

INFANTRY ATTACKS

SERIES RULES

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Credits

DEVELOPER'S NOTE: Experienced *Panzer Grenadier* players will note that the *Panzer Grenadier* and *Infantry Attacks* rules are similar in many ways, but that there are also significant differences between them. All such differences are intentional and reflect the differences between World War I and World War II tactical combat. Players should not treat the rules for the two systems as interchangeable. So, if a player asks whether a rule that appears in the *Panzer Grenadier* rulebook or tables but does not appear in the *Infantry Attacks* rules or tables should apply to *Infantry Attacks* (or vice versa), the answer is no.

1.0 Introduction and Definitions

Infantry Attacks is a series of games simulating tactical ground combat during the First World War. Each game in the series includes many scenarios, allowing players to simulate a number of battalion, regimental and brigade-level actions. This First Edition rules set covers units, combat practices and weapons that were commonly in use on the Eastern Front in 1914.

Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, like this: 2.2. When that section includes subsections, these are identified like this: 2.24.

When the rules refer to another, related paragraph, they include that paragraph's number parenthetically, like this: (2.2). This helps you find that rule for reference.

Several game-specific terms appear in the *Infantry Attacks* rules. Their definitions are below:

Action Segment: The activation of a unit, leader, or stack of units, or of a leader and all units of his own type in his hex and adjacent hexes, or of a group of units and subordinate leaders under the direction of a single senior leader of their own type. Activated units may conduct either fire or movement (3.13).

Active Player, Units and Leaders: The player conducting the current action segment is the Active Player, and any units and/or leaders he takes actions with in the current action segment are Active Units and Leaders.

Artillery Mission: Each off-board artillery factor, artillery unit and/or mortar unit must be given an artillery mission before the start of a scenario (9.1).

Artillery Plan: All off-board artillery factors and all artillery units with Planned Fire missions must have all their fire planned before the game begins. On the Artillery Plan sheet (9.11), the owning player writes the hex at which each unit or factor will fire on each turn of the game. The Artillery Plan sheet also has a section at the bottom in which the owning player may list all his artillery and mortar units that currently have Open Sights, Move or Abort missions.

Artillery Unit: Any unit with the artillery symbol (a black dot in the center of a square). Artillery units have bombardment fire values (9.0). They can fire while on their front side and may only

move or be transported when on their reverse "limbered" side (5.61).

Assault: Close combat between opposing units occupying the same hex (12.0).

Assault Hex: A hex containing both friendly and enemy combat units.

Bombardment Fire: Fire using arcing (not aimed) fire (9.0). Artillery and mortar units have bombardment fire values (printed in white) and may use bombardment fire. So may off-board artillery factors (9.5).

Column and Die-roll Modifiers: Some conditions change the column used on the Direct Fire, Bombardment, or Assault table. See the fire tables for the column modifiers that apply to each type of fire, and rules 4.2 and 7.5 for how to apply them. To modify a die-roll, increase or decrease the die-roll by the same amount as the modifier (so a modifier of +2 would change a die-roll result of 7 on two dice to a 9).

Combat Result: A result on the Direct Fire, Bombardment or Assault table that forces target unit(s) to make morale checks and/or take step losses. If the result is no effect, that is not a combat result.

Combat Units: Units possessing a direct fire or bombardment fire value. Transports have no such values and are not combat units. Leaders are not units at all (they are leaders).

Company: All personnel units other than MG units are company-sized (150 to 200 men), and are referred to generically as companies.

Control: A hex is controlled by the player whose combat units were the last ones to occupy the hex exclusively. If one or more units of both sides currently occupy the same hex, then neither side currently controls the hex. In scenarios where one side sets its units up on the board and the other side's units enter from one or more board edges at game start, all hexes on the board begin play under the control of the side that sets up on the board. In scenarios where both sides set units up on the board at game start, each hex begins play under the control of whichever side sets up units in or closer to it (unless scenario rules say otherwise). Hexes which begin play equidistant from units of both sides start under the control of the player who set up first, per scenario instructions. In scenarios where no units set up on the board at the start of the game (both sides' units enter during play), all hexes begin play under nobody's control and remain uncontrolled until physically occupied by at least one combat unit of one side or the other.

Demoralized: Units and leaders become demoralized as a result of combat, or may voluntarily become demoralized during their activation if desired (14.3). A demoralized unit cannot attack because its personnel have lost their will to fight, and a demoralized leader cannot act as a leader for units (14.3).

Direct Fire: Fire directed at an entire hex by a unit with direct fire values (10.0). To use direct fire, the firing unit must be able to spot the hex at which it wishes to fire (8.0).

Disrupted: A disrupted unit's personnel are dispersed, and its movement and firepower values are reduced. A disrupted leader can only act as a leader to units in his own hex, and his movement is also reduced (14.2).

Fire Values: Two numbers on a playing piece, separated by a dash. The number before the dash is the unit's fire strength — the number after the dash is its fire range. Higher numbers are better. Direct fire values are black, and bombardment fire values are white.

Fractions: Many game functions require that numbers be halved or quartered. Unless a specific rule says otherwise, all fractions are rounded up by individual unit. For example, 2 1/2 becomes 3, as does 2 1/4.

Friendly: Units of the same side. For example, all German units are friendly to all other German units, whether they actually like each other or not.

Good Order: A unit or leader which is neither disrupted nor demoralized. All units start each scenario in good order unless scenario instructions say otherwise.

Inactive Player, Units and Leaders: The player not conducting the current action segment (3.1) is the Inactive Player, and his units and leaders are all Inactive Units and Leaders.

Initiative Rating: Initiative rating indicates a side's readiness to act. Each scenario lists the initiative rating with which each side starts the scenario. The side with higher initiative rating is more likely to act first each turn (see 3.0). Initiative rating can be reduced by losses (see scenario special rules) but can never go below zero.

Leaders: Individuals who activate and direct units (6.0). Each leader piece has two sides, each of which represents a different leader. Each leader's rank, morale, combat bonus and morale bonus are on his playing piece. There are two types of leaders: Cavalry and Infantry (6.1). Each leader can only activate and direct units of his own type. Leaders are not units.

Limiting Terrain: Town, woods, field and hill terrain. Units occupying a hex with limiting terrain cannot be spotted by units more than three hexes away, unless they have a Spotted marker on them (8.5). Swamp terrain is not limiting terrain but has other effects on spotting (8.8). Note that not every type of limiting terrain may appear on the maps included in each series game; check the scenario book that comes with each game for details.

MG Unit: A detachment representing 40-50 men and two to four machineguns. It is a personnel unit but has only one step because it is not a company (it has far fewer men than a company-sized unit like an INF or CAV unit). It may fire or move when on its

front side and may move or be transported (but may not fire) when on its reverse "limbered" side (5.61). It has only one step (7.6).

Mortar Unit: A special type of artillery unit with the mortar symbol (a vertical line with a dot at the bottom), representing 60-70 men and two weapons.

Movement Allowance: The maximum distance a unit may move in an action segment, measured in movement points (MPs). A unit's movement allowance is printed in the upper right corner (5.1). Artillery, MG and Mortar units have different movement allowances depending on whether they are currently on their front or reverse "limbered" sides.

Night Turn: Any turn in which darkness reduces visibility in all terrain to one or two hexes (see scenario special rules). On night turns units have movement restrictions (5.7) and suffer a -1 column modifier on the Direct Fire Table (see Direct Fire table).

Opportunity Fire: Inactive units firing on a single moving active unit or leader (or a unit and leader moving together) per rule 13.0.

Personnel Unit: All units which are not artillery, mortars or transports are personnel units. All personnel units except for MG units are also companies (see above). Leaders are not units (they are individuals).

Range: The distance in hexes over which a unit may fire at enemy units. This is represented by the fire value number after the dash on the playing piece. Off-board artillery factors have unlimited range (they can fire at any hex on the board, though their fire must be pre-planned per rule 9.11).

Rank: The measure of a leader's seniority. Rank titles differ by nationality, and in some cases also differ for infantry leaders and cavalry leaders. For a full list of the rank titles for the leaders appearing in the series game being played (including order of seniority), see the special rules section at the beginning of that game's scenario book.

Safe Hex: A hex (with or without limiting terrain) that does not currently contain a Drumfire marker (9.7) and where a unit or leader cannot currently be fired upon by any enemy combat unit that has Direct Fire values. Demoralized units and/or leaders which fail to recover morale must flee toward the closest safe hex (14.31), or remain in the safe hex if they start their activation there (14.32).

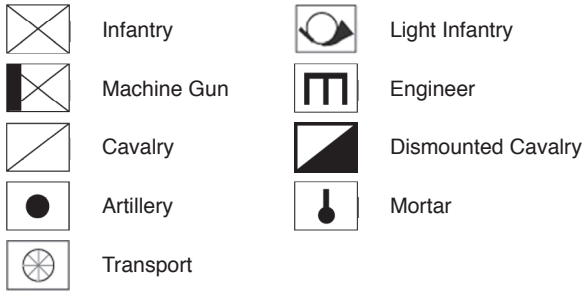
Spotting: The act of visually sighting enemy units. All units and leaders can always spot enemy units or leaders in the same or adjacent hexes. Beyond this, spotting range depends on terrain, weather, time of day and other factors (8.0).

Steps: Personnel units except for MGs have two strength levels, while artillery units, mortar units, MG units and transports have one strength level. Each strength level is called a "step." Units can lose steps in many ways, usually in combat (7.6). Unless scenario instructions say otherwise, set units up at full strength.

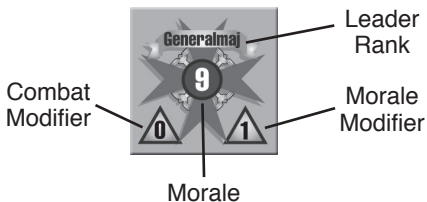
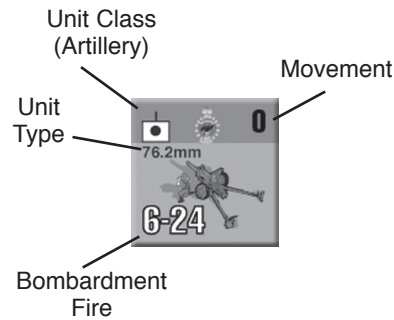
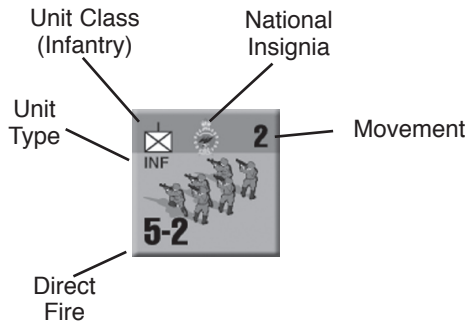
Transport Unit: Horse-drawn wagons used to transport artillery, mortars and MG units. Transports are units but have no fire values, so they are not combat units. They have one step each (7.6).

Victory Conditions: Each scenario has its own victory conditions, which can be based on destroying enemy units, taking enemy-held territory and many other things. See scenarios for details.

Unit Types



Playing Pieces



2.0 Components

2.1 Playing Pieces.

Most playing pieces represent military officers and units that took part in actions covered by the game series. Others are markers

which represent fortifications, smoke or Drumfire, indicate morale status or show that units have moved or fired this turn.

2.2 Game Boards.

2.2.1 Hexes.

The boards are divided into hexagons (called hexes) which are used like squares on a chessboard. Each hex is numbered to aid in setting up pieces, pre-plotting or moving artillery (9.11, 9.13). Half-hexes on the board edges may be used (they are “playable”). Hexes that are half on one board and half on another are considered to be on both boards for setup and victory purposes.

2.2.2 Terrain

The map also shows important terrain features. The terrain types appearing on Infantry Attacks boards are Clear, Woods, Town, Field, Hill, River, Swamp and Lake. Roads can modify the movement cost to move through different types of terrain but do not change the type of terrain in the hex for any other purposes (off-road movement, combat, etc.). The Terrain Effects Chart (TEC) shows how terrain affects movement and combat.

A given hex that only includes one terrain type is considered to be that type of terrain. Otherwise, if a hex contains Clear terrain plus another type of terrain (other than a road), then it is considered to be the non-clear terrain in the hex. The presence of a road in a hex does not change the terrain type in the hex; it just lowers the MP cost for units moving along the road to enter the hex (5.3).

Example: On Board 45, hexes 0610 and 0710 are Clear hexes (even though the latter has a road), hexes 0813 and 0913 are Woods hexes (even though the latter is only partially covered by woods), and hexes 0412 and 0512 are Swamp hexes (even though the latter is only partially covered by swamp).

2.3 Scenarios.

Each scenario in the scenario books lists the units of both sides participating in that scenario, where they may set up or enter the board, the game boards used and their orientations, the scenario’s historical background and victory conditions, and special rules for the scenario.

2.4 Scale.

Each turn represents fifteen minutes of real time. Each hex is 200 meters across. Units represent infantry companies (150-200 men), cavalry squadrons (roughly 100 men and horses), crew-served artillery batteries (16-28 men and 2-4 artillery pieces), machine-gun detachments (40-50 men and 2-4 machineguns) mortar units (60-70 men and two mortars) and transport units (3-5 wagons). Leaders represent individuals.

3.0 Sequence of Play

After selecting a scenario, players set up their units per the scenario instructions. Once setup is done, each player writes out his Artillery Plan, designating which of his onboard artillery units will have Planned Fire missions, and specifying the hex within range at which each such artillery unit will fire each turn (9.11).

He must do the same for each off-board artillery factor, and then must list which of his artillery units and mortar units have Open Sights (9.12) or Move missions (9.13) plus the destination hexes for any Move missions. Once players have finished designating their Planned Fire missions for all turns of the game, play may begin.

Each scenario consists of a number of turns specified in scenario instructions, and at the end of the last turn players determine who won the game per scenario victory conditions.

Each turn is divided into four phases. Each phase must be completed before the next can begin. The phases that occur during a turn are:

A) Initiative Determination Phase.

Each player rolls one die and adds his or her current Initiative (found in the scenario instructions) to the result. The player with the higher total wins the initiative. Re-roll ties.

Subtract the losing player's total from the winner's total and divide the difference by two. This is the number of action segments (3.1) the winning player conducts before the losing player can take any actions. Round 1/2 up to 1, but round 1.5 down to 1, 2.5 down to 2, etc.

Example: Player A (Initiative 4) rolls a 5 for a total of 9. Player B (Initiative 2) rolls a 2 for a total of 4. Player A wins initiative by 5, and can take two action segments before Player B takes one ($5/2 = 2.5$, rounded down to 2).

A player's initiative normally falls by one each time his units take a certain number of step losses listed in scenario instructions. However, a player's initiative can never go below zero. So, once a player's initiative drops to zero there is no further need to track his step losses for initiative purposes (but do keep tracking them for victory purposes if scenario instructions say step losses matter for victory purposes).

B) Bombardment Phase.

The player who won the initiative resolves all Fire actions for this turn from his off-board artillery factors and/or onboard artillery units with Planned Fire missions, per his Artillery Plan (9.11). Once the initiative player is done, the player who does not have initiative resolves all Fire actions for this turn from his off-board artillery factors and/or surviving, undemoralized onboard artillery units with Planned Fire missions, per his Artillery Plan. If any off-board artillery factor or onboard artillery unit fires at the same hex it fired at last turn, place a Drumfire marker in that hex (9.7). If a player wishes to abort the Planned Fire, Open Sights or Move mission of any of his artillery units or off-board artillery factors, he may roll a die for each such unit or factor to attempt to abort its mission (9.14).

C) Action Phase.

The player who won initiative this turn conducts the number of action segments (3.1) determined in the Initiative Determination Phase. Then the other player conducts one action segment. Then the initiative player conducts one action segment, and players

continue to alternate (conducting one action segment each) for as long as it takes to complete the turn. Players may pass and not activate any units in an action segment if desired. If one player passes and the other passes immediately afterward, the turn ends. A player cannot pass if he has any demoralized, unactivated leaders or units on the board. He must use his action segment to attempt to recover morale (14.4) for at least one demoralized leader or unit.

D) Marker Removal Phase.

Remove all MOVED/FIRED, Opportunity Fire and Drumfire markers from the board (Exception: 9.72), and attempt to remove "SMOKE" markers (16.1). Do not remove any other types of markers (Disrupted, etc).

3.1 Action Segments.

An action segment consists of any one of the following:

- A single unit or leader self-activating;
- All units stacked together in the same hex activating at once, with or without leaders. If any leaders are in the stack, they may activate and direct units of their own type in the stack for movement and combat purposes, and may do the same to units and subordinate leaders of their own type in adjacent hexes.
- A single Leader activating and directing any and all units of his own type in his hex plus the six hexes adjacent to him;
- A single leader activating and directing a chain of units and lower-ranking leaders of his own type in several hexes through Subordinate Activation (3.2).
- A player choosing to pass and not activating any of his units or leaders.

Note that when the rules say a leader "directs" a unit or subordinate leader, he is ordering it to take a Movement or Fire action this action segment (see 3.13).

3.11 Individual Units and Stacks.

An individual unit may activate with or without the assistance of a leader. An individual stack (everything that's stacked together in one hex) may also activate with or without the assistance of a leader, no matter what types of units and/or leaders are in the stack. Units that activate without leaders cannot move closer to enemy combat units (they may move away from enemy combat units or into hexes that are equidistant from the closest enemy combat unit). This applies no matter how far away the enemy combat units are and/or no matter whether the enemy combat units have LOS on the moving units or can fire at them.

If a leader activates by himself or while stacked with other units, then he can activate all units and subordinate leaders of his type stacked with him and all six hexes adjacent to him for movement and combat purposes. Units activated by a leader can take all actions without restriction (3.13), including moving closer to enemy combat units (5.5).

3.12 Leaders and Activation.

A good-order leader may activate units and lower-ranking leaders of his own type (cavalry or infantry/non-cavalry) in his hex plus all six hexes adjacent to him. A disrupted leader may only acti-

vate units and lower-ranking leaders of his own type in his own hex. A demoralized leader cannot activate anybody.

A leader may activate units and subordinate leaders of his own type regardless of whether he activates on his own or as part of a stack.

A leader may only activate units at the beginning of his activation (he may not move and then activate units he was not with or adjacent to before moving).

A leader may not activate other leaders of any type which are of equal or higher rank. He also may not activate lower-ranking leaders that are not of his own type; he may only activate lower-ranking leaders of his own type.

Leaders may take all eligible actions without restriction (including moving closer to enemy combat units) whether or not they are activated by a higher-ranking leader.

3.13 Unit Actions.

Each activated unit and/or leader performs actions in no specific order, but all actions to be taken by currently-activated units and/or leaders must be designated before the first is performed. Actions are either Movement or Fire. Players do not need to pre-designate directions or targets — they just state which units will move and which will fire this action segment, and which leaders will participate in or assist with Movement or Fire actions this action segment. Each individual unit and/or leader must finish taking its action before another can begin (exception: Multiple units combining fire per rule 6.51 and any leaders assisting them to do so, and leaders moving along with units they activate per rule 6.4).

“Movement” includes moving (5.0), digging in (16.2), limbering (5.62), unlimbering (5.63), attempting to recover morale (14.4), and mounting or dismounting cavalry units (15.4, 15.5). “Fire” includes direct fire (10.0), bombardment (9.0) and assault (12.0), even though initiating an assault or entering an existing assault hex involves moving up to two hexes for cavalry and/or cavalry leaders, or one hex for other units and/or infantry leaders.

Once units (and any leaders directing them) are done moving and firing, mark them with MOVED/FIRED markers. Units and/or leaders marked with MOVED/FIRED markers may not activate again in the current turn, though they may do things that do not require activation like making morale checks (14.1) or defending against assaults (12.1).

3.14 Opportunity Fire.

Units with Direct Fire values that belong to the inactive player and which have not activated previously this turn may be able to conduct Opportunity Fire against moving active units and/or leaders during the active player’s action segment. Units that do this (and any leaders assisting them to combine fire) are marked with MOVED/FIRED markers at the time they take opportunity fire and thus cannot activate on any of their own player’s action segments in the current turn (13.0). MG units with Opportunity

Fire markers on them (meaning they have taken one opportunity fire shot in the current turn) may not activate during their own player’s action segment, but may take a second opportunity fire shot during an enemy player’s action segment. After that they are marked with a MOVED/FIRED marker.

