers tumbled out of the T-34 and raced madly back up the hill. Pfluger was tracking one through his sights when he suddenly thought, My God, if you have been that lucky, who am I to shoot you now. He lowered his rifle and let the man go."

The above also goes a long way to explain why trucks aren't automatically eliminated when hit by an AP round.

If you want to accurately portray the Americans, you really should have jeeps, halftracks, scout cars, and piles of trucks. To portray US infantry in the field without a used car lot assortment of vehicles, to put it bluntly, would be "un-American." All in all, then, our armor rules are a compromise. They are not as playable as the infantry rules. BUT, they are probably more playable than any other single tank vs. tank vs. infantry vs. gadget rules yet presented either in a boardgame or miniatures format, and still taking into account most of the relevant differences.

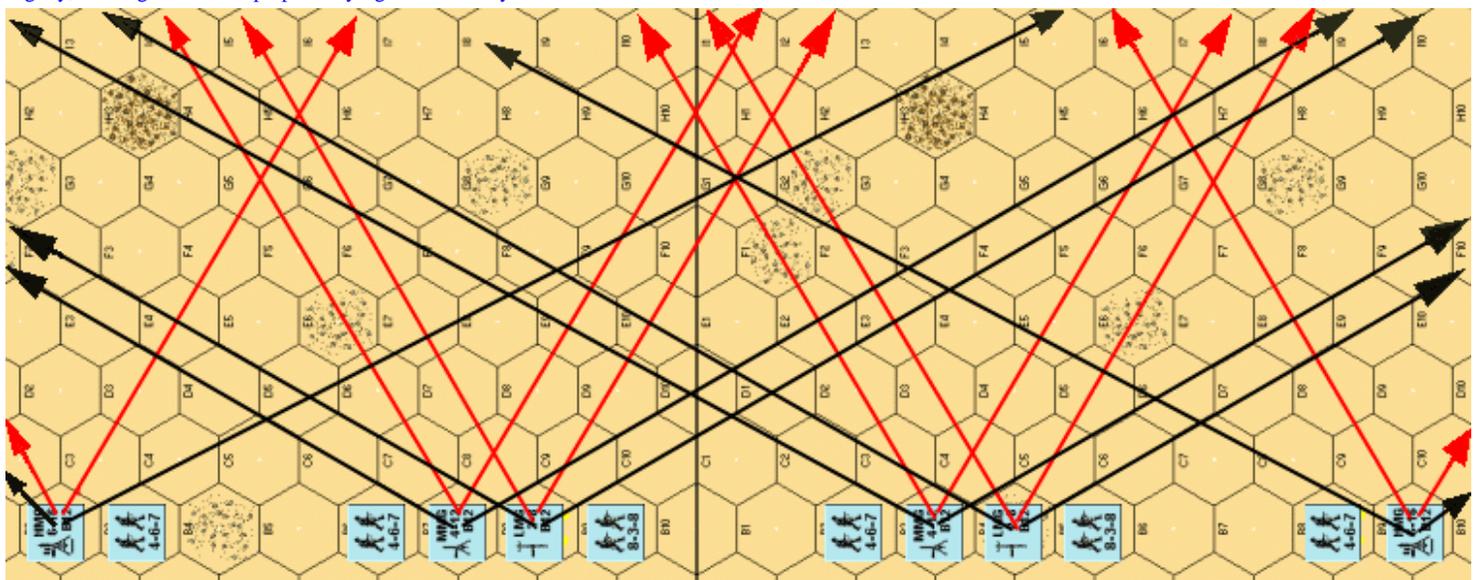
As a postscript to this, you might want to consider what was left out. At one point we had a scenario with a flail tank. It was a fairly common infantry support vehicle.... but we decided to leave it out, due to the problem of how to factor the...."Now, I am having my flail tank attack the infantry, *with the flails*, how is that resolved?" In many respects, the game was growing in response to the immediate "playtesters" who wanted more and more. This led to multi-level building effects, blowing out a wall, and starting "fires," so they could see their opponent's squad literally toasted.

And as one thing led to another, infantry fighting meant assaulting fortified positions complete with bunkers and minefields; so layer by layer, the basic playable *SQUAD LEADER* game became a rather complex, multi-level endeavor. At this point, we had to face the question: Had we created a Frankenstein? Had we lost the elegant simplicity of the basic *SQUAD LEADER* system? In a sense, we had, but that was primarily because we kept adding more and more into the advanced scenarios. Take away the vehicles, and the special equipment, and the game was still as playable as ever. Many compromises had been made, but we had captured much of the national difference between the Germans, the Russians, and the Americans. We had captured such effects as the greater mechanical reliability of the Americans equipment, the tendency of the Russians to go "battle mad" quicker than the others, the true tactical edge of better leadership, the effect of different tank ammunition on infantry, and the effect of night and starshells. In many respects, much of this has never been touched before in a boardgame. Yet, the vast bulk of all the data needed to play *SQUAD LEADER* is still contained on the REFERENCE TABLES, and on the counters themselves. To play the game, you still have to refer to little beyond that. The final point is not that *SQUAD LEADER* is complex or that it is playable, But, rather how playable it is considering how complex and varied is its subject.

