

**Placement of Smoke (grenades)**

After play of the Action; Smoke Grenades the player draws the Smoke chit (random) looks at it THEN places it.

**Chad Jensen** Designer @Chad Jensen - Apr 22, 2011

**Quote:**  
I gather that Chad feels insulted that people imply his rules are unclear, and needs to make a point of how stupid we are.

Quite the opposite, actually. I'm inferring that you folks don't need hand-holding by little ol' me.

The *drawing-placing-choosing* hex sequence for laying smoke was never sequentially mapped out in the rules because I didn't feel the need. My ruling is not a ruling: sequence it any way you choose. It's your call based on your and your opponent's play style. (But if you do need guidance, follow the order in which the activities are listed in the body of the rules text.)

3 Tip

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**Assault Fire and number of attacks**

After play of the Assault Fire Action; the player may fire any units (with BOXED Fire Power) activated to Move as ONE fire attack.

If your Moving units include any Ordnance only ONE of them may fire (and no other units) and they have to roll to hit first.

**Chad Jensen** Designer @Chad Jensen - Feb 10, 2010

You can use a satchel charge during Assault Fire. The restriction is that the firing unit/weapon must have boxed firepower.

2 Tip

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**Charles "Chick" Lewis** @chicklewis - Feb 10, 2010 (edited)

Note that if you use a boxed-FP ordnance weapon for Assault fire, that is the ONLY attack you can make with the action.

Assault fire used by a unit with a flamethrower is particularly fearful !!

Not even a saved "advance backwards" order will protect you from range 1 Assault fire.

Tip

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Example



The Hawes stack is Activated for Move.

Assault Fire action is played.

Two possible attacks

- 1) Airborne with 6 + 1 (Leader bonus) = 7... Or
- 2) Satchel Charge; would need to roll to hit. If you were unlucky to roll 1,1 To Hit would miss but, Satchel Charge is not used. Once a Fire Attack roll for a Satchel Charge is made the SC is placed on the casualty track.

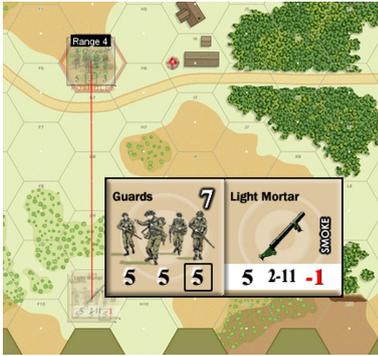
**Mortar Fire Power and Hills**

When calculating the Fire Attack for a Mortar remember to adjust if the target/firing unit is on a Hill.

**T88.2 Height Advantage**

A Fire Attack suffers -1 FP if the target hex is at a higher elevation than any one firing piece. Conversely, a Fire Attack gains +1 FP if the target hex is at a lower elevation than any one firing piece.

Example



Guards Unit is Activated to Fire.

Mortars Range is 4 hexes (note no hinderance from Brush in adjacent hex due to target on distant Hill)

Player says Fire not Smoke; Need to Roll to Hit; >4 (2 dice multiplied)

If Hit is achieved Fire Attack is 5-1(target hex is at higher elevation)= 4 plus dice roll.

If say, Smoke -3 was in LOS of mortar and target to hit would need to be >7

**Molotov Cocktails; are NOT ordnance**



So may form part of a Fire Group; and may be used for Assault Fire actions (as they have Boxed FP). Remember they reduce opponents Cover to 0: and they are removed to the casualty track after firing.

Example



Soviet Group is Activated for FIRE.

Fire Attack Total = (Molotov is base) 6 (MC)+1(SMG)+1(WT)+1(LMG)+2(Leader bonus)=11

Or perhaps 3x Fire Attacks

- 1) MC solo = 8 FP (no cover)
- 2) SMG solo = 7 FP
- 3) LMG+WT= 6 FP

NOTE; The MC has 3 range due to leader bonus