3.2 Subordinate Activation.

In addition to activating units of his own type (cavalry or non-cavalry) in his own hex and the six hexes adjacent to him, a leader can activate other, lower-ranking leaders of his own type (infantry or cavalry) in his hex and the six hexes adjacent to him. Those leaders may in turn activate units of their own type in their own hexes and adjacent hexes, plus leaders of their own type in those hexes who are of lower rank than they are, and so on. This all happens in the same action segment, and all leaders and units so activated may move and fire normally in that action segment.

Thus an activated LT COL can activate a MAJ of his type in an adjacent hex, and the MAJ can activate a CAPT of his type in a third hex adjacent to him, and they can all activate units of their own type in their own hexes and all hexes adjacent to them all on the same action segment. If planned carefully, leaders and units of the same type spread over a large front may all activate in the same action segment, due to the activation of a single senior commander.

Leaders cannot activate other leaders who are of the same or higher rank than they are. Infantry leaders cannot activate cavalry leaders, and vice versa.

3.3 Restrictions.

Each unit may activate no more than once per turn, and each leader may activate no more than once per turn (exception: MG units may fire twice when taking opportunity fire per 13.0, and any leader combining their fire per rule 6.51 may do so on both their opportunity fire opportunities). When an activated unit or leader is done taking its action segment, the owning player places a MOVED/FIRED marker on it to signify that it has taken its activation for the turn and cannot activate again until next turn. When an artillery unit with a Planned Fire mission fires during the Bombardment Phase, the owning player places a MOVED/FIRED marker on it to signify that it can take no Movement or Fire action until next turn’s Bombardment Phase. Units that use Opportunity Fire (13.0) during an enemy player’s action segment must activate to do so and therefore cannot activate during any of their own action segments.

4.0 Stacking

More than one unit may occupy the same hex. This is called “stacking.”

4.1 Limits.

The maximum number of friendly units that may occupy the same hex is:

- Three combat units, no more than two of which may be companies (see Definitions), PLUS
- Three transport units (loaded or unloaded), PLUS
- Any number of leaders.

Stacking restrictions apply at all times. Units may not enter a hex if doing so would exceed stacking limits. In an assault hex, each side may have up to three combat units (no more than two of which may be companies) plus three transports (loaded or unloaded) and unlimited leaders, for a total of up to six units per side plus an unlimited number of leaders in the hex.

Note that a loaded transport counts as one transport unit, meaning that the unit loaded on it does not count at all for stacking purposes. Also note that a company counts as a company for stacking purposes even if it is currently at reduced strength.

4.2 Column Modifiers Due to Stacking.

A hex containing one company (whether at full strength or reduced strength) suffers a +1 column modifier when fired at on the Direct and Bombardment Fire tables, and a hex containing two companies (at full or reduced strength) suffers a +2 column modifier when fired at on those tables. Additional modifiers may also apply to individual unit types in the hex, but the +1 or +2 modifier for one or two companies in the hex applies to ALL units and leaders in the hex (due to it being a target-rich environment). Leaders, transports (loaded or unloaded) and non-company units do not count toward this penalty.

Note that since opportunity fire (13.0) and bombardment attacks caused by a unit moving into a hex with a Drumfire marker (9.7) only affect the individual moving unit (and any leader moving with it per rule 6.4), the +1 column modifier for stacking only applies in those situations if the individual moving unit is a company.

Examples: A hex with two INF units suffers a +2 column modifier when attacked on the Direct or Bombardment fire table. A hex with one INF unit suffers a +1 column modifier when attacked on the direct or bombardment fire table. If an INF unit moves and is attacked with opportunity fire the +1 column modifier also applies to the opportunity fire.

4.3 Effects on Movement.

Moving units may not enter a hex if doing so would cause that hex to exceed stacking limits. So for example, an INF unit cannot enter a hex containing two other INF units, but an MG unit could. Moving transports may not enter a hex containing three other friendly transports (whether loaded or not). Leaders have no such restrictions; any number of them may occupy the same hex.

4.4 Overstacking.

If at any time a hex contains more of a given type of unit (for example, combat units or transports) than may stack there, the owning player must immediately eliminate enough friendly units of that type in the hex so that the hex is no longer overstacked. Such units are removed from play as if they had been eliminated in combat (not just displaced to other hexes) and they do count as eliminated for victory purposes (see scenario victory conditions). The owning player chooses which unit(s) of the appropriate type to eliminate.

Example: Two Russian INF units, a Russian artillery unit and a Russian wagon with an MG unit loaded on it are all stacked together in the same hex. The hex is not overstacked because the MG unit loaded on the wagon does not count for stacking purposes (only the wagon it is on counts). But then the hex is hit by bombardment fire and the wagon becomes disrupted. That means that the MG unit it is carrying also becomes disrupted and must immediately unload in the hex (5.65). That causes the hex to become overstacked, since four combat units are now in the hex (the disrupted MG unit is no longer loaded on the wagon, so it counts for stacking). The Russian player must immediately eliminate the artillery unit, the MG unit or one of the INF units (his choice) to bring the hex back down to the stacking limit.

5.0 Movement

5.1 Movement Allowance.

Each unit's movement allowance is printed in the upper right corner. Artillery units have a movement allowance of 0 on their front sides (when deployed for combat), and a movement allowance of either 1 or T on their reverse ("limbered") sides. MG and mortar units have a movement allowance of 1 on their front sides and 2 on their reverse ("limbered") sides. A movement allowance of 0 on the front side and T on the limbered side means the unit can only move by limbering, loading onto a transport and being towed (5.6). Leaders do not have their movement allowances printed on their counters because they have standardized movement allowances: all Infantry Leaders have a movement allowance of 4 and all Cavalry Leaders have a movement allowance of 6.

5.2 Procedure.

The active player moves his or her activated units and/or leaders ONE AT A TIME from hex to adjacent hex. (Exceptions: A leader may choose to move with a unit he activates (6.4), and a unit being transported moves at the same time as the transport unit carrying it (5.6).) Units and leaders spend movement points (MPs) from their movement allowances to enter hexes, paying the costs specified on the TEC for the terrain in the hex entered. A given hex that only includes one terrain type is considered to be that type of terrain. Otherwise, if a hex contains clear terrain plus another type of terrain (other than a road), then it is considered to be the non-clear terrain in the hex. The presence of a road in a hex does not change the terrain type in the hex; it just lowers the MP cost for units moving along the road to enter the hex (5.3).

A unit or leader only pays the MP cost for the most expensive terrain in the hex unless it is moving along a road or crossing a bridge. A unit or leader may not exceed its movement allowance in any action segment unless it moves only one hex. A unit or leader with a movement allowance of at least 1 may always move a total of one hex per turn no matter how much it costs to enter the hex (exception: Major Rivers, 5.82). Activated units and/or leaders which began the action segment in the same hex do not have to follow the same path when moving (they can move in the same or different directions or not at all, as desired).

5.3 Roads and Bridges.

Units and/or leaders moving along a road or across a bridge pay the road movement cost on the TEC, not the cost of the non-road terrain in the hex. To obtain the movement benefit of a road, movement must follow the road across a hexside containing the road, not just into or out of a hex that contains a road. Units and/or leaders moving along a road may enter a river hex with a bridge by paying the road movement cost. Units and/or leaders not moving along a road may enter a bridge hex by paying the river MP cost to enter the hex, and may then cross to the other side via the bridge if they have the MPs remaining.

5.4 Assault Movement.

Moving into an enemy-occupied hex is called Assault Movement. Only good-order companies and leaders may enter hexes containing one or more enemy combat units.

5.41 Procedure.

Good-order companies of any type that begin their activation adjacent to an enemy-occupied hex may move into it if activated by a leader of their own type. Activated good-order infantry leaders may do the same (whether they self-activate or are activated by a higher-ranking infantry leader). Good-order mounted cavalry units that begin their activation one or two hexes away from an enemy-occupied hex may move into it if activated by a cavalry leader, and activated good-order cavalry leaders may do the same (whether they self-activate or are activated by a higher-ranking cavalry leader). Moving two hexes into an enemy-occupied hex constitutes a Cavalry Charge (12.7). Any type of unit that enters a hex occupied by one or more enemy combat units must then stop moving and assault the enemy units there (12.0; Exception 12.5).

5.42 Exiting an Assault Hex.

Units and/or leaders that begin their activation in an assault hex may leave it, but may only move a single hex on the action segment when they do so. If no friendly units remain in the assault hex when a unit or units leave, then undemoralized enemy units in the exited hex may attack all the exiting units with harassing fire (12.23). Units exiting an assault hex may not enter another hex containing enemy combat units in the same segment. Demoralized units and/or leaders fleeing an assault hex due to failure to recover morale (12.25) may not enter another hex containing enemy combat units AND may not enter any hex containing a Drumfire marker (14.35). Undemoralized units and/or leaders exiting an assault hex may enter a hex with a Drumfire marker if desired, but are subject to bombardment attack normally (9.7).

5.43 Restrictions.

Disrupted and demoralized units and leaders may not enter hexes occupied by one or more enemy combat units. They may remain in an existing assault hex, unless forced to leave the hex by failing to recover from demoralization (12.25). Artillery, mortar, MG and transport units may not enter assault hexes, but if assaulted may remain in the assault hex if desired (unless forced to leave by failure to recover from demoralization). Transports may unload while in an assault hex, but may not load while in an assault hex.

5.44 Harmless Enemies.

A unit may freely enter and exit hexes containing only enemy leaders (see 6.71 for possible leader casualties) and/or only enemy transports (whether loaded or not). Transports in a hex that does not contain any unloaded friendly combat units are eliminated along with any units they are carrying if an enemy combat unit enters the same hex with them. Transports and/or leaders can freely enter hexes containing only enemy transports (loaded or not) and/or leaders. They have no effect on each other.

5.5 Moving Closer to Enemy Combat Units.

Troops in World War I would not move forward at all unless directed to do so by an officer. If a unit is activated by a friendly leader of its own type, it may move closer to enemy combat units in the current action segment. If the unit is not activated by a friendly leader of its own type, then it can't move closer to enemy combat units in the current action segment. "Moving closer" includes (but is not limited to) moving into a hex occupied by such units (Assault Movement, 5.4), so units may not enter a hex containing one or more enemy combat units unless they are activated by a friendly leader of their own type. A unit does not need a leader to enter a hex at an equal or greater distance from enemy combat units, or closer to enemy leaders or transports (loaded or not). Leaders do not have these restrictions; they may move closer to enemy units as desired.

These restrictions apply even if the enemy units in question have MOVED/FIRED markers on them, are in an assault hex (and therefore unable to fire out of the hex), do not have LOS on the moving units, or if the moving units are outside the enemy units' fire range.

5.51 Leader Limitations.

Disrupted leaders can only activate and direct units and subordinate leaders of their own type in their own hex. Demoralized leaders can't activate or direct anybody. Infantry leaders cannot activate or direct cavalry units (whether mounted or dismounted) or cavalry leaders, and cavalry leaders cannot activate or direct non-cavalry units or infantry leaders.

5.52 Cavalry and Non-Cavalry Units Moving Closer to Enemy Combat Units Together.

If an infantry leader and a cavalry leader are stacked together in a stack that self-activates (3.11), then those leaders may activate all units of their own type in the stack and adjacent hexes, and all lower-ranking leaders of their own type in the stack, adjacent hexes, and other hexes through subordinate activation (3.2). All such units and leaders can perform move or fire actions normally (3.13), including moving toward enemy units. This is the only way cavalry and non-cavalry units may move closer to enemy combat units together in the same segment or enter an assault hex together on the same segment (5.4). If only one type of leader is in a stack that activates, then only units of his type which he activates may move closer to enemy combat units that action segment.

Example: A Cavalry Lieutenant Colonel, an Infantry Lieutenant Colonel, a CAV unit and an INF unit which are all stacked

together in the same hex may all activate at once as a stack. All units and leaders in the stack may fire or move normally (including moving closer to enemy combat units) in the same action segment.

If any Cavalry Majors, Infantry Majors or units of any type are in the six hexes adjacent to the stack, then they may be activated by the leaders in the stack and may all fire or move normally (including moving closer to enemy combat units) in the same action segment as the stack. Such leaders in hexes adjacent to the stack may also activate any units or Captains of their own type in other hexes adjacent to them (two hexes away from the original stack).

If there was no cavalry leader in the original stack, then the CAV unit there could still activate as part of the stack but it could not move closer to enemy combat units, and no CAV units or cavalry leaders adjacent to the stack could activate this segment. If there was no infantry leader in the stack, then the INF unit there could activate but not move closer to enemy combat units and no adjacent non-cavalry units or infantry leaders could activate. If there were no leaders in the stack, both units in the stack could activate on the same segment but could not move closer to enemy combat units.

5.6 Transport.

Each good-order transport unit may transport one good-order friendly MG, mortar or artillery unit. When loading or unloading, the transport and the unit being loaded or unloaded must be in the same hex. Once loaded, the transport unit and the unit it is carrying count as one transport unit for stacking, movement and combat purposes. They move together as one. Transports cannot load or transport leaders of any type nor may they load or transport units other than MG, mortar or artillery units. This is because most troops in the World War I era marched everywhere and almost always disembarked from transports long before reaching the battlefield.

5.61 Limbered and Unlimbered Units.

Artillery, mortar and MG units have two sides. The front side shows the unit deployed for fire (“unlimbered”), with a movement allowance of 0 or 1. The reverse side shows the unit prepared to move (“limbered”), with a movement allowance of 2, 1 or T. Units with a movement allowance of 1 on their unlimbered side may move on their own while on their unlimbered side; those with a movement allowance of 0 on their unlimbered side may not. Units with a movement allowance of 2 or 1 on their limbered side may move on their own while on their limbered side, or may load onto a transport and be towed. Units with a movement allowance of T on their limbered side cannot move on their own; they can only move by loading onto a transport while on their limbered side and being towed. In order to load onto a transport, an artillery, mortar or MG unit must be on its limbered side. Limbering or unlimbering a unit (that is, flipping it to or from its limbered side) costs all of that unit’s MPs and takes up its entire activation (place a MOVED/FIRED marker on it immediately after flipping it).

5.62 Limbering and Loading.

An artillery, mortar or MG unit may be limbered and loaded (brought on board or hooked up for towing) at a cost of all the MPs of both the transport and the loading unit. This requires an entire action segment. Thus, a transport unit may not move and then load a unit in the same action segment. If a good-order transport unit and a good-order artillery, mortar or MG unit begin their action segment in the same hex, the unit may limber (flip to its reverse side) and load onto the transport all in the same segment (if it is already on its limbered side it may load onto the transport as well). The owning player places the loading unit underneath the transport to show that it is loaded, and then places a MOVED/FIRED marker on both units to show they’ve used their entire activation for the turn. The transport may move on future turns along with the unit loaded on it.

5.63 Unloading and Unlimbering.

When a unit unloads, place it on top of the transport it unloaded from to show that it is unloaded. Unloading costs no MPs to the transport or the unloading unit, but unlimbering requires the artillery, mortar or MG unit’s entire action segment (place a MOVED/FIRED marker on it). Thus, a unit that starts its action segment loaded may unload and unlimber in the same segment as long as the transport it is on does not move before unloading it. If the transport does move before unloading, then the unit may unload but may not unlimber until its next action segment.

A transport that unloads a unit after moving may continue moving as long as it has movement points remaining. Also, a loaded transport that starts its activation in the same hex with another artillery, mortar or MG unit (besides the unit it is carrying) which has not yet activated this turn may unload the unit it is carrying and then load the other unit all in the same segment at a cost of all its MPs (it cannot move thereafter that segment; place a MOVED/FIRED marker on it).

5.64 Taking Damage.

If a transport unit is fired on, any unit it is transporting at the time suffers the same fate as the transport. If a transport must make a morale check due to enemy fire, make one roll for the transport only, adding the morale bonus of any one infantry leader who is in the same hex with it or an adjacent hex (6.61). If the transport becomes disrupted or demoralized or is eliminated, so does any unit it is transporting. For example, if direct or bombardment fire scores an X result on a hex with a wagon unit that is transporting an artillery unit, then the wagon and the artillery unit are both eliminated. If the fire scores an M result and the transport becomes disrupted, so would the artillery unit it is carrying (no separate morale check for it) and the artillery unit must immediately unload per 5.65.

5.65 Forced Unloading.

If a transport unit becomes disrupted or demoralized, any unit it is carrying does too and unloads immediately in the same hex with it, on its limbered side. This does not use up the activation of either the transport or the unloading unit (they may activate normally later in the turn if they have not activated previously that turn).

5.66 Restrictions.

- Transports may not load or transport leaders of any type, nor may they load or transport units other than MG, mortar or artillery units.
- Disrupted and demoralized transports may not load or transport units, and disrupted and demoralized units may not load onto transports.
- Units being transported may not conduct any type of fire, and transports may not enter assault hexes (whether loaded or not).
- In an assault hex (see Definitions), units may unload from a transport but may not load onto a transport.
- A transport is not a combat unit, regardless of whether it is loaded or unloaded.

5.7 Night Movement.

On night turns (see Definitions) units may not enter hexes that are not friendly-controlled unless they are activated by a leader (3.12).

5.8 Rivers and Lakes.

Bridges and fords help units cross rivers. Bridges are printed on the board, while fords are designated in the scenario instructions. Units and/or leaders entering a Major or Minor river hex with a bridge pay the road movement cost to cross the river (see TEC and 5.3). Units and/or leaders entering a Major or Minor river hex with a ford pay the MP cost listed in scenario instructions to cross the river at the ford. They may then keep moving if they have MPs remaining, unless scenario instructions state otherwise. Units and/or leaders may not enter lake hexes at all.

5.81 Minor Rivers.

Units and/or leaders may enter minor river hexes without bridges or fords by paying the River MP cost on the TEC. They may then cross to the other side of the river by paying the normal MP cost for the terrain in hex entered, but must stop there for the turn.

5.82 Major Rivers.

Units and/or leaders may enter Major River hexes without bridges or fords by paying the River MP cost on the TEC. They may then move down the river from river hex to river hex, paying the River MP cost, and may exit the river whenever desired into any other hex on the same side of the river from which they entered the river. However, no unit or leader may cross to the other side of a major river at any spot other than a bridge or ford.

5.83 Combat Effects of Rivers.

Units and/or leaders in a river hex can be attacked normally, even by Assault (12.0). If an assault takes place in a Major River hex, the owning players must note whether the units are on the same side of the river or not. If any or all units in the assault hex are on the same side of the river, the river has no effect except that units which are on the opposite side of the river from all enemy units in the hex may not participate in Cold Steel attacks in any way (as attackers or defenders; 12.6). However, if all opposing units in the assault hex are on opposite sides of a Major River from each other, then each time one side attacks it suffers a -2 column modifier on the Assault Table and neither side may launch a Cold Steel attack (12.6).

5.84 Lakes

Unless scenario rules say otherwise, units and/or leaders may not enter any hex that is partially or totally covered by a lake. Even hexes containing small lakes that fit entirely within the hex may not be entered.

5.9 Restrictions

Units cannot enter hexes occupied by enemy combat units except through assault movement (5.4). Units which are not activated by a leader cannot move closer to enemy combat units (5.5), including moving into assault hexes.

6.0 Leaders

Leaders are the most important pieces in the game. Their presence is required for most units to operate effectively.

6.1 Leader Types.

There are two types of leaders: Cavalry Leaders (with a horse head on the piece) and Infantry Leaders (with no horse head on the piece). Cavalry leaders may only act as leaders for cavalry units (mounted or dismounted), and infantry leaders can only act as leaders for non-cavalry units. Cavalry leaders have no effect on non-cavalry units, and infantry leaders have no effect on cavalry units (even dismounted ones). Some games in the series also have leader subtypes who can only act as leaders for certain subtypes of cavalry or non-cavalry units. For example, August 1914 has Cossack cavalry leaders (designated by a red flag on the piece) who can only act as leaders for COSS and PLAS cavalry units. See each series game's scenario book for details.