Finally, the game is designed to be multileveled, in terms of complexity. Should you wish a certain scenario to be cleaner, simply remove everything but squads, crews, leaders, and machine guns; and simply get down to the nitty-gritty of man on man, squad on squad and dismiss the rest as *excess* impedimenta of the infantry, the real "Queen of Battle".

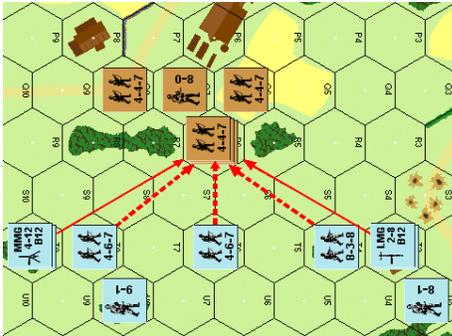
## THE BASIC TACTICS

In commanding World War II infantry squads and platoons, each nation, as



mentioned, approached the problem somewhat differently. However, there were some basic principles that all agreed on, at least by the end of the war. These might be termed “tactical concepts” rather than particular instances of “how to do it”. In any case, they do provide a good starting point for learning the tactics of *SQUAD LEADER*.

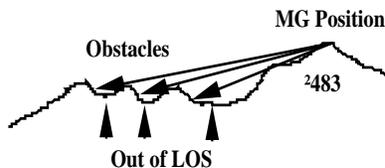
The most potent basic weapon a platoon or squad has is its machine guns. If these are properly situated, a lot of bad luck or ill judgment can be overcome. But, should these be improperly positioned, then the squads themselves are exceptionally vulnerable. In theory, a platoon would set out its three squads as shown, with the MG's placed with the end squads so as to have converging fire on the center of the position. This also greatly increases the probability that one MG burst will carry through any number of attacking infantry that would attempt to close frontally. With good MG crews and good officers, three squads with two medium machine guns could easily defeat up to a dozen enemy squads that might attack this position straight on. This is the basic *platoon line*, and when in “doubt” is a strong firefighting formation.



Now, if we have a “company line” with “ platoons in line”, we would have the overall formation as shown below:

Notice how the machine guns have much more devastation by firing obliquely along the line rather than straight forward. The “red fire line” indicate converging fire at roughly a 45 degree angle, which is a good long range interdiction on any infantry foolish enough to approach. However, note the black lines. These are fires converged at about 20 degree or less from the line of battle. And the number of cross fires they create is truly horrifying. In a straight infantry charge against such a position, manned by medium or heavy machine guns with sharp NCOs, the prospects of attack are slim. It would take at least 6-1 odds to decisively break this formation in a pure infantry charge over flat open terrain, and maybe not even then. It was just such an interlocked fire that produced the human carnage of WWI. A further “refinement” of the *company line* as we have here would be to drop back the “center squads”, colored gray in the diagram, to a secondary line behind the first, or take them all the way back, and merge them into a 3 squad counterattack force. This would be the classic *strongpoint defense* with a *platoon in reserve*. This would make a total of two platoons massed forward, one in reserve, which is a very solid principle to fall back upon if in doubt.

However, as we noted, these formations were theorized on the principle of flat, open ground, and this is seldom the case. This whole pattern of linear crossfire's breaks down if the “ground” is poorly chosen. Let us examine the simple sketch below:

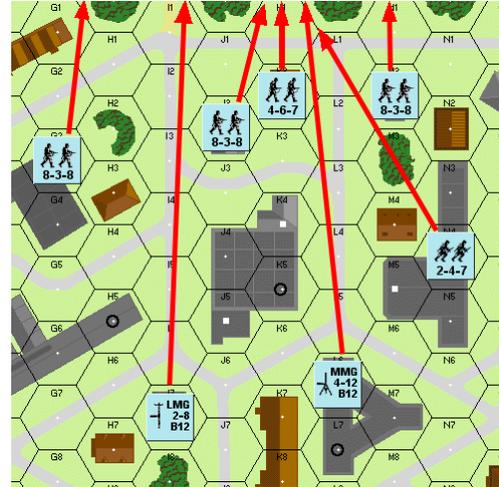


On the first look, the crest of HILL 483 looked like a nifty place for the machine guns. But, alas, it is not. While it is most definitely the highest point in the area, it has a vast number of “blind zones” or “dead spaces” where vast hordes of the enemy could march and deploy. Hence the peak of HILL 483 is the *topographical crest*, but not the military crest. And its use, because of critical line-of-sight blockage, is of but marginal tactical value. Hence, even a stoutly dug-in company line would accomplish little there, except its own point blank defense. The platoon leader should look for another way.