6.2 Leader Selection.

Unless scenario instructions state otherwise, players select leaders randomly for each scenario. Each player places all his side's leaders of the types and rank(s) specified in the scenario in an opaque container. He then draws one out without looking and "flips" it like a coin. Each leader piece has two sides, each side representing a different leader. Only use the leader on the side that lands face-up. Continue drawing and flipping leaders until the number of leaders of each type and rank specified in the scenario have been drawn, and then discard the remaining leaders.

6.3 Leader Activation.

A leader may only be activated if it is not currently marked with a MOVED/FIRED marker. A leader with a MOVED/FIRED marker may make morale checks and assist friendly units undergoing morale checks (6.61) or defending against an assault (6.53), but may not activate friendly units (3.12), assist recovering units (6.62) combine the fire of friendly units (6.51) or attack in an assault (12.1).

6.4 Movement.

Infantry leaders have a movement allowance of 4, and cavalry leaders have a movement allowance of 6. Leaders may not be transported (5.6). A leader may move on his own or with a unit he activates, as desired.

6.5 Combat.

6.51 Combining Fire.

Personnel units stacked together in the same hex may always add their Direct Fire values together into one combined attack without the help of a leader (though they are not required to do so). Units in different hexes may not combine their direct fire values into one attack unless they are activated by the same leader of their own type who has a combat modifier. An activated, good-order leader with a combat modifier of “1” may combine the direct fire values of units of his own type in his hex plus one adjacent hex. An activated, good order leader with a combat modifier of “2” may combine the direct fire values of units of his own type in his hex plus up to two adjacent hexes. Leaders may not combine the fire of units with bombardment fire values in different hexes.

Artillery units which occupy the same or adjacent hexes AND have Planned Fire missions AND are plotted to fire at the same hex on the same turn may always add their Bombardment Fire values together into one combined attack if desired (they do not need a leader to do so). Off-board artillery factors which are plotted to fire at the same hex on the same turn may combine fire with each other as well, but may not combine fire with on-board artillery units (even those with Planned Fire missions that are firing at the same hex on the same turn). Artillery units which do not occupy the same or adjacent hexes may never combine fire, even if they have Planned Fire missions. Their fire must be resolved separately.

On-map artillery and/or mortar units with Open Sights missions may never combine fire with each other, even if stacked together (with or without a leader). Since mortar units may only be given Open Sights missions, they may never combine fire with other units.

6.52 Firepower Enhancement.

An activated, undemoralized leader may add his combat modifier to the direct fire value of one undemoralized unit of his own type in his own hex. For example, a Russian infantry leader with a combat modifier of 1 may increase the direct fire value of an undemoralized Russian INF unit in his hex from 5 to 6. This applies to units firing on the direct fire table and also units firing in assaults (12.0). Leaders on the defending side in an assault may do this just like leaders on the attacking side, even though they're not activated. If a hex contains multiple units and leaders, then each leader may add his combat bonus to the firepower of only one unit of his own type, and each unit may receive a firepower bonus from only one leader of its own type. Leaders may not add their combat modifiers to artillery or mortar units, to off-board artillery factors, or to demoralized units.

6.53 Assault.

If an assault hex contains at least one undemoralized leader, then that leader gives attacking or defending friendly units in the assault hex with him a +1 column modifier IF at least one such unit is of the leader's own type (see Assault Table). Additional friendly leaders in the assault hex do not add additional +1 modifiers; only one leader per side can give the +1 modifier.

Undemoralized leaders with combat modifiers can also increase the direct fire values of units in assault hexes with them normally (6.52). Therefore, if multiple undemoralized leaders with combat bonuses and multiple undemoralized units of the leaders' type occupy the same assault hex, each such leader can give his combat bonus to a different undemoralized unit of his type in the hex. Undemoralized defending leaders in assaults can add their combat bonuses to the fire values of undemoralized defending units of their own type just like attacking leaders do, even though defending leaders are not activated.

Undemoralized leaders with morale modifiers can modify the morale and recovery die-rolls of units and lower ranking leaders in assault hexes with them normally (6.61).

A cavalry leader in an assault hex does not give modifiers if all the friendly units there are non-cavalry units, and an infantry leader in an assault hex does not give modifiers if all friendly units in the assault hex are cavalry units (even if dismounted). A leader in an assault hex does not give the +1 column modifier or increase the direct fire value of units in the hex if all units of his type in the hex are demoralized, but he may still modify their morale and recovery die-rolls if he is undemoralized and has a morale modifier.

6.6 Morale.

6.61 Morale Checks.

An undemoralized leader may assist units of his own type in his hex and adjacent hexes in their morale checks (14.1). Add the leader's morale modifier to the morale of the units of his own type undergoing the morale check. A leader does not have to be activated to assist in morale checks, and may assist even if he has a MOVED/FIRED marker on him.

6.62 Recovery.

An activated leader may help the units he activates to recover from disruption and/or demoralization (14.4). Add the leader's morale modifier to the morale of the units he activates attempting recovery. A given unit may benefit from the morale modifier of only one leader of its own type — do not add multiple leaders' modifiers. If a leader activates lower-ranking leaders through subordinate activation (3.2), the lower-ranking leaders may add their own morale modifiers to the morale of recovering units of their own type which they activate (not the superior leader's modifier).

If a demoralized unit in a hex with an activated, good order leader fails to recover and flees (14.31), the leader may move with it. If the leader is disrupted he must voluntarily become demoralized himself if he wants to flee with it (change his marker from Disrupted to Demoralized and move him with the fleeing unit). If the leader is in good order, he does not have to become demoralized to flee with it (he remains good order and moves with the fleeing unit normally).

6.63 Good Order, Disrupted and Demoralized Leaders.

A good-order leader may assist units of his own type in his hex and adjacent hexes to check morale and recover. A disrupted lead

er may assist units of his own type in his hex only. A demoralized leader may assist no one.

6.64 Leaders Helping Leaders.

A leader may use his morale modifier to assist lower-ranking leaders of his own type just as he would to assist units. He may not assist leaders of equal or higher rank, nor may he add his own morale modifier to his own morale.

6.65 Restrictions.

A leader may not move to a different hex or participate in Fire actions in the same action segment in which he assists a recovery attempt (EXCEPTION: He may flee with a demoralized unit in his hex that fails to recover per 6.62). Place a MOVED/FIRED marker on any leader that assists in a recovery attempt. There is no such restriction on leaders that assist with morale checks; they may move or participate in Fire actions normally no matter how many units or lower-ranking leaders they assist with morale checks.

6.7 Leader Casualties.

Leaders can be eliminated in more than one way. A demoralized leader who is again demoralized is eliminated (14.11). A demoralized leader who rolls a 12 on his recovery attempt deserts and is eliminated (14.44). Otherwise, if a leader is in a hex where any friendly combat units of any type (not just his own) suffer step losses, he may be killed or badly wounded. After all step losses have been applied and all morale checks are complete, the owning player rolls two dice for each surviving leader in the hex. Subtract one from the result for every step loss suffered by friendly combat units of any type in the hex (transports, and units loaded on transports that were eliminated don't count). On a modified result of 2 or less, the leader is eliminated.

6.71 Lone Leaders.

If one or more leaders are in a hex with no combat units, one leader is eliminated per step loss scored on the hex (X on the direct fire or bombardment table = one leader eliminated, 2X = two leaders eliminated, etc.). If one or more leaders are in an assault hex where all friendly combat units are eliminated by step losses and there are still unfulfilled step losses remaining, eliminate one friendly leader in the hex per remaining step loss. In all cases, the owning player chooses which leaders are eliminated if there is more than one such leader in a hex.

If a combat unit enters a hex occupied by one or more enemy leaders and no enemy combat units, or if all enemy units in an assault hex are eliminated but one or more enemy leaders remain there, then the active player rolls two dice for each enemy leader in the hex. On a result of 9 or more the leader is removed from play. On a result less than 9, the owning player moves him to an adjacent hex that is either friendly-controlled or not occupied by any enemy combat units (a lone leader exiting a hex is not subject to harassing fire per rule 12.23). If all adjacent hexes are occupied by one or more enemy combat units, the leader is eliminated. If the leader is demoralized, he also may not enter a hex containing a Drumfire marker when exiting an enemy-occupied

hex (eliminate the demoralized leader if all adjacent hexes are occupied by enemy combat units and/or Drumfire markers).

6.72 Decapitation.

If the highest-ranking leader on a side is eliminated through any method other than compound demoralization (14.11) or desertion (14.44), then that side's initiative drops by two for the next two turns after the current turn. Also, for the rest of the current turn plus the two turns thereafter, all leaders on that side who are of the same type as the eliminated leader must make a morale check whenever they wish to activate (14.1). Each such leader that passes his morale check may activate normally, but each one that fails his morale check loses his action phase for the turn and has a MOVED/FIRED marker placed on him immediately. If the highest ranking leader on a side is eliminated through compound demoralization (14.11) or desertion (14.44), the duration of the penalty is doubled (that side's initiative drops by two for the next four turns after the current turn, and for the rest of the current turn plus the four turns thereafter all leaders on that side who are of the same type as the eliminated leader must make a morale check whenever they wish to activate). Note that in all cases, initiative cannot drop below zero (see 3.0).

This rule can only affect each side once per game. So for example, if the highest ranking German leader listed in scenario instructions is an Oberst, then if the Oberst is eliminated and then a Major is eliminated later in the game, the Decapitation rule only applies when the Oberst is killed.

6.73 Catastrophic Loss.

Each time (not just the first time) any leader with a rank of General, Generalmajor, Colonel, Oberst or Polkovnik is eliminated, all friendly units and leaders of his own type which were stacked with him or in any hex adjacent to him must undergo an immediate morale check (14.1). Subtract (do not add as is normal) the eliminated leader's morale modifier (if any) from the morale of each unit checking morale. This penalty is in addition to that of rule 6.72 if the highest-ranking leader on a side is a General, Generalmajor, Colonel, Oberst or Polkovnik and that leader is eliminated.

7.0 Combat

7.1 Types.

Each unit which elects to take a Fire action (3.13) during its action segment may perform one type of fire. The fire types available for use are:

- Bombardment Fire (9.0)
- Direct Fire (10.0)
- Assault (12.0)

Alternatively, inactive units may use Opportunity Fire (13.0) to attack spotted, moving individual enemy units and/or leaders within range with Direct Fire. Units with Direct Fire values may use Direct Fire against units in other hexes within range, or may Assault units in the same hex with them. Artillery and mortar units may use Bombardment Fire against units in other hexes within range, but may only defend against enemy assaults if they are in an assault hex (see 12.32).

7.2 Restrictions.

7.21 Spotting Requirement.

Units must be able to spot (8.0) enemy units in order to fire at them (Exception: Planned Fire artillery missions, 9.11).

7.22 No Multiple Fire.

A unit may not fire more than once per turn. The exceptions to this are:

- Undemoralized units may attack up to once per turn in assault combat AND may also defend in assault combat each time they're assaulted by active enemy units. They may also conduct harassing fire (12.23) if all enemy units exit the assault hex;
- Undemoralized MGs which do not activate in any of their own player's action segments in the current turn may fire up to twice in the current turn using Opportunity Fire (13.0).
- Units may not activate or fire in a friendly action phase if they used Opportunity Fire in an enemy action phase this turn.

7.23 No Split Fire.

A unit must apply its entire fire value against a single target hex — it may not attack more than one hex per turn (Exception: MGs using Opportunity Fire, 13.0).

7.24 Blocked Fire.

Units may not target direct fire at a hex containing friendly units, nor may they trace direct fire through a hex containing friendly units (exceptions: 10.1). Friendly units do not block bombardment fire, and bombardment fire MAY target a hex containing only friendly units (usually due to them being in a hex targeted for a Planned Fire mission per 9.11) or an assault hex (12.83).

7.25 Fire Types

Units with Direct Fire values may not perform Bombardment Fire, and units with bombardment fire values may not perform Direct Fire or attack in assault combat (they may defend at a strength of 1 per 12.32). Off-board artillery factors may only attack with Bombardment Fire.

7.3 Fire Values and Range.

A unit's fire value and range are printed on its playing piece in the form of two numbers separated by a dash. The number before the dash is the fire value — the number after the dash is the range.

Fire values are color-coded by type as follows:

- Black: Direct Fire
- White: Bombardment Fire

Each unit has only one type of fire value; no units in Infantry Attacks have both Direct Fire and Bombardment Fire values.

Off-board artillery factors have bombardment fire values and unlimited range (9.4).

7.31 Combat Range.

Units must be within range of intended targets to attack. Trace a line from the center of the firing unit's hex to the center of the target hex, and count the hexes the line goes through. The number of hexes must be equal to or less than the firing unit's range.

Count the hex occupied by the target unit(s) but not the hex(es) occupied by the firing units. Off-board artillery factors have unlimited range, and can target any hex on the board with Planned Fire (9.11, 9.4).

7.32 Combining Fire.

Units may add their direct or bombardment fire values together to make one stronger attack. Only fire of the same type may combine — direct fire may never combine with bombardment fire.

Units with direct fire values that are stacked together in the same hex may always combine fire, whether they have a leader or not. Units with bombardment fire values that occupy the same hex and/or adjacent hexes may combine fire IF they have Planned Fire missions and are plotted to fire at the same hex on the same turn. This applies to attacks made during the Bombardment Phase and to Drumfire attacks as well (9.7). They may not combine fire with off-board artillery factors (even if plotted to fire at the same hex with them on the same turn).

Personnel units in adjacent hexes may combine their direct fire values only if activated by a leader of their own type (3.12) who has a combat modifier. A leader can combine the direct fire of all personnel units of his own type in his hex plus a number of adjacent hexes equal to his combat modifier (6.51). Artillery units that do not occupy the same hex or adjacent hexes may not combine their fire values (even if they have Planned Fire missions and are plotted to fire at the same hex on the same turn), and artillery and/or mortar units with Open Sights missions may never combine fire at all (even if they are stacked together in the same hex or activated by a leader with a combat modifier).

All off-board artillery factors which are plotted to fire at the same hex on the same turn may be combined into one attack if desired (though it is not required). This applies to attacks made during the Bombardment Phase and to Drumfire attacks as well (9.7). They may not be combined with onboard units, even onboard units with Planned Fire missions that are plotted to fire at the same hex as the off-board artillery factors on the same turn.

7.33 Restrictions.

Units must possess the appropriate fire value in order to perform a specific type of fire. A unit with a Direct Fire value may not fire on the Bombardment table, and vice versa. Off-board artillery factors may only attack on the Bombardment table. Only units with a Direct Fire value may attack and defend at full strength on the Assault Table. A unit with a Bombardment Fire value may not attack on the assault table, but may defend on the Assault Table with a strength of 1. Transports have no fire values and cannot fire at all, and neither may units which are currently loaded on transports. MG, artillery and mortar units which are currently on their Limbered sides cannot fire.

7.4 Fire Effects.

7.41 Direct and Bombardment Fire.

Direct fire and bombardment fire attacks affect all units and leaders in the target hex (Exceptions: 7.43 and 7.44).

7.42 Assault.

Assault fire affects all enemy units and leaders in the assault hex (Exception: 12.5).

7.43 Opportunity Fire.

Opportunity Fire only affects the individual moving unit fired upon (plus any unit it is transporting, if it is a transport) or the individual moving leader fired upon. It does not affect any other units in the hex. However, if a leader is moving with a unit he activated per 6.4, opportunity fire directed at the unit also affects the leader. MG units may conduct two opportunity fires per turn (13.0), while companies of all types except mounted CAV may perform one opportunity fire per turn. Mounted CAV units, artillery and mortar units may not perform opportunity fire, but dismounted CAV can (once per turn).

7.44 Drumfire.

If a moving unit or leader (or a unit and leader moving together per 6.4) enters a hex containing a Drumfire marker, only the unit and/or leader moving into the hex is attacked on the bombardment table at that time (whether or not there are other units in the hex at the time; see 9.7).

7.45 Results.

Determine results on the combat results table for the appropriate type of fire (see 9.0, 10.0 and 12.0). Results may range from the targeted unit(s) and/or leaders having to take step losses (7.6) or morale checks (14.1), or no effect at all. If a combat result against a hex includes some type of morale check, make a separate morale check die-roll for each unit and/or leader in the hex (exception: loaded transports, 5.64). If a combat result caused by opportunity fire or drumfire includes a morale check, make a morale check only for the targeted moving unit or leader. If opportunity fire or drumfire affects a unit and leader moving together per rule 6.4, then make separate morale checks for the unit and leader if the combat result scored includes a morale check.

7.46 MOVED/FIRED Markers.

Units can fire just once per turn. When a unit performs any type of fire, place a MOVED/FIRED marker on it to show that it may perform no further action that turn. There are two exceptions:

1. An MG unit can fire twice per turn when using opportunity fire (13.0). When an MG unit uses its first opportunity fire in a turn, place an OPPORTUNITY FIRE marker on it. When it uses its second opportunity fire in the turn, remove the OPPORTUNITY FIRE marker and replace it with a MOVED/FIRED marker to show it cannot move, fire or activate this turn.

2. Undemoralized combat units in an assault hex may fire up to once per turn as the attacker, and once as the defender each time they are assaulted by active enemy units (12.1). In addition, if all enemy combat units exit the assault hex, undemoralized friendly combat units in the hex the remaining enemy units left may conduct harassing fire (12.23). Demoralized units in an assault hex may not attack and can only fire as defenders, when and if they are assaulted by enemy units.

7.5 Column Modifiers.

Some conditions change the column used on the direct fire, bombardment or assault table. All modifiers are cumulative, except for modifiers that only apply to specific unit types (see the fire tables and 7.52 for details).

7.51 Applying a Column Modifier.

When a column modifier is applicable, go up or down a number of columns equal to the modifier. For example, a net modifier of +2 would change a bombardment attack from the 5 column to the 12 column, and a net modifier of +5 would change a direct fire attack from the 4 column to the 30 column. There is no limit to how much column modifiers can reduce or raise the column used in a given attack, except that no attack on any table may ever be reduced below the lowest column on the table or raised above the highest column on the table.

7.52 Separate Column Modifiers in One Attack.

In some cases, a column modifier will apply to some units in a target hex but not others. In such cases, make one die-roll for the attack, but use different columns to determine the combat results on the different target units.

Example: A German MG unit with a direct fire value of 6 fires at a hex containing three Russian units: an INF unit, a mounted CAV unit and an artillery unit. The range is 2 hexes, so the German MG attacks the INF unit on the 11 column of the Direct Fire Table (+2 column modifier against a hex containing two companies), attacks the CAV unit on the 16 column (+2 for firing at a hex with two companies and +1 because the CAV unit is mounted) and attacks the artillery unit on the 22 column (+2 for the two companies in the hex and +2 because the target unit is an artillery unit). The German player rolls once, rolling a 5. That's an M result on the 11 column, an M1 result on the 16 column and an M2 result on the 22 column. The INF must therefore make an M morale check while the CAV must make an M1 morale check and the gun an M2 morale check.

There is no "spillover" from results against one unit that don't apply to another. So for example, if the result against an INF unit in a hex is X but the result against an artillery unit in the same hex is a 2X, the 2X result merely destroys the artillery unit and does not cause an extra step loss to the INF unit (which just takes one step loss from the X result against it).

7.6 Step Losses.

A full-strength company which takes a step loss must flip to its reduced-strength side. A reduced-strength company which takes a step loss is eliminated. An artillery, mortar or MG unit which takes a step loss is eliminated (it has no reduced strength level). A transport unit that takes a step loss is eliminated along with any unit loaded on it at the time. Any unit that takes two or more step losses is eliminated.

7.61 Direct and Bombardment Fire.

Each direct or bombardment fire attack affects the entire target hex (Exceptions: 7.63). An "X" result on the Direct or Bombardment Fire table causes the following damage:

1. One step loss to one combat unit in the hex (those loaded on transports don't count), AND

2. One step loss to one transport unit in the hex (eliminating it and any unit it is carrying at the time)

In all cases, the owning player chooses which unit of each category listed above takes the step loss. If a hex does not contain units of a given category (for example, no transport units), the step loss to that category of unit is ignored. All surviving units and leaders in the hex must then make an M2 morale check, and the owning player must then check for leader casualties for any leaders he has in the hex (6.7).

If a "2X" or "3X" result is rolled, the effect is the same as with an X result except that the fire causes two or three step losses (respectively) to both unit categories (combat units and transports).

Example: A "2X" result is rolled against a hex containing a German Oberst, two full-strength German INF units and two wagons. This eliminates both wagons and any units they are carrying at the time, and also eliminates one INF unit OR inflicts one step loss on each INF unit (owning player's choice). The Oberst and the surviving INF unit(s) remain in the hex and must make an M2 morale check, and then the German player rolls two dice and subtracts two from the result (due to the two step losses taken by combat units in the hex) to determine whether or not the Oberst is killed per rule 6.7.

If step losses eliminate all units of a given category in a hex, any remaining step losses against that category are ignored. So for example, if a 2X result is scored in a hex with an MG unit and three wagons, the MG and two wagons are eliminated but not the third wagon (the unfulfilled second step loss against combat units in the hex does not eliminate the wagon, since the wagon is not a combat unit).

7.62 Assault.

If a "1" result is rolled on the Assault table, the fire causes the following damage:

1. One step loss to one enemy combat unit in the assault hex (those loaded on transports don't count), AND;

2. One step loss to one enemy transport unit in the hex (eliminating it and any unit it is carrying at the time)

In both of the unit categories above, the step loss must be taken by a unit with the best current morale status. A good-order unit of a given category must take the step loss if friendly disrupted or demoralized units of the same category are also in the hex. If an assault hex contains no good-order friendly units and contains both friendly disrupted and demoralized units, then a disrupted unit of a given category must take the step loss. If all friendly units of a given category are demoralized, the owning player chooses which one takes the first step loss.

If a "2" or "3" result is rolled, the fire causes 2 or 3 step losses

(respectively) to both unit categories listed above. The owning player must assign the first step loss to a unit of each category with the best morale status as above, but may then choose which units of each category take the second and third step losses regardless of morale status. As with direct and bombardment fire, step losses to absent unit categories and/or excess step losses to units of a given category after all of them have been eliminated are ignored.

After applying all step losses to units, each surviving unit and/or leader in the hex whose side took a 1, 2 or 3 result must make an M2 morale check, and each such surviving leader must check to see if he becomes a casualty (6.7).

Example: A German-occupied hex contains two good-order INF units, a disrupted MG and two good-order wagons. If Russian units assault the hex and roll a "1" result, the German player must remove one wagon of his choice from play (along with any unit it is carrying at the time), and then apply a step loss to an INF unit of his choice in the hex. He could not apply the step loss to the MG because it is disrupted and the INF units are not.

If the Russian player had rolled a "2" or "3" result, the German player would have to remove both wagons from play (along with everything they're carrying) and then apply one step loss to one of the INF units. He would then be free to allocate the remaining one or two step losses to any of his combat units in the hex as desired.

After applying all step losses, each surviving German unit must make an M2 morale check.

If any active units and/or leaders in the assault hex did not participate in the assault, then any step losses their side takes may not be applied to them and they also do not have to make morale checks (12.5). If any defending units that are not dug-in choose not to fire in order to let dug-in defending units take first fire (12.33), then the defending units that don't fire can still take step losses and must still make morale checks if a combat result against their side includes a morale check. They do not gain immunity from damage by not firing defensively; only units on the attacking side that choose not to attack are immune.

7.63 Opportunity Fire and Drumfire.

Opportunity fire only affects the single moving unit and/or leader that is the target of the fire. Similarly, if a moving unit or leader enters a hex with a Drumfire marker, then only the moving unit or leader (or both if they are moving together per 6.4) is affected by the fire at that time. Therefore, combat results (including step losses) inflicted by opportunity fire or against a unit and/or leader moving into a hex with a Drumfire marker do not apply to any non-moving units or leaders in the hex with the moving unit and/or leader.

8.0 Spotting

8.1 Direct Fire and Open Sight.

In order for units with Direct Fire values or artillery or mortar units with Open Sight missions to fire at a given hex, they must

be able to spot at least one enemy unit or leader in the hex. If they can spot such a unit or leader in a hex, they may fire on the hex and all units and leaders in that hex are affected normally whether they're spotted or not (7.41; exceptions: 7.43 and 7.44). Units using direct fire or with Open Sight missions cannot fire at empty hexes, or at hexes that do not contain at least one unit or leader they can spot.

8.2 Planned Fire.

Onboard artillery units and off-board artillery factors with Planned Fire missions do not need to spot the hexes at which they fire. Their mission has been planned in advance, and the target hexes have been scouted. When writing up his Artillery Plan at the start of the game, the owning player may target any hexes for Planned Fire missions that are within range of his onboard artillery units. Off-board artillery factors have unlimited range, so the owning player may target any hexes on the board for Planned Fire missions by off-board artillery factors (9.4). If a hex is empty on a turn when it is hit by Planned Fire, the attack happens normally but no units are affected (exceptions: Drumfire Markers (9.7) and Friendly Fire (9.83)).

8.3 Opportunity Fire.

For opportunity fire, the firing unit must spot the individual moving target unit and/or leader on which it is firing, whether other units in the hex are spotted or not (13.0). Opportunity fire only affects the moving unit and/or leader fired upon, not other units in the hex (7.63).

8.4 Spotting Range.

Spotting range is the distance in hexes from a unit or leaders location that it can "see." During daylight, units and leaders in clear terrain can see 12 hexes in all directions. Limiting terrain (8.5), elevation lines (8.71) and smoke markers (16.1) can reduce spotting range, either by concealing units occupying the limiting terrain or a smoke hex, or by blocking line of sight (8.61). Units on hills or other elevations have their spotting ranges increased (8.73). Weather or darkness may decrease spotting range (see scenario special rules). Some scenarios include other special spotting rules.

8.5 Limiting Terrain.

Woods, hill, field and town hexes are all called "limiting terrain." Some scenarios may specify additional limiting terrain types, and a hex with a Smoke marker in it is treated as limiting terrain as well (16.1). Limiting terrain blocks lines of sight (Exception: Hill terrain), unless it is on a lower elevation than the spotting unit (8.61; Exception: Smoke, 16.1). Limiting terrain also makes it harder to spot units occupying it.

8.51 Spotting in Limited Terrain.

A unit occupying limiting terrain may only be spotted by enemy units within three hexes of its location, or less if the current spotting range is less than three (due to night or weather) or the line of sight to the unit's hex is blocked (8.61). This effect is negated if the unit has a SPOTTED marker on it (8.52).

8.52 SPOTTED Markers.

When a unit occupying limiting terrain fires, place a SPOTTED marker on top of it and place the unit and the SPOTTED marker underneath any units in the hex that didn't fire. As long as the SPOTTED marker remains on a unit, the unit is considered to be in a Clear hex for spotting purposes. Units up to 12 hexes away can therefore spot a unit with a SPOTTED marker on top of it during daylight turns if they have line-of-sight to the unit's hex (and possibly farther away if they are on higher elevation per 8.73).

Hexes with SPOTTED markers in them are eligible targets for enemy units with Direct Fire values or Open Sight missions, as long as they are within spotting range and have LOS to the hex. All units in the hex (whether spotted or not) are affected normally by all Direct and Bombardment fire that hits the hex (Exceptions: 7.63). Combat and movement effects of limiting terrain are not negated by the presence of a SPOTTED marker. So for example, if a Woods hex contains a unit with a SPOTTED marker on it, any direct fire targeted at that hex still gets a -2 column modifier due to the woods.

If a unit with a SPOTTED marker on top of it moves to another hex that either contains limiting terrain and is more than three hexes away from all enemy units or is outside the line of sight of all enemy units (whether it has limiting terrain or not), remove the SPOTTED marker from the unit. It will not acquire a new SPOTTED marker until it fires while in a limiting terrain hex.

8.53 Terrain Artwork.

A hex contains limiting terrain if all or any part of the hex is covered by limiting terrain artwork (woods, hills, fields or town).

8.6 Line of Sight (LOS).

In order to spot an enemy unit or leader, a friendly unit or leader must trace a line of sight to the hex occupied by the enemy unit or leader. The LOS is determined by taking a straightedge and tracing a straight line from the center of the spotting unit or leader's hex to the center of the target hex.

8.61 Blocked LOS.

LOS is blocked if:

- It passes through a hex that contains limiting terrain other than hill terrain (see 8.5, the TEC, and scenario special rules; Exception 8.66); or
- It passes along the hexside between two hexes that both contain limiting terrain other than hill terrain; or
- It passes through one or more elevation lines at a higher elevation than both the spotter and the target (8.71); or
- It passes through two elevation lines of equal height when the hex occupied by either the spotter or the target is lower than both elevation lines (8.71); or
- It passes through a hex with a Smoke marker in it (16.1).

An LOS may enter a hex with limiting terrain but may not pass through it (Exception: Hill Terrain, 8.62), unless the hex with the limiting terrain is at a lower elevation than either or both the spotter's hex and the target hex (8.66). An LOS may enter a hex

with a Smoke marker but may never pass through it, even if the spotter's hex and the target hex are elevated (smoke has unlimited elevation).

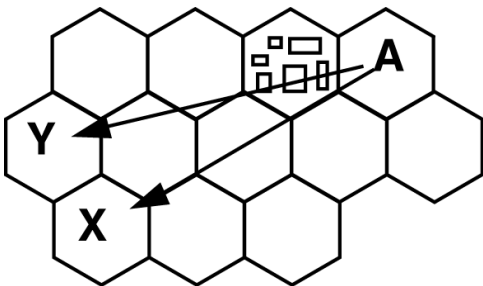
8.62 Hill Terrain.

Hill terrain is the only type of limiting terrain that does not block LOS by itself. It is the elevation lines in hill hexes that can block LOS per rule 8.61. However, hill terrain is considered limiting terrain for all other purposes, and units occupying hill terrain can still only be spotted up to three hexes away per rule 8.5.

8.63 Units never block LOS, but may block direct fire (10.1).

8.64 LOS generally works both ways. If you can see him he can see you, unless you or he occupy a limiting terrain hex (8.5), a smoke hex (16.1), or a hex at a higher elevation (8.73).

8.65 A LOS that falls along a hex spine can pass through either of the two adjacent hexes (spotting player's choice).



Example: Unit A can spot enemy unit X since the LOS is traced down the hex spine, and can therefore pass through the hex on either side of the spine, thus not being traced through the town hex. Unit A cannot spot enemy unit Y since the LOS is traced through the town hex.

8.66 Limiting terrain does not block LOS between hexes if either or both of them are at a higher elevation than the limiting terrain (8.7). Smoke has unlimited elevation and always blocks LOS traced through it (16.1).

8.7 Elevation.

8.71 Elevation Lines.

Many hexes with hill terrain contain lines indicating changes in elevation. Each line represents an elevation change of 20 meters, and is marked to show its actual elevation. The LOS between two hexes is blocked if it passes through one elevation line that is higher than both hexes. It is also blocked if it passes through two elevation lines of equal height and the hex occupied by the spotter or the target is lower than both elevation lines.

8.72 Town and Woods Hexes.

Town terrain and woods terrain add 20 meters to the elevation of any hexes they occupy. So for example, if a hex on a 20-meter elevation line also has town terrain in it, treat that hex as having an elevation of 40-meters for purposes of blocking LOS (8.6) and increased spotting range (8.73). If town or woods terrain occupies a hex that is not on or encompassed by an elevation line (meaning

it is at zero level), treat the hex as being at 20-meter elevation for LOS and spotting range purposes.

8.73 Increased Spotting Range.

The spotting range from a hex is increased by six hexes for every level of elevation above the hex being spotted. So for example, a unit in a hex with a 40 meter elevation can spot units in clear terrain at zero elevation up to $12 + (2 \times 6) = 24$ hexes away. This does not apply during night turns, or during daylight turns with reduced spotting range due to weather etc. This also does not increase the range at which units in limiting terrain or smoke hexes can be spotted. Units in limiting terrain or smoke hexes can still only be spotted out to three hexes away, unless they have Spotted markers on them (8.5).

8.8 Swamp Terrain.

Swamps are not limiting terrain and do not block LOS. However, units in a swamp hex can only be spotted by enemy units which are adjacent to them. Units in a swamp hex which fire have Spotted markers placed on them normally and can be spotted by units up to 12 hexes away per rule 8.52.

8.9 Other Terrain.

Clear, lake and river terrain as well as roads and bridges do not block LOS, and units in Clear terrain or river hexes can be spotted up to 12 hexes away per rule 8.52. Roads and bridges have no effect on spotting range.

9.0 Bombardment

Battlefield communications at the start of World War I were primitive; wig-wag flags and the occasional field telephone were all that was available other than dispatch riders and runners. This made artillery a non-flexible asset; nobody "called in" an artillery barrage, and most artillery fire was programmed into a detailed plan well in advance of a battle. The only exceptions were artillery and mortar units assigned to positions where they could spot enemy units and fire at them over open sights. Players must therefore assign missions to their artillery units, mortar units and off-board artillery factors before a scenario begins.

9.1 Artillery Missions.

There are four types of artillery missions:

1. Planned Fire
2. Open Sights
3. Move
4. Abort

Before play begins, each player must assign a mission to each of his off-board artillery factors, mortar units and onboard artillery units. Off-board artillery factors must be given Planned Fire missions, mortar units may be given Open Sights or Move missions, and artillery units may be given Planned Fire, Open Sights or Move missions. Once assigned, a unit or factor must keep the same mission for the rest of the game unless it makes a successful die-roll to abort its mission (9.14). The exception is the Move mission, which must be changed to an Open Sights mission once the unit reaches its destination hex or becomes permanently

unable to reach its destination hex due to the elimination of all friendly transports (9.13).

Planned Fire is resolved during the Bombardment Phase, and each unit with a Planned Fire mission must take the action plotted for it for the current turn (see 9.62 for exceptions). Units with Open Sights, Move and Abort missions may activate during Action Phases. Those with Open Sights missions may fire at any target units and/or leaders they can spot. Units with Move missions may move as desired until they reach their destination hex (at which point they must change to Open Sights missions), while units with Abort missions may move as desired and may even exit the board (16.42).

9.11 Planned Fire

After both sides have set up all their units but before the first turn of the game begins, each player must designate whether he wants any of his onboard artillery units to have Planned Fire missions. He writes down the unit type and letter designation (for example, 75mm A, 75mm B, etc.) for each unit with a Planned Fire mission at the top of his Artillery Plan sheet, giving a separate column to each unit. He then does the same for each of his off-board artillery factors, since all off-board artillery factors must be given Planned Fire missions per rule 9.1. Then he designates what action each unit or factor will take on each turn of the game. Allowable actions are Fire or No Fire. No Fire actions are normally taken to conserve ammunition (11.1), or if the owning player simply doesn't want the unit or factor to fire that turn. An example of the latter occurs on the first turn of scenarios in which no forces of one or both sides start the game on-board because they are to enter the board during play. Since no enemy units would enter the board until Turn One's Action Phase, and since the Action Phase comes after the Bombardment Phase, the friendly player would not schedule any Fire actions on Turn One (enemy forces would not enter the board until after Turn One's Bombardment Phase was over).

If the owning player wants a unit or factor to take a Fire action on a given turn, he writes the number of the hex within range at which it will fire that turn on the unit or factor's Artillery Plan line for that turn. He would also write the board the hex is on if the scenario is played on multiple boards. If he wants the unit or factor to fire smoke that turn, he follows the same procedure as with normal fire but writes "Smoke" on the unit or factor's Artillery Plan line for the turn as well (9.9). If he wants it to take a No Fire action on a given turn he just writes No Fire on that turn's Artillery Plan line.

Example: The Russian player has two 76.2mm artillery units plus 2 x 12 off-board artillery factors in a scenario that is played on Boards 45 and 48. He decides to give his 76.2mm A artillery unit a Planned Fire mission and an Open Sights mission to his 76.2mm B unit. He therefore writes 76.2mm A at the top of the first column on the Artillery Plan card, 12 A at the top of the second column (for the first off-board artillery factor) and 12 B at the top of the third column (for the second off-board artillery factor). He then plots the actions each unit and factor with a Planned Fire

mission will take on each turn of the entire game. For his 76.2mm A unit, he plots its actions as follows:

Turn 1: 48/0710
Turn 2: 48/0408
Turn 3: 48/0109
Turn 4: 45/1209
Turn 5: 45/1209*
Turn 6: 45/1209*
Turn 7: NO FIRE

And so on through the last turn of the scenario. He then does the same for his two off-board artillery factors. Once he has planned out all the actions for the entire game for the 75mm A unit and both off-board artillery factors, play may begin.

* Note that he would place a Drumfire marker in Board 45 hex 1209 in the Bombardment Phase of Turns 5 and 6 since the unit fired at the same hex on the previous turns.

Off-board artillery factors can fire at any hex on the board, while onboard artillery units with Planned Fire missions can fire at any hex within their fire range (not just hexes they can spot). Target hexes for Planned Fire missions do not have to be spotted by the firing unit or anybody else (they were scouted out by troops or aircraft before the game began). Units and factors may fire at the same hex or different hexes on each turn, as desired.

9.12 Open Sights.

After both sides have set up all their units but before the first turn of the game begins, each player must designate on his Artillery Plan sheet whether he wants any of his onboard artillery units or mortar units to have Open Sights missions. Units with Open Sights missions do not fire during the Bombardment Phase and do not have their actions pre-plotted on the Artillery Plan. Instead, they activate during Action Segments and may take any Move or Fire actions desired like other units do (3.13), except that they must remain in the hex where they were placed at the start of the game and may not move to a different hex unless and until their owning player makes a successful die-roll to abort their mission (9.14). Units with Open Sights missions may fire at units they can spot using the same procedure as for direct fire (10.0). However, they resolve their attacks on the Bombardment Fire table, they can trace their fire through hexes occupied by friendly and/or enemy units (10.1), and they can fire at hexes which contain both friendly and enemy units (assault hexes, 9.82). Check for ammunition depletion each time the unit fires (11.2), and place a MOVED/FIRED marker on the unit after it takes its action each turn.

9.13 Move.

Players may only give artillery and/or mortar units Move missions at the beginning of a game; they may not change a unit's mission to Move during play. Players may choose to give artillery and/or mortar units that start the game on the board Move missions if desired. However, artillery and/or mortar units that enter the board at the beginning of the game or at sometime during

play (see scenario instructions) must begin play with Move missions. They cannot be given Planned Fire missions.

When giving a unit a Move mission, the owning player must designate a destination hex for that unit by writing the unit's type, letter designation and the number of the unit's destination hex on the Artillery Plan sheet (plus the board where the destination hex is, if the scenario is played on multiple boards). The unit begins play limbered and must remain limbered until it reaches its pre-plotted destination hex or becomes permanently unable to reach its destination hex due to the elimination of all friendly transports (see below). It may start play loaded on a transport if one is available, and must start play loaded on a transport if it has a movement allowance of T on its limbered side. Once play begins, the unit may activate during action phases but may only take Move actions (plus making morale checks, recovery die-rolls and/or defending if assaulted) until it reaches its pre-plotted destination hex. It may move as desired; it doesn't have to move every turn and it can take whatever route it wants to reach its destination hex. However, once it reaches its destination hex it may move no farther, must remain there and must unload and unlimber as soon as possible. As soon as it unloads and/or unlimbers, its Move mission ends and it immediately and automatically is given an Open Sights mission (9.12). All rules for an Open Sights mission then apply to it for the rest of the game unless and until it successfully aborts its mission (9.14).