Now, we come to the city. Here is a whole new set of tactical problems. One can hardly make a “company line” in the streets. But the principles still apply. And maybe even more so. Here, with buildings blocking both movement and sighting, it becomes even more important that areas be covered by converging fire. In the city it is often possible to turn potential problems into tactical benefits. First consider each street a “fire lane”. They have little in the way of rolling undulations so a machine

gun at one end could probably sweep the avenue clean for as long as the street was straight.

Then there are the buildings. They *do* make your movement difficult and they can get in the way of shifting reserves. But they are natural strongpoints and if we view the company line as a series of strongpoints connected by fire lanes, then the formation is still valid. Furthermore, by having a reserve dropped back you can have not only interlocked fire, but “interlaced”. The diagram below shows a company so deployed in an urban area to accomplish just this. We have given each of the reserve squads a LMG.



Note, once again the heavy convergence of fire along with the fire from the rear which makes flanking the “strongpoints” exceptionally difficult. Also should a retreat be needed, these perpendicular fires would enable it to be covered much easier

A natural variant of this would be having the heavy machine guns to the rear rather than the LMGs, which would greatly increase the restriction of movement the enemy might have if he attempts to cross reinforce any breakthrough he might have against the first line of buildings. Given the openness of streets, about the only way this could be assaulted without armor support would be total obliteration of the entire wall of buildings by artillery or simply do the same across the street and simply attempt to out firefight the enemy using the same formation as he.

Another common problem is that, not of the city, but the isolated town. Very often this must be garrisoned with something, but no commander usually has enough soldiers to do all of the little hamlets any kind of justice. This happened particularly to the Germans in Russia, where often one platoon would have to hold an entire village against overwhelming odds. Hence, to get maximum mileage out of three beleaguered squads, extensive use would often be made of minefields and barbed wire. The key point in setting up a defense with wire and mines is irregularity. It usually is a bad tactic to take all your issued wire and string a straight line across the front of the town, along with a minefield. This makes the mistake of assuming that these will stop the enemy. They will not. The main point to remember with wire and mines is that they “discomfit” and “disrupt” the enemy rather than stopping him, hence, the best placement is somewhat random with openings irregularly spaced so that it is hard for the attacker to define your defenses by simply studying them from an opposing hill. If faced with this problem, the *platoon* or *company line* really would not work, because in all our other examples it was assumed that it was a part of a battalion line with anchored flanks. Here we have neither. So the watchword would be random, irregular mines and wire with the squads and machine guns so placed as to cover the openings in the wire and mines and/or cause maximum surprise on the enemy when they open up on his advancing soldiers.

And now, the problem of the attack. This is the other side of the coin, and assuming that the enemy infantry has properly deployed with converging fields of fire, it will be difficult indeed. As you have gathered from the earlier discussion, the frontal assault has only high casualties as its probable result. Sometimes, there is just no other way. But that conclusion should be reached only with great reluctance, and only after much soul searching.

The first rule on the attack is to gain some sort of fire base that will enable you to distract, if not discomfit, the defending enemy infantry, as they attempt to gun down your assault. This “PREP FIRE” is essential if the attacker is to have any hopes of success. For this use, he will probably form platoon fire bases that would enable him to direct heavy fire against single isolated points. If a line is to be broken, first it must be cracked and then the crack has to be pried open so that the rest of the opposing fire line can be dealt with by moving along or behind it. For an example of this, let us look again at a typical street fighting situation, or as the British called it, “Block Busting”. HMG's are first used to isolate the “target block” so that the defender cannot laterally reinforce it.



## ADVANCED SEQUENCE OF PLAY

### 1. RALLY PHASE

- 1.1 Remove roadblocks (62.3), wrecks (40.4), and TI counters.
- 1.2 Repair malfunctioning AFVs and support weapons (18.2).
- 1.3 Rally broken units (14.1).
- 1.4 Establish (46.11) and maintain radio contact (46.12).
- 1.5 Place Artillery Request Counter (46.13).
- 1.6 Correct or withdraw Spotting Round and FFE counters (46.3).
- 1.7 Roll for night visibility range (49.11) first rally phase of each game turn.
- 1.8 Place starshell counters (49.6).
- 1.9 Remove DM counters (14.6).

### 2. PREP FIRE PHASE

- 2.1 Remove old smoke counters (24.8), place new smoke counters (24.3).
- 2.2 Fire at enemy units (4.2), Counter Battery Fire (45.4) resolve FFE (46.5), roll for entrenchments (54.2), attempt to clear minefields (55.5), attempt to clear wire (53.5), check for fires. (59.3)
- 2.3 Place Prep Fire Counters.