If an artillery unit with a Move mission has a movement allowance of T and is forced to unload due to the transport on which it is riding becoming disrupted or demoralized (5.65), and if the transport is subsequently eliminated before the artillery unit loads onto it again, then the artillery unit can take no action (other than making morale checks, recovery rolls and defending in assaults) until another friendly transport enters its hex. At that point it must seek to load onto the transport and continue moving toward its destination hex. If all friendly transports are eliminated, any surviving artillery units with Move missions and movement allowances of T may remain in place, unlimber on their next activations and immediately take Open Sights missions. This is the only circumstance in which an artillery unit with a Move mission may change to an Open Sights mission before reaching its pre-plotted destination hex.

9.14 Aborting a Mission.

During the Bombardment Phase of each turn, the owning player may attempt to abort the Planned Fire, Open Sights and/or Move missions of any or all of his off-board artillery factors, mortar units and/or onboard artillery units.

To abort the mission of a given unit or factor, the owning player designates the unit or factor and rolls one die for it at the beginning of the Bombardment Phase (before any units or factors fire). If the die-roll result is a 1 or 2, the attempt is successful and the player gives an Abort mission to the factor or unit (write the mission change down on the Artillery Plan). The unit or factor does not fire this turn, can never fire again for the rest of the scenario and can never be given another mission (it will always have an Abort mission thereafter; it is not possible to abort an Abort mis-

sion). If it is an onboard artillery or mortar unit, it can activate during action segments for the rest of the game, take any Move actions desired and even exit the board (16.42). If the unit or factor had a Planned Fire mission, delete all its remaining actions from the Artillery Plan and write Abort next to its designation at the top of the column.

On a die-roll result of 3 through 6, the Abort attempt is unsuccessful and there is no effect on the unit or factor. If the factor or unit has a Planned Fire mission it must fire normally at its designated target hex this turn unless it has a No Fire action plotted for this turn. If the unit has an Open Sights or Move mission it may activate during the Action Phase and fire or move normally this turn if desired. The owning player may make additional Abort attempts on future turns as desired, but may only make one abort attempt die-roll for each unit or factor per turn.

9.15 Restrictions.

Planned Fire is resolved during the Bombardment Phase (Exception: Drumfire Markers, 9.7), and after an artillery unit takes its Fire or No Fire action for the turn the owning player marks it with a MOVED/FIRED marker to show that it may not activate during that turn's Action Phase. Units with Open Sights, Move and Abort missions may not activate during the Bombardment Phase; they activate during the Action Segment like non-artillery units. Off-board artillery factors cannot be given Open Sights or Move missions and cannot fire during action phases; they may only fire during the Bombardment Phase on turns when they are plotted to have Fire actions. Mortar units cannot be given Planned Fire missions. Artillery and/or mortar units that enter the board at game start or at some time during play per scenario instructions must be given Move missions. They cannot be given Planned Fire missions. Units with Planned Fire and Open Sights missions cannot move; they can only move after the owning player makes a successful die-roll to Abort their mission (9.14). Each unit with a Move mission must remain on its limbered side until it reaches its pre-plotted destination hex or becomes permanently unable to reach its destination hex due to the elimination of all friendly transports (9.13).

9.2 Combined Fire

Artillery units that occupy the same or adjacent hexes AND have Planned Fire missions may combine their fire values if they are plotted to fire at the same hex on the same turn (they do not need to be activated by a leader to do so). This applies to attacks made during the Bombardment Phase and to Drumfire attacks as well (9.7). Artillery units that do not occupy the same or adjacent hexes may never combine their fire values, and artillery and/or mortar units with Open Sights missions may never combine fire at all (even if they are stacked together in the same hex and/or activated by a leader with a combat modifier).

Any or all friendly off-board artillery factors which are plotted to fire at the same hex on the same turn may be combined into one attack if desired, or may be broken into smaller combined attacks, or may all make separate attacks (owning player's choice). This applies to attacks made during the Bombardment Phase and to Drumfire attacks as well (9.7). They may not be combined with onboard units.

Example: The scenario instructions give the Russian player an off-board artillery value of “5 x 6, 2 x 14.” If all these factors are plotted to fire at the same hex on the same turn, they may be combined into one 58-value bombardment, or one of 30 and one of 28, or two of 12, one of 20 and one of 14, etc. They may not be combined with any on-board units. If 2 x 14 plus 1 x 6 are plotted to fire at the same hex two turns in a row, then that hex is attacked on the 30 column of the bombardment table (before any column modifiers) during the Bombardment Phase of both turns AND whenever any units and/or leaders enter that hex during the Action Phase of the second turn (due to the factors having placed a Drumfire marker there on the second turn per rule 9.7).

9.3 Procedure.

Resolve the fire of units and/or off-board artillery factors with Planned Fire missions during the Bombardment Phase (Exception: Drumfire Markers, 9.7). Resolve the fire of units with Open Sights missions during the action segments when the units activate. Whenever an artillery unit, mortar unit or off-board artillery factor fires, the active player finds the column on the Bombardment Table which either equals or does not exceed the fire value of the firing unit or off-board artillery factor. If multiple units or off-board artillery factors are combining fire on a hex per rule 9.2, the owning player adds their fire values together and then finds the column on the Bombardment Table which either equals or does not exceed their total combined fire value. There is no limit to how many artillery units, mortar units and/or off-board artillery factors may fire at the same hex.

The owning player then applies any column modifiers (7.5), rolls two dice and cross-references the result with the column arrived at. He then applies the combat result rolled (if any) to ALL units and leaders in the target hex (Exceptions: units and/or leaders that move into a hex with a Drumfire marker, 9.7; and Friendly Fire, 9.83).

Example: A German 77/96 artillery unit with a fire strength of 5 and an Open Sights mission fires on a hex containing two Russian mounted CAV units and a Russian Lieutenant. The fire against the Lieutenant receives a +3 column modifier (+2 for two CAV units in the target hex, +1 because the firing artillery unit has an Open Sights mission) and the fire against the CAV units receives a +4 column modifier (the above modifiers and also +1 because the CAV units are mounted). The fire is therefore resolved on the 16 column against the Leader and the 21 column against the CAV units (three and four columns to the right of the base 5 column for a 77/96 artillery unit, respectively). The German player rolls two dice for a result of 8. That is No Effect against the Leader but an M result against the CAV units. Each CAV unit in the hex must therefore make an M morale check, while the Lieutenant does not have to make a morale check.

If a hex at which one or more units or factors with Planned Fire missions are firing this turn contains only friendly units and/or leaders, the owning player must resolve a bombardment fire attack against his own units and/or leaders there (9.81). If a hex at which one or more units or factors are firing this turn contains both friendly and enemy units (meaning it is an assault hex),

roll separate bombardment attacks against the units of each side (9.82). If a hex at which one or more units or factors with Planned Fire missions are firing this turn is empty, the fire is ineffective and the owning player does not roll dice for it. However, if friendly units and/or leaders are in any hexes adjacent to a hex fired at (whether empty or not), the owning player must determine whether they are hit by friendly fire (9.83). Enemy units in adjacent hexes cannot be affected by friendly fire, so do not determine whether friendly fire hits them.

9.4 Spotting Target Hexes.

Units and off-board artillery factors with Planned Fire missions do not need to spot the hexes at which they fire. All their fire is planned in advance of the game, so no spotting is required and they may hit any hexes within range. Since off-board artillery has unlimited range, it may hit any hexes on the board. On the other hand, each unit with an Open Sights mission must be able to spot at least one enemy unit or leader in the hex it wishes to fire at, just like units using Direct Fire (8.1).

9.5 Off-board and Onboard Artillery.

Unless scenario instructions say otherwise, each off-board artillery factor available in a scenario may fire once per Bombardment Phase at any one pre-designated hex on the board (it has unlimited range) unless it is taking a No Fire action for the turn. Each onboard artillery unit with a Planned Fire mission may fire once per Bombardment Phase at one pre-designated hex within range, unless it is taking a No Fire action or is prevented from firing (9.62). Each onboard artillery unit or mortar unit with an Open Sights, Move or Abort mission may activate on one action segment per turn like non-artillery units do.

9.6 Restrictions.

9.61 No Cancelled Fire.

Units and off-board artillery factors with Planned Fire missions must fire at their pre-designated hexes each turn per the Artillery Plan, even if the hex is occupied by friendly units. Exceptions to this are:

- If the unit or factor has a No Fire action preplotted for the current turn (9.11),
- If the unit is disrupted and opts to recover morale (9.63),
- If the unit is currently demoralized (9.63) or has been eliminated (9.64),
- If one or more enemy combat units are currently in the firing unit's hex (9.65),
- If the owning player has made a successful die-roll to Abort the unit or factor's mission (9.14).

If a unit or factor with a Planned Fire mission is scheduled to fire this turn but cannot due to one of the reasons above, cross out its fire for the turn on the Artillery Plan for drumfire tracking purposes (9.7).

9.62 Restricted Actions.

Units with Planned Fire or Open Sights missions cannot move. They must remain in the hex where they were placed at the start of the game (or which they reached at the end of their Move mis-

sion) for the entire game, unless and until they are eliminated or make a successful roll to abort their mission (9.14). Units with Move missions may not fire; they may only take Move actions during their action segments until the turn when they reach their destination hex or become permanently unable to reach their destination hex due to the elimination of all friendly transports. At that point they switch to an Open Sight mission and may fire on subsequent turns after unlimbering (9.13). Units with Abort missions may only take Move actions during their action segments; they may not fire for the rest of the game.

9.63 Disruption and Demoralization.

Onboard artillery units with Planned Fire missions which are currently disrupted during the Bombardment Phase may perform their Fire action for the turn at half-strength, or they may opt to recover morale instead (owning player's choice). In the latter case the owning player makes the recovery roll during the Bombardment Phase (14.4), and the unit's preplanned fire for the turn does not happen (cross it off on the Artillery Plan). Onboard artillery units with Planned Fire missions which are currently demoralized during the Bombardment Phase may not fire, and the owning player must make a recovery roll for them during the Bombardment Phase (14.4). Disrupted and demoralized units with Open Sight, Move and Abort missions can attempt to recover morale normally on action segments when they activate.

9.64 Elimination.

If an onboard artillery unit with a Planned Fire mission is eliminated, cancel its fire for the rest of the game. If an onboard artillery unit with an Open Sight, Move or Abort mission is eliminated, just eliminate it normally (no extra bookkeeping required).

9.65 Assault.

If a unit with a Planned Fire mission is in a hex that one or more enemy combat units enter, cancel its pre-plotted fire until such time as there are no more enemy combat units in its hex (since units cannot fire out of an assault hex per 12.82). If a unit with an Open Sight, Move or Abort mission is in a hex which one or more enemy combat units enter, it defends against assaults normally and no extra bookkeeping is required.

9.66 Rigid Scheduling.

If an onboard artillery unit with a Planned Fire mission is prevented from conducting its pre-plotted actions for any reason (see 9.61), then it resumes its pre-plotted actions on the first turn when no reason listed in 9.61 applies to it anymore. It never performs the skipped actions; it just resumes the schedule with the current turn.

9.7 Drumfire Markers.

If during any Bombardment Phase a given off-board artillery factor or onboard artillery unit with a Planned Fire mission fires at the same hex it fired at on the previous turn (per its Artillery Plan), the owning player immediately places a Drumfire marker in the unit or factor's current target hex (Exception: Smoke, 9.72 and 16.1). Place a Drumfire marker for each unit or factor that fires at the same hex it fired at last turn; this means that multiple Drumfire markers can be placed in the same hex if more than one unit or factor fulfills the requirement against the same hex.

Resolve fire against the hex normally during the Bombardment Phase (9.3; exception: 16.1), and also resolve fire against any units and/or leaders that move into or through the hex with the Drumfire marker during action phases of the current turn (9.71; Exception: 9.72). Remove all Drumfire markers during the Marker Removal Phase (Exception: 9.72).

9.71 Effects

If a hex contains one or more Drumfire markers, each unit and/or leader that enters that hex during any Action Phase is immediately attacked by the artillery unit(s) and/or off-board artillery that placed the Drumfire marker(s) there. Resolve the fire on the Bombardment Table against the moving unit and/or leader that entered the hex, but not against non-moving units or leaders currently in the hex (do not apply any column modifiers for the non-moving units in the hex, 4.2, 7.5). If more than one off-board artillery factor placed a Drumfire marker in the same hex, the owning player may combine their bombardment fire strengths into a larger attack if desired or may resolve the fire of each such unit or factor separately (see 9.2). The same applies if more than one on-board artillery unit occupying the same or adjacent hexes placed a Drumfire marker in the same hex; they may be combined or may resolve their fire separately. However, if Drumfire markers are placed in the same hex by on-board units and off-board artillery, the owning player may not combine the fire of the on-board units with that of the off-board artillery (resolve their attacks separately).

Drumfire does not discriminate; all moving units and/or leaders that enter the hex are attacked regardless of which side they belong to. If a moving unit or leader does not become disrupted or demoralized by drumfire, it may move out of the hex with the drumfire marker if it has sufficient MPs remaining to do so, or it may remain in the hex if desired. A moving unit or leader that fails a morale check (14.1) caused by drumfire must stop moving immediately and remain in the hex with the drumfire marker. A moving two-step unit that suffers a step loss (7.6) but does not fail a morale check may continue moving.

Demoralized units that are currently fleeing due to failure to recover morale may not enter or move through any hex with a Drumfire marker in it (14.33). In addition, no hex with a Drumfire marker in it can be used as a "safe hex" by demoralized units (14.32).

Any and all units and/or leaders which are in a hex when a Drumfire marker is placed there during the Bombardment Phase are attacked normally during the Bombardment Phase (just once; no extra attack for placement of the marker). However, they will not be attacked during any action phases of that turn unless they exit the hex and re-enter it. During action phases, a drumfire marker only affects individual moving units and/or leaders that enter the hex with the marker; any non-moving units in the hex are not affected. Therefore, non-moving units in a hex with a drumfire marker do not count for the purpose of calculating stacking modifiers or other column modifiers when resolving an attack against a unit and/or leader moving into a hex with the drumfire marker (4.2, 7.5).

Drumfire markers do not cause the units or off-board artillery factors firing at the hex to expend extra ammunition; firing at a hex counts as one turn of fire whether or not a Drumfire marker is placed in a hex and no matter how many moving units and/or leaders are affected by the marker (11.1).

9.72 Restrictions.

Units with Open Sights missions and units or off-board artillery factors which have “Smoke” actions plotted for them in the current turn cannot place Drumfire markers, even if they fire at the same hex two turns in a row. If a unit or factor fires smoke at a given hex on one turn and then fires normally at the same hex on the following turn, it cannot place a Drumfire marker there that turn (it must take normal Fire actions at the same hex two turns in a row). If a unit or factor that placed a Drumfire marker during the current turn’s Bombardment Phase was disrupted at the time or becomes disrupted later in the turn, any attacks it makes against the hex while disrupted (either during the Bombardment Phase or against moving units and/or leaders entering the hex with the Drumfire marker during action phases) are at half strength. If a unit that placed a Drumfire marker during the current turn’s Bombardment Phase is eliminated, becomes demoralized or is assaulted during the current turn, immediately remove the Drumfire marker (no unit or leader entering the hex this turn is affected by it; see 9.61).

9.8 Fratricide and Friendly Fire.

If a hex fired upon with bombardment fire contains or is adjacent to a hex with one or more friendly units and/or leaders, then the friendly units and/or leaders may be affected.

9.81 Fratricide.

If a unit or off-board artillery factor with a Planned Fire mission has a Fire action (not a Fire Smoke action) on the current turn, AND if the fire has not been cancelled for any reason listed in 9.61, AND if the unit or factor’s pre-plotted target hex contains only friendly units and/or leaders, then the owning player must resolve a bombardment fire attack against his own units and/or leaders in the hex during the Bombardment Phase per rule 9.3. If more than one friendly unit or factor is plotted to fire at the same hex on the same turn, the owning player may choose to combine their fire or not as desired per rule 9.2.

9.82 Assault Hexes.

If bombardment fire of any type (except Smoke actions) hits an assault hex (see Definitions), all friendly and enemy units and leaders in the hex will be affected. Roll two bombardment attacks (one for each side) per rules 9.3 and 12.83, determining column modifiers and combat results separately for each side’s units and/or leaders (4.2 and 7.5).

9.83 Friendly Fire

If friendly units and/or leaders occupy any hexes adjacent to a hex hit by bombardment fire of any type except “Smoke” (Exception: 9.85), the owning player rolls one die for each such hex (whether or not any enemy units or leaders occupy those hexes as well). On each result of 1 or 2, the hex rolled for is hit by friendly fire (on any other result it is not). In this case, the owning player

does not determine the column to use on the bombardment table per rule 9.3. He rolls another die instead, subtracting one from the result if the total strength of all bombardment fire attacks currently targeted against the hex the units are adjacent to is less than 10. He then consults the “Friendly Fire Numbers” line on the Bombardment table and resolves a bombardment fire attack against the friendly units and/or leaders in the hex using the column corresponding to the friendly fire number rolled. Do not apply any of the normal column modifiers; just the -1 modifier to the die-roll if the bombardment firepower hitting the target hex is under 10. Do not make bombardment attacks on any enemy units and/or leaders in the hex (friendly fire cannot affect enemy forces).

Multiple adjacent hexes may be hit in this way, but roll for each hex separately. This rule applies even in cases where a Planned Fire mission hits an empty hex IF there are friendly units and/or leaders in hexes adjacent to the empty hex fired upon (9.11).

9.84 Initial Target.

If an adjacent hex is hit by friendly fire (9.83), the target hex of the bombardment fire is still bombarded normally if any units and/or leaders are in the hex (the fire does not “miss” the target hex).

9.85 Friendly Fire and Drumfire.

Placing a Drumfire marker in a hex has no effect on the chances for fratricide or friendly fire attacks against units and/or leaders in that hex or adjacent to it (9.81, 9.83). Also, if a moving friendly unit and/or leader is attacked due to entering a hex with a drumfire marker, the owning player does not check for friendly fire attacks against other units and/or leaders in or adjacent to the hex (such attacks only affect the unit and/or leader moving into the hex with the marker).

9.9 Smoke.

If allowed by scenario instructions, artillery units and/or off-board artillery factors with Planned Fire missions may fire smoke at their target hexes instead of attacking them normally (16.1). On each turn when the owning player wants a given unit or factor to fire smoke, he writes “Smoke” on the current turn’s line for that unit on the Artillery Plan (instead of Fire), along with the hex at which smoke is being fired. Units with Open Sights missions may not fire smoke. Firing smoke uses up one turn’s worth of artillery ammunition just as a normal Fire action.

10.0 Direct Fire

Activated units with direct fire values and/or activated artillery and mortar units with Open Sights missions may fire on hexes within range which they themselves can trace LOS to AND which contain one or more enemy units or leaders that they themselves can spot (8.0). Units with direct fire values resolve their fire on the Direct Fire table. Artillery and mortar units resolve their fire on the Bombardment Table.

10.1 Blocked Fire.

Direct fire may be traced through empty hexes and/or enemy-occupied hexes. Direct fire may not be traced through hexes

containing one or more friendly units (or a hexside between two hexes containing friendly units) unless either or both of the following apply:

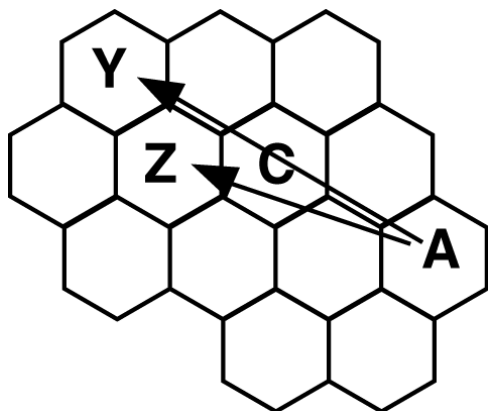
1. All friendly-occupied hexes through which the fire is traced (or between which the fire is traced if traced along a hexside) are at a lower elevation than the firing unit, or;
2. The firing unit is an MG, artillery or mortar unit.

Units of any type may fire “through” hexes containing friendly units (or along a hexside between two hexes containing friendly units) if all such friendly-occupied hexes are at a lower elevation than all firing units.