### 3. MOVEMENT PHASE

- 3.1 Roll for MF loss of units on wire hexes (53.4).
- 3.2 Move any attacking units which did not fire in Prep Fire Phase (4.3) and remove any concealment counters from those units which moved (25.4).
- 3.3 Place Demolition Charges (23.3), roll for possible AFV immobilization (39.1), remove wire destroyed by AFVs (53.7), resolve minefield attacks (55.2).
- 3.4 Place Concealment counters on units using Sewer Movement which end their turn not adjacent to an enemy unit. (27.5).

### 4. DEFENSIVE FIRE PHASE

- 4.1 Fire at enemy units (16.2) resolve FFE (46.5), check for fires (59.3), resolve Overruns (35.6)
- 4.2 Remove Concealment counters from units adjacent to unbroken enemy units (25.4)
- 4.3 Remove all Track counters

### 5. ADVANCING FIRE PHASE

- 5.1 Fire any moving units at half firepower or those which neither moved or fired at full firepower (4.5), resolve placed Demolition attacks (23.4).
- 5.2 Roll for possible spread of fire (59.4).
- 5.3 Remove all Prep Fire counters

### 6. ROUT PHASE

- 6.1 Broken units rout to cover (13.4).

### 7. ADVANCE PHASE

- 7.1 Attacking player may move all non-broken units one hex. (4.7).
- 7.2 Remove Concealment counters from units adjacent to unbroken enemy units. (25.4).

### 8. CLOSE COMBAT PHASE

- 8.1 Replace Artillery Request counters with placement of initial spotting round (46.2).
- 8.2 Conduct all Close Combat attacks (20.2).
- 8.3 Return unsuccessful Close Combat infantry from AFV to the original hex of advance (36.24).
- 8.4 Remove starshells (49.6) and place Concealment counters on units which neither fired nor moved during player turn (25.3).

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 Upper Building Levels.....57.0  
  
 Vehicle Movement Costs  
 Charts.....30.4  
 Vehicle Stacking &  
 Placement.....29.0  
  
 Walls.....11.5  
 Wheatfields.....44.2  
 Wire.....53.0  
 Wrecks.....40.0

# INFANTRY & VEHICLE TERRAIN EFFECTS CHART

TERRIAN	EXAMPLE	MOVEMENT	COMBAT
Open Ground		5.5, 13.42, 30	11.1, 11.3, 16.6, 46.52
Shellhole	 <b>brown</b>	5.5, 44.3, 30	11.1, 44.31-.32
Wheatfield	 <b>solid yellow</b>	5.5, 44.2, 30	11.1, 44.21-.23
Road		5.52-54, 30	11.4
Woods	 <b>green</b>	5.5, 5.53, 48.4, 30, 39.1	11.1, 7.2-.4
Wooden Building	 <b>brown</b>	5.5, 5.53-.54, 48.4, 30, 39.1	7.2-.4, 7.6-.8, 11.1, 37.36
Stone Building	 <b>gray</b>	5.5, 48.4, 30	7.2-.9, 11.1, 43.62
Walls	 <b>gray</b>	5.51, 48.4, 48.6, 30	11.1-.3, 11.5-.6, 46.5, 46.7, 54.8, 41.1
Hedges	 <b>green</b>	5.51, 48.4, 48.6, 30	11.1-.3, 11.5-.6, 46.5, 46.7, 54.8
Level 1 Hill	 <b>light brown</b>	5.53, 43.11-.21, 48.4, 30	43.3-.8
Level 2 Hill	 <b>medium brown</b>	5.53, 43.12-.21, 48.4, 30	43.3-.8
Level 3 Hill	 <b>dark brown</b>	5.53, 43.13-.21, 48.4, 30	43.3-.8
cliff	 <b>black</b>	44.1, 30	23.3, 44.1
Sewer Entrance		27.1-.5	27.7
Stairway		57.3	54.7
flamethrower			22.7
smoke		24.5, 30	22.2, 24.6, 46.7
AFV		29.2-.3, 29.1, 30.7, 40.3	11.6, 32.1-.7, 41.1, 46.7
Wreck		40.2-.4	40.5, 40.6
Wire		53.3-.4, 53.7-.9	
Entrenchments		54.4, 54.5	54.6-.8
Minefields	<b>No Counter</b>  <b>VSQL</b>		55.2-.52, 55.6-.63
Bunkers		56.2-.22, 56.8	56.3-.9
2 <sup>nd</sup> Level Bldg.		57.3, 57.6, 57.9-.93	57.4, 57.7-.8
Rubble		58.2, 58.4	58.1, 58.3
Fire		59.6	59.7
Roadblock		62.2-.3	62.2