10.11 Machine-Gun Fire.

MG units (only) may fire “through” hexes which contain friendly units (or a hexside between two hexes containing friendly units) and which are not at a lower elevation than the firing MG unit’s hex IF the fire is also traced through at least one hex which:

- a. Contains no friendly units, AND
- b. Is between the target hex and all friendly units along the line of fire.



Example: All hexes in the drawing above are at the same elevation. MG unit A wants to fire at enemy units Y and Z, but friendly infantry unit C is in the way. Unit A can fire on enemy unit Y because there is a hex containing no friendly units between infantry unit C and enemy unit Y. It can’t fire on enemy unit Z since the line of fire goes through friendly unit C’s hex and there is no hex free of friendly units between it and the enemy unit.

If there were friendly units in the hexes between units C and A, it would make no difference. There need only be a hex free of friendly units between the target hex and the outermost friendly-occupied hex along the line of fire.

10.12 Artillery Fire.

Artillery and mortar units may always fire “through” hexes containing friendly units. Their fire is never blocked, though friendly units in the target hex and/or adjacent to it may be subject to fratricide or friendly fire (9.8).

10.13 Leaders.

Friendly leaders do not block fire all by themselves. A hex containing one or more leaders but no units can be treated as a hex that is free of friendly units for purposes of this rule.

10.2 Procedure for Units with Direct Fire Values.

Each activated unit with direct fire values may fire at one hex within range to which it can trace LOS and which is occupied by one or more enemy units or leaders it can spot (8.0). For each direct fire attack on a hex, the active player determines whether a unit will fire at the hex individually or whether multiple units will combine fire on the hex (7.32). He then totals the direct fire strengths of all units firing at the hex, finds the column on the Direct Fire Table that either equals or does not exceed the total, and then applies any column modifiers (see Direct Fire table, 4.2 and 7.5). He then rolls two dice and cross-references the result with the column arrived at, and applies the combat results rolled (if any) to ALL units and leaders in the target hex (exception: Opportunity Fire, 13.0). If the result includes any type of morale check, make a separate morale check roll for each unit and/or leader in the hex.

10.3 Open Sights Missions.

Artillery units with Open Sights missions (9.12) may fire at enemy units and/or leaders they can spot using the same procedure as for units with direct fire values (10.2), but they roll on the Bombardment Fire table and use the column modifiers from that table.

10.4 Restrictions.

Units in assault hexes may not fire on the Direct or Bombardment Fire tables, or fire out of the hex in any way. They may only perform assault combat (12.0) against enemy units in the assault hex with them, and may only fire on the Assault Table. Units outside an assault hex may not fire into it with direct fire, but may fire into it with bombardment fire (9.82).

11.0 Artillery Ammunition.

The amount of ammunition available to artillery units, mortar units and off-board artillery factors depends on the scenario being played and the side to which the unit or factor belongs. Each scenario lists the number of turns on which units with Planned Fire missions may fire (11.1), as well as the Ammunition Depletion die-roll number for mortars and artillery units with Open Sights missions (11.2). Units other than artillery and mortars never run out of ammunition (unless the scenario has a special rule that says so), and units and factors cannot run out of ammunition voluntarily.

11.1 Planned Fire

When a player plots out his Planned Fire missions before play begins (9.11), he must first consult the scenario being played to see what the Artillery Ammunition number is for his side in that scenario. The Artillery Ammunition number equals the number of turns worth of ammunition available for each of his artillery units and offboard artillery factors with Planned Fire missions. Each unit or factor with a Planned Fire mission may take Fire actions

on a number of turns equal to or less than the Artillery Ammunition number

for its side. For example, if a scenario has 20 turns and the German side has an Artillery Ammunition number of 15, then each German artillery unit or factor with a Planned Fire mission may conduct a Fire action on up to 15 turns of the game, and No Fire actions on all other turns. If scenario instructions allow units to take Fire Smoke actions (16.1), then each Fire Smoke action taken still counts as one turn worth of ammunition usage for purposes of this rule.

11.2 Open Sights.

Each scenario also lists the Ammunition Depletion number for artillery and mortar units with Open Sights missions. Whenever such a unit fires, the owning player must make an ammunition depletion check for the unit after the fire is resolved. To make an ammunition depletion check the player rolls two dice, and if the die-roll result is less than or equal to his side's ammunition depletion number for that scenario the check succeeds and the unit is not affected. If the die-roll result is greater than his side's ammunition depletion number for that scenario, the ammunition depletion check fails and the unit's ammunition is depleted. The owning player writes "D" next to the unit's listing in the Open Sights section of the Artillery Plan card. Units with depleted ammunition have their fire strength permanently reduced by half (disrupted units with depleted ammunition have their fire strength quartered). Units with depleted ammunition must keep making ammunition depletion checks normally each time they fire; their ammunition depletion number stays the same even though their fire strength is reduced. If a unit with depleted ammunition fails another ammunition depletion check it is eliminated. Units eliminated due to ammunition depletion DO NOT count as being eliminated for victory point purposes, so the owning player should write "EAD" next to the unit's listing on the artillery plan card to show that it was eliminated due to ammunition depletion. Units cannot run out of ammunition voluntarily to avoid being eliminated in combat for victory point purposes.

11.3 No Sharing.

Units and/or off-board artillery factors cannot share or transfer ammunition. Therefore, a player cannot increase the number of turns on which a unit or factor with a Planned Fire mission can fire by reducing the number of turns on which another unit or factor fires. Similarly, a player may not increase the ammunition depletion number of one unit by decreasing that of another (all artillery units on the same side have the same ammunition depletion number), nor may he bring a depleted or eliminated unit back into play or back to full-strength by depleting another unit's ammunition or eliminating it. If a unit is eliminated, so is all of its ammunition (another unit or factor does not get it).

12.0 Assault

Assault combat takes place between opposing units occupying the same hex. Moving into a hex with enemy combat units is called "assault movement," and a hex that contains combat units of both sides is called an "assault hex."

12.1 Attackers and Defenders

Active units (and any leaders with them) entering a hex via assault movement (5.4) are the "attacker," and the inactive enemy units (and any leaders with them) in the hex they enter are the "defender." Units which activate and attack while already in an existing assault hex (and any leaders with them) are the attacker, and inactive opposing units in the assault hex (and any leaders with them) are the defender. The attacker can change over the course of action segments or turns — previously-unactivated, undemoralized defending units (and any leaders with them) that survive the first segment of assault can activate and counterattack on their owning player's action segment, at which point they become the attacker. Attacker status can go back and forth as long as both sides have previously-unactivated undemoralized units in the hex, but each unit may only activate once per turn as normal (3.3). Units and/or leaders which begin their activation in an assault hex or enter an existing assault hex are not required to assault, and can opt to recover morale, leave the hex, or do nothing (12.5).

12.2 Assault Movement.

Only activated, good-order leaders and/or good-order units activated by leaders of their own type may enter a hex occupied by one or more enemy combat units. This is called "assault movement" (5.4), and it initiates an assault or reinforces an existing one. Artillery, mortars, MGs, transports, and disrupted and demoralized units and/or leaders of any type may not perform assault movement (12.24).

12.21 Entering a Hex.

Infantry leaders and/or units other than mounted cavalry units must start their activation adjacent to a hex that is occupied by one or more enemy combat units in order to enter it. Cavalry leaders and/or mounted cavalry units may start their activation one or two hexes away from such a hex and enter it. If one or more mounted cavalry units enter an enemy-occupied hex from two hexes away, their movement constitutes a cavalry charge (12.7). Mounted cavalry which starts its activation adjacent to an enemy-occupied hex may enter it, but the movement is not a cavalry charge and the assault does not get the column modifier for a charge.

12.22 Exiting a Hex.

Active, units and/or leaders of all types may exit an assault hex but may only move a single hex when doing so (even mounted cavalry and demoralized units). The hex into which undemoralized units and/or leaders exiting an assault hex move may not be occupied by any enemy combat units. The hex into which demoralized units and/or leaders fleeing an assault hex due to failure to recover from demoralization (12.25) may not be occupied by any enemy combat units or any Drumfire markers. Units and/or leaders may not move directly from one assault hex to another, so if all hexes adjacent to an assault hex are occupied by one or more enemy combat units, units and/or leaders may not exit the assault hex. If all hexes adjacent to an assault hex are occupied by enemy combat units and/or Drumfire markers, then any demoralized units and/or leaders forced to flee the hex due to failure to recover from demoralization are eliminated.

12.23 Harassing Fire.

If during a given action segment ALL of a player's combat units exit an assault hex (leaving no friendly combat units to guard their retreat), then ALL exiting units and any leaders exiting with them (not just the last unit to leave) may be assaulted by all undemoralized enemy combat units in the assault hex with direct fire values. The attack is resolved on the Assault Table (not the Direct Fire table). The units attacking the exiting units do not have to activate, don't have a MOVED/FIRED marker placed on them when they fire, and can fire even if they have a MOVED/FIRED marker on them already. The firing units attack all the exiting units as a group and no negative column modifiers apply (positive column modifiers apply normally). The exiting units may not fire.

12.24 Restrictions.

- Artillery, mortars, MG units, transports, and all types of disrupted and demoralized units and/or leaders may not enter hexes containing enemy combat units. They may remain in assault hexes they already occupy, unless forced to leave due to failure to recover from demoralization (12.25).
- Disrupted personnel units in an assault hex may attack and defend against enemy units there at half strength (or may attempt to recover morale instead of attacking), and disrupted leaders may continue adding morale and combat bonuses to units of their own type in the assault hex.
- MG units which are in an assault hex may attack and defend in assault combat normally, except that they may not participate in Cold Steel attacks as attackers (12.6).
- Artillery and mortar units in an assault hex may not attack, but may defend with a strength of 1 on the Assault Table (12.32).
- Units and/or leaders may not move directly from one assault hex to another.
- Demoralized units fleeing an assault hex due to failure to recover from demoralization may not enter any hex containing a Drumfire marker (9.7).

12.25 Demoralized Units and Leaders.

Demoralized units and/or leaders may NOT enter a hex containing one or more enemy combat units, attack enemy units in a hex they already occupy or conduct harassing fire (12.23). Demoralized units in an assault hex may defend against enemy attacking units there at one-quarter of their normal direct fire strength (or a strength of 1 in the case of artillery or mortar units). Demoralized leaders may not give morale or combat modifiers to units or other leaders, and demoralized units may not receive combat modifiers from leaders (though they may receive morale modifiers normally). If demoralized units and/or leaders start their activation in an assault hex, they must try to recover morale. If they fail they must exit the hex (moving only one hex rather than their maximum movement rate), and may suffer harassing fire if no friendly units remain in the hex when they leave (12.23). If all adjacent hexes contain enemy combat units and/or Drumfire markers, demoralized units and/or leaders fleeing an assault hex are eliminated. Demoralized artillery and/or mortar units in an assault hex that fail to recover morale are automatically eliminated per rule 14.34.

12.3 Procedure.

Each player totals the direct fire values of all his units in the

hex (exceptions: 12.33 and 12.5), applying any penalties due to disruption (12.24) and demoralization (12.25), and adding the combat bonus of each undemoralized leader in the hex who is of the same type as an undemoralized friendly unit in the hex (6.52). No more than one leader may add his combat bonus to each individual unit, and leaders may not add their combat bonuses to units which are not of their own type or which are demoralized. The defending player (only) also adds one to his total direct fire strength for each artillery or mortar unit that occupies the hex (12.32). Each player finds the column on the assault table whose value either equals or does not exceed his total modified direct fire value in the hex. Each player then applies any column modifiers he is eligible for (12.31), and then each player rolls one die and cross-references the result with the column. Players implement combat results simultaneously (exception: First Fire, 12.33). Note that defending units do not have to activate to fire, are not marked with a MOVED/FIRED marker at that time, and may fire even if they have a MOVED/FIRED marker on them already.

12.31 Column Modifiers.

See the Assault Table for the full list of column modifiers which apply to assault combat. Negative column modifiers for town or woods terrain only apply to the fire of whichever side is currently the attacker (12.1). For example, if the German player activates and attacks with units in an assault hex with town terrain, his units suffer the -2 column modifier when assaulting in town terrain but the defending Russian units do not.

Negative column modifiers for entrenched (16.3) units only benefit defending units which are actually under Entrenchment markers.

12.32 Minimum Strength.

Units with bombardment fire values (artillery and mortar units) cannot attack in assault combat, but defend with a strength of 1 per unit. Transports (and any units loaded on them) have an assault combat strength of zero. Leaders have no assault combat strength, but undemoralized leaders may add their combat modifier (if any) to the fire strength of any one undemoralized unit of their own type in the hex (6.52), and can add a +1 column modifier as well per rule 6.53.

12.33 First Fire.

When units under Dug In markers (16.2) or entrenchments (16.3) are the defenders in an assault (12.1), or when defending units are subject to a Cold Steel attack (12.6; whether or not they are dug-in or entrenched), they fire first. The attacker suffers any combat results the defender rolls (step losses and morale checks) before he can attack. Only attacking units (and any leaders with them) that survive the defenders' first fire without becoming demoralized can attack, and any attacking units that become disrupted by the defenders first fire attack at half-strength per rule 14.2.

If the hex contains defending units under a Dug In marker and also defending units that are on top of the marker (meaning they are not dug in), the defending player may either choose to conduct First Fire with only the units under the marker (the others don't fire) OR may fire with all his units and resolve the assault

simultaneously with the attacker. If any defending units that are not dug in choose not to fire in order to let the dug in defending units conduct first fire, then the defending units that don't fire can still take step losses and must still make morale checks if a combat result against their side includes a morale check. They do not gain immunity from damage by not firing defensively; only units on the attacking side that choose not to attack are immune per 12.5.

12.4 Required Combat.

Assault combat must be resolved immediately when one or more active units enter a hex containing one or more enemy combat units and no friendly units. Resolve the assault after all units directed by a given leader have finished entering the hex. All units of both sides in the hex must participate (Exception: 12.33).

12.5 Optional Combat.

If an activated unit enters a hex which was already occupied by friendly and enemy combat units at the start of the moving unit's action segment, or if the turn begins with both sides' units in an assault hex, then the active player may choose whether or not to attack in that assault hex this turn. If he attacks, any or all units that moved into the hex this action segment plus any or all undemoralized friendly units and leaders that began the segment in the assault hex and have not yet activated this turn may attack if desired (the friendly units and leaders already in the assault hex may activate at that time in order to attack). Not all units must attack, and if some units attack while others do not then the units which did not attack do not suffer any combat results in the assault (no step losses or morale checks apply to them). However, all enemy units in the hex must defend as one combined assault strength (Exception: 12.33).

12.6 Cold Steel.

Assault combat usually represents close-quarters fighting with rifles and grenades. If one or more undemoralized companies begin their activation in the same hex with enemy combat units and are activated by an undemoralized leader who also begins his activation in that hex with them, they may press the attack with cold steel (seeking hand-to-hand combat with the enemy).

12.61 Procedure

To make a Cold Steel attack, the attacking player must activate at least one undemoralized leader that begins his activation in an existing assault hex. That leader may then activate any undemoralized companies of his own type that are also in the assault hex with him at the beginning of their activation. The attacking player then declares a Cold Steel attack with the leader and the units in the hex he activated, and the defending units in the hex receive First Fire (12.33; whether or not they are under Dug In or Entrenchment markers) as well as a +2 column modifier on the Assault table. Any attacking companies (and any activated leaders with them) who survive the First Fire without becoming demoralized may then attack and also receive a +2 column modifier on the Assault table. Companies which began the action segment disrupted and remained so, or which were disrupted by the first fire, attack at half-strength as normal.

12.62 Restrictions

Only companies and leaders that begin their activation in the same hex with enemy combat units may perform a Cold Steel attack. Non-company units (artillery, mortars and MGs) may not participate in Cold Steel attacks under any circumstances, but may defend against them normally per 12.61. If companies from outside an assault hex enter the hex on a given action segment (12.21, 12.5), then all the active companies and leaders in the hex (those that entered it and those that activate when they enter) may assault normally without making a Cold Steel attack, OR the activated companies and leaders that began the segment in the hex may perform a Cold Steel attack while the units and/or leaders that entered the hex this segment decline to attack per rule 12.5.

12.7 Cavalry Charge.

Good-order mounted cavalry units activated by a Cavalry Leader may conduct assault movement (12.2) from two hexes away. This is a "cavalry charge," and gives the cavalry a +2 column modifier on the assault table as long as no units which are not charging cavalry participate in the assault as attackers in the current segment. If some of the units attacking in the current action segment are not charging cavalry, the modifier does not apply (see 12.72).

12.71 Defensive Fire.

Inactive units may conduct opportunity fire against charging cavalry in the first hex they enter, before they enter the assault hex (13.0). However, units being charged may not do this if one or more other enemy units are already in their hex at the time of the charge. So, if cavalry charges an existing assault hex the enemy units in the assault hex may not fire at them in the first hex they enter with opportunity fire, though units in other non-assault hexes within range may do so.

12.72 Combined Assault.

If cavalry charge into an existing assault hex, then any undemoralized friendly units which are already in the hex and which have not activated previously this turn can opt to attack or not per rule 12.5, meaning they may join with the cavalry in the assault if desired. Similarly, if any friendly units of any type enter an enemy-occupied hex from a hex adjacent to it (meaning they are not performing a cavalry charge) on the same segment when one or more cavalry units charge into the enemy-occupied hex from two hexes away, then they may join with the cavalry in the assault. However, in both cases the +2 column modifier for the cavalry charge is negated because not all units attacking in the assault in the current segment are charging cavalry. If units in the assault hex opt not to attack at the same time as the charging cavalry, they may wait until a later action segment and then make their own assault separately. That would allow the charging cavalry to attack on their own and receive the +2 cavalry charge column modifier.

12.73 Restrictions.

The intervening hex in a cavalry charge (the hex between the hex where the cavalry begins its activation and the enemy-occupied hex where it ends its movement) must contain only clear terrain (with or without a road), and may not be occupied by any units (friendly or enemy). Therefore, if a cavalry unit wishes to charge

a given hex two hexes away but the intervening hex is either occupied by one or more units or contains terrain other than Clear terrain or a road, then the cavalry cannot charge the desired hex this action segment. The target hex of a cavalry charge (meaning the enemy occupied hex the cavalry wishes to charge into) may contain any type of terrain (not just clear), but the normal terrain modifiers for attackers in assault combat apply. Cavalry MAY charge through a hex occupied only by one or more leaders (friendly or enemy; in the latter case check for leader losses per 6.71).

Cavalry which begin their activation adjacent to enemy units may not charge those units. They may fire at them normally with direct fire or enter their hex for a normal assault, but they do not get the +2 column modifier for a cavalry charge. They may charge other units which are two hexes away (they are not required to assault units adjacent to them). Dismounted cavalry units may not perform a cavalry charge (15.4).

12.8 Restrictions.

12.81 Leaders.

Only leaders in an assault hex may influence units there. A leader in a hex adjacent to an assault hex may not, unless he enters the assault hex when he activates. In that case he may activate previously unactivated friendly units of his own type in the assault hex plus any units of his own type that were with or adjacent to him before he entered the assault hex, and may otherwise act as a leader for units of his own type in the assault hex in the current action segment. Activated leaders in an assault hex may activate friendly units and/or lower ranking leaders of their own type in the assault hex with them, and also in non-assault hexes adjacent to the assault hex for the purpose of making them enter the assault hex (and possibly attacking enemy units there if they wish per 12.5). However, they may not activate or influence units or lower-ranking leaders adjacent to the assault hex in any way if they do not enter the assault hex in the current action segment. Leaders in an assault hex cannot activate units or lower-ranking leaders in an adjacent assault hex.

12.82 Fire Types In an Assault Hex.

Units in an assault hex may not fire on targets outside the hex. They may not fire on the direct fire or bombardment tables; they may only fire on the Assault Table using their Direct Fire values (as modified by Disruption or Demoralization) to calculate their assault strength (exception: 12.32). Units may not conduct opportunity fire against enemy units entering a hex to initiate or reinforce an assault (exception: the first hex of a cavalry charge, 12.71).

12.83 Firing Into an Assault Hex.

Units outside an assault hex may not fire into it with direct fire or opportunity fire. Artillery units, mortar units and/or off-board artillery factors may fire at an assault hex with bombardment fire, which affects all units of both sides in the hex. The player owning the firing unit(s) or off-board artillery factor(s) should conduct separate attacks against the friendly and enemy units in the hex, rolling dice to attack the enemy units there and then rolling dice separately against his own units. Calculate column modifiers and

determine combat results separately for each attack (7.5), and when determining the number and types of units in the hex count only the units of the side being attacked on that roll (4.2).

12.84 Artillery Units, Mortars, MGs and Transports

Artillery units, mortars, MGs and transports may not perform assault movement (12.2). They may remain in an assault hex if assaulted, and may exit the assault hex if desired (artillery or mortar units with a movement allowance of 0 or T would have to be transported out per 5.6). Loaded transports in an assault hex may unload, but unloaded transports in an assault hex may not load. MG units which are in an assault hex may attack and defend in assault combat normally, except that they may not participate in Cold Steel attacks as attackers (12.6; they may defend against them normally). Artillery and mortar units in an assault hex may not attack, but may defend at a strength of 1 per unit on the Assault Table (12.32).

13.0 Opportunity Fire

Inactive units which have not yet activated this turn may use their direct fire values to attack individual, spotted, moving enemy units and/or leaders within range. Each previously-unactivated MG unit may conduct up to two opportunity fires per turn, and each previously-unactivated company (except for mounted cavalry) may conduct one opportunity fire per turn. Multiple units may combine fire normally against a moving unit or leader (7.32). Mounted cavalry, artillery and mortar units may not conduct opportunity fire, but dismounted cavalry can (15.4).

13.1 Procedure.

The inactive player designates the firing unit(s) during the target unit and/or leader's movement. Resolve the attack using the direct fire procedure (10.2). When a non-MG unit finishes taking its opportunity fire shot, the owning player places a MOVED/FIRED marker on it to show that it may not fire again or activate this turn. The first time a given MG unit takes opportunity fire in a given turn, the firing player should place an OPPORTUNITY FIRE marker on it. Then the second time it takes opportunity fire that turn, the firing player should place a MOVED/FIRED marker on it to indicate that it may not fire again or activate that turn. MG units that take two opportunity fire shots in a turn do not have to target the same unit or leader both times they fire, nor do they have to fire at the same hex twice, nor do they have to fire twice during the same enemy action segment (they can wait until a later enemy action segment that turn to fire the second time, if desired). MG units that only take one opportunity fire shot during the whole turn may not activate during any of their owning player's action segments that turn (the second shot is wasted).

13.11 Fire and Movement.

A moving unit or leader, or a unit moving along with a leader who activated it per 6.4, may be attacked in any hex(es) within enemy direct fire range that it (or they) enters along its movement path. During movement, the inactive player must tell the moving player to stop moving the unit and/or leader momentarily so that he or she can conduct opportunity fire. Fire must be resolved before the unit and/or leader enters a new hex. The firing player

may not wait to see where the unit and/or leader will end its movement before announcing opportunity fire.

13.12 Stacking.

Opportunity fire only affects the individual moving unit and/or leader that is the target of the attack. For example, if such a unit and/or leader occupies a hex containing two companies when attacked by opportunity fire, the +2 stacking modifier for two companies in a hex does not apply. However, if the moving unit that is the target of opportunity fire is a company, then the +1 modifier for fire against a company does apply to it and any leader moving with it. All other applicable column modifiers apply (see Direct Fire table).

13.13 Leadership.

A moving unit forced to check morale by opportunity fire may be assisted by a good-order leader moving with it, or by a non-moving good-order leader of the moving unit's type who is in the same or an adjacent hex at the time the unit is forced to check morale, or by a non-moving disrupted leader of the moving unit's type in the same hex with it at the time it is forced to check morale (6.61). Moving leaders forced to check morale may be assisted by higher-ranking friendly leaders of their own type in the same way.

13.14 Morale Failure.

A moving unit or leader that fails a morale check (14.1) stops moving immediately. A moving full-strength two-step unit that suffers one step loss (7.6) but does not fail a morale check may continue moving.

13.15. Order of Battle.

Multiple units may perform opportunity fire attacks in any order desired, and may combine fire normally per rule 7.32. Opportunity fires are designated one at a time, allowing a player to see how one turns out before performing another.

Example: A German mounted CAV unit enters a hex three hexes away from a previously-unactivated Russian MG unit. The Russian player tells the German player to stop moving the unit so he can fire at it with opportunity fire. The MG unit has a fire strength of 7 and would therefore normally attack on the 7 column of the Direct Fire table, but the fire receives column modifiers of -1 for hitting a target three or more hexes away, +1 because it's opportunity fire, +1 because the target is a CAV unit and +1 because the CAV unit is mounted, for a net modifier of +2. The fire is therefore resolved two columns to the right of the 7 column, on the 16 column. The Russian player rolls two dice and gets a result of 6 for an M morale check. If the cavalry unit fails the morale check it must stop moving in the hex it was attacked in. If it passes the morale check it may keep moving, and the MG unit may take a second shot at it if desired and/or other previously-unactivated Russian units within range can fire at it as well.

13.2 Restrictions.

13.21 Attack Limits.

In a given action segment, a moving unit or leader (or a unit and leader moving together) may only be attacked once per hex

they enter by the same enemy unit. Multiple units may fire at the moving unit and/or leader when it enters a given hex, but each firing MG unit that could fire twice at the moving unit and/or leader may not fire at it a second time unless and until it enters a new spotted hex within range. If it doesn't enter a new hex within range, then the MG may take its second opportunity fire shot at another enemy unit and/or leader that moves into a spotted hex within range.

Example: A Russian cavalry unit moves within range of two Austrian MG units that occupy the same hex. In the first hex the Russian unit enters, either or both Austrian MG units may conduct opportunity fire against it (either as two individual attacks or as one combined attack). The Austrian MG units may not make a second opportunity fire attack on that Russian cavalry unit unless it enters another spotted hex within range.

If an MG unit takes its first opportunity fire shot in a given turn but does not take its second opportunity fire shot that turn, the second shot cannot be "saved" for use later (it cannot fire on one of its owning player's action segments instead).

13.22 Disruption and Demoralization.

Disrupted units conduct opportunity fire at half strength (14.2). Demoralized units may not conduct opportunity fire at all (14.3).

13.23 Assault Hexes.

Opportunity fire may not be conducted against units or leaders in assault hexes or entering an assault hex (Exception: the first hex of a cavalry charge, 12.71).

13.24 Cavalry.

Mounted cavalry cannot conduct opportunity fire, but dismounted cavalry may do so (15.4).

14.0 Morale

All units and leaders have morale values. Each leader's morale value is printed on his playing piece — it's the big number in the center. Companies have one morale value when they're full strength and another when they're at reduced strength. The morale values for all units on a given side are specified in the scenario instructions: the number before the slash is full-strength morale of all that side's units, while the number after the slash is reduced strength morale of all that side's companies. Units other than companies have no reduced-strength side (they have just one step) and therefore have only the full-strength morale value (the one before the slash).

14.1 Morale Checks.

When a combat result requires a morale check (see the fire tables), the owning player rolls two dice for each affected unit and/or leader and adds any applicable modifier to the die-roll (for example, a combat result of M2 adds two to the die-roll). If the die-roll result (after any die-roll modifiers) is less than or equal to the unit or leader's morale (after any morale modifiers for leader bonuses, demoralization, etc.), the morale check succeeds and the unit or leader is not affected. If the result is greater than

the unit or leader's morale (after any modifiers) by one or two, it fails the morale check and becomes disrupted (14.2). If the result is greater than the unit or leader's morale (after any modifiers) by 3 or more, it fails the morale check and becomes demoralized (14.3).

Example: German units fire on a hex containing two Russian INF units plus a Russian infantry leader (all of which are in good order), and the fire scores an M2 combat result. The leader has a morale of 10 and a morale modifier of 1, and the INF units have a morale of 8. The Russian player must roll for the leader first, and rolls an 8 for him. Adding 2 to the die-roll for the M2 combat result, the modified die-roll is a 10. That equals the leader's morale, so he passes his morale check. The Russian player then adds the leader's morale modifier of 1 to the morale of the INF units, giving them each a modified morale of 9. He rolls an 8 + 2 (for the M2 result) = 10 for the first unit, meaning it is disrupted (since it failed its morale check by one). He then rolls a 10 + 2 = 12 for the second unit, meaning it is demoralized since it failed its morale check by at least 3. He places a Disrupted marker on the first INF unit and a Demoralized marker on the second one.

14.11 Compound Morale Failure..

A leader or unit that is already disrupted and fails another morale check becomes demoralized. A demoralized unit or leader that is again demoralized (by failing another morale check by three or more) suffers a step loss if it is a unit, and is eliminated if it is a leader (also see rules 6.72 and 6.73). There is no extra effect on a demoralized leader or unit that fails a morale check by two or less.

14.12 "After you, Sir!"

Roll morale checks for leaders first, before units, in order of seniority. Leader morale failures apply immediately, so if a leader becomes demoralized he can't add his morale modifier to units or lower-ranking leaders that segment (or at any time thereafter until he is no longer demoralized). Also roll morale recovery attempts for leaders first in order of seniority, before rolling for any units in the same hex with them (14.4).

14.2 Disruption.

A disrupted unit or leader:

- Has all its combat strengths halved.
- Can move no more than one hex per turn (it has a movement allowance of 1). If its movement allowance is normally 1 then its movement allowance is not affected.
- Cannot perform assault movement (12.2). It may remain in an assault hex if it becomes disrupted while there (it doesn't have to retreat).

14.3 Demoralization.

A demoralized unit or leader:

- May not conduct any type of fire, except defending against assault (12.25). It does so at one-quarter its normal direct fire value, or at a strength of 1 if it is an artillery or mortar unit (12.32).
- Has its morale reduced by one.
- Must attempt to recover morale on its activation (14.4); it can do nothing else when activated except try to recover morale and

possibly flee (see below).

- If it fails to recover, it must flee (14.31) from enemy combat units that can spot it (8.0; Exception: 14.33). Mark the unit as MOVED/FIRED once it finishes fleeing for the turn.

14.31 Fleeing.

Each demoralized unit and/or leader that fails to recover must immediately move away from all enemy units that can currently fire upon it with Direct Fire. It must move toward the nearest hex where no enemy unit can fire upon it with Direct Fire (due to the hex being outside all enemy units' direct fire range, LOS and/or spotting range) AND that does not contain a Drumfire marker. This is called a "safe hex." A fleeing unit must spend its entire movement allowance in moving away from enemy combat units that can fire on it with direct fire and toward the closest safe hex (Exception, units and/or leaders exiting an assault hex 12.22), and may not enter hexes with one or more Drumfire markers while fleeing. It may choose between equidistant safe hexes. It must attempt to reach the closest safe hex as soon as possible, subject to the restrictions above (always move away, move at maximum rate and do not enter hexes with Drumfire markers). EXCEPTION: A demoralized leader or unit that is under an entrenchment marker is not required to flee, but may do so if desired (16.33).

If the fleeing unit or leader cannot reach a safe hex on the first turn, and if it fails to recover on future turns, then it must keep fleeing at maximum movement rate away from enemy units that can fire on it with direct fire and toward the closest safe hex until it occupies it. If it cannot reach a safe hex by moving away from enemy units that can fire upon it with direct fire, then it must keep moving away from such enemy units until it reaches a board edge hex that is as far away from all enemy units with direct fire values as possible and does not contain a Drumfire marker.

14.32 Going to Ground.

Once a fleeing demoralized unit or leader reaches a safe hex (or failing that, the board-edge hex that is the farthest away from all enemy units with direct fire values as possible and that does not contain a Drumfire marker), it must stop moving and remain in that hex until it recovers to at least Disrupted status. If one or more enemy combat units move so that they can fire on the demoralized unit or leader with direct fire, then its hex is no longer safe. If the demoralized unit or leader fails to recover when activated, then it must flee again to a new safe hex (or failing that, the board-edge hex that is the farthest away from all enemy units with direct fire values and does not contain a Drumfire marker). Similarly, if a safe hex is attacked during the Bombardment Phase, the hex immediately becomes unsafe and any demoralized units and/or leaders there must flee from that hex to the nearest safe hex if they fail to recover from demoralization when activated. The owning player should make a note during the Bombardment Phase that the hex is no longer safe unless the bombardment fire causes a Drumfire marker to be placed in the safe hex. In the latter case, the hex is unsafe per rule 14.31 so no special bookkeeping is necessary.

14.33 Flight Path.

Fleeing demoralized units and/or leaders may only enter hexes

that do not contain Drumfire markers and which are farther away from enemy combat units that can spot them and fire at them with direct fire. If this is not possible, they may enter hexes at an equal distance from such units that do not contain Drumfire markers. If this is also not possible (for example, if a unit is in a hex on the edge of the board and moving along the edge of the board would not take it farther away from enemy units with direct fire values that can fire on it), they must remain in place.

14.34 Batteries of the Dead.

If a demoralized artillery or mortar unit fails a recovery attempt and must flee, it is eliminated (the crew abandons the weapons).

14.35 Fleeing an Assault.

Demoralized units and/or leaders in an assault hex that fail morale must exit the hex, and may move only one hex when doing so. On later activations they flee at full movement rate if they fail to recover (14.31). If all hexes adjacent to an assault hex are occupied by enemy combat units and/or Drumfire markers, then any units and/or leaders required to flee out of the assault hex are eliminated (12.25).

14.4 Recovery.

Players may attempt to improve the morale status of their demoralized and disrupted units and/or leaders. This is called “recovery.” Units may recover with the assistance of any activated, undemoralized leader of their own type who activates them, or on their own when they activate by themselves. Leaders may also recover with the assistance of an undemoralized, higher ranking leader of the same type who activates them, or they may recover on their own when they activate. Units and/or leaders attempting recovery (and any leaders assisting them) must be activated and may conduct no other action that turn. Place a MOVED/FIRED marker on any unit or leader that attempts recovery (whether it is successful or not), and any leader who assists a recovery attempt. A leader may not move in the same action segment in which he assists a recovery attempt, except to accompany a fleeing demoralized unit which he activated and which failed to recover (14.31).

14.41 Procedure.

Determine the morale of each unit and/or leader attempting recovery, reducing its morale by one if it is demoralized (14.3). Add the morale modifier of any one activated leader assisting the unit or leader’s recovery attempt (6.62), plus any bonus for terrain or entrenchments (14.45). Roll two dice for each unit or leader attempting recovery, rolling for any recovering leaders first in order of seniority (14.12). On a result LESS THAN the modified morale of the unit or leader rolled for, it recovers. On a result greater than or equal to the modified morale of the unit or leader rolled for, it does not recover and its morale status remains the same (Exception: 14.44). A demoralized unit or leader that recovers becomes disrupted (Exception: 14.43); a disrupted unit or leader that recovers returns to good order. A unit that fails to recover remains disrupted or demoralized (whichever it was at the time of the die-roll), and a demoralized unit that fails to recover may also have to flee (14.31).

14.42 Required Recovery.

Every demoralized unit and/or leader must attempt recovery at some point during the course of a turn (owning player chooses when; Exception: 17.4), and may do nothing else on its action segment except try to recover. Thus, a player may not “pass” on his action segment if he has any demoralized units or leaders that haven’t activated this turn — at least one friendly demoralized unit or leader must try to recover per action segment if no other previously-unactivated friendly units or leaders wish to activate.

14.43 Automatic Full Recovery.

A demoralized unit or leader immediately returns to good order (skipping disruption) on an unmodified recovery die-roll result of 2.

14.44 Leader Desertion.

A demoralized leader deserts and is immediately removed from play on an unmodified recovery die-roll result of 12. If the deserting leader is high-ranking, see rules 6.72 and 6.73 for more possible ill effects.

14.45 Recovery Bonuses.

Add one to the morale of units or leaders attempting recovery in an entrenchment or town hex (this is NOT cumulative if an entrenchment is in a town).

15.0 Cavalry

15.1 Cavalry Units.

Each cavalry unit is represented by two pieces: One showing the unit mounted (with men on horses) and another showing the unit dismounted (with men on foot). Each of the two pieces is marked with the same letter to show that they represent the same unit. Only one of the unit’s two pieces may be placed on the board at a time (the other is kept to the side). Cavalry units may begin play mounted or dismounted (or some of both) as the owning player desires, unless scenario instructions say otherwise. If a cavalry unit takes a step loss, flip both its onboard piece and its off-board piece to their half-strength sides. If a cavalry unit is eliminated, remove both of its pieces from play. A cavalry unit counts as only one unit even though it is represented by two pieces, and a step loss to a cavalry unit counts as just one step loss even though both the mounted and the dismounted piece for the unit suffer the same fate when the step loss takes place.

15.2 Cavalry Leaders.

Cavalry leaders are designated by a horse-head symbol. Cavalry leaders have a movement allowance of 6, and are the only leaders that can act as leaders for cavalry units (including dismounted cavalry). Cavalry leaders may activate other cavalry leaders through subordinate activation (3.2), but may not activate infantry leaders. Cavalry leaders may not act as leaders for non-cavalry units in any way. Infantry leaders cannot act as leaders for cavalry units in any way (even for dismounted cavalry). Only a cavalry leader may order a cavalry charge (12.7).

15.3 Cavalry Charge.

Good-order mounted cavalry units activated by a Cavalry Leader

may conduct assault movement from two hexes away. This is a “cavalry charge,” and gives the cavalry a +2 column shift on the assault table as long as no non-charging units participate in the assault as attackers in the current segment (see 12.7).

15.4 Dismounting.

Activated, undemoralized mounted cavalry units may dismount as a Movement action (3.13). To dismount a cavalry unit, the owning player activates it, removes its mounted piece from the board and replaces it with its corresponding dismounted piece (place the mounted piece to the side). Dismounting uses up a unit’s entire action segment and movement allowance (it cannot move to a different hex on the same segment when it dismounts); place a MOVED/FIRED marker on it once it is done dismounting. Units can dismount and re-mount as often as desired (exception: 15.42), and cavalry units may begin play mounted or dismounted (or some of both), as the owning player desires unless scenario instructions state otherwise.

15.41 Effects.

Dismounted cavalry cannot conduct a cavalry charge (12.7), but can conduct opportunity fire (13.0). Column modifiers on the fire tables that apply to mounted cavalry do not apply to dismounted cavalry. Only cavalry leaders can act as leaders for dismounted cavalry (infantry leaders cannot).

15.42 Restrictions.

Demoralized cavalry units cannot dismount, and dismounted cavalry units which become demoralized must immediately re-mount (15.5).

15.5 Re-Mounting.

Activated, undemoralized dismounted cavalry units may re-mount if desired, and demoralized dismounted cavalry units must re-mount immediately upon becoming demoralized (15.52).

15.51 Procedure.

To re-mount a dismounted cavalry unit, the owning player activates it, removes its dismounted piece from the board and replaces it with its corresponding mounted piece (place the dismounted piece to the side). Re-mounting uses up a unit’s entire action segment and movement allowance (it cannot move to a different hex on the same segment when it re-mounts); place a MOVED/FIRED marker on it once it is done re-mounting (Exception: 15.52).

15.52 Restrictions.

Demoralized dismounted cavalry units must re-mount immediately upon becoming demoralized. If a dismounted cavalry unit that becomes demoralized has not yet activated this turn, re-mount it per 15.51 and place a MOVED/FIRED marker on it to show that it has used up its activation for the turn. If a dismounted cavalry unit that becomes demoralized already has a MOVED/FIRED marker on it, it must still re-mount immediately even though it has already activated this turn (replace it with its corresponding mounted piece and keep the MOVED/FIRED marker on it).

Demoralized cavalry units must remain mounted and cannot dismount again until they are no longer demoralized.

15.6 Restrictions.

Mounted cavalry units cannot conduct opportunity fire (13.0), but dismounted cavalry units may do so. Dismounted cavalry cannot conduct cavalry charges (12.7); only mounted cavalry may do so. Cavalry units and/or cavalry leaders cannot be transported (5.6), dig in (16.1) or be placed under entrenchment markers (16.3), whether mounted or not.

16.0 Special Rules

16.1 Smoke.

In some scenarios, artillery units and off-board artillery factors belonging to specific players may fire smoke (see scenario special rules).

16.11 Procedure.

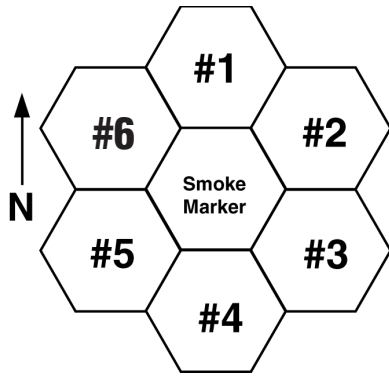
Only artillery units and off-board artillery factors may fire smoke, and they must have Planned Fire missions to do so. When writing up the firing unit or factor’s Artillery Plan, the owning player indicates the hex the unit or factor will fire at per the standard procedure (9.11) but writes “Smoke” on the line of the turn(s) when he wants the unit or factor to fire smoke. Then, on the Bombardment Phases of turns when the unit or factor is pre-plotted to fire smoke, the owning player rolls two dice. On a result of 8 or less he places a smoke marker in the firing unit or factor’s pre-plotted target hex. On any other result he doesn’t, and there is no further effect that turn (the fire is wasted). No bombardment, fratricide or friendly fire attacks are made by units or off-board artillery factors firing smoke (9.8), and no Drumfire markers are placed by units firing smoke (9.7). Do not roll on the Bombardment Table against the target hex and do not check for friendly fire (9.83).

16.12 Effects.

Smoke markers block line of sight. A hex with a smoke marker in it becomes limiting terrain (8.5) with unlimited elevation (8.7). Units cannot trace LOS through hexes with smoke markers in them no matter how high the elevation of the hex they occupy, though they may trace LOS into a smoke hex up to three hexes away just as if it were any other sort of limiting terrain. Smoke markers have no other effects; they do not change the movement point cost to enter a hex nor do they change combat effects of any terrain in the hex.

16.13 Dispersal and Drift.

During each turn’s Marker Removal Phase (3.0), a player with smoke markers on the board rolls one die for each smoke marker to see if it remains in play. On a result of 1 the smoke marker stays in place. On a result of 2 it moves to one of the hexes adjacent to it. The player rolls a second time and consults the scatter diagram below, and moves the smoke marker to the hex corresponding to the result. If “North” does not lie where indicated, players must agree on hex alignment before rolling. On a result of 3 through 6 the player removes the smoke marker from the board.



16.14 Restrictions.

Players may only fire smoke if scenario special rules allow. Units and off-board artillery factors which fire smoke on a given turn do not make bombardment attacks against their target hexes that turn, do not place Drumfire markers there (9.7) and cannot cause fratricide or friendly fire attacks that turn (9.8). They merely attempt to place smoke markers there (16.11).

16.2 Digging In.

Activated, good order units of any type except cavalry and transports may “dig in” at any hex except a town, woods or entrenchment hex. Units in some scenarios may begin play dug in (see scenario instructions); place Dug In markers on them before play begins. Otherwise, it takes two full action segments for a unit to dig in. Digging in costs all of a unit’s movement allowance and counts as its full activation; place a MOVED/FIRED marker on a unit during each segment that it digs in. Place a Dug In marker under the unit at the end of the first action segment on which it digs in and on top of it at the end of the second action segment of digging in. After a Dug In marker is placed on top of a unit, it gains all the benefits of being dug in (defensive column modifiers, First Fire in assault, etc). Units with Dug In markers underneath them gain no benefits (they haven’t finished digging in).

16.21 Infantry Leaders.

Infantry leaders do not have to dig in by themselves. If one or more infantry leaders are in a hex where one or more friendly units successfully dig in, or if they enter a hex with one or more friendly units that are already under a dug in marker, the owning player places the infantry leader(s) under the dug in marker at that time. Cavalry leaders cannot dig in and are never placed under dug in markers.

16.22 Abandoned Positions.

If any unit that has spent one turn digging in but has not completed the second turn of digging in moves out of the hex it occupies, becomes disrupted or demoralized, fires at enemy units on the Direct Fire or Bombardment table or participates in an assault as the attacker (12.1), remove the Dug In marker from underneath it. The two-turn process must begin anew in a future action segment if the owning player wishes it to dig in.

If a unit that is underneath a dug in marker (meaning it has finished digging in) moves out of the hex it is in or participates in an assault as the attacker, remove the dug in marker unless there

are other units in the same hex with it that are also under the dug in marker and which are not moving out of the hex or participating in an assault as the attacker. In the latter case, keep the dug in marker on top of the other units but not the unit that moves or attacks in assault combat.

16.23 Split Occupation.

The Dug In column modifiers on the Direct and Bombardment Fire tables apply only to those units and leaders in a target hex which are under a dug in marker. If the target hex contains a dug in marker but some units are under the marker and some are on top of it, the active player does not roll dice twice. Instead, he rolls once and cross-indexes the result with the two appropriate different columns per rule 7.52.

16.24 Restrictions.

Transports, cavalry units (mounted or not) and cavalry leaders cannot dig in. All other unit types can dig in, as can infantry leaders per rule 16.21.

16.25 No Transfers.

Dug In status is not transferable to other units. Each unit must dig itself in to gain the benefits (but infantry leaders do not have to per 16.21). Remove the Dug In marker from the board if all dug in units exit a hex or participate in an assault as the attackers (a leader by himself cannot preserve a dug in marker if all dug in units leave a hex or attack in an assault).

16.3 Entrenchments.

Entrenchment markers give units and leaders underneath them column modifiers against all types of fire (see fire tables), and give defending units underneath them first fire in assault combat (12.33). Entrenchments are placed at the beginning of a game and are never removed from play, and may not be constructed during a scenario. Entrenchments are not removed if the occupying units leave the hex as with dug in markers; instead, new units and/or leaders of either side may occupy them and gain their benefits once all enemy units in the hex have left or been eliminated.

16.31 Occupying Entrenchments.

Only one side’s units can occupy an entrenchment in a given hex at one time. If units (and any friendly leaders with them) set up in an entrenchment hex or enter an entrenchment hex with no enemy units in it, place them under the entrenchment marker. This signifies that they occupy the entrenchment in that hex. If units (and any friendly leaders with them) enter an entrenchment hex that has enemy units under the entrenchment marker, place the units (and any leaders) entering the hex on top of the entrenchment marker to show that they do not occupy the entrenchment. If all units under an entrenchment marker are eliminated or exit the hex, place all units (and any leaders) of the opposing side which are on top of the entrenchment marker under the entrenchment marker to show that they now occupy the entrenchment.

16.32 Combat Effects.

Units and/or leaders under an entrenchment marker gain several benefits, while units (and any leaders) on top of an entrenchment marker do not gain any benefits from the marker. Fire of any type

directed at units and/or leaders under an entrenchment marker suffers a column modifier of -2. Also, on each action segment when units under an entrenchment marker defend against an assault they gain First Fire (12.33).

16.33 Other Effects.

Add one to the morale of units and/or leaders under an entrenchment marker when they attempt to recover (14.45). Units under an entrenchment marker do not have to flee the hex if they fail to recover from demoralization but may do so if desired (14.31).

16.34 Restrictions

Cavalry units (mounted or dismounted), cavalry leaders and transports may setup in and/or enter hexes with entrenchment markers, but must be placed on top of the entrenchment marker when doing so. They cannot occupy entrenchments (16.31) and gain no benefits from them.

16.4 Entering and Exiting the Board.

Units may enter or exit the game board as directed by the scenario instructions.

16.41 Entering the Board.

Units that enter the board during the course of a scenario should be set up off-board using normal stacking limits. Put spare markers on top of off-board units to conceal them from enemy view. When the units are scheduled to enter, group them around leaders in a hex grid pattern as though they were on the board, and activate them normally. Move them onto the board, counting the first hex entered as their first MP(s) spent.

16.42 Exiting the Board.

Undemoralized units may exit specific board edges if scenario instructions say so. Otherwise, no units may exit the board except for undemoralized artillery and/or mortar units with Abort missions (9.14). Such artillery and/or mortar units may exit from the board edge where their side's units entered the board at the beginning of play, or from the board edge that is farthest away from the board edge where the enemy side's units entered at the beginning of play, or from the board edge that is farthest away from the section of the board where enemy units set up at the beginning of play. Units exiting the board may not re-enter play, but are not counted as destroyed. Demoralized units cannot exit the board under any circumstances; those that are fleeing per rule 14.31 and reach a board-edge hex that is a safe hex must remain in that hex until they recover morale.

16.43 Not the Edge of the World.

If all designated board-entry or -exit hexes are occupied by enemy units, the active player may enter/exit his units in other board-edge hexes that are adjacent to the enemy-occupied hexes.

16.5 Hidden Units.

In some scenarios, units and/or leaders begin play hidden. Some scenarios or series games have special rules regarding hidden units. Barring any such special rules, the rules in this section govern hidden units and/or leaders.

Players write down the locations of hidden units and/or leaders rather than placing them on the board. Spotting range for enemy units and/or leaders trying to locate hidden units and/or leaders is reduced to 1/4 normal range (minimum of one hex). Thus a hidden unit in clear terrain in daylight could only be spotted by an enemy unit or leader three or fewer hexes away, and a hidden unit in a town hex could only be spotted by an enemy unit or leader in an adjacent unit.

A hidden unit or leader loses its special status and must be placed on the board if an enemy unit or leader is able to spot it, or if it moves or conducts any type of fire. It may not become hidden again unless scenario instructions state otherwise.

17.0 Optional Rules

17.1 Consolidation.

A player may combine two reduced, good-order companies of the same type and nationality to form a single full-strength company. Both companies must start their activation in the same hex, must both be activated by the same leader and must spend all their MPs to combine. Remove one of the companies from play, flip the other to its full-strength side, and place a MOVED/FIRED marker on it. The removed company does not count as eliminated for victory purposes.

17.2 Excess Initiative.

If a player wins initiative (3.0) by enough to take three or more action segments before his or her opponent can take one, he may "save" one action segment and use it any time during the turn to perform two consecutive action segments.

17.3 Strategic Movement.

Units outside the LOS of enemy units may move at twice their normal movement allowance. Hidden units (16.5) may attack units using strategic movement with opportunity fire (13.0) and get an additional +2 column modifier on the direct fire table when doing so.

17.4 Fog of War.

Once both players have conducted three full action segments each in the current turn, then at the end of each action segment thereafter this turn (beginning with the initiative player's fourth) the player who took the current action segment rolls three dice. If he rolls a result of 15 or more, the turn ends immediately for both players, and nobody may take any further actions this turn (including recovering morale for unactivated, demoralized units). Proceed to the next turn. Add one to the result of Fog of War die-rolls on night turns. This rule is highly recommended for larger scenarios and for solitaire play (18.0).

17.5 Multi-Player Rules.

Infantry Attacks may be played by more than one player per side.

17.51 Sector Command

Before starting a multi-player game, players divide the board into sectors. Sectors can be divided board-by-board, or in any other manner agreed upon. Each side then assigns a player to be com-

mander for each sector. So, if Board 45 is Sector A, then Board 45 will have a Central Powers Sector Commander and an Allied Sector Commander.

Each turn, the opposing commanders in each sector play against each other, simultaneously with and independently of the other players. When all units, leaders and off-board artillery factors in a given sector are done activating or firing, the two sector commanders pause until all other sector commanders are done too. When all units, leaders and off-board artillery factors in all sectors are done activating and firing, play proceeds to the next turn. This allows each turn of multiplayer games to proceed quickly, without players waiting for each other to finish actions.

Each sector commander controls all friendly units currently in his sector, commands all off-board artillery factors assigned to his sector at the start of the game by the Commanding Officer (17.52), and takes command of friendly units which enter his sector from another sector. Units and off-board artillery factors may not fire at targets outside their own sector, except to initiate or join an assault (12.0) if ordered to do so before the turn begins by the Commanding Officer. Units may not enter another sector unless ordered to do so before the turn begins by the Commanding Officer, unless forced to do so when fleeing due to demoralization (14.31). This keeps players from interfering with each other's actions and also simulates real-life limits to communications between sector commands in World War I battlefield conditions.

17.52 Commanding Officer (CO).

Before the start of play, each player on each side rolls one die to see which player on that side will be that side's Commanding Officer, or CO (high die-roll wins; re-roll ties). The CO is not represented by a leader piece on the board — the player himself is the CO. Each side's CO decides which friendly units and leaders will setup in or enter each sector at game start (leaving it to the sector commanders to actually setup the units and leaders assigned to their sectors). He also divides up and assigns off-board artillery factors to his sector commanders at the start of the game. The sector commanders then plot Planned Fire missions for the off-board artillery factors assigned to them, and may not target the fire of their own off-board artillery factors or onboard artillery units at any hexes outside their own sectors. At the start of each turn, the CO player may discuss battle plans with his sector commanders and give them high-level orders. Also, only the CO player may order units to move from one sector to another (and thus fall under the command of a new sector commander). To do this, the CO player must specify which units are to move to a different sector before the turn begins, and the sector to which they must move. Off-board artillery factors may not be moved to different sectors during play. Once the CO assigns an off-board artillery factor to a given sector, it may only fire at hexes in that sector for the rest of the game.

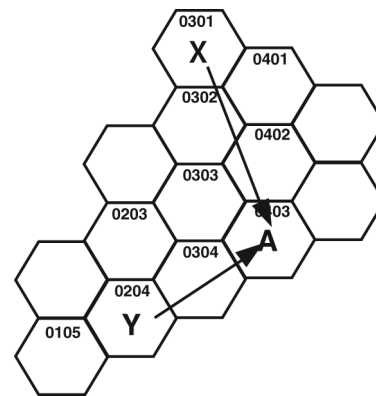
17.6 Flanking Fire

The tactical doctrines and practices used in 1914 weren't much different from those used in the mid-Nineteenth Century. Units tended to form lines of battle before marching into combat and

were very conscious of the need to protect their flanks from enemy attack. So, if a unit became outflanked by enemy forces its morale could deteriorate quickly (in addition to any extra damage the unit suffered from being outflanked).

If players wish to simulate the flank-consciousness of early World War I units, they can agree before play to use this rule: If a given hex is attacked with Direct Fire that is traced into the hex through two or more non-adjacent hexes on the same turn, then any companies in the hex suffer an additional +2 column modifier on the Direct Fire table (see Direct Fire table). This applies only to Direct Fire attacks on the hex that are traced through a non-adjacent hex after the first direct fire attack on the hex in the current turn (not necessarily during the same action segment). The +2 column modifier does not apply to leaders or non-company units (MGs, etc.), or to units of any type that moved into the target hex after the first direct fire attack on the hex this turn but before the second, third etc.

To qualify for the flanking fire modifier, the second and/or subsequent direct fire attacks must be traced through an actual non-adjacent hex — not along the spine between an adjacent and a non-adjacent hex.



Example: If unit Y has already fired on target hex A with direct fire this turn, the modifier would apply to direct fire attacks by unit X against companies in target hex A that were present in the hex when unit Y fired at the hex this turn.

18.0 Solitaire Rules

Infantry Attacks is an excellent solitaire game since it uses the mechanic of alternating activation. The solitaire player moves and fires with just one unit, stack of units, or group of units activated by a leader on one side, then does the same with a unit, stack or group activated by a leader on the other side, then back to the first side and so forth. This allows the combat situation to develop quickly and spontaneously, with plenty of uncertainty due to units being stopped by opportunity fire etc. All rules in this rulebook apply to solitaire play, but some extra rules are necessary to add an uncertainty factor to Planned Fire artillery missions (9.11).

18.1 Scatter Die-rolls.

The solitaire player writes up an Artillery Plan for each side normally. However, during Bombardment Phases he must roll a

die on the Distance Table below for each artillery unit and/or off-board artillery factor to which all three of the following apply:

1. The unit or factor has a Planned Fire mission;
2. The unit or factor has a Fire or Fire Smoke action plotted for it this turn; AND
3. The unit or factor is plotted to fire at a hex which it did not actually fire at on the previous turn.

Distance Table

Die-roll	Hex Struck by Planned Fire
1-3	Target Hex
4-5	Adjacent Hex
6	Two hexes away

Roll separately for each firing artillery unit or off-board artillery factor. If the die-roll result on the table is a 4 through 6 (indicating that the fire will hit a hex one or two hexes away from the pre-plotted target hex), the player must roll on the Scatter Diagram from rule 16.13 to determine the direction from the target hex where the fire scatters. The artillery fire will strike a hex either one or two hexes away from the target hex per the die-roll on the Distance Table, in the direction indicated by the Scatter Diagram. Resolve the fire against that hex normally (9.0), including any fratricide or friendly fire attacks it causes (9.8).

18.2 Target Acquired.

If the die-roll result on the Distance Table is a 1 through 3 (indicating that the firing unit or factor hits its pre-plotted target hex), then the player resolves the fire normally. In addition, that unit or factor automatically hits its pre-plotted target hex on future turns as long as it continues to be plotted to fire at the same hex it fired at on the previous turn. The player does not have to roll on the distance or scatter table for that unit or factor as long as it continues to fire at the same pre-plotted hex. If a unit or factor takes a No Fire action on any given turn, it will still automatically hit its target hex when it takes Fire or Fire Smoke actions on future turns as long as it is plotted to fire at the same hex it fired on the last time it fired. However, if the unit or factor is ever plotted to fire at a different hex on any future turn, then it must roll for scatter again at that time per 18.1.

18.3 Additional Recordkeeping.

Each turn, the player should note the actual hex where any fire scatters to for Drumfire purposes (9.7). Only place a Drumfire marker in a hex if fire from the same unit or factor with a Planned Fire mission actually hits the same hex two or more turns in a

row, and if the firing unit or factor did not fire smoke last turn or in the current turn.

18.4 Maximum Range

If a hex determined by the distance and scatter tables is outside a firing artillery unit's range or is off the edge of the board, the player should re-roll on the Scatter Diagram (but not the distance table) until the fire hits a hex that is within range and on the board.

Example: Before the game starts, the solitaire player assigns a Planned Fire mission to a Russian artillery unit and writes up its Artillery Plan for the entire game. Then in the Bombardment Phase of Turn 1, he checks the Artillery Plan and sees that the unit is assigned to fire at hex 0405 on a given board. Before resolving the fire, he rolls one die to see if the fire will hit that hex or a different hex this turn. He rolls a 6, meaning the fire will hit a hex two hexes away from the designated target hex. He then rolls another die on the scatter diagram from rule 16.13 and rolls a 3, which means the fire will scatter to the southeast. Since in the current scenario the board is oriented with hexes numbered xx01 at the top, the firing unit will hit hex 0606 this turn (0606 is two hexes southeast of hex 0405). The Russian player resolves the unit's bombardment attack against any units in hex 0606, unless hex 0606 is outside the artillery unit's range. In the latter case, re-roll on the scatter table until the fire hits a hex that is within the unit's range and resolve an attack against that hex. Also resolve any Friendly Fire die-rolls against friendly units in hexes adjacent to the hex where the fire scatters.

Then in the Bombardment Phase of Turn 2, the player checks the Artillery Plan again and sees that the unit is again plotted to fire at hex 0405 on the same board. He rolls on the distance table again and this time the die-roll result is a 2. That means that the unit successfully hits hex 0405 and the player may resolve fire against any units in that hex normally. It also means that he does not have to roll on the distance or scatter table for that artillery unit on future turns as long as it continues to be plotted to fire at hex 0405 on that board. If the unit is ever plotted to fire at a different hex, the player must roll for scatter again for the unit at that time.

18.5 Open Sights Missions.

Open Sights artillery missions are not pre-plotted, so the rules in this section do not apply to units with Open Sights missions. The solitaire player fires with units that have Open Sights missions normally (9.12).

Credits

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